

# Chi Mage

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Alignment: Any  
Hit Die: d6

## Requirements:

- Feats: Focus Inner Strength, Iron Will
- Skills: Knowledge (Arcana): 8 Ranks, Concentration: 8 Ranks
- Spellcasting: The ability to cast at least one spell from each of the following schools: Necromancy, Evocation, Conjuraction. One of which must be of atleast third level.

Skill point: 4 plus int modifier

Class Skills: Alchemy, Concentration, Craft, Heal, Knowledge (Arcana), Knowledge (Religion), Listen, Profession, Search, Spellcraft, and Spot

**Table: Life Force Mage**

Level	Attack	Fort	Ref	Will	Special
1	+0	+2	+0	+2	Draw on Chi
2	+1	+3	+0	+3	Purity of Body
3	+2	+3	+1	+3	Improved Hit Dice: d8
4	+3	+4	+1	+4	True Death
5	+3	+4	+1	+4	Absorption
6	+4	+5	+2	+5	Improved Hit Dice: d10
7	+5	+5	+2	+5	Timeless Body
8	+6/+1	+6	+2	+6	Sealed Life
9	+6/+1	+6	+3	+6	Improved hit Dice: d12
10	+7/+2	+7	+3	+7	Stasis

**Weapon and Armor Proficiency:** The Chi Mage gains no additional proficiency with weapons, armor, or shields.

**Spells Per Day:** The Chi Mage's main focus is on arcane spellcasting. Upon achieving a new level of Chi Mage, the Chi Mage also gets bonus spells as if he had gained a level in a previous spellcasting class.

**Draw on Chi:** The Chi Mage can draw on his inner strength to cast spells other than the spells he has prepared for the day. The Chi Mage selects a spell from his list of known spells, and casts it in place of a spell, or equal or higher level, he has prepared. Casting a spell in this way is still considered to be part of the total spells the mage can cast per day. Casting a spell in this way does not come without cost, for each spell cast in this way, the Chi Mage takes damage equal to twice the level of the spell. The Chi Mage can also continue to draw on his inner strength even after casting his maximum number of spells per day. However, this drains the Chi Mage's inner strength, thus causing him severe damage. Any spell above the normal limit of spells per day cast by the Chi Mage does three times as much damage as it normally would.

**Purity of Body:** The Chi Mage's constant use of his inner strength provides him increased health. Upon reaching second level, the Chi Mage becomes immune to all natural ailments, and diseases.

**Improved Hit Dice:** As the Chi Mage continually exercises his inner resolve, he gains additional hit points through experience. This increase counts toward the hit points gained the level the class feature is gained. At third level, the Chi Mage's hit dice type changes to a d8. Upon reaching sixth level, the hit dice changes to a d10, and again at ninth level to a d12.

**True Death:** Upon his death the inner strength of the Chi Mage passes to the great weave. This effect, which has a manifestation visible to all with sight, prevents the Chi Mage from becoming undead, as well as preventing any resurrection attempts.

**Absorption:** Once obtaining fifth level, the Chi Mage has become attuned to his environment and can draw on the energy from the world around him to bolster his own inner strength. When in a natural setting, the Chi Mage can use his Draw on Chi ability to cast divine spells from the healing domain. These spells do not cast damage to the Chi Mage unless they cause him to go over his spells per day limit. If the Chi Mage casts a healing spell when he has exceeded his spells per day, he takes damage equal to three times the level of the spell.

**Timeless Body:** A Chi Mage, once reaching seventh level, no longer feels the effect of age on his body. While he will die of old age at his appointed time, his body will remain untouched by age until that time. Once achieving this ability the mage can also no longer be magically aged.

**Sealed Life:** At eighth level, the Chi Mage is no longer susceptible to the draining abilities of the undead. The mage cannot lose levels or age due to this kind of draining. This ability provides no protection from combat damage obtained from such creatures.

**Stasis:** A tenth level Chi Mage is capable of indefinitely extending his life. He does this by putting himself in suspended animation. The mage enters a very deep sleep, reducing himself to 0 hit points. He then creates a life force shell around him. The shell is considered to have an AC of 30, and hit points equal to the mages maximum hit points. No time passes inside the shell and the mage does not age in any way during this sleep. This stasis can be set to end after a given amount of time has passed, or if a particular event has taken place. Waking up and dismissing the shield takes a single full round action. Once the shield is reduced to half it's original hit point, the Chi Mage is made aware of the danger, and can wake up at any point thereafter.