

Custom Wizards

Expanded Rules for Creating Custom Wizards with Spells and Magic Rules

A document with a really long title by
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Version 1.0

Introduction

Disclaimer

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End Disclaimer

As per request on the Submission guidelines page on Olik's site, I have not used line breaks in most places. Use Word Wrap in your text viewer to compensate (in Windows Notepad, it is in the Edit menu).

This document is intended for use with Spells and Magic rules for creating different types of wizard characters using abilities and limitations taken from the specialist wizard classes. With some changes you may be able to convert the format for use with Skills and Powers. Also, parts of this may work with Priests or even other classes. The main candidates for use with other classes are the race and ability bonuses.

E-mail me with any comments, suggestions, questions, or other feedback you may have. I will add a Credits section if necessary :)

This is going to be obsolete for those that switch to 3rd Edition, but there will no doubt be those who will still find this useful. Perhaps they may even take this as a reminder to cook up some new Feats based on old powers?

Forgive the lack of explanation for most of these things, but a lot of it should be pretty self-explanatory. Like I said, you can E-mail me if you need explanation.

Miscellaneous Tables

Racial Modifiers

No Humans Allowed*	+5
E only**	+3
1/2E only**	+2
E and 1/2E only*	+1
Human only	+5
Human and 1/2E	+2
Human and E	+1
Human, 1/2E, and E	+0
Gnome/Halfling/or other unusual race for a mage	-2 for each such race***
* This is Cumulative with the race bonuses marked with **	
** These are Cumulative with the No Humans Allowed restriction	
*** This negates all racial bonuses from the table except for the No Humans Allowed bonus	

Ability Score Related Modifiers

One non-Int ability must at least 9/10*	+5**
One ability must at least 11/12	+10**
One ability must at least 13/14	+15**
One ability must at least 15/16	+20**
One ability must at least 17/18	+25**
Each additional ability requirement	1/2 bonus (round up) as it would get if single
Allowed XP bonus for 16+ attribute	+0
Allowed XP bonus for 16+ on two attributes	+2
Allowed XP bonus for 16+ on 3 or more attributes	+5
Not allowed XP bonus for high attributes	+8

* If using this list for other classes, substitute mention of a non-Intelligence ability with whatever is the prime requisite of a class.

** For the normal prime requisite for the class (Intelligence in the case of a Wizard), you can optionally lower the bonus granted by the requirement by five, allowing a range of +0 to +20 for normal characters.

Reducing the Cost of Abilities by Delaying

Level

Delayed Cost

To	Reduction
2	.5
3	1
4	1.5
5	2
6	2.5
7	3
8	3.5
9	4
10	4.5
11	5
12	5.5
13	6
14	6.5
15	7
16	7.5
17	8
18	8.5

And so on

Reducing the Bonus of Limitations by Having Them Lifted at Higher Levels

Level

Removed Bonus

At	Reduction*
2	9.5
3	9
4	8.5
5	8
6	7.5
7	7
8	6.5
9	6
10	5.5
11	5
12	4.5
13	4
14	3.5
15	3
16	2.5
17	2
18	1.5
19	1

* There is no minimum bonus. Thus, a 5 CP limitation gives no bonus if removed at levels 2-11.

Additional Abilities

AC Bonus (5+): A character with this ability gets an AC bonus of one point for every five points spent. These points may be spread out over the course of several levels by using several level modifiers against a five point cost several times. To clarify, one could get a +1 bonus at first level for 5 CPs. To get another at level 3, for example, would cost 4 additional CPs (5 base cost minus 1 for delaying until level 3). To get yet another at level 5 would cost 3 extra CPs (5 base minus 2 for delaying until level 5), or a total of 12 CPs. At the DMs option, all bonuses from this ability are negated while in an Antimagical Shell.

Better Saves (10/25): The character may save for 1/2 damage against any spell in a certain school, so long as the spell causes damage. This applies even if the spell does not normally allow a save. For 25 points, this applies to ALL spells from all schools that cause damage. The DM should REALLY consider limiting the 25 CP version of this ability....

Bonus Spell (varies): The character will be able to cast a spell of their specialty school (if they have chosen any ability that applies to only one school, use that), or one related to their specialty school, a certain number of times each day. The spell may be of either the priestly or wizardly areas. The class cost is equal to the number of uses a day added to the spell's level. The caster's level for the purpose of casting this spell, however, is limited to the level at which they gain the effect, so gaining it at 1st level is not a good idea for most spells. The spell is initiated by pointing and concentrating for one round.

Counter Sound (5): The character can counter sound-based spells and effects as a Song Mage once per day. The range is a 10' radius centered on the one countering. The character must stop, or walk slowly, and sing for at least a full round to negate the effect, and may continue doing such for a full turn.

Create Magic Item Bonus (2/5): The character has a +10% bonus towards the creation of items of a certain school. For a cost of 5 points, the character gains a +10% bonus to create any magic item. This bonus does not apply to scrolls or potions.

Create Temporary Magic Items (20): The character may create temporary magic items as an Artificer. Unless they also have the special lab penalty, any suitable facility is acceptable.

Darkness Vision (5+): The character can see in lighting as dark as moonlight as if it were daylight. Darkness-related combat penalties are reduced by 1. For an additional 8 points, the character can see as well in starlight as daylight, and combat penalties are reduced by 2. For an extra 12 points, the character can see in even total darkness (and magical darkness at DM's discretion; though blindness and things other than darkness that obscure vision [fog, barriers, etc.] do not ever apply) and all combat penalties related to darkness are eliminated. This ability can be spread out over multiple levels as AC Bonus.

Detect Charm or Mental Influence (7): The character may detect Charms and other spells that influence or control a character's mind. There is no chance of failure, and only one person or creature may be scanned. It may be done up to three times each day. It is used by pointing and concentrating for one round.

Dimensional Pocket (5+): The character gains the Dimensionalist specialist's ability to open up a pocket dimension 1/day, which lasts up to an hour. For the base of 6 points, the caster alone may enter. For an extra 7 points, the caster may bring one companion or an object weighing up to 500 lbs. For a final extra cost of 8 points, or 20 total, the caster may bring up to five others or an object weighing up to 1,500 lbs. This ability may be spread out over multiple levels as the AC bonus. It takes one round of concentration to open, and when exiting the character(s) appear in the same place they entered.

Dispel (10/15): This power allows a wizard to dispel one kind of effect or spell once per day, or three times per day for 15 CPs. The range of this power is 30 yards, and it requires nothing more than one round of concentration. The base chance of success is 50%, $\pm 5\%$ for each level difference between the dispeller and the creator of the effect to be dispelled. The type of effect that may be dispelled must be a group of linked spells in the same school; for example, charm spells, polymorph spells, or shadow magic and monsters are all good examples. This is not a new ability, but is mentioned so that you don't start wondering things like "Hey, why didn't this guy include the Illusionist's Dispel Illusion ability?" :)

Dispel Summoned Creatures (10+): This ability works in the exact same way as a Conjurer's ability. It functions three times each day, and dispels 10 HD of creatures whose individual HD are no more than 5. It is invoked by pointing at the target and concentrating for one round. For each time this is purchased, add 10HD max and 5 HD/creature. It has no chance of failure under normal circumstances. You may spread out improvements to the power over several levels as the AC Bonus. This is included because it operates in a somewhat different way than the Dispel ability.

Dispel Mental Influence (15): Once each day, by concentrating for one round. The target must be within 10 yards of the user. The chance of success is 50% +/-5% for each level of difference between the caster of the effect and the user of the dispel. This ends mental influence from Charms, Holds, or anything else to which a character's Wisdom bonus applies. This is more costly than the Dispel ability because it has a greater range of effects that it can dispel.

Element-based Save Penalties (7): The caster's targets get save modifiers based on the presence and amount of a certain element. Not just fire and the like, as the Shadow Mage is an example of this ability. The DM should forbid certain elements based on common sense. The presence and amount of air, for example, is overkill. The presence an amount of a certain kind of gas, or the presence of air in an underwater campaign would be acceptable.

Amount	Modifier
None	+2
Slight	none
Partial	-1
Evenly distributed	-2
Much	-3
Overwhelming	-4

Fewer Components (10+): This ability allows the character to have no need for a type of component (verbal, somatic, or material) for every spell in a school. Each additional component type negated costs only five points each. To apply this to all schools, double the cost. So having no need for components at all would cost 40 points, taking up the character's base number of points allotted to purchasing abilities...not to mention the possibility of severely irritating the DM ;)

Identify Items (2/5): The character has a 15%+5%/level chance (20% at 1st, 25% at 2nd) to identify the general purpose and function of a magic item if they examine it for a full turn. At the cost of 2 points, this pertains only to items related to one school, but at 5 points cost it applies to all items. Note that one specializing in Artifice must purchase the ability for 5 points to use this on all items. Otherwise, only items with spells and effects relating to spells in the school of Artifice apply.

Immune to Scrying (10): The character is immune to divination spells, such detection spells, clairaudience and clairvoyance, and other such spells. The DM can allow or prevent scrying devices from detecting the character, at his discretion.

Item Range Enhancement (5/7): The character can enhance the effect (or simply the range) of any magic item related to one school. For double the cost, it affects all schools. The bonus is 25% for 5 CPs, or 50% for 7.

Magic Item Control (15+): The character has a chance to control the following magic items as a Wild Mage: amulet of the planes, bag of beans, bag of tricks, deck of illusions, deck of many things, and the well of many worlds. The character may also use the wand of wonder. If successful with the later, they may cast any spell they know (memorized or not) by expanding the number of charges equal to the spell level. The chance to successfully control these items is 50%. For an additional five points, the character has a 50%+1%/level chance. For another five points the chance increases to 50%+2%/level, and so on. This ability may be spread out over several levels as the AC Bonus ability, but don't increase based on previous levels. So if at level 5 the character gains the +1%/level bonus, don't count previous levels. Likewise, don't stack bonuses. If one wants a flat 50% chance for levels 1-4, a 1%/level bonus on level 5+, and a 2%/level bonus at level 9+, don't give a bonus of 3% for every level at levels nine and up.

Potion Brewing (25): The character can brew potions as an Alchemist. Unless they have selected the special lab penalty, they may use any suitable facilities. This ability includes all benefits Alchemists have with regard to brewing normal potions at the normal wizard level to do this. If this seems like a great cost, remember that alchemists require NO SPECIAL INGREDIENTS for brewing potions normally. If they want a dozen Potions of Longevity, their only constraints are money, time, and whether or not they can get their hands on the formulae.

Save Bonus (8): This ability allows a +1 bonus to a save category (Breath Weapon, Spells, Petrification and Polymorph, etc.) for every 8 points spent. Like AC bonus, extra bonuses may be spread out over several levels. If the character already has purchased the specialist save modifiers, this ability may increase his save bonus for the school in question. Even if School Knowledge was bought for several schools, each 8 point purchase of this power affects only

one school. If you wish to have this ability increase only the saves vs. a school, the first bonus point for a school can cost a mere three points.

Scroll of Protection Scribing (5): The character can scribe scrolls of protection as a Geometer. Unless they have the special lab penalty, any suitable facility is acceptable. This ability includes the Geometer's bonuses to normally inscribing protection scrolls, but not to spell scrolls.

Spell Scribing (5/12): The character may scribe spells of one school of their choice to a scroll in the same manner as a geometer. For a cost of 12 points, any spell may be so scribed. Unless the character has the special lab penalty, any facility is acceptable. This ability includes the Geometer's bonuses to normally inscribing spell scrolls, but not to protection scrolls.

Store Spells (5): The character may store spells in items as an Artificer. Unless they have the special lab penalty, any suitable facility is acceptable.

Additional Limitations

Fixed Component (5+): All spells in a school are treated as having one component type even if they normally lack it. For every additional 5 points, another component type is added. The bonus for this limitation can be doubled by applying this to all schools.

Special Lab (15): The character must own and maintain a laboratory costing 1000 GP/level to replace (or to update to the new level of ability as would an Alchemist or Artificer) and 50 GP/month/level for upkeep. If the character does not maintain this laboratory, they may not add spells to his spellbook or make use of any specialist bonuses like enhanced bonus spells, item/potion/scroll making (only of the specialist variety; normal enchantment, etc. can be done in a lesser lab). Any other penalties may be assigned as the DM chooses.

Wild Mage Level Variance (5): The character's level for casting purposes varies as that of a Wild Mage.

Wild Mage Wild Surges (10): The character has a 1 in 20 chance of having a wild surge when casting a spell.

Examples

I have taken the liberty of including an example mage class dubbed, for lack of a better name, an Elvish Song Mage. Forgive the shorthand, but it should be readable to those familiar with both what is listed here and what is given in Spells and Magic, which you really should be before intruding even more material.

Elvish Song Mage

Cost	Ability/Limitation
+40	Base amount allotted for Wizards
+5	No Humans Allowed
+3	Elves Only
+15	Must have Int 14 or greater
+5	Must have 11 or greater Charisma
+2	Must have 16 or greater for Int and Cha for the 10% XP bonus
+10	All spells have a Verbal component
-2	Automatic Spell Acquisition: Song
-2	Automatic Spell Acquisition: Enchantment/Charm
-3	Cast Audible Glamer at 3rd level ability 3/day starting at 3rd level
-10	Bonus Spells: Song
-30	Only Verbal component needed for spells
-8	Specialist Save Modifiers (+2/-2): Song
-25	School Access: Universal (free), Song, Enchantment/Charm, Illusion, Abjuration, Alteration

Final Words

There are many alterations to the above that you can make to have this better suit your campaign. One thing that once crossed my mind was to allow more CPs for a character with higher attributes favored by the class. I granted +5 at 16, +10 at 17, and +15 at 18. For some classes (like the Fighter), this may be too much. For other classes (like the Cleric), this is a paltry amount. Adjust or discard this extra bit of info as you please.

Some words of advice to the DM: Be careful with the race and ability modifiers! If a player uses ability modifiers for every ability they have at least 9 in, it is up to you to slap them on the hand (not literally) and say "No!". Those modifiers are more intended for the use of creating standard classes like the example given above, or for another obscure form of specialist you may cook up. If a player wishes to construct a class using these options, have them design it before rolling up attributes or choosing a race. If there is a special race requirement, have them explain why it is in place. Encourage creativity with these new rules. There's still plenty of opportunities to min/max all of the character's other areas, after all ;)

I hope that this leads to memorable characters, campaigns, and adventures. If you use this to great effect in your campaign, I'd love to hear about it ;)