

# Book of Magic



## 10 Arcanist Exploits

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## 10 Arcanist Exploits



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### INTRODUCTION

When I asked Michael to write some arcanist exploits for me, I wasn't allowed to look at them. You see, I helped write the *Pathfinder Roleplaying Game: Advanced Class Guide*. Paizo asked its writers that work on their core rulebooks to not write material for Pathfinder Compatible companies until 60 days after the book is published. This is completely fair since the writers have more intimate knowledge of what is in a given book than anyone else outside of Paizo.

So I asked him to write me some material based on the playtest document

and tweak it once the final book came out. For a busy person, though, 60 days can be quite a long time. To my own shame, I forgot about it. I ran across it the other day and immediately started work to prepare this for release.

Arcanist fans should really enjoy these exploits, even if they are out much later than I would like. These 10 options will help to fill in a few character designs that just need a little something extra.

Dale C. McCoy, Jr.  
May 2016



## New Arcanist Exploits

*Armored Caster (Ex):* The arcanist can cast arcanist spells while wearing light armor without incurring the normal arcane spell failure chance. This exploit may be selected up to three times. The second time it is selected, its effects also apply to medium armor. The third time it is selected, its effects also apply to heavy armor.

*School Defense (Ex):* The arcanist chooses one school of magic—her intense study grants her special insight into that school's effects. She gains a +1 insight bonus on dispel checks and saving throws against spells and spell-like abilities of the chosen school. This bonus increases by +1 for every 5 levels the arcanist possesses (up to a maximum of +5 at 20th level).

*Spell Improvisation (Su):* The arcanist can expend 2 points from her arcane reservoir as a swift action when casting a prepared spell to instead cast a spell of the same level or lower from her spellbook. She can use this ability a number of times per day equal to 3 + her Charisma modifier. The arcanist must be able to reference her spellbook when using this ability.

*Theurge (Su):* The arcanist selects one domain or subdomain upon taking this exploit. The chosen domain must be one offered by a deity the arcanist worships. The arcanist gains that domain's 1st-level power as though she were a 1st-level cleric. As a swift action, the arcanist can expend 1 point from her arcane reservoir to bolster her divine connection, allowing her to treat her arcanist level as her cleric level for the purpose of using this

ability, which lasts for a number of rounds equal to her Charisma modifier (minimum 1).

She does not gain any other abilities when using this exploit in this way, such as class skills, domain spells, domain slots, or domain powers gained at higher levels. If this ability is used to gain an arcane bond and a bonded item is selected, the arcanist can only use that item to cast spells of a level equal to the level of the spell that could be cast by her equivalent cleric level (limiting her to 1st-level spells unless she spends a point from her arcane reservoir).

If the arcanist already has a domain (or gains one later), taking this exploit instead allows her arcanist levels to stack with the levels of the class that granted her access to the domain when determining the powers and abilities of her domain.

*Unfettered (Su):* The arcanist selects one spell from a spell list other than the sorcerer/wizard list and adds it to her spellbook and spell list at one level higher than its original level.

## New Arcanist Greater Exploits

*Consume Magic Items, Greater (Su):* The arcanist can consume the power of magic armor, weapons, rings, rods, and wondrous items (this exploit may not be used on artifacts). Using this ability is a move action, and this ability cannot be used on an object in the possession of an unwilling creature. When using this exploit, the arcanist adds a number of points to her arcane reservoir equal to  $\frac{1}{2}$  the caster level of the object, and the object gains the broken condition



(or is destroyed if it already had the broken condition). Points gained in excess of the arcanist's reservoir's maximum are lost. Objects damaged through the use of this exploit may not be repaired by mundane means, or by any magic except *miracle* or *wish*. The arcanist must possess the consume magic items exploit before selecting this greater exploit.

*Devotion (Su)*: The arcanist can expend 1 point from her arcane reservoir as a swift action to temporarily prepare a domain spell for a number of rounds equal to her Charisma modifier (minimum 1). While prepared, the spell is considered to be on the arcanist's spell list. The spell must come from the domain chosen with the theurge exploit. The arcanist must possess the theurge exploit before selecting this greater exploit.

*Dimensional Seal (Su)*: The arcanist can expend 1 point from her arcane reservoir to emanate a field centered on herself which blocks dimensional travel—including summoning and teleportation effects, as well as the dimensional slide exploit—in a radius of 5 feet per arcanist level for a number of minutes equal to her Charisma modifier (minimum 1). She may dismiss this effect at will. The arcanist must have the dimensional slide exploit to select this greater exploit.

*Spell Leech (Su)*: When the arcanist successfully uses the counterspell exploit, she can spend an additional point from her arcane reservoir to prepare that spell. The next time she prepares spells, any spells prepared through this greater

exploit are lost. Spells not on the sorcerer/wizard list are prepared at their original level, and the arcanist must spend 1 point from her arcane reservoir each time she casts such a spell. The arcanist may copy a spell prepared through this greater exploit into her spellbook if it is an arcanist spell. The arcanist must have the counterspell exploit to select this greater exploit.

*Theurge, Greater (Su)*: The arcanist gains the higher level ability of the domain or subdomain selected for the theurge exploit. The arcanist gains that domain's higher level power as though she were the minimum level needed to gain it. As a swift action, the arcanist can expend 1 point from her arcane reservoir to bolster her divine connection, allowing her to treat her arcanist level as her cleric level for the purpose of using the abilities granted by this exploit and the theurge exploit, which lasts for a number of rounds equal to her Charisma modifier (minimum 1).

She does not gain any other abilities when using this exploit in this way, such as class skills, domain spells, or domain slots. If this ability is used to gain an arcane bond and a bonded item is selected, the arcanist can only use that item to cast spells of a level equal to the level of the spell that could be cast by her equivalent cleric level.

If the arcanist already has a domain (or gains one later), taking this exploit instead allows her arcanist levels to stack with the levels of the class that granted her access to the domain when determining the powers and abilities of her domain.



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