

Wizard

Level	Base Attack	Resist Save	Reflex Save	Will Save	Defense Bonus	Special Ability
01	0	2	2	0	0	
02	1	3	3	0	0	
03	2	3	3	1	1	Mana Boost +10 Mana
04	3	4	4	1	1	Uncanny Dodge
05	3	4	4	1	1	Bonus Spell
06	4	5	5	2	2	
07	5	5	5	2	2	Spell Resistance
08	6/1	6	6	2	2	
09	6/1	6	6	3	3	Mana Boost +20 Mana
10	7/2	7	7	3	3	Bonus Spell
11	8/3	7	7	3	3	
12	9/4	8	8	4	4	
13	9/4	8	8	4	4	
14	10/5	9	9	4	4	
15	11/6/1	9	9	5	5	Mana Boost + 40 Mana, Bonus Spell
16	12/7/2	10	10	5	5	
17	12/7/2	10	10	5	5	
18	13/8/3	11	11	6	6	
19	14/9/4	11	11	6	6	
20	15/10/5	12	12	6	6	Mana Boost +60 Mana, Bonus Spell

Seeking the balance of mind and body, the wizard is a skilled master of magic and begins able to dish out melee attacks if they need to. Perfect, for quick powerful strikes. The Wizard is the roaming powerhouse of the world of magic.

Role: Wizards class is a group of magic users that trained their bodies along with their magic. They are a diverse class of both ranged combat and melee, but their training leaves them open to attacks.

Mana Boost – Mana Boosts at level 3 as the character levels they gain an addition +10 mana, this increases at level 9 to +20 Mana again at 15 to +40 and then to +60 at 20 the boost does not count to mana gained in lower levels just at levels as they are gained

Bonus Spell – At 5th level the Sorcerer gains a new Minor spell, at 10th level they gain a bonus Moderate spell, at 15th level they gain a Major spell, at 20th level they gain a bonus Sever spell.

Uncanny Dodge - At 4th level, a Wizard gains the ability to react to danger before her senses would normally allow her to do so. She cannot be caught flat-footed, even if the attacker is invisible. She still loses her Stat bonuses to PS score if immobilized. A Wizard with this ability can still lose her Stat bonuses to PS score if an opponent successfully uses the feint action against her. If a Wizard already has uncanny dodge from a different class, she automatically gains improved uncanny dodge (see below) instead.

Spell Resistance - At 7th level The Wizard gains Spell resistance naturally, the boost goes up every three levels thereafter. Allowing the Wizard which helps to shrug off the spells of others.

Weapon Proficiencies: Simple, Martial

Armor Proficiencies: Light, Shield

Hit Die: 1d8

Skills: (points per level 40 + INT MOD) Acrobatics, Bluff, Concentration, Craft, Disguise, Gather Info, Knowledge Astrology, Knowledge Biology, Knowledge Occult, Medical, Notice, Profession, Perform, Search, Streetwise, Use Rope, Use Magic Device