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ABANDONED ARTS® PRESENTS:

CLASS ACTS: MAGUS ARCHETYPES

THREE NEW ARCHETYPES FOR USE WITH THE PATHFINDER® ROLEPLAYING GAME

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ARCHETYPES

As described in the *Pathfinder® Roleplaying Game: Advanced Player's Guide™*, archetypes are variant sets of class abilities which modify their corresponding base classes via the use of alternate class features. When a character selects a class, he must normally choose to use the standard class features found in the class's original source – the exception is if he chooses to adopt an archetype. Each alternate class feature presented in an archetype replaces a specific class feature from its parent class.

When an archetype includes multiple alternate class features, a character must take them all – often blocking the character from ever gaining certain standard class features, but replacing them with other options. All other class features of the base class that aren't mentioned among the alternate class features remain unchanged and are acquired normally when the character reaches the appropriate level, unless noted otherwise. A character who takes an alternate class feature does not count as having the class feature that was replaced for the purposes of meeting any requirements or prerequisites.

A character can take more than one archetype and garner additional alternate class features, but none of the alternate class features can replace or alter the same class feature from the base class as another alternate class feature.

THE ARCANE DREADNAUGHT (MAGUS ARCHETYPE)

The art of blending a heavily-armored defense with the delicate somatic gestures that arcane spellcasting so often demands of its practitioners is the arcane dreadnaught's signature skill, and one that these armored arcanists employ judiciously in combat.

An arcane dreadnaught has the following class features.

Armor Proficiency: Arcane dreadnaughts are proficient with light armor and with shields (except tower shields), and do not incur an arcane spell failure chance for equipping or wearing a shield.

Arcane Shield (Su): An arcane dreadnaught gains Improved Shield Bash as a bonus feat. In addition, an arcane dreadnaught can expend 1 point from his arcane pool as a swift action to grant a shield that he is holding a +1 enhancement bonus for 1 minute. For every four levels beyond 1st, the shield gains another +1 enhancement bonus, to a maximum of +5 at 17th level. These bonuses stack with existing shield enhancements to a maximum of +5. At 5th level, a magus gains the ability to add any of the following properties to a shield that he wields: *arrow catching*, *arrow deflection*, *bashing*, *blinding*, *fortification* (light, medium, or heavy), *ghost touch*, *reflecting*, or *spell resistance* (13, 15, 17, or 19). Adding these properties consumes an amount of bonus equal to the property's base price modifier. These properties are added to any that the shield already has, but duplicates do not stack. If the shield is not magical, at least a +1 enhancement bonus must be added to the shield before any other properties can be added. These bonuses and properties are decided when the arcane pool point is spent and cannot be changed until the next time that the magus uses this ability. These bonuses do not function if the shield is wielded by anyone other than the magus.

An arcane dreadnaught gains one less point in their arcane pool than a magus otherwise would (minimum 1), and gains no ability to spend points from his arcane pool to add enhancement bonuses or magical properties to weapons that he wields.

This ability alters the magus' arcane pool.

Armored Magus (Ex): An arcane dreadnaught gains the medium armor class feature at 5th level (rather than at 7th level), and the heavy armor class feature at 11th level (rather than at 13th level).

This ability replaces the bonus feats gained at 5th and 11th levels, and alters the medium armor and heavy armor class features.

Armor Training (Ex): At 7th level, an arcane dreadnaught learns to be more maneuverable while wearing armor. Whenever he is wearing armor, he reduces the armor check penalty by 1 (to a minimum of 0) and increases the maximum Dexterity bonus allowed by his armor by 1. In addition, the magus also gains the ability to move at his normal speed while wearing medium armor. At 13th level, these bonuses increase by +1 and the magus gains the ability to move at his normal speed while wearing heavy armor. The bonuses granted by this ability stack with the bonuses granted by the fighter class feature of the same name.

Dreadful Defense (Ex): At 17th level, the arcane dreadnaught gains the ability to make an Intimidate skill check to demoralize an attacker as an immediate action any time an opponent fails to confirm a critical hit against the arcane dreadnaught, or whenever the magus succeeds on a saving throw against an opponent's spell.

This ability replaces the bonus feat gained at 17th level.

THE MAGELANCE (MAGUS ARCHETYPE)

A magus knows how best to blend steel and spell together to create a weapon more formidable than either tool could achieve alone, but only the magelance truly extends this arcane art to the most important weapon in a warrior's arsenal – his steed.

A magelance has the following class features.

Arcane Lance (Su): A magelance learns to funnel the energies of his arcane pool through his lance with ease, but eschews other weapons in favor of the lance. When the magus spends points from his arcane pool to endow a weapon other than a lance with enhancement bonuses or magic weapon properties, he must spend 1 additional point in order to do so (minimum 2 points).

In addition, at 2nd level a magelance may normally only use his spellstrike class feature in conjunction with a lance. To use the spellstrike class feature in conjunction with any other melee weapon, the magelance must spend 1 point from his arcane pool.

This ability alters the magus' arcane pool and the spellstrike class feature.

Mounted Magus (Ex): At 3rd level, the magelance gains Mounted Combat as a bonus feat, and may add the *mount* spell to his spellbook at no cost. At 7th level, the magelance may add the *phantom steed* spell to his spellbook at no cost as well.

This ability alters the magus' arcane pool and the spellstrike class feature.

Phantasmal Steed (Su): At 5th level, the magelance learns to conjure and create a phantasmal steed from pure magical energy. The magelance can call this arcane entity into being by spending 1 point from his arcane pool, although the process of calling the steed takes 10 minutes of uninterrupted concentration. In addition, the magus may spend additional points from his arcane pool to add enhancement bonuses and weapon properties to all of the steed's natural weapons as though he were enhancing a single one of his own weapons. Once called into being, the phantasmal steed remains in existence until dismissed as a standard action or destroyed by an outside force. The magelance may not call more than one steed at a time. A magelance may dismiss his magical steed at any time as a standard action.

The companion functions as a druid's animal companion (Medium-sized magi call horse companions; Small-sized magus call ponies), using the magus' level -4 as his effective druid level. The steed's type changes to "construct," but its hp, base attack bonus, and saving throws are not recalculated and the steed does not gain bonus hp based on its size category. In addition, the phantom steed has no Intelligence score and gains no skill ranks or feats, nor does it gain the link or devotion special abilities.

This ability replaces the bonus feat gained at 5th level.

THE MAGUS MYSTERION (MAGUS ARCHETYPE)

Finding the traditional spellcasting practices of magi too limiting for their tastes, the magi mysterion employ both mundane and magical deceptions and theatrics in combat, acknowledging the role that subtle spellcraft and misdirection can play in the field.

A magus mysterion has the following class features.

Class Skills: Magi mysterion add Bluff and Disguise to their list of class skills.

Illusion Training (Ex): The magus mysterion adds a single illusion spell from the sorcerer/wizard spell list to his spellbook at 1st level. Whenever the magus mysterion adds new spells to his spellbook after gaining a new magus level, he may choose to add one or more illusion spells from the sorcerer/wizard spell list in place of the usual spells available to magus. Any spells added to the magus' spellbook in this way are considered for all intents and purposes to appear on the magus' spell list.

Reduced Arcane Pool: Magus mysterion gain one less point in their arcane pool than a magus otherwise would (minimum 1).

Mysterion Masque (Su): At 5th level, a magus mysterion learns to draw real, supernatural power from a simple air of mystery. Against any creature that is fooled by a disguise (whether magical or mundane) that the magus mysterion dons or wears, the DC of the magus' illusion spells is increased by +1, and the DC of all Spellcraft skill checks made to identify the magus' spells is increased by half the magus mysterion's class level. Furthermore, a creature that attempts but fails to identify a spell that the disguised magus mysterion casts believes that the magus has cast a spell of the magus mysterion's choosing instead.

This ability replaces the bonus feat gained at 5th level.

Illusory Armor (Su): At 7th level, a magus mysterion can manifest a suit of illusory armor as a swift action. The armor appears to be an ordinary suit of armor of any type that the magus can envision. The magus mysterion gains a +8 armor bonus, and each creature that would attack the magus mysterion may attempt a Will save with a DC equal to 10 + half the magus' class level + his Intelligence modifier. If the attacker's saving throw succeeds, that creature's attacks ignore this armor bonus for 24 hours as their attacks pass right through the illusory defense. At 13th level this bonus increases to +12. Blind and mindless creatures cannot see the armor, and their attacks ignore the armor bonus that illusory armor would provide.

This ability replaces the medium armor and heavy armor class features.

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