

CASTING TRADITIONS 2NEW DRAWBACKSNEW FEATS

ANEMIK

Your magic interferes with your natural circulation. If you are immune to bleed damage, you lose that immunity. If you are not subject to bleed damage (such as because of your creature type), you become subject to it. Whenever you take slashing or piercing damage, as well as bleed damage from any other source, you suffer I point of bleed damage plus an additional point of bleed damage for every IO points of your magic skill bonus; this stacks with all other sources of bleed damage. The Heal DC to stop yourself from bleeding increases by your magic skill bonus. Healing from magical sources does not stop you from bleeding unless the caster succeeds on a magic skill check against your magic skill defense. If you receive healing from a non-magical source (including fast healing or regeneration) you must still receive a Heal check in order to stop the bleeding.

INNATE (URSE

Your magic comes from a source that curses you, or your cursed condition is a side effect of your casting ability. You suffer the hindrance of a singular oracle curse, and do not get its benefit, nor the benefits that come with increased level. Use your magic skill bonus as your oracle level to determine any penalties from its hindrance. This curse is permanent and cannot be removed. Not all curses are appropriate for this drawback, and the GM is the ultimate arbiter of which oracle curse you suffer from.

Special: If you already possess an oracle's curse (or gain one later), then you retain this curse in addition to the other other curse, but each curse must be a different type of curse and provide different kinds of benefits (even if you don't possess the curse mastery feat).

BURST OF CONCENTRATION (DRAWBACK)

Prerequisites: Mental Focus.

Benefits: You can expend your mental focus on any single concentration check you make to treat your concentration check as if you rolled a 15. This functions as taking 10, except that the number you add to your concentration modifier is 15.

<OMBATANT <ASTER (DRAWBA<K)</pre>

Prerequisites: Galvanized.

Benefit: You have an increased selection of weapons. As long as you wield any kind of weapon that you are proficient in and can attack with, it counts towards meeting the requirements of Galvanized.

For the purposes of unarmed strikes or natural attacks you are considered wielding your weapons when you are not impeded in using them. Having your arms bound, or wearing heavy chains on your legs are an example of how an average human would be considered unarmed with unarmed strikes.

While wielding a weapon appropriate for your drawback, you gain a +4 bonus on concentration checks while casting defensively, being grappled, or casting a spell while in the area of an environment that calls for concentration checks to successfully cast a spell such as weather or a battlefield.

Special: This feat counts as Combat Casting for the purposes of meeting other prerequisites that depend on it. This feat benefits to concentration checks do not stack with Combat Casting.

(URSE MASTERY (DRAWBA(K)

Prerequisites: Innate Curse.

You gain all the benefits of your oracle curse; both the base benefit as well as the benefits that come with increasing in level (treat your magic skill bonus as your oracle level).

Special: If your curse provides you with spells known, instead of normally granting bonus spells (for example, Haunted), you do not gain spells or talents. Instead, you gain a bonus spell point at the levels you would normally gain the spells.

FAST FOCUS (DRAWBACK)

Prerequisites: Mental Focus.

Benefits: You can take a move action to regain mental focus.

Normal: A character without this feat must take a full-round action to regain mental focus.

HABIT FORMING (DRAWBAKK, METAMAGIK)

Benefit: Creatures affected by your sphere effects can develop an addiction to receiving your magic. Whenever a creature fails a saving throw (or accepts an effect willingly) against a sphere effect that is also affected by this feat, it must make a Fortitude saving throw (DC is identical to the saving throw for the sphere effect itself), or develop dependance to your magic, as if they possessed the Addictive Casting drawback, except instead of having to make Fortitude saves against addiction whenever they spend a spell point (or do not spend a spell point), they instead must make Fortitude saves whenever they are affected by one of your sphere effects that spends one or more spell points. This dependance may be cured as dependance is cured, the addiction DC resets itself to 10 once more if they are subjected to this feat again.

Cost: +1 spell point. If you possess this feat as a drawback feat, the cost is reduced to 0 as long as it is used with a sphere ability that requires spending 1 or more spell points.

Special: You may only take this feat as a drawback feat if you possess the Addictive Casting drawback.

INSTINCTUAL SKITTISHNESS (DRAWBACK)

Prerequisites: Coy Caster.

Benefit: You still do not like having others look at you while your casting, but you have enough self control to prevent them from looking. Whenever you use magic that would enable you to hide from creatures currently observing you either by enabling you to make a Stealth check to hide or making you better at hiding if the opportunity to hide already exists, you do not have to make a concentration check to produce the desired effect. This only prevents you from having to make concentration checks caused by your drawback, not concentration checks required from other reasons (like casting defensively).

In addition you receive a +2 circumstance bonus to Stealth checks.

POWERFUL FOCUS (DRAWBACK)

Prerequisites: Mental Focus.

Benefit: You can expend your mental focus as part of casting a sphere effect to increase the saving throw DC by a +1 competence bonus. A sphere effect that does not require a saving throw to resist or lessen the effect cannot be used with this feat.

PREPARED DIAGRAM (DRAWBAKK)

Prerequisites: Diagram Magic.

Benefit: Choose one sphere of magic. For that sphere of magic you can prepare a reusable, portable diagram on a wearable or holdable items (such as a glove, tattoo, ring, or holy symbol) that you (and only you) can use to cast that sphere of magic without having to make a larger diagram for it beforehand. If the diagram is lost, torn, or disrupted, the caster must create a new diagram by spending 8 hours to jot it down on another re-usable item. You can instead create the portable diagram in a minute by making a concentration check (DC 20 + your magic skill bonus).

When casting spells through your prepared diagram, you receive a +1 competence bonus to saving throw DCs for all abilities from that sphere. The bonus from this feat does not stack with Sphere Focus, but counts as possessing Sphere Focus with the selected sphere for the purpose of meeting prerequisites.

Special: You may select this feat multiple times. Each time you do select another sphere. You may create a separate prepared diagram for that sphere.

RESISTANT VEINS (DRAWBACK)

Prerequisites: Anemic.

Benefit: Your enhanced blood vessels serves as a source of protection for you, granting you a natural armor of + 1 + 1 for every 5 points magic skill bonus you possess.

UNIFIED FOCUS (<HAMPION, DRAWBACK)

Prerequisites: Fast Focus, ability to gain martial focus.

Benefits: You can take a standard action to regain both your mental focus and your martial focus.

WITCHWARPED (DRAWBACK)

Benefit: You are infused with the traits of something else other than just your being.

You gain the Witchmarked general drawback (even if you are not a spherecaster) unless you already have it, using your Hit Dice as your caster level to determine its effects (if you are not a spherecaster a successful Knowledge (arcana) check successfully identifies the abilities from this feat rather then your spheres and caster level). You do not gain any bonus spell points from possessing the drawback gained exclusively from this feat. Choose one trait from the Blank Form ability of the Alteration sphere or another trait deemed appropriate to your witchmark by the GM. You may not select a trait that carries an additional spell point cost. You gain that trait as a permanent supernatural ability. This trait only functions while your witchmark traits are not suppressed (such as with the Hidden Heretic feat). Treat your Hit Dice as your caster level for the purposes of this effect.

Special: The trait obtained this way counts towards the number of traits you may possess when under the effects of Blank Form, but is not considered a polymorph effect.

You may only take this feat as a drawback feat if you already possess the Witchmarked drawback from your casting tradition. In which case you still gain the extra spell points (or boon) from the drawback, and substitute your magic skill bonus for your Hit Dice when calculating the abilities of this feat and may use your casting ability modifier for any effects that would require one, such as determining saving throw DCs.

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