

ASTRAL MAGUS (EXPERT)

The Astral Magus is an awe-inspiring master of sorcery and cosmic secrets. Deep in the arcane tomes lays the knowledge of the mysterious Astral Magi, waiting to be discovered by the best. Most of the time, the stars seem so distant to those that inhabit the firm ground, that they rarely acknowledge their existence or even importance. But for these few, the tiny white points of light in the night sky hold their attention like no other thing. There is no other end destination, they say. There are only the stars and them.

Although wizards and scholars discard tales of the Astral Magi as simple myths, immortal liches, particularly the eldest, do not deny the possibility of their existence. A talented Mage doesn't choose to become an Astral Magus, but is instead chosen by a mysterious cosmic entity that was impressed by the display of genuine talent or determination. Perhaps a few dozen get the chance to become one, but only a few succeed. As much as being an Astral Magus is a reward in itself, it is also a great responsibility. This chance is offered by a competent mentor of otherworldly origin. A mentor could be an angel, demon, dragon, lich, or a watcher in the dark.

Depending on your campaign an Astral Magus could be...

- A student of forbidden knowledge blurring the line between the worlds
- A wizard determined to unlock the secrets of the world he inhabits, for purposes known only to him
- A famous astrologist, inspiring respect and suspicion with his accurate predictions
- A sinister force working from the shadows, controlling his targets as puppets in a play
- A teacher that shares newfound knowledge with his pupils, helping everyone to move along with hard times

Party Role: Wildcard/Backer. Your class abilities often provide direct or indirect support to your teammates, though your specific role largely depends on your choice of spells and how you use them.

CLASS FEATURES

Requirements: *Sorcery* campaign quality, Intelligence 15+, Spellcasting 6+ ranks, Associate or higher Contact that is a "cosmic entity"

Favored Attributes: Intelligence, Wisdom, Charisma

Caster: Each level in this class increases your Casting Level by 1.

Class Skills: Blend, Bluff, Crafting, Haggle, Impress, Intimidate, Investigate, Notice, Resolve, Ride, Search, Sense Motive

Skill Points: 8 + Int modifier per level

Vitality: 6 + Con modifier per level

CORE ABILITY

Shadowscape: You become one with the shadow. Once per scene, you can enter any shadow by touching it and become *hidden* and *incorporeal*. At the beginning of your initiative count each round while in the shadow you must spend 1 Spell Point to remain in the shadow. If you don't spend this Spell Point or have no Spell Points at the beginning of your initiative count you automatically exit the shadow, losing the *hidden* and *incorporeal* conditions.

CLASS ABILITIES

Cryptic Prediction: At Level 1, once per scene you may offer a special character other than yourself a cryptic prediction. At any time during the current scene the character may 'realize' this is the moment you foretold, and may treat your prediction as if it were a d10 action die that must be spent that round.

If *the stars are right* (see below), the character may instead use your prediction to automatically succeed on a saving throw or cancel one critical hit by an opponent, reducing the damage inflicted to 0.

A character may benefit from only a single cryptic prediction per scene, no matter how many Astral Maguses offer them to him.

The Stars Are Right I: At Level 2, at the beginning of each scene you may declare *the stars are right*, rolling 1d6 on the following table and gaining the indicated modifier to your caster level until the end of the current scene.

Table X.X: The Stars Are Right

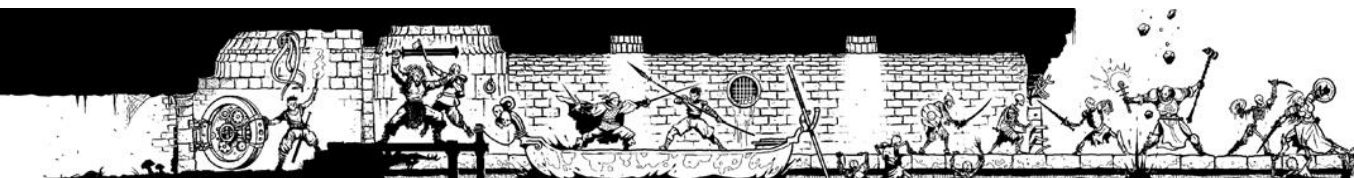
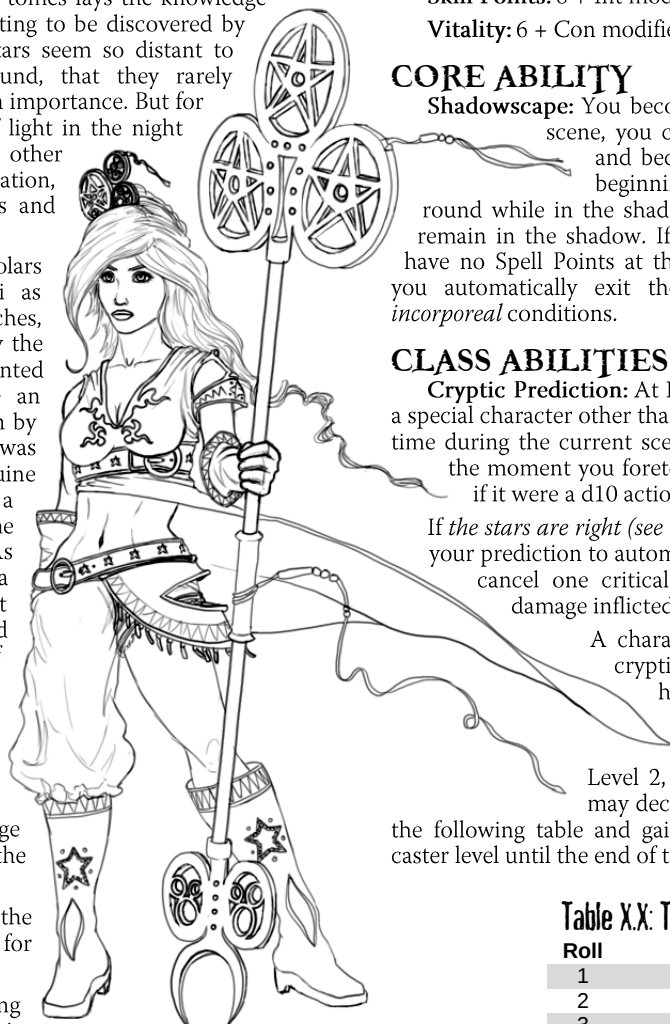
Roll	Result
1	-2 caster levels
2	-1 caster level
3	No effect
4	No effect
5	+1 caster level
6	+2 caster level

The Stars Are Right II: At Level 7, if you choose to use this ability you may roll twice, keeping the result you prefer.

Circle Of Power: At Levels 3, 5, 7, and 9, the maximum level of spells you may cast increases by 1 (e.g. from Level 0 spells you know to Level 1 or lower spells you know), to a maximum of Level 9.

Bonus Feat: At Levels 4 and 8, you gain an additional Chance or Spellcasting feat.

Shadow Body I: At Level 4, once per adventure you may spend 10 minutes and 10 spell points to create a single exact copy of yourself until the end of the current scene. This copy has its own



ASTRAL MAGUS (LTI) (EXPERT CLASS)

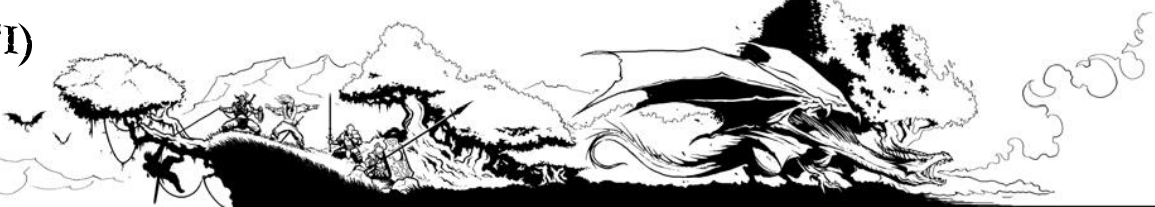


Table X.X: Astral Magus

Level	BAB	Fort	Ref	Will	Def	Init	Lifestyle	Legend	SP	Abilities
1	+0	+0	+0	+2	+0	+1	+1	+1	+2	Cryptic prediction , <i>shadowscape</i>
2	+1	+0	+0	+3	+1	+1	+2	+2	+4	The stars are right I
3	+1	+1	+1	+3	+1	+2	+2	+3	+6	Circle of power
4	+2	+1	+1	+4	+2	+2	+2	+3	+8	Bonus feat, shadow body I
5	+2	+1	+1	+4	+2	+3	+3	+4	+10	Circle of power
6	+3	+2	+2	+5	+2	+4	+3	+5	+12	Nothing is immutable
7	+3	+2	+2	+5	+3	+4	+4	+6	+14	Circle of power
8	+4	+2	+2	+6	+3	+5	+4	+6	+16	Bonus feat, shadow body II
9	+4	+3	+3	+6	+4	+5	+4	+7	+18	Circle of power
10	+5	+3	+3	+7	+4	+6	+5	+8	+20	Cosmic shell game

Wounds and vitality separate from your own which are set to the same values as yours at the time of the copy's creation. The copy has non-magical duplicates of your current clothing, armor, and weapons but any of these items dissolve if separated from the copy for more than 2 rounds. You control both yourself and the copy, and they share your action dice and spell points (spells cast and action dice spent by the copy draw from your stock of spell points and action dice). If the copy is killed, you are *sickened* until the end of the current scene.

Shadow Body II: At Level 8 You may use this ability twice per adventure.

Nothing Is Immutable: At Level 6, if *the stars are right* this scene, you may attempt to cast conversion spells you know up to two spell levels higher than is allowed by your circle of power (i.e. if you have circle of power that allows level 4 spells, you could cast level 6 conversion spells while *the stars are right*).

Cosmic Shell Game: At Level 10, if *the stars are right* when you are killed and you have at least 1 shadow body copy still alive, it turns out that it was a shadow body that was killed and you are actually the character that was considered a copy up to that moment. You are still *sickened* until the end of the scene by the death of your copy as normal.

NPC CLASS ABILITIES

The following new class abilities from the Astral Magus 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
Cosmic Shell Game	6
Shadow Body I	4
Shadow Body II	2
The Stars are Right I	2
The Stars are Right II	2

Class design by Brakk and Sletchman.

Requirements fix by Big Jim

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