

Book of Magic

7 Spellcaster Feats



PATHFINDER
ROLEPLAYING GAME COMPATIBLE

**JON BRAZER
ENTERPRISES**



Dale C. McCoy, Jr

ANGELIC MASTERY

You are gifted with at summoning angels at convincing them to serve you.

Benefit: You gain a +2 bonus to Charisma checks made to resolve the effects of *planar ally*, *planar binding* or similar spells. Additionally, whenever you use a spell to summon an angel, your effective cast level increases by 1 for the purposes of resolving its effects.

IMPROVED SPELL CRITICAL

Choose one type of spell for which you have already selected the Weapon Focus feat. Your critical hits with that spell type are more deadly than normal.

Prerequisites: Spell Critical, Weapon Focus (ray or touch), Spellcraft 11 ranks

Benefit: When you confirm a critical hit with a spell of the selected type, your spell deals triple damage.

Normal: Critical hits with spells deal double damage.

INNER STRENGTH

When you cast a spell, you can increase the caster level of the spell and exhaust yourself afterwards

Prerequisites: Iron Will, must be able to cast 1st level spells.

Benefit: Whenever you cast a spell, you can choose to increase your caster level by 1. This increased caster level affects all level based effects of that spell, such as damage dice, range, area of effect, spell penetration, and the difficulty of the spell being dispelled. You cannot exceed the spell's maximums, such as damage dice, bonus to damage, or duration. For example, a 1st level sorcerer could use this feat to increase the damage dealt from burning hands from 1d4 to 2d4, but a 5th level sorcerer could not use this feat to increase the damage to 6d4 because the spell's maximum is 5d4. After you use this feat, you are fatigued during the following round, even if you are otherwise immune to fatigue. You must choose to use this feat before casting your

spell. You cannot use this feat more than once per round.

At 4th caster level, you increase the caster level of your spell by 2 instead of 1 when using this feat, and the duration of the fatigue is increased by one round. Every 4 caster levels thereafter, the increase in caster level increases by 1 and the duration of the fatigue increases by 1.

MINDSHAPER

Your mind overpowers the thoughts of the weak-willed.

Prerequisites: Greater Spell Focus (enchantment), Spell Focus (enchantment)

Benefit: You gain a +1 bonus to the save DC of enchantment spells and spell-like abilities. Additionally, you gain a +1 bonus to overcome spell resistance when casting an enchantment spell or spell-like ability.

PLANAR CALLER

When you cast one of the *planar ally* or *planar binding* spells, more powerful creatures come to your aid.

Prerequisites: Knowledge (planar) 7 ranks

Benefit: When you cast any of the *planar ally* or *planar binding* spells, you can call an outsider with 1 HD more than the spell would normally allow.

SHADOW RESISTANT

Your struggles against creatures from the Plane of Shadows gives you an added defense against such attacks.

Prerequisites: Must have been the target of a spell or spell-like ability with the shadow descriptor,

Benefit: You gain a +2 bonus on saving throws against spells and spell-like abilities with the shadow descriptor.

SPELL CRITICAL

Choose one type of spell for which you have already selected the Weapon Focus feat. You threaten critical with that spell type more often.

Prerequisites: Weapon Focus (ray or touch),

Spellcraft 8 ranks

Benefit: When making an attack roll with a spell of the selected type, the critical threat

Author: Dale C. McCoy, Jr

Editor: Kevin Morris

Open Content: All feats.

Compatibility with the Pathfinder Roleplaying Game requires the Pathfinder Roleplaying Game from Paizo Publishing, LLC. See <http://paizo.com/pathfinderRPG> for more information on the Pathfinder Roleplaying Game. Paizo Publishing, LLC does not guarantee compatibility, and does not endorse this product.

Pathfinder is a registered trademark of Paizo Publishing, LLC, and the Pathfinder Roleplaying Game and the Pathfinder Roleplaying Game Compatibility Logo are trademarks of Paizo Publishing, LLC, and are used under the Pathfinder Roleplaying Game Compatibility License. See <http://paizo.com/pathfinderRPG/compatibility> for more information on the compatibility license.

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

range is doubled.

Cover: Adam Schmidt, Bruno Balixa

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc.

System Reference Document. Copyright 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

Pathfinder RPG Core Rulebook. Copyright 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

The Book of Experimental Might. Copyright 2008, Monte J. Cook. All rights reserved.

Tome of Horrors. Copyright 2002, Necromancer Games, Inc.; Authors: Scott Greene, with Clark Peterson, Erica Balsley, Kevin Baase, Casey Christofferson, Lance Hawvermale, Travis Hawvermale, Patrick Lawinger, and Bill Webb; Based on original content from TSR.

Book of Magic: 7 Spellcaster Feats. ©2013 Jon Brazer Enterprises

END OF LICENSE