



HEROIC CLASS VOCATION

Arcane Scholar Vocation

The **House Rules** below are based upon the Hedge Wizard and Shadow Scholar occupations found in Wizards of the Coast's™ d20: URBAN ARCANA rulebook (pg. 11). It was modified to provide an "apprentice-level" vocation for Arcane Spell-Caster advanced classes.

The power of Magic lies latent in the world, even while science and technology strive to eliminate it. Arcane Scholars come from all walks of life, desiring to learn the hidden arts and discover the ancient lore of Magic.

Prerequisites: Decipher Script 4 ranks, Knowledge [arcane lore] 4 ranks, Research 4 ranks; and the Studious feat;

Bonus Starting Feat: Select two of the following:

Arcane Skills, Educated, Magical Heritage, or Weapon Group Proficiency (pistol firearms);

Vocation Skills: Craft [chemical] (Int), Decipher Script (Int), Investigate (Int), Knowledge [arcane lore, history] (Int), and Research.

If a skill is already a class skill, you receive a +1 competence bonus on checks using that skill.

Additional Bonus Feats: Arcane Skills, Attentive, Defensive Martial Arts, Educated, Focused, Iron Will, Magical Affinity, Meticulous, Renown, and Skill Focus;

Wealth: + 2;

Arcane Talent Tree

Obscure Knowledge (Ex): An Arcane Scholar researches and studies all manner of information, remembering bits and pieces. The character gains the benefits of the Obscure Knowledge feat as described on page 18 of the d20: PAST Supplement. However, you make a special Obscure Knowledge check (1d20 + arcane scholar level + INT modifier) to determine whether or not you know relevant information about people, items, or places.

DC	Type of Knowledge
10	Common: known by at least a substantial minority of the locals.
20	Uncommon, but available: known to only a few locals.
30	Obscure: Known only to a few people anywhere.
40	Extremely Obscure: known to a very few or forgotten completely.

You cannot take 10 or 20 on this check, and the check can only be made once per subject.

Your GM determines the DC of the Obscure Knowledge check using the above table.

Summon Familiar (Sp): An Arcane Scholar has the ability to obtain an animal as a familiar.

A familiar is an animal which is magically linked to its master as described on pages 320-321 of the d20: MODERN RPG.

Unlike a Mage or Sorcerer, this familiar is always resembles an ordinary animal. It is not possible for an Arcane Scholar to obtain a dragonet, imp, or similar elemental, magical, or outsider beast as a familiar.

When bound to the Arcane Scholar, the animal gains all the special abilities described on page 320.

Prerequisite: Arcane Scholar level 3rd.

Esoteric Contact (Ex): The Arcane Scholar develops a friendship with a fellow student of arcane lore. As long as the contact is treated well, the contact is completely loyal to the character and will place their livelihood – but not their life – at risk if asked. The esoteric contact has a Helpful attitude toward the character (as described in the Diplomacy skill description on the d20: MODERN Roleplaying Game).

Usually a contact is a member of the esoteric-world, such as an occult bookstore or botanica owner. However, it's possible to have a Mage or Mystic as a contact. Other possible contacts include apothecaries, Buddhist monks, fences, Jesuit priests, kabbalist scholars, members of the Rosicrucian Fellowship or Theosophical Society, Santeria or Voodoo priestesses, and Wiccan practitioners.

The esoteric contact will provide the Arcane Scholar information or other minor assistance. The contact doesn't accompany the character on adventures, and may not be always available when the character wants it.

In most cases, the esoteric contact can be called upon once per week, and sometimes requires some form of compensation for the favor.

If the contact dies, a new one is located to replace it when the Arcane Scholar attains their next level in this vocation.

Prerequisite: Arcane Scholar level 5th.

Use Magic Device (Cha): *Trained only.* An Arcane Scholar uses this skill to activate **arcane** magic devices, including scrolls and wands that you could not otherwise activate.

CHECK: The Arcane Scholar can use this skill to read an **arcane** spell from a scroll or spellbook or activate an **arcane** magic item. This skill lets the character use an **arcane** magic item as if they had the spell ability or class features of another class or a different allegiance.

When the Arcane Scholar is attempting to activate an **arcane** magic item using this skill, they do so as an attack action. However, the checks they make determine whether they are successful at activating the item take no time by themselves and are included in the activate magic item attack action.

The Arcane Scholar makes Use Magic Device checks each time they activate an **arcane** device such as a scroll or wand. If you are using the check to emulate some quality in an ongoing manner, you need to make the check once per hour.

Use Magic Device	DC
Activate Blindly	25
Decipher Written Spell	25 + spell level
Emulate Class Feature	20
Emulate Ability Score	-- See text --
Emulate Allegiance	30
Use a scroll	20 + caster level
Use a wand	20

Activate Blindly: Some **arcane** magic items are activated by special words, thoughts, or actions. The character can activate such items as if they were using the activation word, thought, or action even if they're not, and even if they don't know it. They do have to use something equivalent. They have to speak, wave the item around, or otherwise attempt to get it to activate. The character gets a + 2 bonus on the check if you've activated the item at least once in the past.

If the Arcane Scholar fails the check by 10 or more, they suffer a mishap. A mishap means that magical energy is released, but it doesn't do what you wanted it to. The GM determines the result of a mishap. The default mishaps are that the item affects the wrong target or that uncontrolled magical energy deals 2d6 points of damage to the Arcane Scholar. This mishap is in addition to the chance for a mishap normally associated with casting a spell from a scroll when the spell's caster level is higher than the character's Arcane Scholar vocation level.

Decipher a Written Spell: This works like the same use of the Spellcraft skill, except that the DC is 5 points

higher. Deciphering a written spell takes 1 minute of concentration.

Emulate Class Feature: Sometimes a class feature is required to activate an **arcane** magic item. The Arcane Scholar's effective level in the emulated class equals their check result minus 20. The Use Magic Device skill doesn't allow the character to use the class feature of another class. It just lets them activate items as if they had the class feature.

If the class whose feature the Arcane Scholar is emulating has an allegiance requirement, they must meet it. This may require a separate check to emulate the allegiance (see below).

Emulate Ability Score: To cast an **arcane** spell from a scroll, a high ability score in the appropriate ability (Intelligence for arcane spells) is required. The Arcane Scholar's effective Intelligence score equals their check result minus 15. If the character already has a high enough score in the ability, they don't need to make this check.

Emulate Allegiance: Some **arcane** magic items have positive or negative effects based on the wielder's allegiance. An Arcane Scholar can use these items as if they were of an allegiance of their choice. The character can only emulate one allegiance at a time.

Use a Scroll: Normally, to cast a spell from a scroll, a character must belong to a class that has access to the arcane or divine spell inscribed therein. This use of the skill allows an Arcane Scholar to use a scroll as if they were of the **Mage advanced** class. The DC equals 20 + the caster level of the spell they are trying to cast from the scroll. To cast a spell from a scroll, the character must first decipher it.

In addition, casting a spell from a scroll requires a minimum score of 10 + the spell's level in the appropriate ability. If the Arcane Scholar doesn't have a sufficiently high Intelligence score, they must emulate the ability score with a separate check (see above).

Use a Wand: Normally, to use a wand, a character must belong to a class that has access to the arcane or divine spell ensorcelled therein. This use of the skill allows an Arcane Scholar to use a wand as if they were of the **Mage advanced** class.

TRY AGAIN?: Yes, but if the Arcane Scholar ever rolls a natural 1 while attempting to activate an item and they fail the check, then they can't try to activate that item again for 24 hours.

SPECIAL: The character cannot 'Take 10' or 'Take 20' with this skill. Magic is too unpredictable to make the use of this skill reliable.