



PLAYER Paraphernalia

THE CATHARTIC CASTER
(NEW WIZARD ARCHETYPE)

#10



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PLAYER PARAPHERNALIA #10

By the Knotty-Works

Welcome to the tenth issue of Player Paraphernalia, a hodge podge of character ideas and alternate rules that may be used with the Pathfinder Roleplaying Game (Paizo, Inc®). In this issue an alternate version of the wizard, the Cathartic Caster is introduced.

The Cathartic Caster

Magic is energy and life. The Cathartic Caster understands the true connection to life and magic and the ability to channel their own life force to empower their spells. These casters function much in the same way as wizards, studying laboriously in researching and delving into the eldritch secrets of the universe. However, cathartic casters have unlocked the secrets to use their own life force to empower their spell casting. As a result, they are not as limited to the number of spells they may cast per day as other wizards but casting physically drains their vitality.

Role: As with the wizard, the cathartic caster study and prepare spells that can fill a multitude of roles within the adventuring party. In addition, their knowledge and intuitive skills of deduction can be invaluable in many situations.

Alignment: The cathartic caster may be of any alignment.

Hit Dice: d6

Starting Wealth: $2d6 \times 10$ gp (average 70 gp.) In addition, each character begins play with an outfit worth 10 gp or less.

Class Skills

Appraise, Craft, Fly, Knowledge (any), Linguistics, Profession, and Spellcraft

Skill Ranks per Level: $2 + \text{Int modifier}$

Weapon and Armor Proficiencies: The cathartic caster is proficient with the club, dagger, glaive, guisarme, halberd, heavy crossbow, light crossbow, and ranseur. The cathartic caster is not proficient with any types of armor or shields, and wearing armor or using a shield will impact any spells with somatic components, causing the cathartic caster to suffer the chance of arcane spell failure as listed for the armor and shield.

Spells: The cathartic caster gains the ability to cast [sorcerer/wizard spells](#) beginning at 1st level. Like other wizards the cathartic caster maintains a spell book from which he must study on a daily basis in order to cast spells. Unlike other wizards, the cathartic caster does not have spell slots, but may cast spells studied as desired with the following effects.

First, the cathartic caster fuels his spells with his own life force which means that he takes a number of points of non-lethal damage equal to the level of the spell cast. If the spell is not successfully cast, the cathartic caster does not suffer this damage, it only occurs once the spell is actually produced.

This damage only heals with rest and at the beginning of each day the cathartic caster regains hit points lost from all non-lethal damage caused by spell casting. Natural healing from other effects—such as the [heal](#) skill—cannot be used to heal the damage from this effect. Magical healing effects may be more effective, but only if the magic used is of a higher effective level than the highest level spell cast by the cathartic caster that day. [Channeling](#) effects are treated as a spell level equal to the number of dice of healing energy generated minus one. Thus, the channeling effects of a 1st level cleric are treated as a 0 level spell in regards to this limitation. Unlike normal non-lethal damage, magical healing does not automatically remove all non-lethal damage from this effect. Temporary hit points gained from spells or magic items may be used to fuel the spell effect as long as the temporary hit points are available before the spell is cast.

Second, the cathartic caster must make a [concentration](#) check once the spell is cast to retain the spell. The DC to retain the spell is equal to 10 plus the level of the spell being cast. In addition, the DC increases by a number equal to the level of the spell multiplied by the number of times the cathartic caster has already cast the spell that day. Thus a cathartic caster firing off his third fireball for the day would have an effective Concentration DC equal to 19, 10 plus 3 for the spell level plus 6 for casting the spell twice before.

If the cathartic caster fails the [concentration](#) check the spell is lost for the day. This check is made while the spell is being cast and if other effects would require the cathartic caster to make the [concentration](#) check, only one concentration check is required using the highest DC based

on the situation. If the cathartic caster fails the concentration due to additional effects that would normally cause the casting to fail (such as being damaged or violent weather), then the spell is both lost and fails to cast. Otherwise the cathartic caster does successfully cast the spell but loses the ability to cast it again that day.

If the cathartic caster is casting the spell defensively, then two separate **concentration** checks need to be made, one for attempting to cast the spell without provoking attacks of opportunity and one for the actual casting of the spell.

The cathartic caster may only cast spells of equal level to half his class level (rounded up), capping at 9th level spells at 17th level.

The cathartic caster's Intelligence must be at least 10 + the level of the spell in order to cast the spell.

The total number of spell levels that may be prepared in one day is given in the cathartic caster's prepared spell table. The cathartic caster may only prepare a maximum number of spells of the same level equal to his Intelligence modifier plus one, and he cannot prepare the same spell multiple times in a single day. He does gain an additional number of spell levels equal to his Intelligence modifier.

As the cathartic caster does not have spell slots, any effect that would remove or alter a spell slot instead effects a spell prepared by the caster. Unless the effect can be used to name a specific spell, the spell lost or altered is randomly generated.

Cathartic casters may use meta-magic feats with his spells as a normal wizard with no additional effects or requirements.

Cathartic casters begin with a spell book containing 4 1st level spells and gains an additional 2 spells when he advances a new level as a normal wizard. Cantrips are handled a little differently as detailed below.

This class ability alters the Spell class ability of the Wizard class.

Cantrips: The cathartic caster gains the use of cantrips (0-level spells) beginning at 1st level chosen from the **sorcerer/wizard spell list**. The cathartic caster may prepare a number of cantrips per day equal to his Intelligence modifier plus an additional cantrip at every 5th level. The

Cathartic Caster Spell Progression Table

Caster Level	Max Spell Level	Spell Levels Per Day
1	1	1
2	1	3
3	2	5
4	2	7
5	3	10
6	3	13
7	4	16
8	4	20
9	5	24
10	5	28
11	6	33
12	6	38
13	7	44
14	7	50
15	8	57
16	8	64
17	9	72
18	9	80
19	9	89
20	9	98

cathartic caster must have access to these spells from his spell book and begins with five cantrips and gains an additional cantrip every level after 1st level.

Cantrips cast by the cathartic caster do not expend his life force and do not require a concentration check to retain the spell once cast.

This class ability alters the Cantrips class ability of the Wizard class.

Arcane Bond: This class ability is identical to the wizard's **Arcane Bond** class ability. If a bonded object is chosen the cathartic caster still gains the ability to cast a single spell from his spell book regardless of whether or not it is prepared.

This spell does not require a **concentration** check in regards to maintaining the spell even if the spell cast is one prepared for the day. In addition, the spell cast with this ability does not deal non-lethal damage to the caster.

Arcane School: The cathartic caster may choose to specialize in **one school of magic** upon initial character creation. If a particular school is chosen then the cathartic caster must choose two opposition schools which cannot be changed as well. Focusing on a particular school grants the cathartic caster the following abilities.

Any spell that the cathartic caster prepares from the school chosen is treated as one level less in regard to the total number of spell levels that the caster may study a day with a minimum of one level.

Any spell studied from the cathartic caster's opposition school is treated as two levels higher in regard to the number of spell levels that the cathartic caster may study per day. In addition, the initial DC to retain the spell after casting is 15 plus the spell level.

This effect is only in regards to the total number of spells the caster may study per day. The spell level of the spell does not change nor the effects of casting the spell including non-lethal damage suffered for casting the spell or the DC of the concentration check to maintain the spell.

In addition, the cathartic caster also gains the powers associated with the **school of specialization**. If the cathartic caster does not choose a specific school, he gains the powers of the Universal

school and gains no additional benefits or detriments for this feature. This class ability alters the **Arcane School** class ability of the wizard class.

The cathartic caster also gains the Draconic language as a bonus language, bonus feats at every 5th level and the **Scribe Scroll** feat at 1st level as a bonus feat.

DC to retain spell: 10 + spell level + (spell level X # of times spell already cast that day)

DC to retain spell from opposition school: 15 + spell level + (spell level X # of times spell already cast that day)

New Feats

Superior Retention

You have trained your mind in the intricacies of storing spells.

Pre-requisites: Cathartic Caster 1st level

Benefit: You gain a +2 bonus when making a concentration check to retain a spell after casting it. This bonus does not apply if other effects that would call for a concentration check apply such as being damaged by an attack, violent weather, etc...

Arcane Endurance

You have learned to endure the damage caused by the magics that ravage your body when you cast a spell.

Pre-requisites: Cathartic Caster 1st level

Benefit: The damage you suffer from casting a spell is reduced by one point (with a minimum of 0 points of non-lethal damage).

Familiar Cathartic Link

You have forged a supernatural bond with your familiar so that you may pass on the damage from your spell casting to your familiar.

Pre-requisites: Cathartic Caster 1st level and Familiar

Benefit: While your familiar is within physical contact with you, you may transfer any non-lethal damage taken from casting a spell to the familiar instead while the familiar is conscious. The familiar may regain hit points from this damage in the same manner as a cathartic caster with either a full night's rest or healing magic from a spell greater than the greatest spell level cast by you whose damage was transferred to the familiar.

Greater Arcane Endurance

You have become more resistant to the ravages of the magic that eats away at your health when you cast a spell.

Pre-requisites: Cathartic Caster 3rd level, Arcane Endurance

Benefit: The damage you suffer from casting a spell is reduced by two points (with a minimum of 0 points of non-lethal damage).

New Spells

Cathartic Link

School Necromancy

Level Cathartic Caster 2

Casting Time 1 standard action

Components V,S,M(hair from willing target)

Range touch (see below)

Targets one living creature

Duration 1 round/level

Saving Throw Will negates (harmless, object)

Spell Resistance yes (harmless, object)

The cathartic caster creates a link between himself and a willing living participant. Once forged, the link transfers non-lethal damage from the casting of another spell to the recipient instead for the duration of this spell. The recipient of the spell effect is allowed an initial Will save to avoid its effects, otherwise as long as the recipient is within 30 feet of the caster the recipient takes the non-lethal damage rather than the cathartic caster when the spell caster casts another spell.

The damage suffered can only be regained in the same fashion as an actual cathartic caster such as a full night's rest or healing magic from a spell or effect of a higher level than the highest level spell cast by the cathartic caster while linked to the recipient.

Hostile Cathartic Link

School Necromancy

Level Cathartic Caster 4

Casting Time 1 standard action

Components V,S

Range touch (see below)

Targets one living creature

Duration 1 round/level

Saving Throw Will negates

Spell Resistance yes

The cathartic caster creates a link between himself and an unwilling living participant. Once forged, the link transfers non-lethal damage from the casting of another spell to the recipient instead for the duration of this spell. The recipient of the spell effect is allowed an initial Will save to avoid its effects, otherwise as long as the recipient is within 30 feet of the caster the recipient takes the non-lethal damage rather than the cathartic caster when the spell caster casts another spell.

The damage suffered can only be regained in the same fashion as an actual cathartic caster such as a full night's rest or healing magic from a spell or effect of a higher level than the highest level spell cast by the cathartic caster while linked to the recipient.

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