



PLAYER Paraphernalia



WAND WEAVER (MAGUS ARCHETYPE)

#2



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PLAYER PARAPHERNALIA #2

By the Knotty-Works

Welcome to the second issue of Player Paraphernalia, a hodge podge of character ideas and alternate rules that may be used with the Pathfinder Roleplaying Game (Paizo, Inc®). In this issue a new Magus Archetype is introduced.

Wand Weaver (Magus Archetype)

The wand weaver has mastered the ability to integrate his fighting style with that of the wand. This ability does not come without sacrifice and the wand weaver lacks some of the arcane weapon training normally associated with their class.

Wand Wielding (Sp): The wand weaver may use a wand in her off hand while attacking with a weapon in her primary hand in the same fashion as the Magus Spell Combat ability, granting the wand weaver the effects of [Two-Weapon Fighting](#) while wielding the wand in the off hand (the wand is treated as a light weapon in this regard). The wand weaver may still cast spells through her off hand, but - due to the specialization - does not gain the ability to transfer an attack penalty from her attack to gain a bonus to [concentration](#) checks.

In addition, the wand weaver may spend points from her [arcane pool](#) to empower the wand without expending a charge from the wand. It costs one point from the arcane pool for every two levels of the spell effect of the wand and the effective caster level of the wand is used. The wand being used must have at least one charge in order to use this ability. The wand weaver does gain a wand with 10 charges as part of her starting gear. The wand will contain a 1st level spell with an effective caster level of 1.

The wand weaver gains craft wand as a bonus feat at 8th level.

These abilities alter and replace the [Spell Combat](#), [Improved Spell Combat](#), and [Greater Spell Combat](#) magus class abilities.

Wand Strike (Su): At 2nd level the wand weaver gains the ability to funnel an offensive spell

through her wand. This ability only works with spells of less than or equal level than the spell level of the wand and use of this ability expends one charge from the wand. The range and attack ability is determined by the spell, but the effective caster level (and any bonuses associated with it) is increased by one level. At 6th level the wand weaver may expend up to two charges to increase the effective caster level by two and at 12th level the wand weaver may expend up to three charges to increase the effective caster level by three.

This ability replaces the magus [Spellstrike](#) feature.

Wand Familiarity (Su): At 4th level the wand weaver gains improved chances at using a wand containing a higher level spell or an arcane spell that the wand weaver does not have access. If the wand contains an arcane spell not on the magus spell list, she may still use the wand without the [Use Magic Device](#) as long as it has a spell level she can prepare and cast spells. In addition, the wand weaver's effective caster level is increased by one when trying to use a wand with a spell that the wand weaver does not currently have access to but is on the magus spell list. The wand weaver must spend a point from her arcane pool to initiate this ability.

In addition if the wand attenuation rules are used (see below), the wand weaver gains the ability to become attuned to an additional wand at 4th level and every four levels thereafter above that granted for her Intelligence modifier.

This ability replaces [Spell Recall](#) gained at 4th level, but the wand weaver does gain [Spell Recall](#) at 11th level, though she does not gain [Improved Spell Recall](#).

Replenish Wand (Su): At 7th level, the wand weaver gains the ability to recharge a wand she created by expending the same spell as if casting the spell in the process. Wands replenished this way can only be replenished with a maximum of 25 charges and if the wand is completely drained (0 charges) it cannot be replenished with this ability. If there is a material cost for components for the spell,

the wand weaver must meet the cost as part of the process. The Wand Weaver must also have the wand in her possession for at least 24 hours before using this ability and if the wand is used by another spell caster after being replenished by the wand weaver, it consumes two charges per use of the wand.

If the wand attenuation rules are used (see below), the wand weaver must be attuned to the wand before she can use this ability. If another caster attempts to use the wand, the DC for the caster check is equal to the wand weaver's class level + 10. If successful, the wielder uses the wand normally (and the wand only expends one charge per use).

This ability replaces [Knowledge Pool](#).

Wand Attenuation (Optional Rule)

Wands tend to act as generic weapons of mass destruction that nearly anyone with spell casting ability or the Use Magic Device can pick up and start using. This rule makes them a bit more personal and flavorful.

When a wand is first created (50 charges and no one has actually triggered it), it is considered un-attenuated. The first time it is used it automatically becomes attuned to the wielder. At that point the wielder may use the wand as desired. However, once it is used and someone else attempts to use the wand it must be re-attenuated to the new wielder. This requires a caster check with a DC equal to the effective caster level of the wand + 10. If the check succeeds, the wand is now attuned to the new wielder and if anyone else uses it, the same process applies. If the caster check fails, the wand expends a charge and the user cannot use the wand. The wielder may attempt to re-attenuate the wand as desired until successful or the wand runs out of charges. Re-attenuation is a process of triggering the wand so a charge is used regardless of success or failure.

Wand Attenuation and Use Magic Device

[Use Magic Device](#) still applies as written since the check must be made every time the user attempts to use the wand and the process is more about tricking the wand into functioning than actually wielding it in the manner of a true spell caster.

Number of Attenuated Wands

Wand attenuation is a process whereby the wand becomes attuned to the energies of the wielder and is a very personal connection. As a result, an individual can only have a finite number of connections with these devices. A spell caster may be attuned to a maximum number of wands equal to the ability score modifier tied to his spell casting ability (i.e. Wisdom for Clerics, Intelligence for Wizards, Charisma for Sorcerers, etc.). When a wielder becomes attuned to a new wand and has already have a number of such devices that have been attenuated equal to his relevant ability score modifier then he must choose a pre-existing one that becomes un-attenuated or it is randomly selected.



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