Ome Bling to Rule Them All Scaling Magic Items





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Introduction

Magic items are weird. Though the simplest of magic weapons are priced beyond the means of most well-toartisans who drive the engine of the mundane economy, those who can afford magic items run into what is effectively a disposable economy within the larger subsistence economy of the game world. Weapons and equipment are to be used until something better is found in a tomb somewhere, the old equipment subsequently dumped on some merchant in a small village whose yearly corn exports down the river net less gold than this single item is worth. Certainly, it's just a game and realism needs to fall by the wayside to allow systems to be fun, but, as with all systems that present opportunities for creative expression through worldbuilding, those creating the world should have plenty of options at their disposal. After all, though the seams are unavoidable, it is a gamer's privilege to have the ability to put those seams between systems exactly where he wants them.

One Bling to Rule Them All - Scaling Magic Items introduces scalars, a new kind of magic item that levels as its wearer does. Though compatible with all campaigns with a reduction of the wealth by level curve, scalars lend themselves readily to high-powered games that rely on epic scale for their feel. Given the scaling nature of the abilities present on a scalar, they tend to feel less like magic items and more like extensions of a character's basic concept or class.

How the System Works -Attunement, Detection, and "Hacking"

Throughout a campaign utilizing the content of *One Bling* to *Rule Them All - Scaling Magic Items* are a number of strange and unusual items known as scalars. The design philosophy of scalars focuses on the potential of its wearer rather than the potential of its creator, thus allowing the item to increase in power as its wearer does. As such, most scalars tend to feel quite unlike the magic items that adventurers are used to; indeed, a scalar typically ends up feeling more like an extension of the adventurer's own capabilities than just another piece of gear.

The functionality of scalars necessitates a deep connection between the item and the wearer it has taken on as its master. This is made much easier if the scalar is in constant physical contact with that master. To reflect this, though scalars come in various shapes and sizes, they all take up a body slot. Scalar weapons, scalar shields, and slotless scalars simply cannot exist.

Though scalars detect as magical just like any other magic item, their alien design philosophy results in some fairly interesting behavior when put under the scrutiny of *detect magic*, *analyze dweomer*, and similar spells. First and foremost, since scalars are designed to adapt to whoever they take on as a master, they detect as being of all schools of magic at once. Further, due to their design being focused on the wearer's potential rather than the creator's power, the caster level of a scalar is equal to the hit dice of its master, max CL 20. This, in turn, influences the strength of its magical aura. A scalar without a master has a caster level of 1st and detects as a faint aura. *Analyze dweomer* and *identify* can properly determine whether or not a magic item is a scalar, reporting back whether or not it has a master. If the scalar does have a master, it also reports all of the scalar's abilities and how many ranks, ranks being what the master invests in his scalar to customize it, are invested in each of those abilities.

Scalars take on a single master in a process known as attunement, and stubbornly maintain this allegiance even when separated from that master for a fairly extended period of time. An attuned scalar will refuse to take on a new master until a period of one month has passed since its master touched it last. Note this simply has to be a touch. The merest brush of the master's fingers is enough to sustain its loyalty. While separated from the master, an attuned scalar retains all of its abilities and rank investment, as well as its caster level based on the master's hit dice.

A DC 20 + the scalar's caster level Use Magic Device check can fool the scalar into believing that somebody who isn't the master is, in fact, the master, granting that individual access to all of the scalar's abilities. Scalars tend to be very familiar with their masters. To reflect this, an individual who is using a scalar to which he is not attuned must continue to make Use Magic Device checks every hour to continue tricking the scalar. The DC of this Use Magic Device check increases by a cumulative +1 every hour and only resets back to its base value after not being used for 24 hours. This cumulative increase to the Use Magic Device DC applies to all individuals who try to trick the scalar and is not specific to each user. For example, a scalar with a caster level of 10th has a Use Magic Device DC of 30. If somebody tricks the scalar for 3 hours, then passes it to one of his allies, the ally must make a DC 33 Use Magic Device check to continue tricking the scalar. On a failed Use Magic Device check, the scalar realizes its current user is not the master, panics, and shuts down for 24 hours, refusing to respond to anyone, even the legitimate master, who it currently views with suspicion and more than a little anger.

Attuning a scalar to a new master is a fairly simple enterprise once that scalar has given up on its previous master. To qualify, an individual must be sentient, meaning he must possess an Intelligence score of 3 or higher, and he must not already be attuned to another scalar. Scalars are built with rudimentary sentience of their own, jealousy being one of their most developed emotions. If a scalar senses that the individual is linked to another scalar, it refuses to attune because it doesn't want to share. Amusingly, scalars are totally incapable of detecting their own attunement link. This is a feature; the link is so powerful that it would effectively "blind" the scalar to its master's presence even if the master were wearing it, leading to a sad and lonely magic item that eventually gives up and breaks attunement. It is this workaround in the scalar's design that individuals exploit when masquerading as the master using Use Magic Device checks.

One Bling to Rule Them All - Scaling Magic Items Interjection Games

To claim an unattuned scalar, all an individual need do is put the scalar on and keep it on nonstop for a period of one week. Taking the scalar off or taking Intelligence damage until the prospective master no longer counts as sentient interrupts the process, forcing it to start all over. During this time, the scalar, a clingy little creeper like the whole lot of them, gets to know the individual that put it on. Scalars do not have any senses in the classical sense; when a scalar gets to know somebody, it looks straight to the soul, learning that individual's hopes and dreams, how that individual acts in various situations, and how that individual goes about resolving those situations. At the end of this introductory week, the scalar reconfigures itself to a state that is most useful to its new master, sets its caster level equal to the hit dice of the master, and is considered attuned.

How the System Works - Ability Generation

When a scalar attunes itself to a new master, it selects a number of abilities that it believes its master will find useful. As this process is performed independently of the master, and is finished before the scalar even thinks of that individual as its master, the selection of abilities should be performed by the Game Master rather than by the player of the character that will be using the item.

When selecting abilities for a new scalar, use the following guidelines unless you have guidelines of your own ready to go. You are Rule 0, after all!

A scalar should include the following abilities.

- 2 abilities from Section: Level 1 Abilities
- 2 abilities from Section: Level 5 Abilities
- 2 abilities from Section: Level 10 Abilities
- 1 ability from Section: Level 15 Abilities
- 1 ability from Section: Level 20 Abilities

Each ability has a listed "type". Two abilities from the same level bracket should have different types, with the possible exception of two utility abilities for pure support characters.

All of these abilities should not be chosen at once. Instead, all abilities for which the master qualifies, as well as the abilities in the next tier toward which he is progressing, should be selected. The rest should be left undefined to allow that character to develop without worrying about whether or not his scalar capstone will be useful or not. For example, a 7th level character who is just now attuning to his scalar should have his level 1, level 5, and level 10 abilities assigned to him. Once he reaches 10th level, his level 15 ability should be assigned, and once he reaches 15th level, his level 20 ability should be assigned.

How the System Works - Ranks

Once a newly-attuned scalar has had its abilities generated, it is ready for use by the new master. Scalars offer another axis of freedom in the form of ranks, or points that the master can assign to the scalar's various abilities to customize it to his exacting specifications. When newly-attuned to a scalar, the master is granted ranks equal to his hit dice, maximum 20, all of which he must immediately invest in abilities. This makes a scalar part of the level-up process, as when the master gains a hit die, he also gains a rank to immediately invest. Once a rank is invested in an ability, it cannot be reassigned.

Abilities grant no benefit whatsoever until a rank is invested in it. As such, items that grant a flat bonus, plus a bonus per rank, do not grant that flat bonus at all until the first rank is invested in that ability.

The listings for the various scalar abilities contain a line item labeled "Ranks to Unlock", followed by a number. The master must invest at least that many ranks in other abilities in order to invest ranks in an ability that has a non-zero ranks to unlock. For example, suppose there is an ability that requires 4 ranks to unlock. In order to put ranks into this ability, the master must have at least four ranks invested in all of the other abilities present on the scalar. This forces investment in lower-level abilities by approximating the leveling process even if the scalar is acquired late in the master's career.

How the System Works -

Ability Use and Recharge

Once a scalar has been attuned, its abilities selected, and ranks invested in these abilities, it can finally be used by its master. Scalar abilities cover a wide range of mechanics and are, therefore, quite freeform. Abilities that do not refer to a limited number of uses per day or an activation time are considered to be constant effects. Unlike typical magic items, activating a scalar only provokes attacks of opportunity if that specific ability says it does. Further, rather than the hard-coded activation time of typical magic items, each activated ability states its own activation time. In this way, the most complex rules of scalars are locked away in the abilities, allowing for unhindered modular growth by enterprising Game Masters who want to took up their own new abilities.

Abilities with a limited number of uses per day replenish themselves once per day. For ease of use, it's recommended to make this coincide with waking up or the party preparing spells for the day. No rest of any sort is necessary for a scalar to replenish its daily uses; the scalar is the thing doing the recharging, not the master.

How the System Works -Wealth by Level Adjustment

The content of *One Bling to Rule Them All - Scaling Magic Items* is best used in high-powered games that can afford to make the player characters even more powerful by adding new and interesting features to them at no cost to their wealth by level. This is because players tend to glare at anything, no matter how awesome, if it gets in the way of other goals that they have, particularly equipment. For those who wish to balance their scalars in a standard campaign, a reduction in treasure acquisition of about 25% is recommended. See **Table: Scalar Wealth by Level Adjustment** for a level-by-level summary.

	Table: Scalar Wealth by Level Adjustment		
PC Level	Standard Wealth by Level	Suggested Wealth by Level When Using Scalars	
2	1,000 gp	750 gp	
3	3,000 gp	2,250 gp	
4	6,000 gp	4,500 gp	
5	10,500 gp	7,875 gp	
6	16,000 gp	12,000 gp	
7	23,500 gp	17,625 gp	
8	33,000 gp	24,750 gp	
9	46,000 gp	34,500 gp	
10	62,000 gp	46,500 gp	
11	82,000 gp	60,500 gp	
12	108,000 gp	81,000 gp	
13	140,000 gp	105,000 gp	
14	185,000 gp	138,750 gp	
15	240,000 gp	180,000 gp	
16	315,000 gp	236,250 gp	
17	410,000 gp	307,500 gp	
18	530,000 gp	397,500 gp	
19	685,000 gp	513,750 gp	
20	880,000 gp	660,000 gp	

How the System Fits

The inclusion of scalars in a campaign opens a door to many questions.

1: What is the origin of scalars?

As scalars are a fairly alien type of magic item whose mathematics have the capacity to break a campaign if allowed to run rampant, their construction should also be alien to lend an air of mystique to them, as well as to make it impossible for the party crafter to produce them.

Origin - Self-replicating masterworks

All scalars can trace themselves back to a single item created by one of the greatest archmages of all time. Much like the scalars of today, the original was made to grow in power along with its wearer, a feature that required all of the considerable knowledge and power of its builder to make a reality. When nearing completion, the archmage realized that he had spent years of his life building this single item. Building another, then another, would simply be too inefficient. Instead, he imbued the first scalar with the ability to slowly pull energy from its host, resulting in the spontaneous generation of a copy once enough had been collected. Today, several hundred scalars exist throughout the world, with another being generated every year or so.

Origin - Ritual magic

Scalars' ability to conform to the master and express its power as a function of the master's mind hints at a wealth of experiences that have been recorded into the scalar itself. These experiences have to come from somewhere, and the easiest way to gather these experiences is to bring together a diverse range of individuals and create the item through the use of ritual magic. The logistics of bringing together such a crew is daunting, and the material foci necessary to do ritual magic of this sort is prohibitively expensive, making the creation of scalars a domain of those institutions with both money and a diverse population, namely arcane universities and other like institutions.

Origin - Immortal Manufacturers

If ritual magic is not possible, then the next best way to produce scalars is to be a being who has seen too much. With the knowledge of many lifetimes under his belt, an immortal of sufficient age does not need ritual magic to produce a scalar, as he has everything needed by the scalar inside his own skull.

Origin - Otherworldly

Who says a scalar has to be an earthly construct at all? Perhaps beings from other worlds have different ways of doing magic, and it just so happens that a few rings, necklaces, and so on have found their way to this small corner of the universe whenever they come to pay a visit, whether for business, pleasure, or attempted conquest.

2: What is the availability of scalars?

The availability of scalars is directly related to how they enter the game world. If they are of finite, or incredibly slowly growing, supply, then they can be expected to be in the hands of wealthy individuals who know they are special, namely turf-chewing villains, archmagi, high priests, guildmasters with high UMD or genre-savviness, as well as still locked away in particularly nasty adventure locations. If scalars are being regularly produced and are seen as an intellectual curiosity more than anything, such as the aforementioned production via ritual magic, then the possibility of finding one on the open market very rarely becomes a real possibility. This is particularly true if a newly-minted wizard wants to kickstart his career with some capital.

3: What is the legality of scalars?

As scalars are fairly different magic items, those who know how magic works can be have fairly violent kneejerk reactions regarding their use. Their capabilities are, by definition, limitless, and that is very unsettling indeed. Settlements wherein spellcasters are in charge, whether they be magocratic or theocratic, may very well have laws against the use of scalars. Alternatively, a settlement whose leader has an advisor of the magic-using type may also feature this sort of edict.

Scalar Abilities

Level 1 Abilities

Arcane Bulwark Type: Defensive Ranks to Unlock: 0

The scalar rapidly spews magical energy of each of the schools, which helps to nullify and confound magic thrown in your general direction. You have spell resistance equal to 5 + the number of ranks invested in this ability.

Corpsewaker Type: Utility Ranks to Unlock: 0

The scalar acts as an extension of your own mind, allowing you to assert your will in a more efficient manner. The number of HD of undead that you can command at once is increased by +1 HD per ranks invested in this ability.

Dampening Wards Type: Defensive Ranks to Unlock: 0

No scalar wishes harm to come to its master. Choose acid, cold, electric, fire, or sonic when you invest your first rank into this ability. You have resistance to the chosen energy type equal to the number of ranks invested in this ability. Further, you have resistance to all of the energy types you did not choose equal to 1/2 the number of ranks invested in this ability, rounded down.

Dilettante's Embrace

Type: Utility Ranks to Unlock: 0

Jealousy. The scalar felt it. Whenever you invest a rank into this ability, choose a oth-level spell. You may cast each spell chosen in this fashion once per day. At every 5th rank, you may choose a 1st-level spell instead of a othlevel spell. You may select a spell multiple times; if you do, the number of times you can cast the spell increases by +1. The caster level of spells cast using this ability is equal to the number of ranks invested in the ability.

Dragon's Breath

Type: Offensive Ranks to Unlock: 0

Awe, and perhaps a bit of fear, these are the emotions you feel when you think of dragons. Your scalar felt it, and found that these feelings had merit. Choose acid, cold, electric, or fire when you invest your first rank in this ability. You gain the supernatural ability to use a breath weapon as a standard action, dealing 1d4 points of damage of the chosen energy type per rank invested in this ability in a 15-foot cone with a DC 10 + the number of ranks invested in this ability Reflex save for half damage. This breath weapon can be used once every 1d4 hours. Once 10 ranks have been invested in this ability, the size of the cone increases to 30 feet. Once 15 ranks have been invested in this ability, the damage per rank invested in this ability increases to 1d6. Once 20 ranks have been invested in this ability, the damage per rank invested in this ability increases to 1d8.



Dragon's Maw Type: Offensive Ranks to Unlock: 0

Awe, and perhaps a bit of fear, these are the emotions you feel when you think of dragons. Your scalar felt it, and found that these feelings had merit. Choose acid, cold, electric, or fire when you invest your first rank in this ability. You gain the supernatural ability to use a breath weapon as a standard action, dealing 1d6 points of damage of the chosen energy type per rank invested in this ability in a 20-foot line with a DC 10 + the number of ranks invested in this ability Reflex save for half damage. This breath weapon can be used once every 1d4 hours. Once 10 ranks have been invested in this ability, the size of the line increases to 40 feet. Once 15 ranks have been invested in this ability, the damage per rank invested in this ability increases to 1d8. Once 20 ranks have been invested in this ability, the size of the line increases to 60 feet.

Elemental Leavings Type: Offensive Ranks to Unlock: o

Your scalar caught you thinking about your weapons quite often. Choose *corrosive, flaming, frost,* or *shock* when you invest your first rank in this ability. As a swift action, you grant a single weapon you are wielding the chosen weapon special ability for 1 round. This ability may be used once per day per rank invested in it.

Energetic Touch Type: Offensive

Ranks to Unlock: 0

Your scalar understands your anger and wishes to give you closure. Choose cold, electric, or fire when you invest your first rank into this ability. The scalar has a pool of charge points equal to the number of ranks invested in this ability. As a standard action, you may expend one or more charge points to make a melee touch attack, blasting the touched creature for 1d6 points of energy damage of the chosen type + an additional 1d6 points of energy damage per charge point expended. The charge point pool replenishes itself daily.

Exemplar's Touch

Type: Utility Ranks to Unlock: 0

Whether you sneak, build, break, or speak, your scalar wants to help you be the best you can be. Choose a class skill when you invest your first rank into this ability. You have a competence bonus to the chosen skill equal to the number of ranks invested in this ability.

Greased Lightning

Type: Utility Ranks to Unlock: 0

Speed is a virtue all its own. Once per day when rolling for initiative, you may grant yourself an insight bonus to that initiative roll equal to the number of ranks invested in this ability. In addition, your base land speed is increased by +5 feet for every five ranks in this ability.

The Indigestible Type: Defensive

Ranks to Unlock: 0

The scalar depicts a number of farmers harvesting corn. You have resistance to digestive acid equal to half the number of ranks invested in this ability, as well as damage reduction against the grinding effects of a creature's stomach or gizzard equal to 1 + 1 for every two ranks invested in this ability beyond the first. These bonuses stack with other sources of resistance and damage reduction.

Metalline Coating

Type: Offensive Ranks to Unlock: 0

While attuning to you, your scalar caught you worrying about cold iron, silver, and adamantine a great deal. As a swift action, name a metal. Ammunition you throw or fire ignores 1 point of damage reduction per rank invested in this ability if that damage reduction can be bypassed by physical attacks made with a weapon made of the named metal.

Momentary Clarity

Type: Offensive Ranks to Unlock: 0

Your scalar sees much potential, if only you would focus! As a swift action, you grant your next single attack roll (if it is made before the end of the next round) an insight bonus equal to the number of ranks invested in this ability. This ability may be used three times per day.

Pack Mule

Type: Utility Ranks to Unlock: 0

Some individuals simply end up being the pack mule of an adventuring party. Your light load is increased by 15 pounds, your medium load by 30 pounds, and your heavy load by 45 pounds for each rank invested in this ability.



Personal Magnitude Manipulator Type: Offensive

Ranks to Unlock: o

Size matters, but which end of the spectrum is better depends on the situation at hand. You gain the ability to grow one size category, as the *enlarge person* spell, or shrink one size category, as the *reduce person* spell, for 1 round as a swift action. This can be done a number of times per day equal to the number of ranks invested in this ability. **Potential Reservoir** Type: Utility Ranks to Unlock: o

Complicated arcane geometry grants the scalar a pool of potential points equal to the number of ranks invested in this ability. You may expend a potential point to use a class feature with a daily limit measured in rounds of use, such as a barbarian's rage or a bard's bardic performance, for 1 round without using duration from its pool. Similarly, you may expend 2 potential points to use a class feature with a point pool or number of daily uses equal to 1/2 class level + a certain ability modifier or class level + a certain ability score modifier, such as a monk's ki pool, a paladin's lay on hands, an edgewalker's radiance and shadow pools, or an herbalist's green thumb pool, without expending a daily use of the ability. Finally, you may expend 3 potential points to use a class feature with a number of daily uses equal to 3 + a certain ability modifier, such as a cleric's channel energy or various domain and sorcerer bloodline abilities, without expending a daily use of the ability. The potential pool replenishes itself each morning.

If using potential points to pay for an ability that uses multiple class feature points or uses, multiply the potential point cost by how many uses of the class feature the ability costs. For example, a paladin can channel energy for 4 potential points, or twice the amount it costs to power a lay on hands, while an edgewalker can use an ability that requires 3 shadow points requires 6 potential points.

Targeted Shielding Type: Defensive Ranks to Unlock: o

Your scalar is possessed of an overwhelming desire to keep you safe. Plates of force energy cover vulnerable portions of your body, granting you an armor bonus to AC equal to one half the number of ranks invested in this ability. Further, when you are critically hit by a physical attack, you have a 5% chance per rank invested in this ability to reduce the critical multiplier of that attack by -1. When you are dealt precision damage, you have a 5% chance per rank invested in this ability to reduce that damage by half.

Transmutative Inlay

Type: Offensive Ranks to Unlock: o

A series of decorations focuses transmutative power on your person. As a move action, a weapon you are wielding transforms into a weapon of the same general heft for 1 round. That is to say, a light weapon transforms into another light weapon, a one-handed weapon transforms into another one-handed weapon, and a two-handed weapon transforms into another two-handed weapon. You are proficient with the weapon as though it had never transformed in the first place, though feats and abilities that modify specific weapon types treat the weapon as what it has become. You can use this ability a number of times per day equal to the number of ranks invested in this ability.

Vital Surge

Type: Defensive Ranks to Unlock: 0

A live master is a master that can share its experiences with the scalar. Your maximum hit points is increased by an amount equal to the number of ranks invested in this ability. Once you have invested five ranks, you can grant yourself temporary hit points equal to 5 + the number of ranks invested in this ability as a swift action once per day. This ability may be used an additional time per day at nine ranks and every four ranks beyond nine. These temporary hit points last for 1 minute.

Whistling Winds

Type: Defensive Ranks to Unlock: 0

A whistling wind surrounds your body. Mundane ranged attacks made against you have a miss chance equal to 5% times the number of ranks invested in this ability, max 50%, as periodic gusts wrapped tightly around you push them out of alignment. Exceptional ranged attacks, such as a thrown boulder, are unaffected.

Level 5 Abilities

Alchemical Ammunition

Type: Offensive Ranks to Unlock: 4

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Hollow arrowheads, shuriken, and waxy globules filled with strange substances dangle from the scalar like oversized charms on a bracelet. They pull away with a pop, only to be slowly replaced over the course of a day or so. The scalar has a number of alchemical points equal to the number of ranks invested in this ability. Each morning, you can spend an hour producing special alchemical arrows, bolts, shuriken, and other ammunition. Ammunition produced with this ability is considered masterwork and can be affected by spells that add temporary bonuses to ammunition; however, given a unit of alchemical ammunition detonates on hit, it cannot be given the returning weapon special ability. At three ranks invested, ammunition made with this ability gains a +1 enhancement bonus. At six ranks invested and every three ranks invested thereafter, this enhancement bonus increases by +1, to a maximum of a +5 enhancement bonus at 15 ranks invested. You can spend 1 alchemical point to produce a unit of ammunition filled with acid, alchemist's fire, or any similar "thrown splash weapon" alchemical good that is available in your campaign setting. You can also spend 2 alchemical points to produce a unit of ammunition that is filled with smokestick or thunderstone, or 3 alchemical points to produce a unit of ammunition that is filled with tanglefoot bag.

When a unit of alchemical ammunition strikes a target, it shatters, affecting the target with the compound with which it is filled as though it were a direct hit. Acid, alchemist's fire, and other similar flask alchemical goods deal splash damage despite the small size of the ammunition thrown or fired. Whenever you produce a new batch of alchemical ammunition, any remainder of

the old batch becomes inert and useless, including the loss of its enhancement bonus.

Aquatic Etchings Type: Utility Ranks to Unlock: 4

The scalar is decorated with images of fish, mermaids, waves, a desert island, and other aquatic scenery. You gain a competence bonus to Swim checks equal to the number of ranks invested in this ability. Once you have invested five ranks, you gain a swim speed equal to your base land speed. Once you have invested 10 ranks, you gain the ability to breathe underwater as the water breathing spell. Once you have invested 15 ranks, you gain a +3 dodge bonus to AC whenever you are swimming.

Boomeranger Type: Offensive Ranks to Unlock: 4

As it was attuning to you, the scalar found you thinking of fancy units of ammunition and how horrible it is to lose them after a single shot. As a swift action, you grant the next unit of ammunition you throw or fire this round the returning weapon special ability. This ability can be used a number of times per day equal to the number of ranks invested in it.

Dimension Hop

Type: Utility Ranks to Unlock: 4

Escape keeps the master alive. As a move action, you slip sideways between worlds for a distance of 10 feet, as the *dimension door* spell. This ability may be used once per day per rank invested in it.

Dwarven Engraving

Type: Utility Ranks to Unlock: 4

This scalar is of the finest craftsdwarfship and depicts the total annihilation of a dwarven holding by a sudden explosion of the cat population, totally random edicts by the local lord, and a failed civic works project that involved building the holding around a giant cannon. You gain a competence bonus to Profession (miner) checks and Appraise checks made to value gems equal to the number of ranks invested in this ability. Once you have invested three ranks, you gain a burrow speed of 5 feet per round. Every three ranks invested beyond the third, your burrow speed increases by +5 feet, to a maximum of 25 feet per round at fifteen ranks invested.

Expert Repairman Type: Utility

Ranks to Unlock: 4

While some engineers pore over blueprints for hours to make repairs, a few swift smacks with a wrench or hammer does the trick with you. As a standard action, you can whack a construct in a square you threaten with a bludgeoning weapon, repairing it for 1d8 + the number of ranks invested in this ability points of damage. Once affected by this ability, a construct cannot be affected by it again for 24 hours.

Grease Slick

Type: Offensive Ranks to Unlock: 4

As a move action, the scalar oozes a slippery grease down your body and onto the ground. Until the beginning of your next turn, you leave a slippery film in all squares you move through, as the *grease* spell. This grease lasts for 1 minute before vanishing as suddenly as it appeared. This ability can be used once per day per rank invested in it.

Hextouched

Type: Offensive Ranks to Unlock: 4

Anyone can curse another with the right help. When you invest your first rank in this ability, choose a hex for which a 1st-level witch qualifies. You gain the ability to use this hex as a witch whose class level is equal to the number of ranks invested in this ability.

Hunter's Feast

Type: Utility Ranks to Unlock: 4

The scalar speaks to your love of good food, granting you the ability to make beasts you kill extra delicious once cooked. If an animal, dragon, magical beast, or vermin that has been damaged by you in the last minute dies, you can cook it to feed the masses, granting the effects of the heroism spell, plus a +2 morale bonus to damage rolls, for 10 minutes per rank invested in this ability. Once ten ranks have been invested, those fed are instead granted the effects of the greater heroism spell, plus a +4 morale bonus to damage rolls. The size of the beast determines how long it takes to cook, as well as how many people it can feed. The cooking process must begin within 8 hours of the kill to gain the benefits of this ability and all cooking must be done by you personally. Similarly, the meat must be consumed within 1 hour of cooking to gain the benefits of this ability.

Time and Number Fed by Size				
Beast Size	Number Fed	Cooking Time		
Tiny	1	15 min		
Small	2	30 min		
Medium	4	1 hour		
Large	8	2 hours		
Huge	16	4 hours		
Gargantuan	32	8 hours		
Colossal	64	16 hours		

Table: Hunter's Feast Cooking

Lightened Load Type: Utility Ranks to Unlock: 4

Your scalar has caught you looking at birds with something like jealousy in your mind. You gain the ability to *fly*, as the spell, for 1 minute per rank invested in this ability per day. This time need not be spent in consecutive minutes, but must be spent in 1-minute increments.

Like a Whisper Type: Utility Ranks to Unlock: 4

Sometimes, you wish you could just disappear. The scalar provides. You gain the ability to turn invisible, as the *invisibility* spell, for 2 rounds per rank invested in this ability per day. This time need not be spent all at once, but must be spent in 2-round increments.

Passive Preparations

Type: Utility Ranks to Unlock: 4

The creator of this scalar must have been a packrat. As a standard action, you can grab hold of the item and pull out a mundane item worth 2 gp or less. This item lasts for 10 minutes before vanishing and cannot be sold. This ability may be used a number of times per day equal to the number of ranks invested in it.

Precognizant Precision Type: Offensive

Ranks to Unlock: 4

Just as scalars manipulate fate to keep their masters alive, they manipulate fate to crush the master's enemies. You gain a very vague impression of the immediate future, giving you the ability to reroll your weapon damage rolls a number of times per day equal to the number of ranks invested in this ability. A reroll cannot itself be rerolled.

Rapid Enhancement

Type: Utility Ranks to Unlock: 4

You like to make things. Your magic item crafting rate increases by 50 gp per eight hours' work, the same as a standard full day's work, for each rank invested in this ability. For example, investing one rank into this ability increases your magic item crafting rate to 1,050 gp per eight hours' work, five ranks to 1,250 gp, and ten ranks to 1,500 gp.

Revelationary Type: Offensive Ranks to Unlock: 4

Scalars contain answers to many mysteries. When you invest your first rank in this ability, choose a revelation for which a 1st-level oracle qualifies. You gain the ability to use this revelation as an oracle whose class level is equal to the number of ranks invested in this ability. This ability cannot be used to select revelations that are only available to oracle archetypes.

Screaming Arc

Type: Offensive Ranks to Unlock: 4

When you invest your first rank in this ability, you gain the ability to swing a melee weapon in a wide arc as a standard action, creating a 15-foot cone of raw physical energy. Roll to hit all creatures in this cone as if attacking the enemy with your weapon. This ability deals damage of the appropriate physical damage type equal to the base damage of the weapon + 1/2 your Strength modifier + the weapon's enhancement modifier + the number of ranks invested in the ability. This ability can be used once per day, plus an additional time per day for every three ranks invested in the ability.

Snakes on a Plane

Type: Utility Ranks to Unlock: 4

Though unhappy about the idea that it doesn't count, the scalar recognizes the fact that you just want a friend. When you invest your first rank in this ability, you gain a small viper as an animal companion as if you were a druid whose class level is equal to the number of ranks invested in this ability. If the viper dies, you may replace it in the same manner as does a druid, but you cannot dismiss your companions at will as does a druid. If you have the Leadership feat, the viper becomes your cohort and you treat your effective druid level as though it were +5 higher.

Spider Whisperer Type: Utility

Ranks to Unlock: 4

You learn the language of the vermin of the world and gain the ability to train vermin using the Handle Animal skill as though they had an Intelligence of 1. By extension, vermin you train can learn tricks as though they had an Intelligence of 1. Once you have invested three ranks, all animals you train know one additional trick beyond the number their Intelligence would otherwise dictate. Every three ranks invested beyond the third, all animals you train know another additional trick, to a maximum of five additional tricks at fifteen ranks invested. When training an animal, you may choose to forego teaching the animal these additional tricks in order to increase the animal's maximum hit points by an amount equal to twice the number of tricks additional tricks you are foregoing.

Superior Summons

Type: Offensive Ranks to Unlock: 4

8

A scalar cannot plan for every contingency, but helping a summoner help himself is the next best thing. Creatures you summon have +1 maximum hit point per rank invested in this ability. For every five ranks invested in this ability, creatures you summon have a +1 luck bonus to AC and saves.

Team Builder Type: Utility Ranks to Unlock: 4

Team building is a specialty of an individual wearing this scalar. As a swift action, you treat an ally in a square you threaten as though he has a single teamwork feat you have for 1 round. This ability can be used a number of times per day equal to the number of ranks invested in this ability.

Toxic Love Type: Offensive

Ranks to Unlock: 4

A hollowed-out gem adorns the scalar. When you invest your first rank in this ability, this gem slowly fills with a toxic substance. Once per day as a standard action that provokes attacks of opportunity, you can apply a dose of this poison to a weapon. Given the nature of the gem's construction, there is no risk of accidental poisoning. Once removed from the hollow gem, the poison denatures and becomes useless in 10 minutes. Each round, the poison deals 1d6 points of damage, as well as 1 point of Constitution damage, with a DC 10 + your ranks in this ability Fortitude save to negate the Constitution damage. The poison lasts for rounds equal to the number of ranks in this ability or until the victim makes two consecutive Fortitude saves, whichever comes first.

Level 10 Abilities

Author of Moments Type: Utility Ranks to Unlock: 9

Whenever you fail an attack roll or skill check, you may use this scalar as an immediate action, granting you a +1d4 competence bonus to that roll retroactively. If the bonus is enough to turn the failure into a success, the roll succeeds. This ability may be used once per day per rank invested in it.

Barbarian Trapfinding Type: Defensive

Ranks to Unlock: 9

Some find traps with skill and disable them with cunning. Others use their faces. Whenever you trigger a trap, you gain DR X/- against physical damage dealt by traps for 1 round, where X is the number of ranks invested in this ability. This bonus stacks with other forms of damage reduction.

Curiosity (Arcane, Divine) Type: Utility Ranks to Unlock: 9

Though it may kill felines, curiosity tends to save the lives of wizards. Some say the profession itself selects for insufferability. The cost to research new spells is decreased by 5% for each rank invested in this ability.

Daredevil's Helper

Type: Defensive Ranks to Unlock: 9

When you invest your first rank in this ability, choose acid, cold, electric, fire, or sonic. You gain a +1 luck bonus to saves against spells of that type and abilities that deal damage of that energy type. Each time you invest a rank in this ability, choose an unselected energy type.

Upon investing your sixth rank, at which point this ability already grants you a +1 luck bonus to saves against all of the aforementioned energy types, you may select an energy type against which this ability grants you a +1 luck bonus to saves. It now grants you a +2 luck bonus instead.

Destiny

Type: Defensive Ranks to Unlock: 9

There is no escaping your destiny! Once per day as an immediate action, you gain a luck bonus equal to the number of ranks invested in this ability to your next d20 roll.

Dramatic Comeback

Type: Defensive Ranks to Unlock: 9

Every now and then, a scalar comes across a master who wants to be surprised, wants to be against the odds for the drama of it all, then wants to triumph against the odds. Made in a fairly utilitarian fashion, the scalar doesn't quite get the allure of it all, but is happy to accommodate. Whenever you roll for initiative in a surprise round or immediately following a surprise round, you add the number of ranks invested in this ability to your initiative roll.

Friend of Oozes

Type: Utility Ranks to Unlock: 9

Your scalar would rather not ask. You may use the Bluff, Diplomacy, and Intimidate skills on oozes as though they were not mindless and you shared a language with them. You also receive a competence bonus to Bluff, Diplomacy, and Intimidate checks equal to your ranks invested in this ability when using them to interact with an ooze.

Harmony of Shifting Flesh

Type: Defensive Ranks to Unlock: 9

Scalars understand the desire to change forms. Whenever you use the wild shape class feature, you are healed for 2 points of damage per rank invested in this ability.

Magical Conduit Type: Utility Ranks to Unlock: 9

You can apply any one metamagic feat that you know to a spell you are about to cast. This does not alter the level of the spell or the casting time. You can use this ability once per day per rank invested in this ability. Any time you use this ability to apply a metamagic feat that increases the spell level by more than 1, you must use an additional daily usage for each level above 1 that the feat adds to the spell. Even though this ability does not modify the spell's actual level, you cannot use this ability to cast a spell whose modified spell level would be above the level of the highest-level spell that you are capable of casting.

Malleable Expertise

Type: Offensive Ranks to Unlock: 9

As a swift action, you gain the use of one combat feat for rounds per day equal to the number of ranks invested in this ability. These rounds do not need to be consecutive and you can change the feat chosen each time you use this ability. You must meet the prerequisites to use this feat.

Mending Weave

Type: Defensive Ranks to Unlock: 9

When you have a scalar, it tends to find a number of creative ways to keep you alive. Whenever you receive magical healing, you are healed for an additional point of damage for each rank invested in this ability, to a maximum of the spell level of the spell or half the hit dice of the caster in the case of healing effects without a spell level, such as a paladin's lay on hands.

Oaf's Salvation

Type: Defensive Ranks to Unlock: 9

It is well documented that scalars absolutely hate it when they become attuned to a klutz. Whenever you would take damage from an environmental hazard, such as lava or a vat of acid, halve that damage. This ability can trigger once per day per rank invested in this ability.

Reactive Vitalizer

Type: Defensive Ranks to Unlock: 9

Scalars are (usually) not psychic, so being reactive is (usually) the best they can do. Whenever you are critically hit by an enemy, you gain temporary hit points equal to the number of ranks invested in this ability for 1d4 rounds.

Somnambulist

Type: Utility Ranks to Unlock: 9

Scalars recognize a crafter when they see one and come up with awkward ways to enhance their productivity. When you invest your first rank in this ability, you begin to suffer from chronic somnambulism, or sleepwalking. Each night, you complete hours of mundane crafting equal to the number of ranks invested in this ability, to a maximum of the number of hours you actually slept or tranced, and modified as normal by the quality of tools and whether or not you happen to be adventuring while crafting. You cannot exceed 8 hours of total crafting for the day with this ability. Oddly, though you are obviously active when resting, you awake refreshed as if you had slept like a log.

Sympathetic Enhancement (Arcane, Divine) Type: Offensive

Ranks to Unlock: 9

When you invest your first rank in this ability, select acid, cold, electric, fire, or sonic. Whenever a spell you cast deals damage of the chosen type, it deals an additional point of damage of that energy type for each rank invested in this ability.

Take the Burden

Type: Utility Ranks to Unlock: 9

As a standard action, your melee touch removes your choice of one of the following conditions from the target: fatigued, exhausted, dazzled, blinded, deafened, staggered, entangled, demoralized, shaken, frightened, panicked, or confused. The chosen condition must not be permanent and you must not be immune to it. The target loses that condition, while you gain the effects of that condition for a period of time equal to its remaining duration just before you removed it from your target. While affected by a condition you took up in this manner, you cannot be made immune to it. This ability can be used once per day per rank invested in it.

Tyrant

Type: Offensive Ranks to Unlock: 9

Fear is an excellent deterrent. Whenever you kill a creature, all other creatures that share a race with it within 15 feet of you must make a DC 15 + the number of ranks invested in this ability Will save or be shaken for 1d4 rounds. This is a mind-affecting ability.

Unsettling Magic (Arcane, Divine) Type: Offensive Ranks to Unlock: 9

Sharp edges and a precisely-chosen color scheme grant this item a pool of terror points equal to the number of ranks invested in this ability. When casting a spell that calls for a saving throw, you may expend a terror point as a free action. Those affected who fail their saving throw are demoralized for 1d4 rounds in addition to the effects of the spell. When casting a spell that does not call for a saving throw, you may expend two terror points as a free action. Those affected are demoralized for 1d4 rounds in addition to the effects of the spell. Demoralization is a fear effect.

Urge to Survive Type: Defensive Ranks to Unlock: 9

A small voice in your head assures you that it is the better part of valor. Whenever you run, your base land speed is increased by +5 feet per rank in this ability for 1 round. This is an enhancement bonus.

Vessel of Power (Arcane, Divine) Type: Utility

Ranks to Unlock: 9

Mother of pearl adorns the item, granting it a pool of pearl points equal to three times the number of ranks invested in it. On command, you can recall any one spell that you had prepared and then cast that day. The spell is then prepared again, just as if it had not been cast. Alternatively, if you are a spontaneous spellcaster rather than a preparatory spellcaster, you simply regain a casting at the chosen spell level. Doing so expends pearl points equal to the square of the spell level of the spell or spell slot replenished (1 pearl point for a 1st-level spell, 4 pearl points for a 2nd-level spell, 9 pearl points for a 3rd-level spell, and so on). This ability cannot be used if insufficient pearl points are present. Pearl points are replenished whenever you prepare spells for the day.



Wrecker Core Type: Offensive Ranks to Unlock: 9

You are a living wrecking ball! Your physical attacks and damaging spells ignore points of hardness equal to the number of ranks invested in this ability.

Level 15 Abilities

Alchemical Agility Type: Defensive Ranks to Unlock: 14

The scalar produces a small amount of an incredibly potent, yet short-lived, synthetic adrenaline. As an immediate action, you gain a +4 alchemical bonus to Dexterity for 1 round. This ability may be used a number of times per day equal to the number of ranks invested in it.

Alchemical Might

Type: Offensive Ranks to Unlock: 14

The scalar produces a small amount of an incredibly potent, yet short-lived, synthetic steroid. As an immediate action, you gain a +4 alchemical bonus to Strength for 1 round. This ability may be used a number of times per day equal to the number of ranks invested in it.

Armored Alacrity

Type: Defensive Ranks to Unlock: 14

As the scalar grows in power, it imparts various lessons on the use and maintenance of shields. For each rank invested in this ability, you add a +1 shield bonus to your touch AC, to a maximum of your shield bonus to AC. Shield bonus to AC that is granted by spells or items that are not shields does not grant a shield bonus to touch AC. You lose this shield bonus to touch AC if you are denied your Dexterity bonus to AC.

Better Living through Alchemy

Type: Defensive Ranks to Unlock: 14

This scalar reeks of acrid acids and pungent aromatic rings. Whenever you take physical damage, your pores fill with acid and squirt it out in a 5-foot radius around you, dealing 1 point of acid damage per rank invested in this ability.

Divine Opposition (Divine)

Type: Offensive Ranks to Unlock: 14

Your scalar supports your religious beliefs. Single-target spells you cast upon divine spellcasters whose deity's alignment opposes your deity's alignment have a caster level bonus equal to the number of ranks invested in this ability.

Double Dip Type: Utility Ranks to Unlock: 14

Sometimes, the classics are just better. For each rank invested in this ability, both of the abilities on this item that require o ranks to unlock gain a rank. If using an item with more than two qualifying abilities, choose two when you invest the first rank into this ability. The chosen abilities are those that gain benefit when ranks are invested in this ability. Once two qualifying abilities are chosen, this decision cannot be changed.

Faceted Obsidian Decoration

Type: Defensive Ranks to Unlock: 14

Obsidian is like lead: magic hates the stuff. If you make a saving throw against a spell or spell-like ability, counter that spell entirely. This ability can counter two spell levels worth of spells per rank invested in it per day. If sufficient capacity is not available, the spell cannot be countered.

Gatewarden

Type: Offensive Ranks to Unlock: 14

Depictions of censured outsiders adorn the item. You get a bonus to caster level checks made to overcome the spell resistance of outsiders equal to the number of ranks invested in this ability.

Improbable Bleeding Type: Offensive

Ranks to Unlock: 14

When you invest the first rank into this ability, select an ability score. Each time you add an additional rank to this ability, select an ability score you have not yet chosen. Whenever you critically hit, the victim takes 1 point of ability bleed, where the ability scores bled are the ability scores chosen.

Inertia Swing

Type: Offensive Ranks to Unlock: 14

Little fins jut from the scalar, making you significantly more aerodynamic. As a swift action, you can tap into these superior aerodynamics, adding an amount of base damage to your melee weapons equal to the base damage of a medium weapon of that type. For example, a medium greataxe doubles from 1d12 to 2d12, while a large greataxe goes from 3d6 to 3d6+1d12. As this is base damage, it is multiplied on a critical hit. This ability can be used once per day per rank invested in this ability.

Mechanical Network

Type: Defensive Ranks to Unlock: 14

When you invest the first rank in this ability, select a construct you own or have built. So long as that construct is within 30 feet of you, neither you nor the construct may be flanked unless both of you are flanked. For each additional rank you invest in this ability, select another construct. In order for you or any of the selected constructs within 30 feet of you to be flanked, all of you must be.

Oozing Sensuality

Type: Offensive Ranks to Unlock: 14

The opposite gender finds you oh so attractive. You have a competence bonus to Bluff, Diplomacy, and Intimidate equal to the number of ranks invested in this ability when used on the opposite gender. In addition, you have a circumstance bonus to damage rolls equal to the number of ranks invested in this ability, both physical and magical, against the opposite gender.



Palpable Imagination Type: Utility Ranks to Unlock: 14

What you believe strongly enough has a propensity to become real. As a swift action, you treat all allied constructs and undead as though they had all teamwork feats you have. This ability lasts for 1 round and can be used a number of times per day equal to the number of ranks you have invested in this ability.

Penetrating Shots

Type: Offensive Ranks to Unlock: 14

Your ranged attacks treat the target's AC as 1 lower per rank invested in this ability, to a maximum of the combined armor bonus and natural armor bonus of the target. This does not apply to ranged touch attacks.

Record Fate Type: Utility Ranks to Unlock: 14

Fate is merely a quantity to be fixed. Each morning, consult **Table: Record Fate Dice**, roll the dice listed based on the number of ranks you have invested in this ability, and record both the result of each roll and the type of die rolled. At any point over the course of the day, you may use a recorded roll for any roll that calls for the same size die, using the recorded result in place of a roll. For example, the number recorded from rolled on a d12 cannot be used in place of a d6, d8, or d20 and can only be used in place of a d12 roll. This ability cannot be used to replace a roll that has already been made; the recorded result must be used instead of a roll. Whenever new rolls are recorded roll is used, it is consumed and cannot be used again.

Starting at four ranks invested in this ability, you may combine multiple recorded dice to replace a roll whose die size is the sum of the combined recordings' die sizes. For example, you may add your recorded d4 and d6 values in place of a d10 roll or your d8 and d12 values in place of a d20 roll. Doing so consumes all recorded values that were added together.

Table: Record Fate Dice			
Ranks Invested	Dice Rolled Each Morning		
1	d 6		
2	d6, d12		
3	d6, d8, d12		
4	d4, d6, d8, d12		
5	d4, d6, d8, d10, d12		
6	d4, d6, d8, d10, d12, d20		

Second Guess Type: Utility Ranks to Unlock: 14

You have a propensity to be internally smacked when you say something that is incorrect. As an immediate action, when making a Knowledge check, you may instead roll two dice and take the highest. This ability can be used once per day per rank invested in it.

Shalehide

Type: Defensive Ranks to Unlock: 14

The best way to protect the master is not to avoid attacks, but to laugh in their face. You have DR X/adamantine, where X is the number of ranks invested in this ability. This stacks with other forms of damage reduction.

Share the Burden

Type: Offensive Ranks to Unlock: 14

As a standard action, you spread various negative conditions to a creature within 30 feet. If you are fatigued, exhausted, dazzled, blinded, deafened, staggered, entangled, demoralized, shaken, and/or confused, then the target is also affected by all of the aforementioned conditions from which you are suffering for 1d4 rounds with a DC 20 + the number of ranks invested in this ability Will save to negate. If the target gave you any of the conditions being spread, it gets a -4 penalty to its saving throw. This ability can be used once per day per rank invested in it. This is a mind-affecting ability if the demoralized, shaken, or confused conditions are being spread.



Strike Compounder Type: Offensive Ranks to Unlock: 14

You are able to hack and slice at the same spot with excellent accuracy. Whenever you deal physical damage with a weapon, you get a stacking +1 bonus to damage rolls until the beginning of your next turn, to a maximum of the number of ranks invested in this ability.

Unfavored Magic

Type: Defensive Ranks to Unlock: 14

Enchantments, illusions... everyone dislikes one school more than others. When you invest your first rank in this ability, select a school of magic. You have a resistance bonus to saving throws made against spells of the selected school of magic equal to the number of ranks invested in this ability.

Level 20 Abilities

Abnormal Paranoia (Arcane, Divine) Type: Utility

Ranks to Unlock: 19

All scrolls you produce also contain an explosive runes effect with a caster level equal to the caster level of the scroll. This effect cannot be dispelled on its own; instead, an individual attempting to remove the explosive runes effect must dispel the entire scroll to be rid of it. You cannot instruct other creatures on how to read your scrolls without them exploding.

Aligned Strikes

Type: Offensive Ranks to Unlock: 19

Weapons you wield are good if you are good, evil if you are evil, lawful if you are lawful, and chaotic if you are chaotic.

Cantrip Mastery (Arcane, Divine)

Type: Utility Ranks to Unlock: 19

oth-level spells you cast are extended and quickened without increasing their casting time or their spell level.

Darkness' Bane (Arcane)

Type: Offensive Ranks to Unlock: 19 Class Restriction: Magus, Witch, Wizard

You gain the ability to cast *magic missile* spontaneously. You may apply metamagic feats to the spell. Unlike most spontaneous casting, the casting time is not increased by the addition of metamagic feats.

Disarming Personality

Type: Offensive Ranks to Unlock: 19

With you, the sudden change from smiles to stabbing catches anyone, even seasoned ninjas, off guard. When you invest a rank in this ability, your first attack in each combat treats its target as flat-footed. Once affected by this ability, a creature is immune to it for 24 hours.

Extremely Surefooted

Type: Utility Ranks to Unlock: 19

You permanently gain the benefit of the *spider climb* and *freedom of movement* spells.

Living Flame Type: Defensive Ranks to Unlock: 19

You gain immunity to fire, but also gain vulnerability to cold. This ability cannot be taken if you are naturally resistant to cold.

Living Rime

Type: Defensive Ranks to Unlock: 19

You gain immunity to cold, but also gain vulnerability to fire. This ability cannot be taken if you are naturally resistant to fire.

Master Improviser

Type: Offensive Ranks to Unlock: 19

Non-magical improvised weapons you wield gain a +5 enhancement bonus.

Momentary Nullmagic (Arcane, Divine)

Type: Defensive Ranks to Unlock: 19

You become immune to any spell you cast for 1 round. This immunity is conferred after your spell resolves, allowing you to heal yourself, or scorch yourself with a fireball, as it were.

Monomania

Type: Offensive Ranks to Unlock: 19

There can only be one magic item. You gain the ability to create an *antimagic field* centered on you as a standard action that provokes attacks of opportunity. The *antimagic field* is centered on and moves with your scalar item, not you, thus allowing you to leave your scalar behind to use this ability as a remote *antimagic field*. Though your scalar is a magic item, it is not deactivated in this *antimagic field* and its various abilities can be used within it. The antimagic field lasts for 1 hour or until dismissed as a standard action that provokes attacks of opportunity. This ability can be used once per day.

Overtime (Arcane, Divine)

Type: Utility Ranks to Unlock: 19

Summoning spells you cast are extended without increasing their casting time or their spell level.

Rebirth

Type: Utility Ranks to Unlock: 19

Adventurers die. It's part of the job. Still, it doesn't have to be permanent. Your scalar can cast the *raise dead* spell once per month without the need to provide material components. Since your scalar is doing the casting, it can target your corpse if it is still touching your body.

Ricochet Type: Offensive

Ranks to Unlock: 19

As a standard action that provokes attacks of opportunity, you fire or throw a unit of ammunition at a target within two range increments. If it hits, it ricochets to a creature that is within 10 feet of the initial target. Roll to hit at a cumulative -2 penalty. If it hits, it ricochets again, striking yet another creature within 10 feet of that target, but also within 30 feet of the initial target, at a -2 penalty. A creature cannot be struck twice by a ricochet. Repeat until an attack misses or until there is no legal target in range. You do not apply an ability score to damage after the first hit.

Shuffle

Type: Utility Ranks to Unlock: 19

When you invest a rank in this ability, you may reassign all other ranks already assigned to this item.

Summoned Service

Type: Defensive Ranks to Unlock: 19

When you invest a rank in this ability, your cohort, if any, and all creatures you summon gain the Bodyguard feat as a bonus feat.

Undeclared

Type: Utility Ranks to Unlock: 19

Even those reaching the very pinnacle of their power can be uncertain as to how they wish to live their future. Select an ability on this item that requires 0 ranks to unlock, an ability that requires 4 ranks to unlock, an ability that requires 9 ranks to unlock, and an ability that requires 14 ranks to unlock. All of the selected abilities gain a rank.

Vampiric Strikes Type: Offensive

Ranks to Unlock: 19

Your physical attacks deal an additional 1d4 points of damage. This damage is returned to you as healing.

Wand Whippery (Arcane, Divine) Type: Utility Ranks to Unlock: 19

When you invest a rank in this ability, choose one of your spellcasting classes. All wands whose spell is on that class' spell list get a +3 bonus to caster level when you use them.

World Champion Arm Wrestler Type: Offensive Ranks to Unlock: 19

When you invest a rank in this ability, select three combat feats for which you meet the prerequisites. You gain the benefits of those feats.



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