

Everyman Minis Interval Spellcasting



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ABOUT EVERYMAN GAMING, LLC

Everyman Gaming began as the blog of Alexander Augunas in January 2014, where he wrote about Pathfinder Roleplaying Game tips, tricks, and techniques for both players and GMs. In May of 2014, Alex began talks with the Know Direction Network about bringing his blog to their site under the name *Guidance*. At the same time, Alex transformed Everyman Gaming into the company it is today so he could begin self-publishing his works. In 2016, he teamed up with Rogue Genius Games to release *Ultimate Occult* and has remained with them since.

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From the company that brought you jewels such as *ULTIMATE CHARISMA*, *MICROSIZED ADVENTURES*, and the *EVERYMAN UNCHAINED* series, *EVERYMAN MINIS* is a serious attempt to answer the eternal question that every publisher has—can we do more for you, the customers of Everyman Gaming LLC? Can we provide more for you? Can we create small snippets of interesting ideas on a weekly basis that will genuinely help to improve your game? We sincerely believe that the answer to all these questions is, “Yes,” and so *EVERYMAN MINIS* was born!

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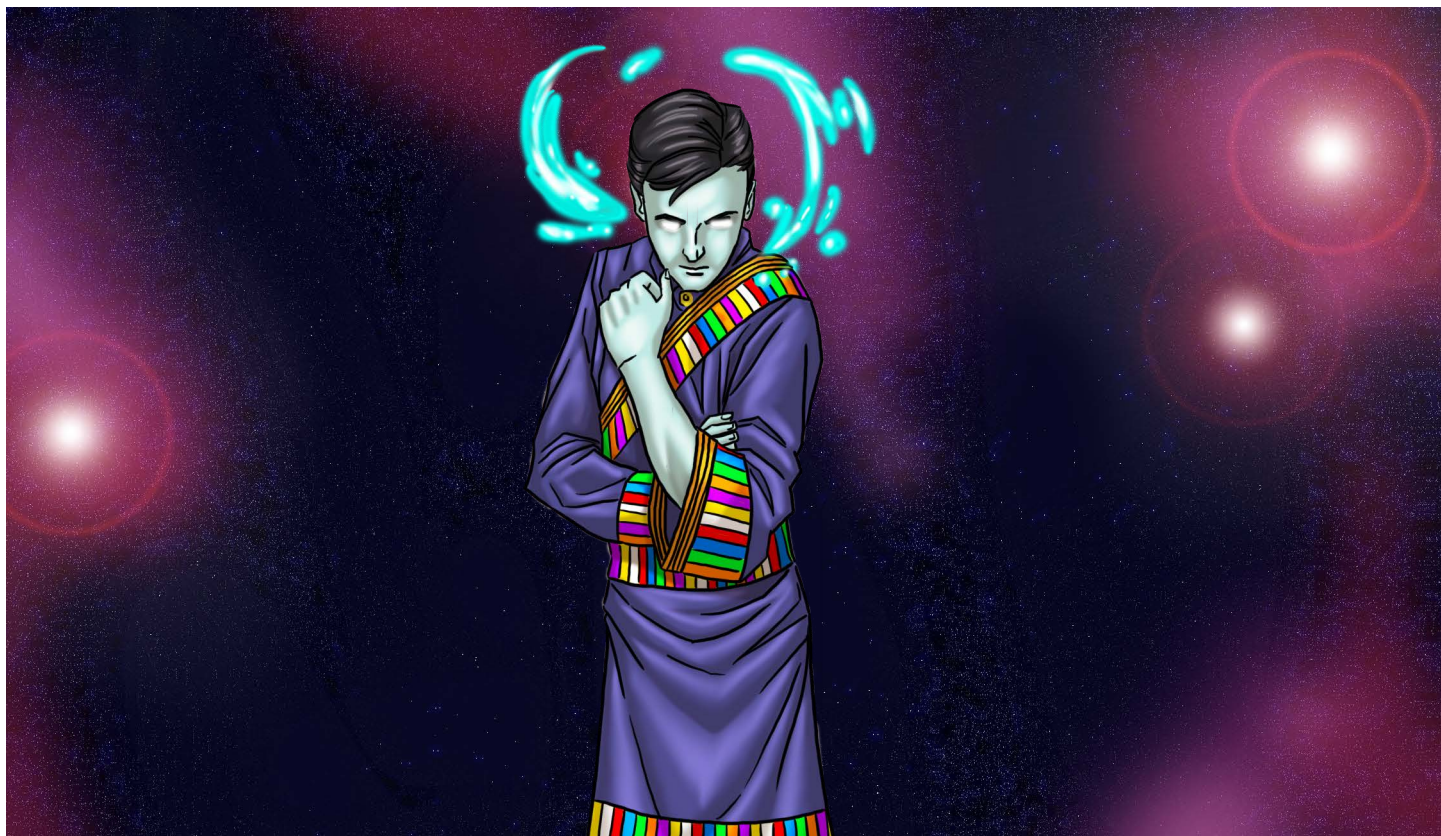
~ Alexander Augunas

Variant Spellcasting Rules

Interval magic is a type of variant spellcasting that modifies the default rules that spellcasters follow. Unless noted otherwise, all spellcasters (arcane, divine, or psychic) can choose to specialize one type of variant spellcasting (such as interval spellcasting)—spellcasters that do not specialize in a type of variant spellcasting are known as general spellcasters. Characters must choose which type of variant spellcasting to specialize in upon taking their first level in a spellcasting class. Multiclass characters with levels in multiple, different spellcasting classes can choose to be variant spellcasters or general spellcasters on a class by class basis. Any benefits conferred by variant spellcasting apply only to classes for which she is a variant spellcaster, but penalties apply to all spellcasting classes that the spellcaster possesses.

For example, if Sister, a multiclass bard/druid, can choose a variant spellcasting tradition for her druid spellcasting and choose to remain a generalist with her bard spellcasting. If she does so, the benefits of Sister’s variant spellcasting apply to her bard spellcasting, while any drawbacks apply to both her classes’ spellcasting.

A spellcaster can only have one type of variant spellcasting per class. In addition, she has one fewer spell per day at each spell level (including cantrips, knacks, or orisons) than is listing in the spells per day section of her class table. If this reduces the number to 0, she can cast or prepare spells of that level only if her casting modifier grants her bonus spells of that level.



Interval Magic

A unimaginable array of specializations are available to spellcasters, some broader and studied by a variety of spellcasters and others more specific and less-known. One such focus is known as interval magic, which draws upon the cosmic powers prevalent during specific periods throughout the day. For interval casters, each school of magic has a time of day where it is at its most powerful and a time of day where its power is diminished, which is noted in parenthesis next to the school's name. The times of day presented here are an example, and GMs are encouraged to adjust these intervals to better suit their campaigns.

Benefit: When you choose to become an interval spellcaster, choose one school of magic. Your ability to cast spells from the chosen school is either enhanced or hindered, based upon a daily time frame known as the school's interval period. An interval period spans 6 hours and takes effect immediately at the time of day noted by the school—as a general rule, dawn starts at 6 a.m., midday starts at 12 p.m., dusk starts at 6 p.m., and midnight starts at 12 a.m., but GMs are free to adjust this to better suit their needs.

Each interval period is further split into three phases—the waxing phase consists of the first two hours of the interval period, the essence phase consists of the second two hours, and the waning phase consists of the final two hours. During your school's interval period, you gain a +1 bonus to your caster level with spells belonging to your chosen school, as well as a +1 bonus to those spells' save DCs, if any. If you are in the waxing phase, you increase this caster level bonus to +2 on caster level checks made to overcome spell resistance. If you are in the waning phase, you also gain a +1 bonus on saving throws against all effects belonging to your chosen school. If you are in the essence phase, you gain the benefits of both the waning phase and the waxing phase. In addition, once per day during your school's essence phase, you can cast one spell belonging to your chosen school as if you had applied one of the following metamagic feats to it without increasing the spell's level or casting time: Enlarge Spell, Extend Spell, Silent Spell or Still Spell.

Additionally, you gain access to an interval ability during your school's interval period. Unless otherwise noted, activating your interval ability is a free action that can be used even when it isn't your turn, and the target can be yourself or one ally within 30 feet. You can use this ability once per day at 1st level, plus one additional time each day for every 5 levels in your chosen spellcaster class that you possess (maximum 5 per day at 20th level). If an interval ability refers to your primary spellcasting ability score modifier, use the ability score that you use to determine if you are able to cast a spell of a given spell level (such as Intelligence for psychics/wizards, Wisdom for clerics/spiritualists, or Charisma for oracles/sorcerers).

Drawback: Each school of magic has an opposed school, which is noted in each school of magic's description. During your interval period, you receive a –2 penalty on saving throws made against all effects belonging to your opposed school. In addition, you take a –1 penalty to your caster level with spells from your opposed school, and the save DC of those spells (if any) is reduced by 1.

Interval Schools

ABJURATION (DAWN)

Opposed School: Enchantment

Interval Ability (Su): Whenever you or an ally within 30 feet fails a saving throw, you can use this ability to reroll the saving throw with an insight bonus equal to your primary spellcasting ability score modifier.

CONJURATION (DUSK)

Opposed School: Evocation

Interval Ability: As an immediate action, you can teleport yourself or one ally within 30 feet up to 5 feet times your primary spellcasting ability score modifier (maximum 30 feet). This movement does not provoke attacks of opportunity.

DIVINATION (DAWN)

Opposed School: (Illusion)

Interval Ability: When the target rolls initiative, add your primary spellcasting ability score modifier to the result as an insight bonus.

ENCHANTMENT (DUSK)

Opposed School: Necromancy

Interval Ability: Whenever the target rolls an attack roll or skill check, add your primary spellcasting ability score modifier to the result as a morale bonus.

EVOCATION (MIDDAY)

Opposed School: Transmutation

Interval Ability: Whenever the target deals hit point damage to a creature, add an additional amount of acid, cold, electricity, or fire damage (your choice) to the result equal to your primary spellcasting ability score modifier.

ILLUSION (TWILIGHT)

Opposed School: Abjuration

Interval Ability: Whenever the target is hit by an attack, grant the attack a miss chance equal to 10% times your primary spellcasting ability score modifier (max 50%).

NECROMANCY (TWILIGHT)

Opposed School: Conjunction

Interval Ability: You grant the target a number of temporary hit points equal to your caster level + your primary spellcasting ability score modifier for 1 minute. These temporary hit points don't stack with other temporary hit points.

TRANSMUTATION (MIDDAY)

Opposed School: Divination

Interval Ability: You grant the target a +4 enhancement bonus to one ability score for a number of rounds equal to your primary spellcasting ability score modifier.

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