

Spells per Day: Unlike other spellcasting classes a quintessant has no specific allocation of spells she can cast per day. Instead the quintessant uses her very own flesh and soul to power her magic resulting in the loss of hit points for every spell cast at a rate of twice the level of the spell being cast (0 level spells cost 1 hit point). It should be very easy to see how dangerous this path is, especially when casting higher level spells. But, so long as the quintessant has hit points, she can cast as many spells of whatever level she likes.

Union with Magic: While a quintessant is hampered by limited spell knowledge, they excel in using other forms of magic. As a quintessant advances in level they may use their hit points to power arcane magic items instead of using charges or expending single use items.

In order to use a magic item in this fashion the quintessant merely activates the item as normal (shouting command words, reading scrolls, pressing studs, etc.) and then expends a number of hit points equal to twice the level of the spell involved. If the effect does not have a spell level, then the hit point cost is equal to the caster level of the item.

The level of spells the quintessant can cast is irrelevant to this process. Technically a level 1 quintessant could use this ability to activate a 9th level spell scroll, however the effort would kill the character in question.

The Quintessant

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+2	+0	+2	Union with Magic: Scrolls
2	+1	+3	+0	+3	
3	+1	+3	+1	+3	Union with Magic: Potions
4	+2	+4	+1	+4	
5	+2	+4	+1	+4	Union with Magic: Wands
6	+3	+5	+2	+5	
7	+3	+5	+2	+5	Union with Magic: Wondrous Items
8	+4	+6	+2	+6	
9	+4	+6	+3	+6	Union with Magic: Rods
10	+5	+7	+3	+7	
11	+5	+7	+3	+7	Union with Magic: Arms and Armor
12	+6/+1	+8	+4	+8	
13	+6/+1	+8	+4	+8	Union with Magic: Staves
14	+7/+2	+9	+4	+9	
15	+7/+2	+9	+5	+9	Union with Magic: Rings
16	+8/+3	+10	+5	+10	
17	+8/+3	+10	+5	+10	
18	+9/+4	+11	+6	+11	
19	+9/+4	+11	+6	+11	
20	+10/+5	+11	+6	+12	

Ex-Quintessants

The path of the quintessant requires devotion to becoming one with magic and brooks no deviation. A quintessant who takes a level in another, non-prestige, class immediately loses all quintessant spells and abilities. Likewise anyone entering the quintessant class loses all prior class abilities.