Player Paraphernalia

Knotty Works

The Magesmith
New Base Class

#114

Pathfinder Roleplaying Game Compatible

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.

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 1.0 © 2000, Wizards of the Coast, Inc.

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

Advanced Bestiary © 2004, Green Ronin Publishing, LLC; Author: Matt Sernett.

Advanced Player's Guide. Copyright 2010, Paizo Publishing, LLC; Author: Jason Bulmahn.

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

Pathfinder Roleplaying Game Core Rulebook. © 2010, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder Roleplaying Game Advanced Class Guide © 2014, Paizo Inc.; Authors: Dennis Baker, Ross Byers, Jesse Benner, Savannah Broadway, Jason Bulmahn, Jim Groves, Tim Hitchcock, Tracy Hurley, Jonathan H. Keith, Will McCardell, Dale C. McCoy, Jr., Tom Phillips, Stephen Radney-MacFarland, Thomas M. Reid, Sean K Reynolds, Tork Shaw, Owen K.C. Stephens, and Russ Taylor.

Pathfinder Roleplaying Game Bestiary 2, © 2010, Paizo Publishing, LLC; Authors Wolfgang Baur, Jason Bulmahn, Adam Daigle, Graeme Davis, Crystal Frasier, Joshua J. Frost, Tim Hitchcock, Brandon Hodge, James Jacobs, Steve Kenson, Hal MacLean, Martin Mason, Rob McCreary, Erik Mona, Jason Nelson, Patrick Renie, Sean K Reynolds, F. Wesley Schneider, Owen K.C. Stephens, James L. Sutter, Russ Taylor, and Greg A. Vaughan, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder Roleplaying Game Bestiary 4 © 2013, Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, Savannah Broadway, Ross Byers, Adam Daigle, Tim Hitchcock, Tracy Hurley, James Jacobs, Matt James, Rob McCreary, Jason Nelson, Tom Phillips, Stephen Radney-MacFarland, Sean K Reynolds, F. Wesley Schneider, Tork Shaw, and Russ Taylor.

Pathfinder Roleplaying Game Mythic Adventures © 2013, Paizo Publishing, LLC; Authors: Jason Bulmahn, Stephen Radney-MacFarland, Sean K Reynolds, Dennis Baker, Jesse Benner, Ben Bruck, Jim Groves, Tim Hitchcock, Tracy Hurley, Jonathan Keith, Jason Nelson, Tom Phillips, Ryan Macklin, F. Wesley Schneider, Amber Scott, Tork Shaw, Russ Taylor, and Ray Vallese.

Pathfinder Roleplaying Game Ultimate Combat. © 2011, Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, Benjamin Bruck, Jason Bulmahn, Brian J. Cortijo, Jim Groves, Tim Hitchcock, Richard A. Hunt, Colin McComb, Jason Nelson, Tom Phillips, Patrick Renie, Sean K Reynolds, and Russ Taylor.

Pathfinder Roleplaying Game Ultimate Magic. © 2011, Paizo Publishing, LLC; Authors: Jason Bulmahn, Tim Hitchcock, Colin McComb, Rob McCreary, Jason Nelson, Stephen Radney-MacFarland, Sean K Reynolds, Owen K.C. Stephens, and Russ Taylor.

Advancing with Class: The Wizard. Copyright 2013 The Knotty-Works, John Buckley

Anger of Angels. © 2003, Sean K Reynolds.

Monte Cook's Arcana Unearthed. © 2003, Monte J. Cook.

Path of the Magi. © 2002 Citizen Games/Troll Lord Games; Authors: Mike McArtor, W. Jason Peck, Jeff Quick, and Sean K Reynolds.

Skreyn's Register: The Bonds of Magic. © 2002, Sean K Reynolds.

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

The Book of Fiends © 2003, Green Ronin Publishing; Authors: Aaron Loeb, Erik Mona, Chris Pramas, and Robert J. Schwalb.

The Book of Hallowed Might. © 2002, Monte J. Cook.

Tome of Horrors. © 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.

Angel, Monadic Deva from the Tome of Horrors Complete © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Gary Gygax.

Angel, Movanic Deva from the Tome of Horrors Complete © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Gary Gygax.

Aurumvorax from the Tome of Horrors, Revised, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax.

Basidirond from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax.

Bat, Mobat from the Tome of Horrors, Revised, © 2002, Necromancer Games, Inc.; Authors Scott Peterson and Clark Peterson, based on original material by Gary Gygax.

Beetle, Slicer from the Tome of Horrors, Revised, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax.

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

Open Gaming License Copyright © 2007 Wizards of the Coast. All rights reserved, 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. Some rights reserved.

Blindheim from the Tome of Horrors, Revised, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Roger Musson.
Book of Fiends. © 2003, Green Ronin Publishing; Authors: Aaron Loeb, Erik Mona, Chris Pramas, Robert J. Schwalb.
Brownie from the Tome of Horrors, Revised, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax.
Bunyip from the Tome of Horrors, Revised, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Dermot Jackson.
Cave Fisher from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Lawrence Schick.
Crypt Thing from the Tome of Horrors, Revised, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Roger Musson.
Crystal Ooze from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax.
Daemon, Ceustodaemon (Guardian Daemon) from the Tome of Horrors, Revised. © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by E. Gary Gygax.
Daemon, Derghodaemon from the Tome of Horrors Complete © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Gary Gygax.
Daemon, Guardian from the Tome of Horrors Complete © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Ian McDowall.
Daemon, Hydrodaemon from the Tome of Horrors Complete © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Gary Gygax.
Daemon, Piscodaemon from the Tome of Horrors Complete © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Gary Gygax.
Dark Creeper from the Tome of Horrors, Revised, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Rik Shepard.
Dark Stalker from the Tome of Horrors, Revised, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Simon Muth.
Death Dog from the Tome of Horrors Complete © 2011, Necromancer Games, Inc.; published and distributed by Frog God Games; Author: Scott Greene, based on original material by Underworld Oracle.
Death Worm from the Tome of Horrors, Revised, © 2002, Necromancer Games, Inc.; Author Scott Greene and Erica Balsley.
Decapus from the Tome of Horrors, Revised, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Jean Wells.
Demon Lord, Kostchtchie from the Tome of Horrors Complete © 2011, Necromancer Games, Inc.; published and distributed by Frog God Games; Author: Scott Greene, based on original material by Gary Gygax.
Demon Lord, Pazuzu from the Tome of Horrors Complete © 2011, Necromancer Games, Inc.; published and distributed by Frog God Games; Author: Scott Greene, based on original material by Gary Gygax.
Dracolisk from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax.
Dragon Horse from the Tome of Horrors, Revised, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax.
Dust Digger from the Tome of Horrors, Revised, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax.
Executioner's Hood from the Tome of Horrors Complete © 2011, Necromancer Games, Inc.; published and distributed by Frog God Games; Author: Scott Greene, based on original material by Gary Gygax.
Flumph from the Tome of Horrors Complete © 2011, Necromancer Games, Inc.; published and distributed by Frog God Games; Author: Scott Greene, based on original material by Ian McDowell and Douglas Naismith.
Forlarren from the Tome of Horrors, Revised, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Ian Livingstone.
Froghemoth from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax.
Giant Slug from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax.
Giant, Wood from the Tome of Horrors, Revised, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Wizards of the Coast.
Gloomwing from the Tome of Horrors, Revised, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax.
Grippli from the Tome of Horrors, Revised, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax.
Gryph from the Tome of Horrors, Revised, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Peter Brown.
Hangman Tree from the Tome of Horrors, Revised, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax.
Hippocampus from the Tome of Horrors, Revised, © 2002, Necromancer Games, Inc.; Author Scott Greene and Erica Balsley, based on original material by Gary Gygax.
Ice Golem from the Tome of Horrors. © 2002, Necromancer Games, Inc.; Author: Scott Greene.
Iron Cobra from the Tome of Horrors. © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Philip Masters.
Jubilex from the Tome of Horrors, Revised, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax.
Kelpie from the Tome of Horrors, Revised, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Lawrence Schick.
Korred from the Tome of Horrors, Revised, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax.
Leprechaun from the Tome of Horrors, Revised, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax.
Lurker Above from the Tome of Horrors Complete © 2011, Necromancer Games, Inc.; published and distributed by Frog God Games; Author: Scott Greene, based on original material by Gary Gygax.
Magma ooze from the Tome of Horrors, Revised, © 2002, Necromancer Games, Inc.; Author Scott Greene.
Marid from the Tome of Horrors III. © 2005, Necromancer Games, Inc.; Author: Scott Greene.
Mihstu from the Tome of Horrors, Revised. © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by E. Gary Gygax.
Mite from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Ian Livingstone and Mark Barnes.
Mongrelman from the Tome of Horrors, Revised, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax.
Nabasu Demon from the Tome of Horrors. © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by E. Gary Gygax.
Necrophidius from the Tome of Horrors, Revised. © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Simon Tillbrook.
Nereid from the Tome of Horrors, Revised, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax.
Pech from the Tome of Horrors, Revised, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax.
Phycomid from the Tome of Horrors, Revised, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax.
Poltergeist from the Tome of Horrors, Revised, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Lewis Pulsipher.
Quickling from the Tome of Horrors, Revised, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax.
Quickwood from the Tome of Horrors, Revised, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax.
Russet Mold from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax.
Sandman from the Tome of Horrors, Revised. © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Roger Musson.
Scarecrow from the Tome of Horrors, Revised. © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Roger Musson.
Shadow Demon from the Tome of Horrors. © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Neville White.
Skulk from the Tome of Horrors, Revised, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Simon Muth.
Slime Mold from the Tome of Horrors, Revised, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax.
Slithering Tracker from the Tome of Horrors, Revised, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax.
Soul Eater from the Tome of Horrors, Revised, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by David Cook.
Spriggan from the Tome of Horrors, Revised, © 2002, Necromancer Games, Inc.; Author Scott Greene and Erica Balsley, based on original material by Roger Moore and Gary Gygax.
Tenebrous Worm from the Tome of Horrors, Revised, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax.
Tentamort from the Tome of Horrors, Revised, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Mike Roberts.
Tick, Giant & Dragon from the Tome of Horrors, Revised, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax.
Trapper from the Tome of Horrors Complete © 2011, Necromancer Games, Inc.; published and distributed by Frog God Games; Author: Scott Greene, based on original material by Gary Gygax.
Troll, Ice from the Tome of Horrors, Revised, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Russell Cole.
Troll, Rock from the Tome of Horrors, Revised, © 2002, Necromancer Games, Inc.; Author Scott Greene.
Vegepygmy from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax.
Wood Golem from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Authors Scott Greene and Patrick Lawinger.
Yellow Musk Creeper from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Albie Fiore.
Yellow Musk Zombie from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Albie Fiore.
Yeti from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax.
Zombie, Juju from the Tome of Horrors, Revised, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax.
Player Paraphernalia #114 The Magesmith, A New Base Class © 2017, The Knotty-Works; Author: John Buckley.
d20pfsrd.com. © 2010, John Reyst.

Player Paraphernalia #114

By The Knotty-Works

Welcome to issue one hundred and fourteen of the Player Paraphernalia series, short supplements designed to offer players new options for use with the Pathfinder RolePlaying Game (©Paizo, Inc.). This issue introduces a new base class designed with the art of magic item creation in mind. Built in the fashion of the alchemist, the magesmith combines skill in crafting with the magical art of infusing magical energies into his creations.

The Magesmith

The ability to imbue items with arcane power is generally the purview of wizards that have spent years learning the art and honing their crafting skills. The magesmith takes a different approach, learning to imbue items with some of his own magical essence. Excelling in the arts of crafting a multitude of items, the magesmith picks up a smattering of magical knacks to enhance the items he creates, eventually learning to create and enchant items just as effectively as any arcane dabbler, spreading his skills of creation to a multitude of items. The magesmith also hones his skills when it comes to dealing with different types of traps and mechanical and magical devices, learning to effectively disarm such devices and even make his own traps both magical and mundane.

Role

The magesmith provides a boundless font of creative energy to any group he associates, using his skill at manufacturing to provide many of the essential tools that may be needed while increasing their usefulness with his ability to imbue magical effects as needed. His skill at finding and disarming deviant devices and traps is nearly equal to the rogue and learns to create his own traps over time as well, both magical and mechanical.

Alignment

The magesmith may be of any alignment.

Hit Die: d8

Starting Wealth: 3d6 x 10 gp (average 105 gp) and an outfit worth 10 gp or less.

Class Skills

The magesmith's class skills are Appraise (Int), Craft (Int), Disable Device (Dex), Fly (Dex), Knowledge (arcana) (Int), Knowledge (engineering) (Int), Perception (Wis), Profession (Wis), Spellcraft (Int), Survival (Wis), Use Magic Device (Cha)

Skill Ranks per Level: 4 + Int modifier.

Class Features

Weapon and Armor Proficiency

The magesmith is proficient with simple weapons and a number of martial weapons equal to his Intelligence modifier (minimum of 0). He is also proficient with leather, padded, and studded leather armor, but not shields.

Auror (Sp)

At 1st level, the magesmith gains an innate sense of magical auras. He may detect magical auras within 10 ft. by concentration as the *Detect Magic* spell. The range of this sense increases by 10 ft. at 3rd level and every odd level thereafter. The magesmith

Magesmith Progression Table

Level	Base Attack Bonus	Fort	Ref	Will	Special	Infusions Per Day 1st	2nd	3rd	4th	5th	6th
1	+0	+2	+0	+0	Auror, craftsman, elemental transfusion 1d6	1	–	–	–	–	–
2	+1	+3	+0	+0	Infusion pool, minor integration, trapfinding	2	–	–	–	–	–
3	+2	+3	+1	+1	Bonus feat, elemental transfusion 2d6	3	–	–	–	–	–
4	+3	+4	+1	+1	Evasion, minor integration	3	1	–	–	–	–
5	+3	+4	+1	+1	Elemental transfusion 3d6	4	2	–	–	–	–
6	+4	+5	+2	+2	Minor integration	4	3	–	–	–	–
7	+5	+5	+2	+2	Bonus feat, elemental transfusion 4d6	4	3	1	–	–	–
8	+6/+1	+6	+2	+2	Minor integration, steady hand	4	4	2	–	–	–
9	+6/+1	+6	+3	+3	Elemental transfusion 5d6	5	4	3	–	–	–
10	+7/+2	+7	+3	+3	Minor integration	5	4	3	1	–	–
11	+8/+3	+7	+3	+3	Bonus feat, elemental transfusion 6d6	5	4	4	2	–	–
12	+9/+4	+8	+4	+4	Improved evasion, minor integration	5	5	4	3	–	–
13	+9/+4	+8	+4	+4	Elemental transfusion 7d6	5	5	4	3	1	–
14	+10/+5	+9	+4	+4	Minor integration	5	5	4	4	2	–
15	+11/+6/+1	+9	+5	+5	Bonus feat, Elemental transfusion 8d6	5	5	5	4	3	–
16	+12/+7/+2	+10	+5	+5	Item Mastery, minor integration	5	5	5	4	3	1
17	+12/+7/+2	+10	+5	+5	Elemental transfusion 9d6	5	5	5	4	4	2
18	+13/+8/+3	+11	+6	+6	Minor integration	5	5	5	5	4	3
19	+14/+9/+4	+11	+6	+6	Elemental transfusion 10d6	5	5	5	5	5	4
20	+15/+10/+5	+12	+6	+6	Great integration, minor integration	5	5	5	5	5	5

uses his class level as the caster level for this effect.

Craftsman (Ex or Sp)

At 1st level, the magesmith adds ½ his class level to any crafts checks in which he has at least 1 rank for the specific craft. The magesmith may also cast *Mending* as a spell-like ability a number of times per day equal to 3 + his Intelligence modifier, treating his class level as the caster level.

The magesmith may take item creation feats, treating his class level as the caster level for any prerequisites. The magesmith gains a +2 competence bonus to any Use Magic Device skill checks when he possesses the corresponding craft item feat.

Elemental Transfusion (Su)

The magesmith transfuses elemental energy (acid, cold, electricity, or fire) into a single attack as part of a standard attack action at 1st level. The magesmith chooses the type of energy before he makes the attack and may apply the transfusion with a melee weapon, natural attack, or unarmed attack, causing an additional 1d6 points of damage. He may transfuse his attacks a total number of times per day equal to his class level + his Intelligence modifier. If the attack misses, the energy infusion dissipates and is lost. The damage from the energy transfusion increases by 1d6 at 3rd level and every odd level thereafter with a maximum of 10d6 points at 19th level.

The energy transfusion may be used with other energy based additions to the attack as long as they are different types of energy. If the same energy type is used, the damage does not stack, use the number of dice from the highest energy attack permitted.

Infusions

Beginning at 1st level, the magesmith gains access to infusions, spell-like abilities that may be infused on one or more items. Infusions do not require verbal or somatic casting components, but they do require a material component, the item being infused and any additional components that cost more than 1 gp. Even if the spell isn't normally cast on an object, the infusion must be cast on an item and then grants the effect to the individual possessing the item (ammunition is treated as one item as long as they are bundled together during the time of the casting, up to a maximum of 50 pieces). Items imbued with an infusion grants the bonus to whoever wields it at the time. However, if the infusion has a range of you, it may only be used by the magesmith, it does not function for anyone else if handed off, though the effect returns when taken back by the magesmith. The item imbued must be related to the effect of the infusion on some way. Thus, if the item alter's the user's attack it must be used on a weapon, if it alter's the user's armor class it must be cast on armor or clothing.

The magesmith may use any infusion as long as his Intelligence is at least 10 + the level of the infusion. The magesmith may only imbue a certain number of infusions per day as given on the magesmith progression table. The magesmith may gain additional infusions per day based on his Intelligence score in the same manner wizards gain additional spells per day. If an infusion grants a saving throw, the DC is equal to 10 + the infusion's level + the magesmith's Intelligence modifier. The magesmith must prepare his infusions before he may use them, spending an hour in study after getting 8 hours of rest.

The magesmith maintains a crafter's journal where he stores his infusions. The magesmith begins with two 1st level infusions, plus an additional number of 1st level infusions equal to his Intelligence modifier. The magesmith gains one additional infusion when he gains a new level as long as it is of an infusion level he has access to imbue onto an item. The magesmith may also learn additional infusions in the same manner a wizard may learn additional spells, and there is no limit to the number of infusions the magesmith may learn. The crafter's journal is treated as a spellbook in regards to the total number of infusion levels that may be stored, though the magesmith may have more than one crafter's journal. The magesmith may attempt to learn an infusion from an arcane spell once he deciphers the spell as long as it is in his list of possible infusions. Wizards may not use a crafter's journal to learn a new spell, however.

The magesmith may use any known infusion as a spell for purposes of crafting magical items. He may also craft and use potions and wands as long as he has the requisite item creation feat and infusion. He may also use a spell trigger device without making a Use Magic Device check if the spell being triggered is on his infusion list. However, he may not use spell completion items (including scrolls) without use of the Use Magic Device skill.

Imbuing an item with an infusion that takes longer than a swift action will provoke attacks of opportunity while the magesmith is in an opponent's threat range. The magesmith may attempt to use infusions on the defensive and feats and abilities that grant bonuses to such may be used by the magesmith. Other effects that would require a spellcaster to make a concentration check also apply to the magesmith. The magesmith treats his class level as his caster level in regards to any required concentration checks.

Trap based Infusions

In addition to the normal infusions that the magesmith may learn to enchant items, he gains access to infusions that may be used to create magical or mundane traps. The magesmith must possess the Craft Wondrous Items feat before he may create magical traps, but he may use some of his trap based infusions to create mundane traps, such as pits and snares as well as any infusions specifically designed to be used as a trap (such as *Fire Trap*).

Infusion Pool

The magesmith gains a small pool of arcane energy at 2nd level that he may use in conjunction with his infusions. This pool contains a number of points equal to ½ the magesmith's class level + his Intelligence modifier. These points may be spent as desired and they automatically replenish themselves after the magesmith gets 8 hours of rest and spends 15 minutes to focus his creative energies.

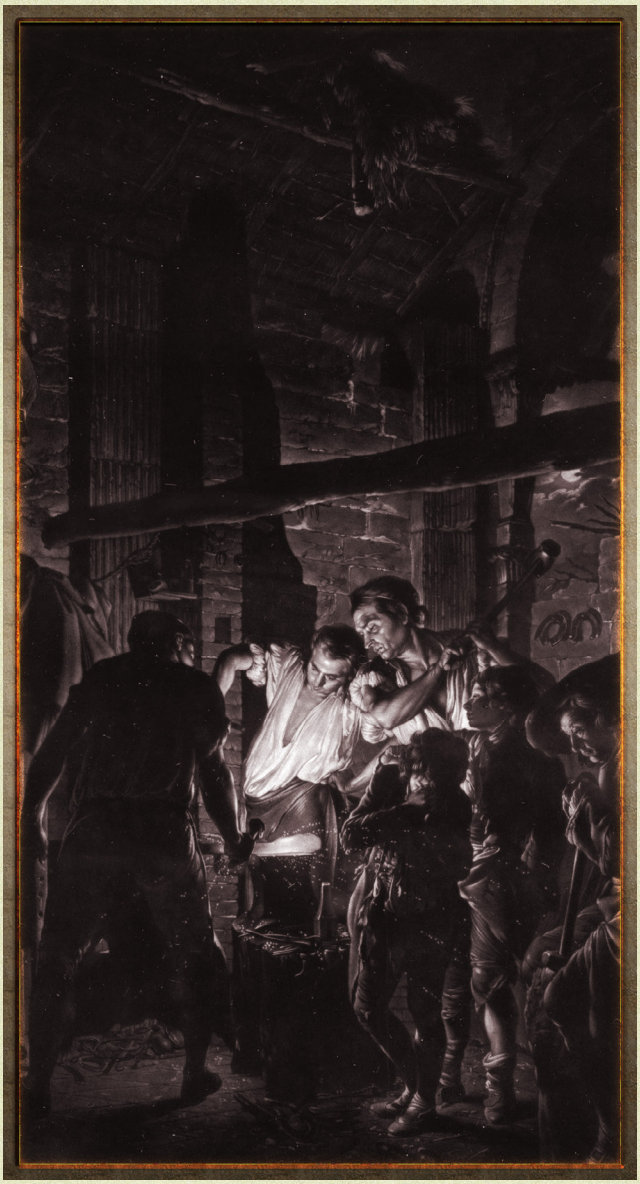
The magesmith may spend 1 point from his infusion pool as a swift action to gain one of the following effects:

- Increase his effective caster level by +1 in regards to the duration of the infusion's effect and any attempts at dispelling the infusion's effects. This bonus increases by +1 at 6th level and every six levels thereafter (maximum of +4 at 18th level).
- Grant his weapon a +1 enhancement bonus for a number of rounds equal to his class level. This bonus will stack with preexisting enhancement bonuses of the weapon as long as it does not exceed +5. This enhancement bonus increases by +1 at 6th level and every six levels thereafter (max of +4 at 18th level). The weapon is treated as magic for purposes of overcoming damage reduction.
- Grant his armor a +1 enhancement bonus for a number of rounds equal to his class level. This bonus does stack with any preexisting enhancement bonuses to the armor as long as it does not exceed +5. This enhancement bonus increases by +1 at 6th level and every six levels thereafter (max of +4 at 18th level). The magesmith may even cast this on his clothes with a base armor bonus of +0. He may not cast it on himself if he is not wearing any type of apparel.

The magesmith also uses his infusion pool to empower his minor integrations(see below).

Trapfinding (Ex)

Beginning at 2nd level, the magesmith adds ½ his class level to any Perception skill checks to locate traps and Disable Device skill



checks to disarm them. The magesmith may use Disable Device to disarm a magic trap.

Bonus Feats

At 3rd level, the magesmith may choose an item creation feat as a bonus feat, treating his class level as the effective caster level in regards to meeting feat prerequisites. The magesmith may also choose from the following feats as well: Advanced Ranger Trap, Extra Ranger Trap, Improved Ranger Trap, Learn Ranger Trap, Trapper's Setup. The magesmith is treated as a ranger for any prerequisites or enhanced abilities of the feats listed and the magesmith's Trap Maker feature is treated as the Trap class feature.

Minor Integrations

Beginning at 2nd level, the magesmith may choose a minor integration. This ability represents the finesse and power the magesmith acquires over time and it generally empowered by this infusion pool. The magesmith may only choose a particular minor integration once unless the description specifically states otherwise. The magesmith gains an additional minor integration at 4th level and every even level thereafter through 20th level.

Once a minor integration is chosen it cannot be changed until the magesmith reaches 6th level, in which case he may swap out an existing minor integration for another one as long as it is not a requirement for a separate minor integration. The magesmith may swap out an existing minor integration at 10th, 14th, and 18th levels.

Auror Enhancement (Sp)

The magesmith may spend 1 point from his infusion pool to cast *Identify* as a spell-like ability when attempting to determine the magical properties of an magic item. He uses his class level as his effective caster level, otherwise casting time, duration, and effect is identical to the spell.

Defensive Shell (Sp)

The magesmith may spend 1 point from his infusion pool while enhancing his armor by his infusion pool to gain light fortification special ability for the duration of the enhancement bonus granted by the infusion pool. This grants him a 25% chance of ignoring critical hit or sneak attack (or other precision based) damage. The magesmith must be at least 6th level before he may choose this integration. At 12th level, the magesmith may spend 2 points from his infusion pool while enhancing his armor to grant it the moderate fortification speical ability (50% chance to negate critical hit or sneak attack damage). At 18th level, the magesmith may spend 3 points from his infusion pool while enhancing his armor to grant it the heavy fortification special ability (75% chance to negate critical hit or sneak attack damage).

The magesmith may only grant this benefit at the same time he spends 1 point from his infusion pool to gain the enhancement bonus to his armor.

Deft Disabler (Ex)

The magesmith may disable a trap using half the normal time required (minum of 1 round) as long as he has at least 1 point in his infusion pool.

Elemental Integration (Sp)

The magesmith may spend one of the enhancement bonuses granted when using his infusion pool to enhance his weapon to grant it the ability to cause an additional 1d6 points of energy damage that must be chosen when the weapon is enhanced. The magesmith's weapon must retain at least a +1 enhancement bonus for attack and damage rolls.

This minor infusion does stack with any other energy damage caused by the weapon as long as they are of different types. If the energy is of the same type, only the highest damage is applied. The magesmith must be at least 6th level before he may choose this minor integration.

Elemental Resistance (Su)

The magesmith may use one of his daily uses of his Elemental Transfusion as an immediate action to resist some energy damage suffered of the type chosen and he has at least 1 point within his infusion pool. The magesmith rolls the damage normally caused by his Elemental Transfusion, this is the amount resisted by this minor integration.

Enhance Weapon (Sp)

The magesmith may grant any weapon he is wielding a special ability as long as it has at least a +1 enhancement bonus by spending a number of points from his infusion pool equal to the bonus enhancement cost of the special ability as a swift action. The magesmith is limited to the maximum bonus cost of the special ability he may grant his weapon, equal to ¼ his class level and the effect lasts for a number of rounds equal to his class level. The magesmith must be

at least 4th level before he may choose this minor integration.

Energy Transmutation (Sp)

The magesmith may temporarily alter the special properties of a weapon or armor by altering the magical energies of the item with his own arcane energies. It takes 1 minute plus 1 point from the magesmith's infusion pool per enhancement cost of the weapon's (or armor's) special ability. If the magesmith meets the construction requirements for the special ability, the change is automatically successful. If the magesmith does not meet all of the construction requirements, he must make a caster level check with a DC equal to the caster level of the item + 5 for each requirement in which he is deficient. If the magesmith fails the caster level check, he may not attempt to change the item again for 24 hours and he loses the points from his infusion pool spent to attempt the transmutation. If the magesmith does succeed in the alteration, it lasts for a number of hours equal to the magesmith's class level.

The magesmith must have the Craft Magic Arms and Armor feat before he may choose this minor integration.

Energy Transference (Sp)

The magesmith may spend points from his infusion pool to transfer charges from one magic item to another if it operates on the same general principles (such as spell triggered items). To transfer charges, the items must both be in the magesmith's possession and the spell level of the item being charged must be equal to or less than the item from which the charges are being drained and the same general category of magic (arcane or divine). Items that are limited by a number of daily uses cannot be recharged with this integration.

The magesmith cannot transfer spells whose level + 10 is greater than the magesmith's Intelligence score. If the spell level energy being transferred is greater than the current magesmith's highest level of infusions he can access, he must make a caster level check with a DC equal to the caster level of the item being drained +1. If the magesmith fails the caster level check, the item being drained loses 1 charge and he cannot use it to charge another item for 24 hours.

The magesmith may transfer a number of charges equal to his Intelligence modifier per point spent from his infusion pool, and he may only transfer a total number of charges as a standard action equal to ½ his class level. The magesmith must be at least 10th level before he may choose this minor integration.

Hardened (Ex)

The magesmith may spend 1 point from his infusion pool while casting an infusion, increasing the hardness of the object being infused by ½ the magesmith's class level for the duration of the infusion.

Helping Hand (Sp)

The magesmith may cast *Mage Hand* as a spell-like ability as long as he has at least 1 point within his infusion pool, using his class level as his effective caster level. The magesmith may spend 1 point from his infusion pool to summon an *Unseen Servant* as the spell, also using his class level as his effective caster level.

Metallic Transposition (Su)

The magesmith may temporarily alter the metallic composition of a single weapon as a standard action by spending 1 point from his infusion pool. The effect lasts for a number of minutes equal to the magesmith's class level. Initially, he may transform the weapon into a silvered weapon. At 10th level he may transform it into a cold iron weapon, and at 16th level he may transform it into an adamantine weapon. The altered weapon may bypass damage reduction based on the composition of the weapon.

Potion Mastery (Su)

The magesmith treats the casting level of any potion he consumes as if it was one level higher as long as he has at least 1 point within his infusion pool.

Prolonged Integration (Su)

The magesmith may spend 1 point from his infusion pool while infusing an item with a 1st level infusion, doubling the duration of the infusion. The infusion must come from the transmutation school of magic and has a duration greater than instantaneous. This integration only extends the duration to a maximum of 24 hours.

The magesmith may use this ability with higher level infusion as well, spending a number of points from his infusion pool equal to the level of the infusion being prolonged.

Prolonged Defense (Sp)

When enhancing his own armor with his infusion pool, the magesmith's armor maintains that enhancement bonus for a number of minutes equal to his class level as long as he has at least 1 point remaining in his infusion pool when he enhanced the armor.

Second Skin (Su)

The magesmith may spend 1 point from his infusion pool to change the armor bonus of any armor worn to a natural armor bonus. This bonus does stack for any racial based natural armor possessed by the magesmith, but not for any natural armor bonus granted by magic. The natural armor bonus lasts for a number of minutes equal to the magesmith's class level, though he may end the effect as an immediate action. This effect does not allow the magesmith to wear two sets of armor, but other effects that grant an armor bonus may be used normally. The magesmith must be at least 8th level before he may choose this minor infusion.

Spell Completion Knowledge (Sp)

The magesmith may spend 1 point per spell level when casting an arcane spell from a spell completion magic item (such as a scroll) without having to make a Use Magic Device check.

Spell Trigger Expertise (Sp)

If the magesmith successfully activates a wand, staff, or other spell trigger item, the item's effect gains a minor boost, gaining a +1 bonus to the effective caster level of the magic item as long as he has at least 1 point within his infusion pool.

The magesmith may spend 1 point from his infusion pool to use a spell trigger device without making a Use Magic Device check while triggering an arcane spell.

Trap Sense (Ex)

The magesmith has a preternatural sense when it comes to finding traps. When he comes within 10 ft. of a trap and has at least 1 point within his infusion pool, the magesmith is granted a Perception skill check to notice the trap, this check is made by the the GM when appropriate.

When attempting to disarm a trap, the magesmith may spend 1 point from his infusion pool and gain a +1 luck bonus to any Reflex saves made to avoid the trap's effect and a +1 dodge bonus versus any attacks made by the trap. These bonuses increase by +1 for every four levels beyond 2nd level.

Trap Tripster (Ex)

The magesmith may spend 1 point from his infusion pool to trigger any trap he has made that is within 30 ft. as a swift action.

Trapsetter (Sp)

The magesmith may quickly create a magical trap by integrating his own energy within the trap. By spending 1 point from his infusion pool per CR of the trap, the magesmith may attempt to create the trap in a number of minutes equal to 10 times the CR when using his Trap Maker ability. For every five points beyond the required DC to create the trap, the magesmith reduces the time by 10 minutes with a minimum of 10 minutes required to create the trap). The magesmith must have the Craft Wondrous Item feat and be at least 6th level before he may choose this minor integration.

Evasion (Ex)

At 4th level, the magesmith learns to avoid area based attacks, both magical and mundane. If the magesmith makes a successful Reflex save against an attack that normally causes half damage on a successful saving throw, he suffers no damage. The magesmith

may only gain the benefit of evasion while he is wearing light armor or less and is not helpless, unconscious, or dead.

Trap Maker (Ex)

At 5th level, the magesmith becomes skilled in crafting mundane traps. He may expeditiously create a trap, only requiring a number of hours equal to the CR of the trap if a successful skill check is made. For every 5 points over the required DC to create the trap, the amount of time is reduced by one hour (minimum of one hour is still required per trap). The magesmith must still provide the materials required for the trap and pay the cost for the raw materials as needed.

The magesmith may also create magical traps as long as he has the Craft Wondrous Item feat, using the same formula listed above for amount of time required. He must pay the crafting costs for the spells used as well including any material component costs as well as raw materials as needed. If the cost of the magical trap exceeds 1,000 gp, the magesmith cannot craft the trap in a single day and normal construction time requirements apply.

Steady Hand (Ex)

At 8th level, the magesmith may take 10 while activating a magic item with the Use Magic Device skill, even if he is threatened or distracted. If the magesmith creates or procures a magic item that increases the user's number of spells per day, he may use that device to increase the number of infusions he may use per day.

Improved Evasion (Ex)

At 12th level, the magesmith becomes more evasive, and only suffers half damage if he fails a Reflex save that normally causes half damage on a successful save.

Item Mastery (Ex)

At 16th level, the magesmith may use spell trigger items without making a Use Magic Device check, regardless of the type of magic being triggered or the spell level. If the magesmith creates or procures an item that stores one or more spells, the magesmith may cast the stored spell without making a Use Magic Device check and may also store one of his infusions within the item, treating the infusion as a spell.

Great Integration

At 20th level, the magesmith may choose three minor integrations he knows to diminish the cost of using those integrations. If the integration requires that the magesmith has at least 1 point in his infusion pool, he may use that integration even if he has no points in his infusion pool. If the minor integration requires the magesmith to spend 1 point from his infusion pool, he may use that integration as long as he has at least 1 point within his infusion pool without expending that point. If the integration requires more points, the cost in points is reduced by his Intelligence modifier (minimum of 1).

Magesmith Infusion List

1st Level: *Abundant Ammunition*, *Animate Diminutive Objects*[AwC:W], *Ant Haul*, *Bestow Weapon Proficiency*, *Break*, *Comprehend Languages*, *Crafter's Fortune*, *Damp Powder*, *Disguise Weapon*, *Endure Elements*, *Erase*, *Expeditious Retreat*, *Fabricate Bullets*, *Gravity Bow*, *Hold Portal*, *Longshot*, *Mage Armor*, *Magic Aura*, *Magic Stone*, *Magic Weapon*, *Mirror Strike*, *Peacebond*, *Refine Improvised Weapon*, *Reinforce Armaments*, *Shadow Weapon*, *True Strike*, *Unerring Weapon*, and *Weaken Powder*

2nd Level: *Alter Self*, *Animate Object Swarm*[AwC:W], *Ant Haul* (Communal), *Arcane Lock*, *Bear's Endurance*, *Bullet Shield*, *Bull's Strength*, *Cat's Grace*, *Comprehend Languages*, *Destabilize Powder*, *Endure Elements* (Communal), *Instant Armor*, *Knock*, *Locate Object*, *Make Whole*, *Pilfering Hand*, *Protection from Arrows*, *Recoil Fire*, *Reloading Hands*, *Reinforce Armaments* (Communal), *Returning Weapon*, *Resist Energy*, *Ricochet Shot*, *Rope Trick*, *Spider Climb*, *Stabilize Powder*, and *Thunder Fire*

3rd Level: *Align Weapon*, *Animate Tiny Objects*[AwC:W], *Arcane Sight*, *Continual Flame*, *Disable Construct*, *Flame Arrow*, *Fly*, *Haste*, *Heroism*, *Keen Edge*, *Magic Vestment*,

Magic Weapon (Greater), *Masterwork Transformation*, *Obscure Object*, *Protection from Arrows (Communal)*, *Protection from Energy*, *Resist Energy (Communal)*, *Returning Weapon (Communal)*, *Shrink Item*, *Spider Climb (Communal)*, *Tiny Hut*, *Treasure Stitching*, *Twilight Knife*, *Versatile Weapon*, *Warp Wood*, and *Water Breathing*

4th Level: *Align Weapon (Communal)*, *Dimension Door*, *Enlarge Construct*[AwC:W], *Freedom of Movement*, *Malfunction*, *Minor Creation*, *Mirror Transport*, *Named Bullet*, *Phantom Chariot*, *Protection from Energy (Communal)*, *Remove Curse**, *Secure Shelter*, *Stoneskin*, *Stone Shape*, *Tongues*, and *Water Walk*

5th Level: *Animate Objects*, *Air Walk*, *Break Enchantment**, *Disrupting Weapon*, *Fabricate*, *Major Creation*, *Overland Flight*, *Permanency*, *Rapid Repair*, *Spell Resistance*, *Tongues (Communal)*, *Telekinesis*, *Teleport*, *Transmute Mud to Rock*, and *Transmute Rock to Mud*

6th Level: *Air Walk (Communal)*, *Control Construct*, *Disintegrate*, *Getaway*, *Heroism (Greater)*, *Mage's Magnificent Mansion*, *Move Earth*, *Named Bullet (Greater)*, *Transformation*

**Remove Curse* and *Break Enchantment* may only be used to break the connection between a cursed item and its possessor.

[AwC:W] Advancing with Class: The Wizard

Magesmith Trap Infusions

In addition to the infusions listed above, the magesmith may learn the following infusions, but must use them to create magical traps. Unless the spell itself creates a trap, the magesmith must have the Craft Wondrous Items feat before he may craft a magical trap.

1st Level: *Alarm*, *Animate Rope*, *Burning Hands*, *Color Spray*, *Daze*, *Detect Undead*, *Expeditious Excavation*, *Flare Burst*, *Forced Quiet*, *Grease*, *Ray of Enfeeblement*, *Ray of Sickening*, and *Shocking Grasp*

2nd Level: *Arrow Eruption*, *Create Pit*, *Darkness*, *Daze Monster*, *Flaming Sphere*, *Glitterdust*, *Phantom Trap*, *Pyrotechnics*, *Scare*, *Scorching Ray*, *Shatter*, *Touch of Idiocy*, and *Web*

3rd Level: *Aqueous Orb*, *Fireball*, *Force Punch*, *Lightning Bolt*, *Pain Strike*, *Pellet Blast*, *Ray of Exhaustion*, *Sepia Snake Sigil*, *Slow*, *Spiked Pit*, and *Stinking Cloud*

4th Level: *Acid Pit*, *Ball Lightning*, *Confusion*, *Daze (Mass)*, *Detonate*, *Firefall*, *Fire Trap*, *Ice Storm*, *Resilient Sphere*, *Solid Fog*, *Wall of Fire*, and *Wall of Ice*

5th Level: *Acidic Spray*, *Cloudkill*, *Cone of Cold*, *Dismissal*, *Hungry Pit*, *Icy Prison*, *Mage's Faithful Hound*, *Symbol of Sleep*, and *Wall of Force*

6th Level: *Acid Fog*, *Antimagic Field*, *Chain Lightning*, *Cold Ice Strike*, *Freezing Sphere*, *Guards and Wards*, *Ice Crystal Teleport*, *Leashed Shackles*, and *Wall of Iron*

New Feats

The following feat enhances the magesmith's abilities.

Extra Minor Integration

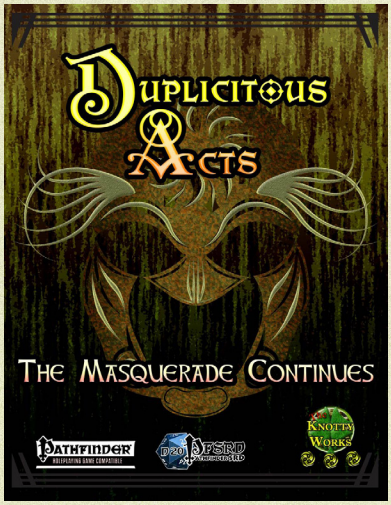
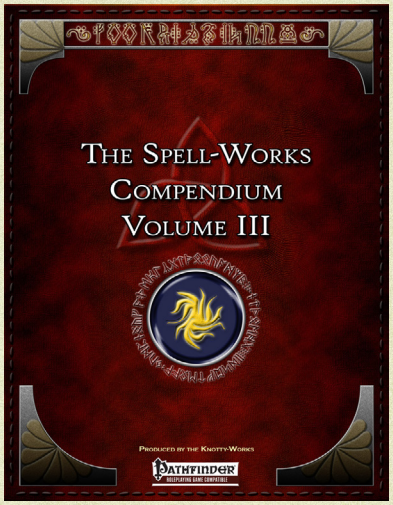
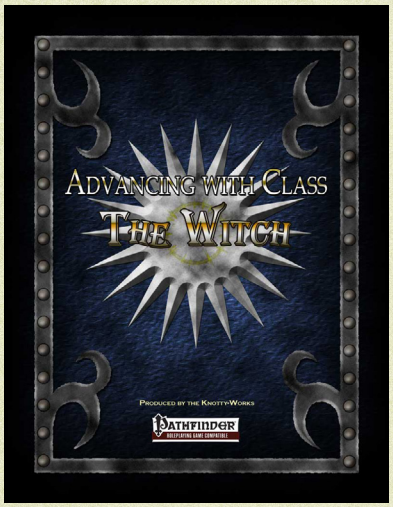
You have learned a new way to harness your infusion pool.

Prerequisites: Minor Integration class feature

Benefits: You may choose another minor integration as long as you meet its requirements.

Special: You may choose this feat more than once, selecting a different minor integration each time.

Other Knotty Works Pathfinder compatible products

If you enjoyed this product, please check out these other Pathfinder supplements produced by the Knotty Works.

Each of the Spell Works Compendiums offer over fifty new and unique spells. Advancing with Class supplements offer new abilities for existing classes or introduce a new class with unique mechanics for the Pathfinder game.