

# ***Minute Magi Prestige Class***

*Big things come in small packages...*

Minute Magi have developed to perfection the skills all halflings possess to some degree: cooking, riddles, thrown weapons and staying hidden. They have developed their natural talents to a new level and have learned to make their small size work in their favor. Using their arcane abilities, Magi are able to perform supernatural acts that blur the line between magic and skill.

Minute Magi develop their exceptional abilities with the help of their arcane powers. This limits the class to those who have some arcane schooling, so most Magi are multiclass wizards, but the occasional halfling bard or sorcerer also joins the class.

## **Hit Dice:**

d4

## **Skill Points at Each Level:**

8 + Int modifier.

## **Requirements:**

To qualify a character must fulfill all the following criteria:

- **Dexterity:** 16+
- **Hide:** 7 ranks
- **Tumble:** 7 ranks
- **Spells:** Ability to cast arcane spells.
- **Race:** Halfling

## **Class Skills:**

The Minute Magi's class skills (and the key ability for each skill) are:

Alchemy (Int), Appraise (Int), Balance (Dex), Bluff (Cha), Climb (Str), Concentration (Con), Craft (Int), Decipher Script (Int), Diplomacy (Cha), Disable Device (Int), Escape Artist (Dex), Forgery (Int), Gather Information (Cha), Hide (Dex), Jump (Str), Knowledge (Int), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Perform (Cha), Pick Pocket (Dex), Scry (Int), Search (Int), Sense Motive (Wis), Speak Language (Int), Spellcraft (Int), Spot (Wis), Swim (Str), Tumble (Dex), Use Magic Device (Cha) and Use Rope (Dex).

## Class Features:

**Weapon and Armor Proficiency:** Magi are proficient with all simple weapons, halfling skippocks, bolas and throwing knives.

**Spells per Day:** When a Magi level is gained, the character gains new spells per day as if they had also gained a level in their existing arcane spellcasting class.

**Sneak Attack:** This ability is exactly the same as the rogue's (see p.47 of PHB). The sneak attack damage progresses according to Table 1 and stacks with damage from any previous classes.

**Master Chef:** Magi have taken the Halfling skill of cooking to a new level. They are able to imbue prepared food with spells, just as if creating a potion (see p.244 of DMG). However, instead of an Alchemy skill check, they may use a Profession (Cook) skill check.

**Table 1 – Class Features**

Class Level	BAB	Fort Save	Reflex Save	Will Save	Special Abilities	Sneak Attack	Spells/Day
1	+0	+2	+0	+2	Even Smaller, Long Throw	+1d6	+1 level
2	+1	+3	+0	+3	Quickly Now		+1 level
3	+1	+3	+1	+3		+2d6	+1 level
4	+2	+4	+1	+4	Reduce		+1 level
5	+2	+4	+1	+4		+3d6	+1 level
6	+3	+5	+2	+5	Riddle Master		+1 level
7	+3	+5	+2	+5		+4d6	+1 level
8	+4	+6	+3	+6	Minute Spell		+1 level
9	+4	+6	+3	+6		+5d6	+1 level
10	+5	+7	+4	+7	Hidden Spell		+1 level

**Even Smaller (Su):** This unique ability allows Minute Magi to act as if they were one size category smaller, in effect making them size *Tiny* (see p.5 of MM for bonuses). This extraordinary ability is not a physical size change, only a virtual one.

**Long Throw (Ex):** Magi have honed their throwing skills to a new level. Thrown weapon range increments are doubled and sneak attack range improves from 30 feet to 50 feet.

**Quickly Now (Ex):** Magi use their natural quickness and sharp eyesight to their advantage. This allows them to apply their Dexterity bonus to *Search* and *Disable Device* skill checks.

**Reduce (Su):** Magi are able to shrink their physical size. As a standard action, a Magi may shrink to a size as small as Fine (6 inches tall, weight ¼ lb) or return to their normal size. This supernatural ability duplicates the *Reduce* spell (p.243 of PHB) but has no time or size limits and may be used Magi level times per day.

**Riddle Master (Sp):** Magi have taken the Halfling talent for riddles to a new level. As a full round action, they may ask a riddle so beguiling and difficult that all foes who hear it are *confused* (p.186 of PHB). All targets must make an intelligence check with a DC of 15 + Magi Level to solve the riddle or become confused. This is a spell like ability usable once per day.

**Minute Spell (Ex):** Magi are able to reduce a spells area of affect by up to one-half. The spell becomes concentrated in this smaller space and acts as if the Maximize Spell feat had been used to cast it (all variable effects are maximized).

**Hidden Spell (Ex):** Magi have perfected the art of remaining hidden so well that they are able to cast spells without being noticed. Intelligence bonus times per day, a Magi is able to cast any already memorized spell as if it were under the *Silent Spell* and *Still Spell* feats with no increase in casting level.