



## A d20 Modern Advanced Class

# SORCERER SUPREME

Requires the use of the d20 Modern™ Roleplaying Game, published by Wizards of the Coast, Inc.

D20 MODERN

### BACKGROUND

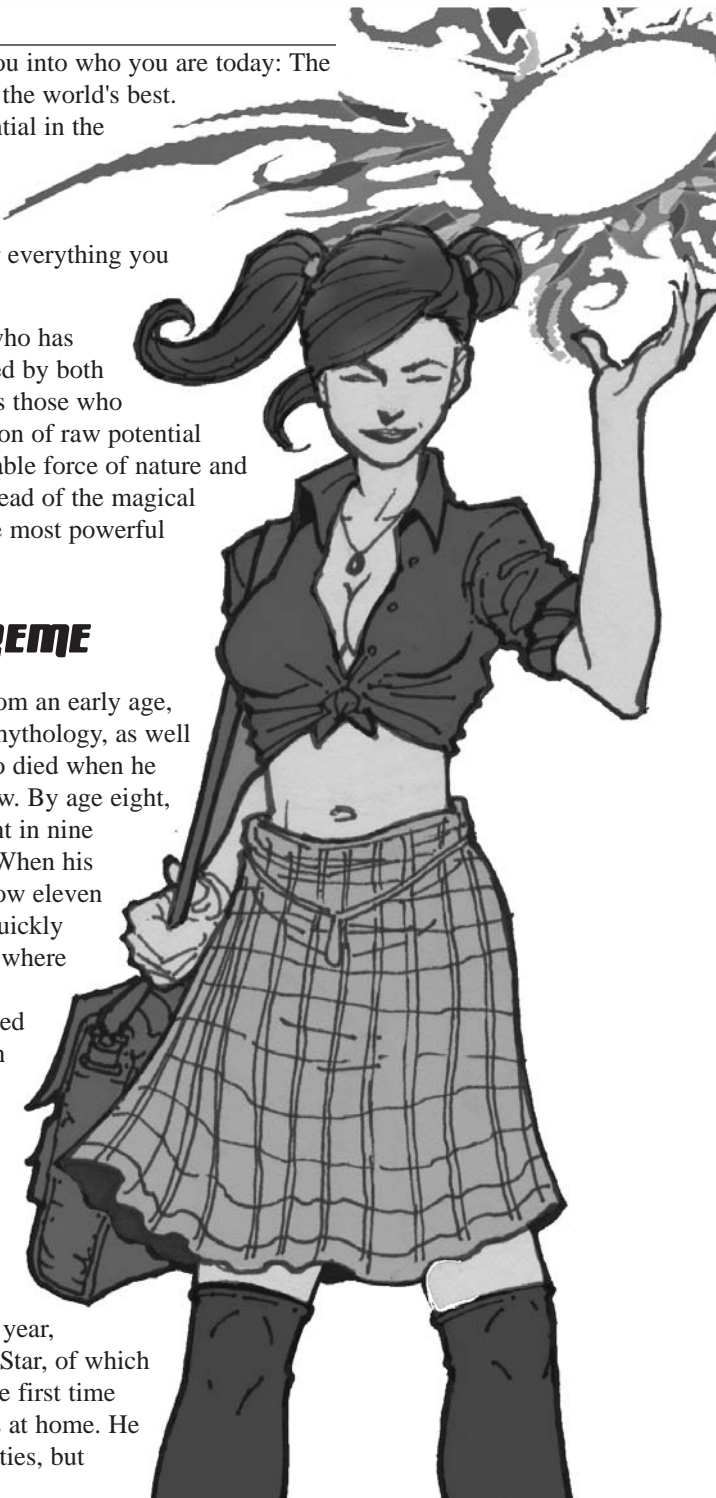
Years of hard work, study, and dedication have turned you into who you are today: The greatest sorcerer of your order - and undoubtedly one of the world's best. Though you were born with a greater than average potential in the magical arts and have extensively studied the works of famed mages, it was your stubbornness and unshakable sense of commitment to magical theory and practice that drove you. And thus you are entirely responsible for everything you have accomplished.

The Sorcerer Supreme is a powerful arcane spellcaster who has become a veritable master of magic. Feared and respected by both those who do not comprehend the magical arts as well as those who wield the arcane forces, the Sorcerer Supreme is a paragon of raw potential shaped into a controlled and complex discipline. A veritable force of nature and source of knowledge, the Sorcerer Supreme is also the head of the magical college, order, or guild he belongs to. Arguably, he is the most powerful spellcaster of that organization.

### PROFILE OF A SORCERER SUPREME

Stephen Squire was far from being an ordinary child. From an early age, his mother educated him in geography, ancient history, mythology, as well as in the sciences. Though he never knew his father, who died when he was an infant, his mother taught him everything she knew. By age eight, although he had never went to school, Stephen was fluent in nine different languages, including ancient Greek and Latin. When his mother died, his father's brother took him in. Stephen, now eleven years old, attended school for the first time in his life. Quickly dubbed a child prodigy, he was placed in special classes where he learned advanced biology, physics, and chemistry. Because he was blessed with a great mind and a privileged education - and also because he spent most of his time in one book or another - Stephen did not get along well with other children. Instead, he related with adults, but only with those from whom he could learn something.

It was not long before a mage of considerable power took an interested in young Stephen. Under his tutelage, the teenager entered a prestigious university and, in his leisure, began to study the intricate art of magic. At sixteen, he earned his bachelor's degree. Later that same year, he was inducted into the Hermetic Order of the Seventh Star, of which his mentor had been a member for many decades. For the first time since his mother had died, Stephen felt as though he was at home. He continued to study different fields at prestigious universities, but spent most of his time learning new spells.



Written by Jason J. McCuiston



After years of extensive study and practice, as well as countless adventures in which he uncovered unfathomable secrets, the name of Stephen Squire became one of the most renown among practitioners of the arcane. At the age of forty, he became the youngest leader of his order. He is now universally respected for his wisdom and power, but many are jealous of his accomplishments and position as a Sorcerer Supreme.

### REQUIREMENTS

To qualify to become a Sorcerer Supreme, a character must fulfill all the following requirements:

**Skills:** Decipher Script 10 ranks, Knowledge (arcane lore) 10 ranks, Research 10 ranks.

**Feat:** Educated.

**Special:** Ability to cast arcane spells of at least 3rd level and be part of an organization of arcane spellcasters (*a guild, an order, a cabal, etc.*). Furthermore, the character must be nominated as the rightful leader of his organization, or somehow seize control of its leadership.

### CLASS INFORMATION

**Hit Die:** 1d4

**Action Points:** 6 + one-half character level, rounded down, every time the character attains a new level in this class.

### CLASS SKILLS

The Sorcerer Supreme's class skills (and the key ability for each skill) are: Computer Use (Int), Concentration (Con), Craft (chemical) (Int), Craft (pharmaceutical) (Int), Craft (visual arts) (Int), Craft (writing) (Int), Decipher Script (Int), Diplomacy (Cha), Investigate (Int), Knowledge (arcane lore, art, current events, earth and life sciences, physical sciences, popular culture, technology) (Int), Profession (Wis), Read/Write

Language (none), Research (Int), Sense Motive (Wis), Speak Language (none), and Spellcraft (Int).

**Skill Points at Each Level:** 7 + Int modifier.

### CLASS FEATURES

All the following are class features of the Sorcerer Supreme advanced class:

**Arcane Skills:** A Sorcerer Supreme has access to the following arcane skills, which are also considered class skills: Concentration, Craft (*chemical*), and Spellcraft. Refer to the Mage class in the core d20 Modern rulebook for more information on how to use these skills.

**Arcane Spells:** The Sorcerer Supreme's main power is his ability to cast arcane spells. He is limited to a certain number of spells of each spell level per day, according to his class level. In addition, he gains bonus spells based on Intelligence. Determine the Sorcerer Supreme's total number of spells per day by consulting the tables below.

The Sorcerer Supreme must prepare spells ahead of time by resting for 8 hours and spending 1 hour studying his spellbook. While studying, he decides which spells to prepare. To learn, prepare, or cast a spell, the Sorcerer Supreme must have an Intelligence score of at least 10 + the spell's level. A Sorcerer Supreme can prepare a lower-level spell in place of a higher-level one if he desires. The Difficulty Class for saving throws to resist the effects of a Sorcerer Supreme's spell is 10 + the spell's level + the Sorcerer Supreme's Intelligence modifier.

**Arcane Spells and Armor:** The Sorcerer Supreme has some difficulty casting most arcane spell while armored. A Sorcerer Supreme proficient in the use of the armor he is wearing, however, has less trouble casting his spells. When casting an arcane spell with a somatic component, the chance of arcane spell failure depends on the type of armor being worn and

# SORCERER SUPREME

Level	Base Attack Bonus	Fort. Save	Ref. Save	Will Save	Class Features	Defense Bonus	Reputation Bonus
1st	+0	+0	+0	+2	Arcane Skills, Arcane Spells, Head of the Order	+1	+2
2nd	+1	+0	+0	+3	Arcane Defense, Arcane Spells	+1	+2
3rd	+1	+1	+1	+3	Arcane Assault 1/day, Arcane Spells	+2	+2
4th	+2	+1	+1	+4	Arcane Spells, Spell Virtuoso	+2	+3
5th	+2	+1	+1	+4	Arcane Secrets 1/week, Arcane Spells	+3	+3
6th	+3	+2	+2	+5	Arcane Assault 2/day, Arcane Spells	+3	+3
7th	+3	+2	+2	+5	Arcane Spells, Spell Virtuoso	+4	+4
8th	+4	+2	+2	+6	Arcane Secrets 2/week, Arcane Spells	+4	+4
9th	+4	+3	+3	+6	Arcane Assault 3/day, Arcane Spells	+5	+4
10th	+5	+3	+3	+7	Arcane Spells, Frightful Presence, Spell Virtuoso	+5	+5

*There are only 10 levels to this class*

whether the Sorcerer Supreme has the appropriate Armor Proficiency feat, as shown below:

Armor Type	Arcane Spell Failure	
	Proficient	Nonproficient
Light	10%	20%
Medium	20%	30%
Heavy	30%	40%

**Spellbook:** The Sorcerer Supreme must study his spellbook each day to prepare his spells. With the exception of Read Magic, he cannot prepare any spell not recorded in his spellbook (*unless he has the spell virtuoso ability for such a spell, as described below*). The Sorcerer Supreme begins play with a spellbook containing all 0-level arcane spells and three 1st-level arcane spells of his choice. For each point of Intelligence bonus he has, his spellbook holds one additional 1st-level arcane spell. The character gains two new spells of any level or levels each time he attains a new Sorcerer Supreme level. If the Sorcerer Supreme already uses a spellbook to cast his arcane spell, add a number of 1st level arcane spells to it equal to: 3 + Intelligence modifier. The character must prepare arcane spells of different character classes separately, but uses the same list of known spells for all his arcane spellcasting classes.

**Head of the Order:** To become a Sorcerer Supreme, the character must either be legitimately appointed as the head of his order or otherwise seize control of it. Because he is recognized as the leader of his magical cabal, but also because he has a reputation of being a powerful spellcaster, the Sorcerer Supreme gains a +4 circumstance bonus to all Diplomacy and

**THE SORCERER SUPREME SPELLS PER DAY TABLE**

Sorcerer Supreme Level	Spells Per Day by Level					
	0	1	2	3	4	5
1st	3	1	-	-	-	-
2nd	4	2	-	-	-	-
3rd	4	2	1	-	-	-
4th	4	3	2	-	-	-
5th	4	3	2	1	-	-
6th	4	3	3	2	-	-
7th	4	4	3	2	1	-
8th	4	4	3	3	2	-
9th	4	4	4	3	2	1
10th	4	4	4	3	3	2

**THE SORCERER SUPREME BONUS SPELL TABLE**

Intelligence Score	Bonus Spell by Level					
	0	1	2	3	4	5
12-13	-	1	-	-	-	-
14-15	-	1	1	-	-	-
16-17	-	1	1	1	-	-
18-19	-	1	1	1	1	-
20-21	-	2	1	1	1	1
22-23	-	2	2	1	1	1

Intimidation skill checks when dealing with other members of his organization. Arcane spellcasters of other magical traditions who are familiar with both the order and the status of the Sorcerer Supreme within it are also more easily manipulated. The Sorcerer Supreme gains a +2 circumstance bonus to all Diplomacy and Intimidation skill checks made against other spellcasters who are familiar with his order and his role in it.

**Arcane Defense:** As the Sorcerer Supreme gains experience, he gradually uncovers new arcane secrets. At 2nd level, he learns to manipulate the whimsical magical forces that invisibly and intangibly linger about him. Without any effort, he begins to channel these forces into an unseen magical field of force, which grows increasingly more powerful as he gains levels in the Sorcerer Supreme class. This personal force field effectively protects him from harm, as though he were wearing armor. At 2nd level, arcane defense provides the Sorcerer Supreme with a permanent +1 armor bonus to AC. This bonus augments by +1 for every two levels gained in this class (+2 at 4th level, +3 at 6th, etc).

**Arcane Assault:** The constant study of arcane theories and the rigorous practice of magic allow the Sorcerer Supreme to channel devastating energies into his spells. Once per day starting at 3rd level, he can add the total of all his character class levels to the damage of any harmful spell he casts. Arcane assault can only be used in combination with a spell that targets an opponent (*delivering damage, weakening, or otherwise hampering him*). Only one victim can be targeted by this ability. At 6th and 9th level, the Sorcerer Supreme can use this ability one additional time each day.

**Spell Virtuoso:** The Sorcerer Supreme is dedicated to the intricate - and often misunderstood - art of arcane spellcasting. When he attains 4th level, the interminable hours of study he spends each day makes him a veritable master of a particular spell. The Sorcerer Supreme chooses any one spell of 1st through 3rd level from his list of known spells. From this point forward, he does not need a spellbook in order to prepare this particular spell. Furthermore, he can choose to cast this spell even if he did not prepare it. To do so, he must sacrifice one prepared spell of a level equal to or higher than the spell in which he is a virtuoso, and cast that spell instead of the one he had originally prepared. The Sorcerer Supreme gains this ability again at 7th and 10th level, each time choosing one additional spell.

**Arcane Secrets:** Because of his status as the head of his magical order, the Sorcerer Supreme has access to all the resources his covenant has to offer. This privileged access allows him to gain knowledge on almost any subject. By using the order's members, contacts, and resources, and then waiting patiently, he can acquire accurate information on almost any subject. The Sorcerer Supreme must ask the members of his order what he wants to learn, and they do all the work for him. Twenty-four hours later, he receives the information, allowing



him to Take 20 on any one Decipher Script, Gather Information, Knowledge (*any*), or Research skill check, without the need of actually doing the work himself. At 5th level, the Sorcerer Supreme can use this ability once every week. From 8th level and beyond, he can pull the resources of his order twice each week.

**Frightful Presence:** When he reaches the apogee of his power, the Sorcerer Supreme is recognized by his peers as a veritable paragon of the arcane arts. He is also so deeply involved in the practice and study of magic that he develops a frightening aura. Treat the Sorcerer Supreme as having the Frightful Presence feat, even if he would not normally meet the prerequisites for this feat.

**Artwork: *Ryan Bodenheim***

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