

Boundless Magic

Archetypes I



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Boundless Magic: BMA01 – Archetypes I

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ARCHETYPES

Arcane Artificer

Arcanist Archetype

Arcane artificers specialize in creating, repairing, and interacting with magic items and constructs. A arcane artificer has the following class features.

Construct Arcana: Constructs are susceptible to your enchantment (compulsion) spells as if they were not mind-affecting. Also, constructs are treated as living creatures for the purposes of determining which of your spells affect them.

Artificer's Touch (Sp): You can cast mending at will, using your arcanist level as the caster level to repair damaged objects. In addition, you can cause damage to objects and construct creatures by striking them with a melee touch attack. Objects and constructs take 1d6 points of damage +1 for every two arcanist levels you possess. This attack bypasses an amount of damage reduction and hardness equal to your arcanist level. You can use this ability a number of times per day equal to 3 + your Intelligence modifier.

This ability replaces the arcanist exploit gained at 1st level.

Spontaneous Generation: At 3rd level, you gain Craft Wondrous Item as a bonus feat. In addition, when you craft a magic item (except a potion, a spell-trigger item, or a spell-completion item), you may ignore one spell prerequisite without increasing the creation DC. You can ignore an additional spell prerequisite at 9th, 15th, and 20th levels.

This ability replaces the arcanist exploit gained at 3rd level.

Animate Servant (Su): At 9th level, as a standard action, you can give life to inanimate objects. This ability functions as animate objects using your

arcanist level as the caster level. You can use this ability once per day at 9th level, and one additional time per day for every three levels beyond 9th.

This ability replaces the arcanist exploit gained at 9th level.

School Power (Ex): At 15th level, pick one school of magic. The DC for any spells you cast from that school increases by +2. This bonus stacks with the bonus granted by Spell Focus.

This ability replaces the arcanist exploit gained at 15th level.

Arcane Apotheosis (Ex): At 20th level, your body surges with arcane power. You can add any metamagic feats that you know to your spells without increasing their casting time, although you must still expend higher-level spell slots. Whenever you use magic items that require charges, you can instead expend spell slots to power the item. For every three levels of spell slots that you expend, you consume one less charge when using a magic item that expends charges.

This ability replaces magical supremacy.

Artificer Exploits: The arcane artificer can choose from the following additional arcanist exploits.

Artificer Bond (Su): An arcanist with this exploit can acquire a bonded object as the arcane bond wizard class feature, using her arcanist level as her wizard level to determine any of the statistics and abilities of the bonded object. This ability does not allow you to have both a familiar and a bonded item.

Dancing Weapons (Su): You can give a weapon touched the dancing special weapon quality for 4 rounds. You can use this ability once per day at 7th level, and an additional time per day for every four levels beyond 7th. You must be 7th level to select this exploit.

Monster Hunter

Inquisitor Archetype

It is said that no one chooses to be a monster hunter. Sore are just born with the innate arcane gift. Although some call it a curse. Monster hunters have strange eldritch abilities and can innately summon monsters to help them in their fight.

A monster hunter has the following class features.

Alignment: Any. Monster hunters are not bound by alignment or deific tenants.

Arcane Magic: A monster hunter casts arcane spells drawn from the magus spell list. She can cast any spell she knows at any time without preparing it ahead of time, assuming she has not yet used up her allotment of spells per day for the spell's level.

A monster hunter uses Intelligence instead of Wisdom to determine whether she can learn a spell, for her spell DCs, and to determine her bonus spells per day. A monster hunter's spells known and spells per day are the same as the standard inquisitor.

Upon reaching 5th level, and at every third monster hunter level thereafter (8th, 11th, and so on), a monster hunter can choose to learn a new spell in place of one she already knows just like a standard inquisitor.

This ability alters inquisitor spellcasting.

Chosen One: A monster hunter is born with an innate mystical link to the world. At 1st level, a monster hunter chooses an oracle mystery. She gains one revelation from her chosen mystery. She must meet the revelation's prerequisites, using her monster hunter level as her effective oracle level to determine the revelation's effects, and she never qualifies for the Extra Revelation feat. The monster hunter gains a second revelation from her chosen mystery at 8th level.

This ability replaces domain.

Summon Monster (Sp): Starting at 1st level, a monster hunter can cast summon monster I as a spell-like ability a number of times per day equal to 3

+ her Intelligence modifier. She can cast this spell as a standard action, and the creatures remain for 1 minute per level (instead of 1 round per level). At 3rd level and every 2 levels thereafter, the power of this ability increases by 1 spell level, allowing her to summon more powerful creatures (to a maximum of summon monster IX at 17th level). A monster hunter cannot have more than one summon monster spell active in this way at a time; if she uses another, any existing summon monster immediately ends. These summon monster spells are considered to be part of her spell list for the purposes of spell trigger and spell completion items. In addition, she can expend uses of this ability to fulfill the construction requirements of any magic items she creates, so long as she can use this ability to cast the required spells.

At 2nd level and each level thereafter, the monster hunter can add one monster from the Expanded Summon Monster list to her list of available summoned creatures. She can add a new option to any summon monster spell she can cast at the time she chooses the monster; once made, these choices cannot be changed.

This ability replaces judgment and true judgement.

Evasion (Ex): When she reaches 8th level, if she makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. Evasion can be used only if the monster hunter is wearing light armor, medium armor, or no armor. A helpless monster hunter does not gain the benefit of evasion. At 16th level the monster hunter gains Improved Evasion and henceforth takes only half damage on a failed save.

This ability replaces second judgment and third judgment.

Closed Mind (Su): At 17th level, the monster hunter becomes immune to compulsion effects and possession attempts (including magic jar).

This ability replaces slayer.

Treasure Hunter

Occultist Archetype

Treasure Hunters use the aid of arcane magics and mystically-infused luck to hunt the world for artifacts and relics of great value.

A treasure hunter has the following class features.

Arcane Spells: A treasure hunter casts spells from the occultist spell list as arcane spells. She uses 0-level cantrips instead of knacks. In all other ways a treasure hunter's spell casting is the same as a standard occultist.

This ability modifies occultist spells and knacks.

Bonus Feats: At 4th, 8th, 12th, and 16th levels, a treasure hunter gains a bonus feat in addition to those gained from normal advancement. These bonus feats must be selected from those listed as item creation or metamagic feats. The treasure hunter must meet the prerequisites of these bonus feats.

This ability replaces shift focus, magic circles, binding circles, and fast circles.

Knowledge of the Ancients (Su): At 6th level, a treasure hunter can use her implements to draw knowledge from those that have come before to imbue herself with superhuman mental capabilities. As a swift action, a treasure hunter can grant herself a +4 insight bonus to Intelligence, Wisdom, or Charisma for 1 minute. The treasure hunter can use this ability once per day at 6th level, plus one additional time per day for every 4 occultist levels she possesses beyond 6th. If she activates knowledge of the ancients again before the duration expires, the new use replaces the old use.

This ability replaces outside contact.

Eldritch Luck (Ex): At 1st level, a treasure hunter can use mental focus to accomplish deeds. Most deeds grant a treasure hunter some momentary bonus or effect, but there are some that provide longer-lasting effects. Some deeds stay in effect as long as a treasure hunter has at least 1 mental focus point. A treasure hunter learns to use only one

implement school at 1st level, instead of the normal two.

A treasure hunter gains the following deeds at the levels stated.

Daring (Ex): At 1st level, a treasure hunter can spend 1 mental focus point when she makes an Acrobatics, Climb, Escape Artist, Fly, Ride, or Swim check to roll d6 and add the result to the check. She can choose to add this die after she rolls. If the d6 roll is a natural 6, she rolls another d6 and adds it to the check. She can continue to do this as long as she rolls natural 6s, up to a number of times equal to her Intelligence modifier (minimum 1).

Opportunistic Evasion (Ex): At 1st level, when a treasure hunter succeeds at a Reflex saving throw against an effect that still deals damage on a successful save, she can spend 1 mental focus point as an immediate action to instead take no damage for that effect.

Treasure Hunter's Initiative (Ex): At 1st level, as long as the treasure hunter has at least 1 mental focus point, she gains a +2 bonus on initiative checks. Furthermore, if she has the Quick Draw feat, her hands are free and unrestrained, and the weapon is not hidden, she can draw a single light or one-handed melee weapon as part of the initiative check. (Unlike with swashbuckler deeds, this does not have to be a piercing weapon.)

Run Like Hell (Ex): At 4th level, a treasure hunter can spend 1 mental focus point to gain a +20-foot bonus to her speed for 1 minute. Furthermore, while under this effect of the bonus, if she moves more than her normal speed in a round, she gains a +4 bonus to AC until the start of her next turn.

Second Chance (Ex): At 4th level, when a treasure hunter uses daring deed, she can spend 1 mental focus point to reroll the daring deed die. No matter what she rolls on either roll, she must keep the reroll result, even if it is lower.

Troubleshooter

Magus Archetype

Most troubleshooters are hand selected to work in secret for a kingdom, empire, or city-state. They regularly work as spies, saboteurs, and infiltrators. Troubleshooters are often sent abroad to hunt fugitives, seek dangerous items, or stop potentially threatening situations before they can happen.

A troubleshooter has the following class features.

Class Skills: Troubleshooters add Bluff, Disguise, Perception, Sense Motive, and Stealth to the list of Magus class skills.

Spells: A troubleshooter casts spells from the magus spell list as spontaneous spells, much like a Bard does. She can cast any spell she knows without preparing it ahead of time. To learn or cast a spell, an agent must have an Intelligence score equal to at least 10 + the spell's level. The saving throw DC to resist an agent's spell is equal to 10 + the spell's level + the agent's Intelligence modifier.

Like other spellcasters, a troubleshooter can cast only a certain number of spells of each spell level per day. She knows the same number of spells and receives the same number of spells slots per day as a bard of her magus level, and knows and uses 0-level cantrips as a bard uses cantrips. In addition, she receives bonus spells per day if she has a high Intelligence score.

At 5th level and every 3 levels thereafter, a troubleshooter can learn a new spell in place of one she already knows, using the same rules as a bard. In effect, the troubleshooter loses the old spell in exchange for the new one. The new spell's level must be the same as that of the spell being exchanged, and the new spell must be at least 1 level lower than the highest-level spell the agent can cast.

A troubleshooter need not prepare her spells in advance. She can cast any magus spell she knows at

any time, assuming she has not yet used up her allotment of spells per day for the spell's level.

This ability replaces the magus's spellcasting.

Rogue Talents: Anytime she gains a new magus arcana a troubleshooter may select a rogue talent that she qualifies for in place of the magus arcana. Starting at 12th level and higher she may select an advanced rogue talent.

This ability replaces knowledge pool.

Arcane Augmentation (Su): At 4th level, a troubleshooter can expend 1 point from her arcane pool as a swift action to grant herself a +5 competence bonus for 1 minute to one of the following skills: Acrobatics, Climb, Escape Artist, Perception, Stealth, and Swim. For every three levels beyond 4th, the magus gains another +1 enhancement bonus, to a maximum of +10 at 19th level.

This ability replaces the spell recall and improved spell recall.

Troubleshooter Arcana: A troubleshooter gains access to the following magus arcana.

Evasion (Ex): If the troubleshooter makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. Evasion can be used only if the troubleshooter is wearing light armor, medium armor, or no armor. A helpless troubleshooter does not gain the benefit of evasion.

Sneak Attack: The troubleshooter gains the rogue's sneak attack ability. The extra damage is 1d6 and does not increase with the troubleshooter's level. However, the troubleshooter can select this arcana multiple times and each additional time it is selected the sneak attack damage increases by 1d6. The troubleshooter cannot select this ability more than once for every three magus levels she possesses. For the purpose of overcoming uncanny dodge and similar abilities the troubleshooter's effective rogue level is equal to her magus level -2.

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