

# ARCANA

## INTRODUCTION

Welcome to *Future: Arcana*. This PDF details two new prestige classes – the arcane ace and the spellsoldier – and over a dozen spells designed for futuristic campaigns. You can use the material in this PDF as a basis for spells and prestige classes of your own design – the primary goal of this PDF is to inspire the GM and players in their mission to add arcane spells and effects to sci-fi campaigns.

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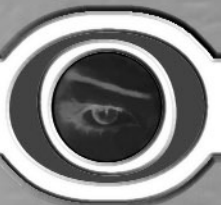
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**BY PHILIP REED**

# ARCANE ACE PRESTIGE CLASS

In some sectors of arcane space, deep beyond the civilized systems, the lines between technology and magic blur and meld until the two become one. A select few spellcasters find themselves forced into the role of pilot and, over time, learn to love the thrill of screaming starfighters and the madness of battle. The spellcasters develop skills and track down spells and equipment that enable them to extend their personal spellcasting abilities to include their starfighters until, with sufficient experience and persistence, they are able to empower their starfighters with arcane energy.

## REQUIREMENTS

To qualify to become an arcane ace, a character must fulfill the following criteria:

**Skills:** Knowledge (arcane lore) 6 ranks, Pilot 9 ranks, Spellcraft 9 ranks.

**Other:** Ability to cast 2nd level arcane spells, Base Reflex save +2.

## CLASS INFORMATION

The following information pertains to the arcane ace prestige class.

### *Hit Die*

The arcane ace gains 1d6 hit points per level. The character's Constitution modifier applies.

### *Action Points*

The arcane ace gains a number of action points equal to 7 plus one-half their character level, rounded down, every time he attains a new level in this class.

## ARCANE SPELLS AND CYBERNETICS

While cybernetics are designed to enhance the abilities of a character they have an adverse effect on spellcasters; each cybernetic attachment a character takes interferes with the character's spellcasting abilities, represented in game terms through arcane spell failure (see Arcane Spells and Armor in the basic SRD rules for information on arcane spell failure). The type of components of the spell being cast has no bearing on arcane spell failure and cybernetics – all spells are negatively affected by cybernetic attachments.

A particular cybernetic attachment has an arcane spell failure percentage equal to one-quarter the attachment's Purchase DC + the PL of the attachment (round up).

*Example: An arcane ace with an advanced prosthetic leg has an arcane spell failure percentage of 8 (Purchase DC of 22 + PL of 7/4 = 7.25).*

A character with multiple cybernetic attachments and/or armor adds all of the percentages together to determine the total arcane spell failure percentage.

### *New Feat: Cyberarcanist*

You have melded your arcane abilities with your dependence on technology, decreasing the chance of failure when casting spells.

**Benefit:** When calculating the arcane spell failure percentage of any possessed cybernetic attachments you use the following formula: one-eighth the attachment's Purchase DC + the PL of the attachment (round up).

*Example: An arcane ace with the cyberarcanist feat and an advanced prosthetic leg has an arcane spell failure percentage of 3 (Purchase DC of 22 + PL of 7/10 = 2.9).*

## The Arcane Ace

Class Level	Base				Special	Defense Bonus	Reputation Bonus
	Attack Bonus	Fort Save	Ref Save	Will Save			
1st	+0	+0	+2	+1	Total spellcasting, Bonus spells	+1	+0
2nd	+1	+0	+3	+2	Increased spells/day	+1	+1
3rd	+1	+1	+3	+2	Bonus spells, Evasive action	+2	+1
4th	+2	+1	+4	+2	Increased spells/day	+2	+1
5th	+2	+1	+4	+3	Bonus spells	+3	+2

### Class Skills

The arcane ace's class skills are as follows:

Computer Use (Int), Knowledge (arcane lore, streetwise, technology) (Int), Navigate (Int), Pilot (Dex), Repair (Int), Spellcraft (Int).

**Skill Points at Each Level:** 5 + Int modifier.

## CLASS FEATURES

The following class features pertain to the arcane ace prestige class.

### Total Spellcasting

Count all character caster levels when determining the arcane ace's casting level for arcane spells.

### Bonus Spells

At 1st level, and again at 3rd and 5th level, an arcane ace gains a number of new spells equal to his Intelligence modifier. These spells are in addition to any others that the arcane ace may gain. These bonus spells must

be selected from those that include the starship descriptor (see *New Spells*, below).

### Increased Spells/Day

At 2nd level, the arcane ace increases the base number of arcane spells per day by one half (round down). This increase occurs before modifications for high intelligence or other alterations. At 4th level, the arcane ace again increases the number of arcane spells available per day, this time to a total of twice what he would normally have. As before, this increase happens prior to any modifications or alterations.

### Evasive Action

At 3rd level, the arcane ace can make a Pilot check to lessen the damage dealt by a successful attack against his starship. If the check result exceeds the attack roll, the damage is reduced by half (round fractions down, minimum of 1 point of damage). The arcane ace can make an evasive action check once every two rounds.

# SPELLSOLDIER PRESTIGE CLASS

The spellsoldier is an arcane warrior who channels his spellcasting abilities into powerful, arcane attacks. Spellsoldiers are rare throughout known space, highly valued by

their employers and deployed in only the most dire of circumstances. Spellsoldiers often employ traditional weapons, cybernetics, and armor, but they primarily rely solely upon

their arcane combat powers. Rumors persist of a secret mercenary company of spellsoldiers but if these rumors are true they've yet to be proven.

## REQUIREMENTS

To qualify to become an spellsoldier, a character must fulfill the following criteria:

**Base Attack Bonus:** +4.

**Feats:** Combat Expertise, Combat Reflexes.

**Skills:** Knowledge (arcane lore) 2 ranks, Spellcraft 2 ranks.

**Other:** Ability to cast 1st level arcane spells.

## CLASS INFORMATION

The following information pertains to the spellsoldier prestige class.

### *Hit Die*

The spellsoldier gains 1d8 hit points per level. The character's Constitution modifier applies.

### *Action Points*

The spellsoldier gains a number of action points equal to 7 plus one-half their character

### *The Spellsoldier*

Class Level	Base				Special	Defense Bonus	Reputation Bonus
	Attack Bonus	Fort Save	Ref Save	Will Save			
1st	+1	+2	+1	+0	Lose spellcasting abilities, Augment physical prowess, Arcane Burst	+1	+1
2nd	+2	+3	+2	+0	Obliterating Energy Strike, Bonus Feat	+1	+1
3rd	+3	+3	+2	+1	Shield of Arcane Energy	+2	+1
4th	+4	+4	+2	+1	Arcane Weapon, Bonus Feat	+2	+2
5th	+5	+4	+3	+1	Wave of Destruction	+3	+2
6th	+6	+5	+3	+2	Greater Arcane Burst	+4	+3

level, rounded down, every time he attains a new level in this class.

### *Class Skills*

The spellsoldier's class skills are as follows:

Balance (Dex), Climb (Str), Intimidate (Cha), Jump (Str), Knowledge (arcane lore, streetwise, technology) (Int), Spellcraft (Int), Swim (Str), Tumble (Dex).

**Skill Points at Each Level:** 3 + Int modifier.

## CLASS FEATURES

The following class features pertain to the spellsoldier prestige class.

### *Lose Spellcasting Abilities*

A spellsoldier loses all spellcasting abilities that he acquired from previous classes. This loss is permanent – the character may only channel his arcane abilities into spellsoldier abilities. If the character ever selects a new class that offers spellcasting abilities he may grow in his new class – only spellcasting abilities the character possessed when first taking the spellsoldier prestige class are forever lost.

### ***Augment Physical Prowess***

Starting at 1st-level, a spellsoldier may empower his physical abilities through his connection to arcane energies. A number of times per day equal to his spellsoldier level plus his Intelligence modifier, the spellsoldier may gain a +2 bonus to Strength, Dexterity, or Constitution. This persists for a number of rounds equal to the character's base attack bonus.

### ***Arcane Burst***

Beginning at 1st-level, a number of times per day equal to his spellsoldier level, a spellsoldier may focus his arcane energy into a destructive burst of energy. This energy burst fills a 30-foot spread centered on the spellsoldier and anyone within this burst must make a Reflex save (DC 10 + half the spellsoldier's base attack bonus + the spellsoldier's Intelligence modifier) or suffer a number of six-sided dice of damage equal to the spellsoldier's base attack bonus. A successful Reflex save results in half damage. The spellsoldier is not harmed by this arcane burst.

### ***Obliterating Energy Strike***

Beginning at 2nd-level, a spellsoldier may empower any of his melee attacks – armed or unarmed – with arcane energy. The empowered attack inflicts an extra 2d6 points of damage + the spellsoldier's base attack bonus. A spellsoldier may use this class feature a number of times per day equal to one-half his base attack bonus (round down) plus his spellsoldier level.

### ***Bonus Feat***

At 2nd-level, and again at 4th-level, a spellsoldier gets a bonus feat. The bonus feat must be selected from the following list, and the spellsoldier must meet all of the prerequisites of the feat to select it.

Action Boost, Athletic, Cybertaker, Endurance, Improved Brawl, Knockout Punch, Nerve Pinch, Spacer, Strong Plus, Toughness, Tough Plus.

### ***Shield of Arcane Energy***

Beginning at 3rd-level, a spellsoldier may manipulate arcane energy in order to erect a shield of energy that completely surrounds him and protects him from attack. The spellsoldier gains damage reduction 5/– and ignores 5 points of damage from melee and ranged weapons. This DR stacks with any other damage reduction the spellsoldier may already possess. This shield lasts for a number of rounds equal to the spellsoldier's base attack bonus. This class feature may be used a number of times per day equal to the spellsoldier's level.

### ***Arcane Weapon***

At 4th-level, the spellsoldier gains the ability to channel arcane energy into any weapon – ranged or melee, low or hi-tech – in order to increase his chance of hitting with the augmented weapon and deal increased damage with the affected weapon. For a number of rounds equal to the spellsoldier's level, the augmented weapon gains a +4 bonus to attack and damage rolls. A spellsoldier may use the class feature a number of times per day equal to his base attack bonus.

### ***Wave of Destruction***

Beginning at 5th-level, once per day and as a free action, a spellsoldier may unleash an arcane blast in a 30-foot cone. All characters and creatures within the affected area suffer a number of points of damage equal to the spellsoldier's base attack bonus plus his spellsoldier level. Those caught within the wave's area may make a Reflex save (DC 10 + the spellsoldier's base attack bonus + his Intelligence modifier) for half-damage.

### ***Greater Arcane Burst***

At 6th level, once per day, the spellsoldier may augment one use of his arcane burst class feature with even greater arcane power. The augmented arcane burst expands to a 60-foot spread and the damage is doubled (two six-sided dice times the spellsoldier's base attack bonus). The arcane burst is otherwise identical to the normal version of this class feature.

# NEW SPELLS

The existence of magic in a futuristic campaign would, of course, lead to a variety of new spells to cope with new technology and situations. The spells presented in this section are all designed for use in campaigns in which magic and starships interact.

## NEW DESCRIPTOR AND RANGE

Several of spells presented in this PDF utilize both a new descriptor – starship – and range category – starship tactical. These new additions to the spell system are designed specifically to allow new spells that interact directly with starships – both the arcane ace’s ship and those he is in combat with.

## SAVING THROW (OBJECT)

Spells with the starship descriptor that allow saving throws include the designation (Object). Such spells may be resisted by any member of the starship’s crew though only one crew member may attempt to resist the effects of any one spell. To resist a spell a crewmember must be seated at his station – crew not at a specific station (such as navigation, gunnery, piloting, etc.) are not able to attempt resistance against spells targeting the starship.

If more than one crewmember attempts to resist the same spell, the saving throw of crewmember with the highest Will bonus supercedes all other character’s saving throws. Some starships are constructed with specific “Mage Chamber” stations in which spellcasters function as crew tasked with running the ship’s arcane attacks and defenses when in combat.

## SPELL DESCRIPTIONS

The spells herein are presented in alphabetical order.

### *Arcane Acceleration*

Transmutation [Starship]

**Level:** Mage 1; **Components:** V, M; **Casting Time:** Attack action; **Range:** Touch; **Target:** Starship touched; **Duration:** Concentration, up to 1 round/level; **Saving Throw:** Will negates (harmless) (object); **Spell Resistance:** Yes (harmless) (object)

The targeted starship’s tactical speed is increased by 1,000 ft. (2 squares) for the spell’s duration. The caster must remain in contact with the starship – seated at a crew station counts – for the spell’s duration.

**Material Component:** A small vial of pure water harvested from a comet.

### *Arcane Acceleration, Greater*

Transmutation [Starship]

**Level:** Mage 3; **Components:** V, S; **Casting Time:** Attack action; **Range:** Touch; **Target:** Starship touched; **Duration:** Concentration, up to 1 round/level; **Saving Throw:** Will negates (harmless) (object); **Spell Resistance:** Yes (harmless) (object)

This spell functions like *arcane acceleration*, except that the starship’s tactical speed is increased by 1,500 ft. (3 squares) for the spell’s duration.

### *Arcane Jump*

Conjuration (Teleporting) [Starship]

**Level:** Mage 3; **Components:** V, S; **Casting Time:** 1 minute; **Range:** Touch; **Target:** Starship touched; **Duration:** Special, see text; **Saving Throw:** Will negates (harmless) (object); **Spell Resistance:** Yes (harmless) (object)

Upon completion of casting this spell bestows the targeted starship with an ethereal

jump drive that functions for one use. This ethereal drive must be used within the next 12 hours or it is lost.

The ethereal jump drive created by this spell may only be activated and controlled by the caster and, otherwise, is identical to the PL 9 Jump Drive described in the basic SRD rules under *Traveler Science/Jump Gate Technology*. To activate and control the ethereal jump drive the caster must remain within the starship for the spell's duration.

### ***Arcane Missile***

Transmutation [Starship]

**Level:** Mage 1; **Components:** V, M; **Casting Time:** Attack action; **Range:** Touch; **Target:** Missile touched; **Duration:** 1 minute/level; **Saving Throw:** Will negates (harmless) (object); **Spell Resistance:** Yes (harmless) (object)

This spell imbues one missile with a +2d10 bonus to damage per two caster levels (round down) of the spellcaster. A single missile may only be affected once by this spell and the spell loses this enhancement bonus if it is not fired before the spell expires.

### ***Debris Cloud***

Conjuration (Creation) [Starship]

**Level:** Mage 2; **Components:** V, see text; **Casting Time:** Attack action; **Range:** Starship Tactical (1,000 ft. + 500 ft./level); **Effect:** Cloud of debris, see text; **Duration:** 2 rounds/level; **Saving Throw:** None; **Spell Resistance:** No

By targeting a starship that is breaking apart (a starship that is at negative hit points), the caster creates a debris cloud that is one size category larger than the targeted starship. The caster may place this debris cloud anywhere within the spell's range. The spell has no effect on the targeted starship.

### ***Eldritch Feedback***

Evocation [Starship]

**Level:** Mage 3; **Components:** V, S; **Casting Time:** Attack action; **Range:** Starship Tactical (1,000 ft. + 500 ft./level); **Target:** One starship and its crew; **Duration:** Instantaneous; **Saving Throw:** Will half; **Spell Resistance:** Yes

The energy systems aboard the targeted starship surge with eldritch power that releases through headsets, keypads, and other ship's instruments. All crew members at their stations suffer 1d8 points of damage +1 point per caster level (maximum +5).

Each affected crew member may make a Will save and, on a successful save, the damage is reduced to one-half. If this save fails, in addition to the damage, the crew member is stunned. A stunned crew member loses his Dexterity bonus, drops whatever he was holding, can take no attack or move actions, and takes a -2 penalty to Defense. The starship's autopilot system kicks in if the pilot is stunned.

### ***Gravitational Dominance***

Evocation [Starship]

**Level:** Mage 4; **Components:** S; **Casting Time:** Attack action; **Range:** Starship Tactical (1,000 ft. + 500 ft./level); **Target:** One starship; **Duration:** Instantaneous; **Saving Throw:** Will negates (object); **Spell Resistance:** Yes (object)

The targeted starship is flung through a short section of space by this spell. The caster may move the targeted starship in any direction 1d4+1 squares, including flinging the targeted starship into nearby objects: a starship directed by this spell into an occupied square automatically makes a ramming attempt (caster makes a Spellcraft check DC 10 + target's Defense) and, on a successful attempt, the flung starship rams whatever object was in the

occupied square. See the SRD for rules on starships and ramming.

### ***Hyperspace Rift***

Conjuration (Teleporting) [Starship]

**Level:** Mage 4; **Components:** V, S; **Casting Time:** Attack action; **Range:** Starship Tactical (1,000 ft. + 500 ft./level); **Target:** One starship; **Duration:** Concentration, up to 1 round/2 levels; **Saving Throw:** Will negates (object); **Spell Resistance:** Yes (object)

The targeted starship is removed from combat for the duration of the spell as it is cast into hyperspace. Time stands still for the starship and its crew and, at the end of the spell's duration, the ship and crew return to the exact position they were in before being targeted by the spell. If the square the starship returns to is occupied the ship is transported to a random adjacent, open space.

Once returned, the starship's crew is shaken for a number of rounds equal to the number of rounds of the spell's duration. Shaken crew members take a -2 penalty on attack rolls, saving throws, and skill checks.

### ***Inescapable Orbit***

Evocation [Starship]

**Level:** Mage 3; **Components:** V, S; **Casting Time:** 1 minute; **Range:** Starship Tactical (1,000 ft. + 500 ft./level); **Target:** One starship; **Duration:** 1 minute/level; **Saving Throw:** Will negates (object); **Spell Resistance:** Yes (object)

The targeted starship is enveloped in an arcane energy field that freezes the starship in the square in which it was in when the spell was cast. The ship's systems continue to function but the ship is immobilized as long as this spell remains in effect. Crew onboard the starship, and any carried vehicles, are unaffected by this spell.

An immobilized starship takes a -4 penalty to its Defense and can't apply the pilot's Dexterity bonus to its Defense. The starship is immobile but not helpless - it may still fire weapons.

### ***Nova Flash***

Evocation [Light]

**Level:** Mage 2; **Components:** V, S; **Casting Time:** Attack action; **Range:** Starship Tactical (1,000 ft. + 500 ft./level); **Target:** One starship; **Duration:** See below; **Saving Throw:** Reflex negates; **Spell Resistance:** Yes

A blinding flash of white light erupts within the targeted starship, leaving the ship and all crewmembers dazed for 1d2 rounds. A dazed starship, and its crew, can take no actions, but they take no penalty to Defense.

As long as 50% or more of the starship's crew succeed their Reflex save the starship itself is unaffected by this spell. Those crew members that fail their save are still dazed for the spell's duration.

### ***Stealth Aura***

Illusion [Starship]

**Level:** Mage 3; **Components:** S; **Casting Time:** Attack action; **Range:** Starship Tactical (1,000 ft. + 500 ft./level); **Target:** One starship of Mediumweight size or smaller; **Duration:** Concentration, up to 1 round/level; **Saving Throw:** Will negates (harmless) (object); **Spell Resistance:** Yes (harmless) (object)

The targeted starship has total concealment for the duration of the spell. To attack a starship under the effects of this spell, an attacker must guess in which square the starship currently is (or determine its position based on where it attacked last), and even if the guess is accurate, there is a 50% chance that the attack misses.



This spell supercedes the effects of a sensor jammer, stealth screen, or cloaking screen that may already be activated on the targeted starship.

### ***Stealth Aura, Greater***

Illusion [Starship]

**Level:** Mage 5; **Components:** S; **Casting Time:** Attack action; **Range:** Starship Tactical (1,000 ft. + 500 ft./level); **Target:** One starshi; **Duration:** Concentration, up to 1 round/level; **Saving Throw:** Will negates (harmless) (object); **Spell Resistance:** Yes (harmless) (object)

This spell functions like *stealth aura*, except that it affects any size of starship.

### ***Stealth Aura, Mass***

Illusion [Starship]

**Level:** Mage 4; **Components:** V, S; **Casting Time:** 1 minute; **Range:** Starship Tactical (1,000 ft. + 500 ft./level); **Target:** All starships of Mediumweight size or smaller within range; **Duration:** Concentration, up to

1 round/level; **Saving Throw:** Will negates (harmless) (object); **Spell Resistance:** Yes (harmless) (object)

This spell functions like *stealth aura*, except that it affects multiple starships.

### ***Veteran of a Thousand Dogfights***

Transmutation

**Level:** Mage 2; **Components:** V, S, M; **Casting Time:** Attack action; **Range:** Touch; **Target:** Character touched; **Duration:** 1 minute/level; **Saving Throw:** Will negates (harmless); **Spell Resistance:** Yes (harmless)

The targeted character is filled with the knowledge of an expert starship pilot. The spell grants a +4 enhancement bonus to the Pilot skill for the spell's duration.

**Material Component:** Any small object (Purchase DC value of 2 or more) that once belonged to a character with 6 or more ranks in Pilot.

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