

Eidomancer

The eidomancer recognizes that the world is a shadowy reflection of a greater, mystical truth. Behind the illusion of the senses are the pristine forms from which all phenomena originate. Magic is simply the realization of the perfect form as it manifests in the universe. By becoming in tune with these sacred emanations, these sages grasp the very essence of the meaning of a spell, and are able to reproduce it flawlessly.

Adventures: The adventure of an eidomancer is a metaphor for seeking truth. He journeys to expand his knowledge of the fundamental metaphysical nature of magic. Whereas arcane and divine casters have elaborate methods to go about casting spells, the eidomancer seeks to prove that the source itself is simple and pure.

Characteristics: The beginning and end for an eidomancer is spellcasting. They pride themselves on their versatility and the mental rigor required to pursue their craft. Philosophical by nature, they make a point of immersing themselves in all forms of knowledge. Thus they are well inclined towards the use of divination magic. The enlightenment granted by meditating on the forms grants the eidomancer spell points which powers the spells he casts.

Alignment: Eidomancers have a slight tendency towards neutrality, as they see chaos, good, evil and law as all being ideal forms, which together balance the universe. Despite this attitude, it is not uncommon for an eidomancer's motivations and personality characteristics take a larger influence in the formation of his or her alignment.

Religion: Eidomancers revere all gods as being the personal embodiment of forms. Often they particularly focus on the worship of Boccob.

Background: All eidomancers initiate themselves into their practice of magic through the study of the teachings of the original eidomancer, Yr. They are most often academics who devote themselves to the volumes of his work at magical academies and universities, though many are part of an oral tradition where they begin as an apprentice to a master. Still others are brought up in monasteries dedicated to the contemplation of the mystical forms. Part of their learning includes extensive theoretical understanding of other practices of magic, though their own application differs.

Races: Humans and elves are the races who most often take to eidomancy, for much the same reason that they comprise many wizards. Other races may be uncommon or rare on this same basis. As illusion is anathema to the eidomancer, gnome eidomancers are all but nonexistent.

Other Classes: The versatility that comes with the practice of eidomancy often entails a bit of self-reliance in regards to matters of magic. They can clash with other spellcasters because of their differing approaches, though they are just as likely to get along owing to the mutual love shared towards the essence of magic itself.

Role: The niche the eidomancer fills in his or her party is fluid and can change from day to day based on their spells retrieved. However, in any given day their selection of spells once retrieved is quite limited. The eidomancer values careful forethought and preparation ahead of time to best select the spells that they will need to cast.

Game Rule Information

Abilities: Charisma determines the most powerful spells an eidomancer can cast and makes those spells harder to resist. Wisdom grants the eidomancer additional spell points, granting more spells per day. Wisdom also improves the eidomancer's *spell willpower*, *surge of will* and *mystical recall* abilities. Intelligence increases the number of spells per day that the eidomancer can retrieve, granting him a larger selection of spells to cast. Intelligence also improves the eidomancer's *lore*, *spontaneous divination*, and *spell swap* abilities.

Alignment: Any

Hit Dice: d4

Class Skills

Concentration, Craft, Decipher Script, Knowledge (All skills taken individually), Profession, Spellcraft

Skill Points at First Level: $(2 + \text{int mod}) \times 4$

Skill Points at Each Additional Level: $2 + \text{int mod}$

Class Features

Weapon and Armor Proficiency: Eidomancers are proficient with the club, dagger, heavy crossbow, light crossbow, and quarterstaff but not with any type of armor or shield. Armor of any type interferes with the casting of arcane spells, but not divine spells.

Spells: An eidomancer casts arcane and divine spells, which he or she may draw from any spell list, with the exception of illusion spells. He or she can cast any spell he or she has retrieved, much as a spontaneous caster can cast any spell he or she knows without preparing it ahead of time. The eidomancer must have an intelligence score of at least $10 + \text{the spell level}$ in order to retrieve spells of that level.

In order to cast a spell, the eidomancer must have a charisma score of at least $10 + \text{the spell level}$. The difficulty class for a saving throw against an eidomancer's spell is $10 + \text{the spell level} + \text{the eidomancer's charisma modifier}$.

The eidomancer has a pool of spell points which limits how many spells he or she may cast in a day. The number of spell points required to cast a spell is tied to its spell level, costing more spell points the higher the level. In addition, the eidomancer receives bonus spell points for a high wisdom score.

Eidomancers retain their full caster level for determining the effect of their spells, with one significant exception. Spells that deal a number of dice of damage based on caster level deal damage as if cast by a character of the minimum level of the class capable of casting the spell. Spells whose damage is partially based on caster level, but that don't deal a number of dice of damage based on caster level use the spellcaster's normal caster level to determine damage. Use the eidomancer's normal caster level for all other effects, including range and duration.

An eidomancer can pay additional spell points to increase the dice of damage dealt by a spell. Every 1 extra spell point spent at the time increases the spell's effective caster level by 1 for purposes of dealing damage. An eidomancer can't increase a damage-dealing spell's caster level above his or her own caster level, or above the normal maximum allowed by the spell.

At any given time, the eidomancer only knows a small number of spells. However, each day an eidomancer may change the spells he or she knows. When the eidomancer meditates to regain his or her daily allotment of spell points, he or she attunes himself with the mystical forms of the spells he or she wishes to have access to that day. He or she can cast any spell he or she has retrieved at any time, assuming he or she has enough spell points. The eidomancer need not retrieve the same spell multiple times. The eidomancer receives bonus spells retrieved per day for having a high intelligence score.

Unlike a spirit shaman, the eidomancer need not specifically retrieve spells modified by metamagic feats in order to apply metamagic to his or her spells. Instead, the eidomancer pays for the spell as if it were a higher-level spell, based on the adjustment from the metamagic feat. If the metamagic effect(s) would increase the spell's effective level above what he or she is capable of casting, he or she can't cast the spell in that way. The spell's caster level for purposes of damage-dealing effects (see above) doesn't change, even if the metamagic effect increases the minimum caster level of that spell, unless the eidomancer chooses to pay additional spell points to increase the caster level. Eidomancers using metamagic feats do not have an increased casting time as sorcerers do.

When an eidomancer would lose a spell slot (such as from gaining a negative level), he or she instead loses the number of spell points required to cast his highest level spell.

Spells that allow a character to recall or recast a spell don't function for the eidomancer. (It

doesn't make any sense to have a spell that gives you more spell points, since you're either paying more than you get, getting nothing, or getting more than you paid.) Items that function similarly can work, but differently - they restore a number of spell points required to cast a spell of that level.

Each eidomancer must chose a time at which she must spend 1 hour in quiet meditation to regain his or her daily allotment of spell points and imprint the forms of the specific spells he or she knows on that day.

Lore: An eidomancer may make a lore check, which functions similarly to a bardic knowledge check, adding eidomancer level and intelligence modifier to the d20 roll.

Bonus Feat: At 1st, 4th, 8th, 12th, 16th, and 20th levels, the eidomancer gains a bonus feat. This feat must be a metamagic feat, item creation feat, spell focus, spell penetration or reserve feat.

Spontaneous Divination: At 2nd level, the eidomancer gains the ability to cast divination spells that he or she has otherwise not retrieved for that day. He may cast any divination spell, which is of a level he has access to, that he has not retrieved for that day a number of times per day equal to his intelligence modifier.

Mystic Power: At 5th level, the eidomancer adds half his charisma modifier, rounded down, to his caster level for determining level-dependent variables of the spells he casts, including the minimal base damage of his damage dealing spells.

Spell Willpower: At 6th level, the eidomancer adds his wisdom modifier to caster level checks made to overcome spell resistance.

Surge of Will: At 10th level, the eidomancer adds his wisdom modifier to attack rolls when casting a spell that requires a melee or ranged touch attack.

Spell Swap: At 12th level, the eidomancer may take a full round action to reassign some of his retrieved spells. He may exchange any number of spells in this way so long as the total sum of the spell levels exchanged in that day does not exceed his intelligence modifier.

Greater Mystic Power: At 15th level, the eidomancer adds his full charisma modifier to his caster level for determining level-dependent variables of the spells he casts, including the minimal base damage of his damage dealing spells.

Mystical Recall: At 18th level, if an eidomancer's spell fails, he may make a will save against a DC of 15 + the spell's level. If he succeeds the will save, he regains half of the spell points expended on that spell, rounded down.