

SPELL SCRIBE (EXPERT)

Every student knows that words contain power, but the Spell Scribe takes this metaphor and twists it to be as close to a literal truth as possible – though the art of scroll casting spells.

Most Spell Scribes cannot legitimately cast spells. However, through painstaking research into the creation of spell scrolls, they can sling spells well enough to earn the respect of most mages they might meet – and that's good enough for them.

Depending on your campaign, a Spell Scribe could be...

- A cunning mastermind who hides scrolls and arcane power up his sleeves
- An unassuming scholar, whose sheaf of loose paper makes him far more dangerous than he looks
- A wizardly charlatan, who relies on his tools more than most spellcasters do, but suffers far less than expected due to it
- The anally retentive doyen who prides himself on having just the right spell in his meticulously indexed scroll collection
- A student of the occult and strange, never seen without his trusty quill and journal

Party Role: Wildcard/Specialist. You utilize every scroll, tome, and scrap of paper that you can find in order to master the power contained in the written word, as well as create new uses for them.

CLASS FEATURES

Requirements: *Sorcery* campaign quality, Scroll Casting feat, Crafting 4+, Investigate 4+, Intelligence 13+

Favored Attributes: Intelligence, Wisdom, Dexterity

Class Skills: Crafting, Haggle, Impress, Investigate, Medicine, Notice, Resolve, Search, Sense Motive, Tactics

Skill Points: 6 + Int modifier per level

Vitality: 9 + Con modifier per level

CORE ABILITY

Easy Reader: You learn an additional 1 language, and may cast Read Magic at will as a natural spell with a Caster Level of 1. Also, at Level 1 and for each Class Level thereafter, you gain 1 additional skill point that must be spent on Crafting or Investigate.

CLASS ABILITIES

The Pen Is Mightier: At Level 1, you may learn spells from any School, substituting your Crafting skill bonus in place of Spellcasting, as if you had just gained your first Caster Level (see *Fantasy Craft*, page 110). If you have already learned spells (such as due to another class's abilities), you may calculate your total spells known maximum using the higher of your Spellcasting or Crafting skill bonuses. Also, you are never untrained when casting a spell from a scroll. Finally, you gain the Scribing Basics feat.

Extrapolate The Formula: At level 2, you may scribe any graded spell (I, II, III, etc.) you know as a higher grade version by increasing the complexity of the higher grade version by twice the difference in grade (knowing Wit I means you can still scribe Wit III at +4 complexity above the normal complexity for Wit III).



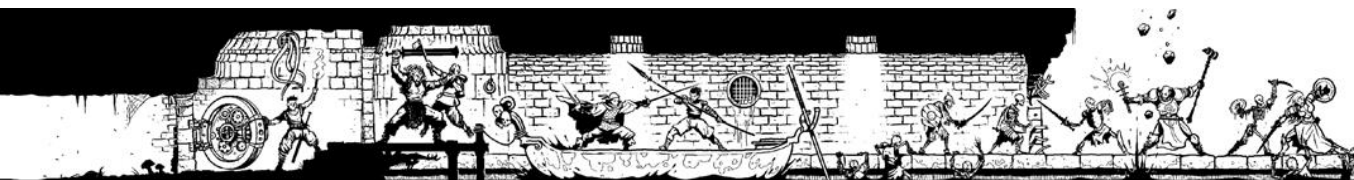
You may not exceed your normal spell level scribing limits (as set by the Scribing B/M/S feat chain).

At level 7, you may extrapolate a Mass version of a spell you know and scribe it at an increase of +5 to the complexity. You may only extrapolate Mass versions of spells that actually have Mass versions. You may increase the Grade of the Mass version as you scribe it as above, still limited by spell level limits (Cure Wounds IV, Mass, for example, is a Level 8 spell and therefore cannot be extrapolated).

Bonus Feat: At levels 3, 5, 7, and 9, you gain an additional Gear or Skill feat.

Scrollmaster I: At Level 4, you gain the Scribing Mastery feat, and your Caster Level when casting from a scroll is equal to your Career Level minus 1.

Scrollmaster II: At Level 8, you gain the Scribing Supremacy feat, and your Caster Level when casting from a scroll is equal to your Career Level.



SPELL SCRIBE (LTI) (EXPERT CLASS)

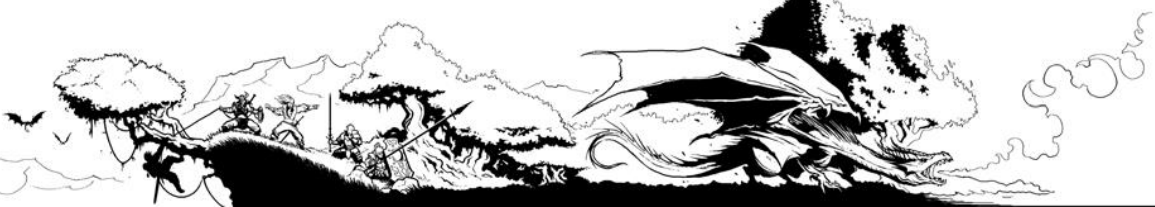


Table X.X: SPELL SCRIBE

Level	BAB	Fort	Ref	Will	Def	Init	Lifestyle	Legend	Abilities
1	+0	+0	+1	+2	+1	+1	+2	+1	Easy reader, the pen is mightier
2	+1	+0	+2	+3	+1	+1	+3	+1	Extrapolate the formula (spell grades)
3	+1	+1	+2	+3	+2	+2	+3	+2	Bonus feat
4	+2	+1	+2	+4	+2	+2	+4	+2	Scrollmaster I, writer's tricks
5	+2	+1	+3	+4	+3	+3	+4	+3	Bonus feat
6	+3	+2	+3	+5	+4	+4	+5	+3	Writer's tricks
7	+3	+2	+4	+5	+4	+4	+5	+4	Bonus feat, extrapolate the formula (Mass version)
8	+4	+2	+4	+6	+5	+5	+6	+4	Scrollmaster II, writer's tricks
9	+4	+3	+4	+6	+5	+5	+6	+5	Bonus feat
10	+5	+3	+5	+7	+6	+6	+7	+5	Personal shorthand

Writer's Tricks: At levels 4, 6, and 8, you may choose one of the following abilities. Each may be chosen only once.

- *Arcane Interpreter:* When you scribe a scroll, you're no longer limited to spells you know. You may scribe any spell that you have access to at the time of scribing (e.g., by referencing a spell book, copying another scroll, verbally from another mage, etc.).
- *Bookworm I:* You can 'walk up to the right part of a library' or 'flip open a book to the right page' with eerie accuracy. You make Research checks in 1/2 the usual time (rounded up).
- *Expertise:* Choose one skill: Crafting, Haggle, Impress, Investigate, Medicine, Notice, Resolve, Search, Sense Motive, or Tactics. Taking 10 with this skill doesn't take twice as long and taking 20 takes only 10 times as long.
- *Light Reading:* Scrolls are considered only one-handed items for you, and the time needed to read a scroll is no longer limited to a minimum of 1 full action.
- *Organized Notes:* You gain the Quick Draw feat. Also, when using your free handle item actions gained from the feat, you may "stow" a scroll in hand while "drawing" another as a single handle item action.
- *Scroll Tutor:* As long as they can see and hear you, your teammates may substitute their Crafting (Inscription) skill bonus in place of Spellcasting when casting from a scroll you have scribed.
- *Spell Workings:* When affected by a spell you know, you gain an Insight Bonus against saves prompted by that spell equal to 1/2 your Class Level (rounded up).
- *Wordsmith:* Scribe's kits (and workshops) that you are using are always considered Masterwork quality for you and the maximum complexity of scrolls you may scribe rises by your Int modifier.

Personal Shorthand: At level 10, the first time you cast with each scroll that you have scribed does not consume the scroll (if you wish). Also, spells that you cast from scrolls you have scribed have their Save DC raised by your Class Level if the scroll is consumed in the casting.

NPC CLASS ABILITIES

The following new class abilities from the Spell Scribe expert class are available to NPCs using the class ability NPC quality (see *Fantasy Craft*, page 231).

Table X.X: NPC Class Abilities

Class Ability	XP Value
Bookworm I	2
Light Reading	2
Organized Notes	3
Personal Shorthand	6
Scroll Tutor	2
Spell Workings	4

Class design by Big Jim with help from the Crafty forum-ites (Mutt and TKDB).

Art by Pachycrocuta of deviantART.

