

ABANDONED ARTS PRESENTS: FEATS OF SPELLCRAFT



TEN NEW FEATS FOR USE WITH THE **PATHFINDER®** ROLEPLAYING GAME

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The More Feats! Line from Abandoned Arts

Each entry in the More Feats! product line contains a group of thematically-related feats for perfect for PCs and NPCs relevant to that theme. Feats of Spellcraft features feats for arcane and divine casters who want to add options to their actions.

ARCANE FIST

You can cast and deliver touch spells with an unarmed strike.

Prerequisites: Stunning Fist

Benefit: You can spend a daily use of your Stunning Fist feat to cast and deliver a touch spell as part of an attack or full-attack action. You may choose to deliver the touch spell with any unarmed strike that you make during the action.

BLASTING SPELL [METAMAGIC]

Your area spells are explosively potent.

Benefit: You can cast an area spell in such a way as to force any creature caught in its area to the nearest edge of its effect. For example, a blasting fireball causes all creatures in its area who fail their saves to stagger at least 20 feet from the center of the effect, while a blasting lightning bolt shunts targets 5 feet to either side of the bolt. This movement does not provoke attacks of opportunity. If some obstacle intervenes to prevent the blasted creature from moving to the nearest edge of the effect, the creature stops at the obstacle but takes 1d6 points of damage from striking the barrier for every 10 feet moved; minimum 1d6). Blasting Spell may only be applied to spells that allow Reflex saves and affect some area (a cone, line, or burst).

A blasting spell uses up a spell slot two levels higher than the spell's actual level.

FORCE ARMOR

You can conjure powerful defense forces.

Prerequisites: caster level 9th

Benefit: When you cast a spell with the force descriptor that grants an armor bonus or a shield bonus to AC, that bonus is increased by 2.

FORTIFY FAMILIAR

You can imbue your familiar with false vitality.

Prerequisites: ability to cast arcane spells, familiar

Benefit: As a standard action, you can sacrifice a prepared spell or a daily spell slot to invest the spell levels in your familiar, converting the energy of the spell into temporary vigor and resilience for your familiar. Your familiar gains a number of temporary hit points equal to 1d10 + five times the level of the

spell slot sacrificed in this way. These temporary hit points do not stack.

HOMING SPELL [METAMAGIC]

Your ray spells strike foes unerringly.

Benefit: You can cast a ray that strikes with unusual accuracy, bending and converging on its target. Homing spells confer a +4 luck bonus on attack rolls, and halve the miss chance granted by concealment. Homing Spell may only be applied to spells that create one or more ray effects, such as scorching ray, ray of enfeeblement, or disintegrate.

A homing spell uses up a spell slot one level higher than the spell's actual level.

OVERWRITE SPELL

[METAMAGIC]

You can weave lesser magic into the preparation of a more potent spell.

Prerequisites: ability to cast prepared arcane spells

Benefit: You can prepare a spell in such a way as to weave the preparations for another, lesser spell within it. When you prepare such a spell, choose any spell that you know with a spell level at least one level lower than that of the overwritten spell. If the overwritten spell is disrupted or lost due to a failed concentration check – or if the spell is defeated by spell resistance – you may immediately prepare the “underwritten” spell in its place as a free action.

An overwritten spell uses up a spell slot one level higher than the spell's actual level.

ORGANIZED ARTIFICER

You keep all of your tools within arm's reach.

Prerequisites: Craft (alchemy) 3 ranks

Benefit: You can remove a bottle, flask, potion, scroll, or wand from a worn or carried container as a swift action.

SUPPRESSIVE SPELL

[METAMAGIC]

You can suppress the effects of your spells, extending the life of your magic.

Benefit: You can cast a spell with a dismissible duration a suppressive spell, gaining the ability to simply suppress and suspend the effects of the

spell, rather than dismiss it entirely. Time spent suppressed still counts against the duration of the spell, but “suppressed time” moves only half as quickly. For example, a spell with a duration of 10 minutes can be suppressed for as many as 20 minutes.

A suppressive spell uses up a spell slot one level higher than the spell’s actual level.

SPELL-LIKE SCHOLAR

You can expertly identify the spell-like abilities of monsters.

Prerequisites: Spellcraft 1 rank

Benefit: Whenever you successfully identify a creature with an appropriate Knowledge check, you gain a +10 bonus on Spellcraft skill checks to identify any spell-like abilities that creature uses.

UNFLAPPABLE CONCENTRATION

Your concentration is difficult to disrupt.

Prerequisites: caster level 1st

Benefit: When making a concentration check to cast or concentrate on a spell when you might be distracted by taking damage, you may subtract your caster level from the effective damage dealt for the purposes of determining the concentration check DC.



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