



Player Paraphernalia

#63

ARCANE TRADITIONS
ALTERNATIVES TO
BLOODLINES



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PLAYER PARAPHERNALIA #63

BY THE KNOTTY-WORKS

Welcome to issue sixty-three of the Player Paraphernalia series, short supplements designed to offer players new options for use with the Pathfinder RolePlaying Game (©Paizo, Inc.). This issue brings you arcane traditions, an option for sorcerers that function identically to bloodlines but focus on one of the individual arcane schools of magic. Thanks to Adam Matherly for the concept and consultation and Palak Shah for editorial assistance.

Arcane Traditions

While eldritch energies infused from direct contact with the supernatural can be harnessed by a few favored souls, there are those that have found a way to tap into their own mystical energies that correspond to the classic schools of magic. Born from either innate talent or from an obsessive desire to tap into the secrets of a magic field of study, arcane traditions open the door to unlock the individual's potential to harness those energies for personal use and manipulation.

Arcane traditions are functionally identical to the bloodlines available to sorcerers, but allow the character to focus on a particular school of magic. This option allows the sorcerer to choose an arcane tradition in place of a bloodline, gaining the same benefits at the same level of progression as granted by the bloodline. Thus a 1st level character would automatically have access to the associated class skill, tradition arcana as well as the first power associated with the tradition. Bonus tradition spells would be accessed starting at 3rd level and every odd level thereafter and tradition bonus feats at 7th, 13th, and 19th level. Additional tradition powers are gained at 3rd, 9th, 15th, and 20th level.

Although the sorcerer may choose an arcane tradition in place of his bloodline, the arcane tradition places no additional limits to the sorcerer's choice in spells known

and is free to choose spells from the Sorcerer/Wizard Spell List as desired. Any saving throws associated with arcane traditions have a Difficulty Class of 10 + ½ the sorcerer's class level + the sorcerer's Charisma modifier.

Abjuration

You believe that only through a good defense can you hope to withstand the onslaughts of others. You have mastered the ability to harness protective energies against all sorts of attacks, both magical and mundane.

Class Skill *Escape Artist*

Tradition Arcana When you cast a spell from the school of *abjuration*, the duration for any spell with a variable duration based on your class level lasts 50% longer. This bonus does not stack with the increase granted by the *Extend Spell* feat.

Bonus Feats *Arcane Armor Training, Arcane Armor Mastery, Arcane Shield, Disruptive Spell, Empower Spell, Extend Spell, Greater Spell Focus (Abjuration), Spell Focus (Abjuration)*

Bonus Spells *Shield (3rd), Protection from Arrows (5th), Protection from Energy (7th), Stoneskin (9th), Wreath of Blades (11th), Guards and Wards (13th), Spell Turning (15th), Protection from Spells (17th), Mage's Disjunction (19th)*

Tradition Powers Your ties to the school of *abjuration* grant you defensive abilities that grow stronger as you gain experience and power.

Mystic Shield (Sp): At 1st level, you can create a force shield granting a +4 *shield bonus* to your *AC* as a *move action* that lasts a number of rounds equal to ½ your class level. The shield also automatically absorbs up to 20 points of damage from Force effect spells such as *Magic Missile*. You may use this

ability a number of times per day equal to 3 + your Charisma modifier.

Natural Resistance (Ex): At 3rd level, you may choose one type of energy (acid, cold, electricity, fire, or sonic) and gain **Energy Resistance 5** for that type of energy. Once chosen it cannot be changed.

At 9th level, you may either choose another energy type and gain **Energy Resistance 5** for the second type of energy or you may increase your initial selection by 5 to **Energy Resistance** of 10.

Minor Invulnerability (Su): At 9th level, you may use a **swift action** to grant yourself Immunity to 1st level spells for a number of rounds equal to ½ your class level. You may use this ability once per day. At 17th level the **immunity** expands to 2nd level spells and this power may be used twice per day. At 20th level the **immunity** expands to 3rd level spells and this power may be used three times per day.

Magic Resistance (Su): At 15th level, you gain **spell resistance** equal to 10 + your sorcerer class level.

True Abjurer (Sp): At 20th level, the initial resistance you chose for your Natural Resistance becomes Immunity and your Mystic Shield power grants you a +6 **shield bonus** and automatically absorbs up to 100 points of force damage from spells such as **Magic Missile**. In addition, when you cast any spell from the school of Abjuration you may apply the effects of either the **Empower Spell** or **Extend Spell** metamagic feat without increasing the effective spell level of the spell, though the casting time when applying a metamagic feat to a spontaneous spell still applies.

Conjuration

Self reliance is a misconception, the real secret to success is the ability to choose the right person for the job. Your mastery in conjuring allies at the right time with the right qualifications means the difference between success and failure.

Class Skill **Handle Animal**

Tradition Arcana When casting any spell from the school of **conjuration** [**summoning**] that summons forth extraplanar

creatures, summoned creatures appears with a number of temporary hit points equal to your class level in addition to their normal hit points.

Bonus Feats **Augment Summoning**, **Dedicated Defending***, **Extend Spell**, **Greater Spell Focus** (Conjuration), **Heighten Spell**, **Quicken Spell**, **Spell Focus** (Conjuration), **Superior Summoning**

Bonus Spells **Mount** (3rd), **Glitterdust** (5th), **Stinking Cloud** (7th), **Secure Shelter** (9th), **Teleport** (11th), **Wall of Iron** (13th), **Instant Summons** (15th), **Trap the Soul** (17th), **Summon Monster IX** (19th)


Tradition Powers Your ties to the school of **conjuration** grant you a variety of powers that rely on **summoning** or **calling** forth power and materials to shape and mold to your whim.

Extended Summoning (Sp): At 1st level, your ability to maintain your summoned creatures allows you to extend the duration of any **conjuration** spell of the **summoning** type whose duration is 1 round/level and is dismissive for an additional number of rounds equal to your Charisma modifier.

You may use this power once per day at 1st level and one additional time per day every odd level thereafter. This power may be used in conjunction with the **Extend Spell** metamagic feat, but the bonus duration is not included in the extended duration from the metamagic effect.

Vexing Vapors (Sp): At 3rd level, you may generate a dark haze that surrounds you with a 10 foot radius as a **move action**. This haze provides you with **concealment** and moves with you, lasting for a number of rounds equal to ½ your class level, though you may dismiss it as a **standard action**. When subjected to a hex or spell that specifically targets you, the haze grants you a +1 **enhancement bonus** to any saving throws allowed, increasing by an additional +1 at 7th level and every four levels thereafter. You may generate this haze 3 times per day + your Charisma modifier.

Transpositioning (Sp): At 9th level, you may touch a single ally as a **swift action**. You may then use an **immediate action** to instantly teleport to your ally's position while he appears in your location. Once



you touch your ally, this ability to transport locations lasts for a number of rounds equal to ½ your class level. When activating the swapping action, neither you nor your ally is subject to **attacks of opportunity**, though any other actions may provoke as normal.

You must have line of sight to the chosen ally in order to trigger this power. This tradition power may be used a number of times per day equal to your Charisma modifier, though you may only use it with one ally at a time. If you use this power with another ally while it is still active with a previous ally, the connection to the previous ally is automatically lost.

Master of Matter (Sp): At 15th level, when you cast a **conjunction (creation)** spell with a duration of at least 1 hour/level (such as the **Minor Creation** spell), the object created becomes permanent. If the duration of the object created is less than 1 hour/level, you may use this power to extend the duration by an additional number equal to your Charisma modifier. Thus if casting **Major Creation** to create gold, the duration would be extended an additional 20 minutes multiplied by your Charisma modifier.

This only functions on inanimate objects and you may use this power to make a created object permanent a number of times per day equal to your Charisma modifier.

Private Sanctum (Sp): At 20th level, you may create a permanent extra-dimensional space as defined by the **Create Demiplane** spell. When you gain this power you must determine which plane this space is connected (**ethereal** or astral plane) and its basic conditions (air, water, or other) and environment including the appearance of the borders of the plane, the light level, etc.

You may enter your private sanctum as a **standard action** and may take a number of people with you equal to 10 + your Charisma modifier. When you leave the sanctum you automatically return to the same location you left to enter the sanctum. You may eject others from your private sanctum as a **swift action**, though the person or creature being ejected is allowed a **Will** saving throw to resist the eviction (you may attempt to reject the same person each round as

desired). Anyone within your private sanctum is immediately ejected when you leave the sanctum, deposited randomly within 30 feet of your point of entry (no saving throw is allowed).

The private sanctum may be furnished with austere furniture and goods and you may bring additional items within the sanctum as desired. You may also add spade to the private sanctum, applying additional **Create Demiplane** spells as desired. Additions are limited in duration unless followed with a **Permanency** spell as defined by the **Create Demiplane** spell.

The private sanctum is not susceptible to **Dispel Magic**, but more powerful magics including **Limited Wish**, **Mage's Disjunction**, **Miracle**, or **Wish** may be used to attempt to destroy it. If you are killed or destroyed, the private sanctum automatically implodes upon itself, any permanent furnishings, equipment, or treasure stored within the sanctum is randomly deposited within the plane the sanctum was attached. If your private sanctum is destroyed or lost, you may recreate it by spending 50,000 gp and spending a full week spent in the design and construction of the plane using your own magics.

Divination

The stars align and your visions have the clarity of truth. Your ability to discern what may be versus what will be sets you apart for those that make claims of seeing the future.

Class Skill Perception

Tradition Arcana When casting a spell from the school of **divination** that requires concentration, the spell persists for a number of rounds equal to your class level once you stop concentrating.

Bonus Feats Alertness, Diviner's Delving, Dodge, Enlarge Spell, Extend Spell, Greater Spell Focus (Divination), Improved Initiative, Spell Focus (Divination)

Bonus Spells **Comprehend Languages** (3rd), **Detect Thoughts** (5th), **Clairaudience/Clairvoyance** (7th), **Arcane Eye** (9th), **Prying Eyes** (11th), **Legend Lore** (13th), **Vision** (15th), **Prying Eyes, Greater** (17th), **Foresight** (19th)

Tradition Powers Your ties to the powers of *divination* and soothsaying fuel your abilities to sense the unseen and foresee the possible events within the immediate future.

Magic Sense (Sp): At 1st level, you may detect magic at will as a *spell-like ability*, using your class level as your effective caster level. You add your Charisma modifier to any *Spellcraft* skill checks to identify the properties of a magic item.

Guiding Hand (Sp): At 3rd level, you may grant an ally or yourself a +2 *competence bonus* to a single attack roll, saving throw, or skill check as a *standard action* by touch. Once activated the target has up to 1 minute before the effect wears off, though once the bonus is used, the effect immediately ends. Only one recipient may be granted this bonus at a time.

The bonus increases by +1 at 7th level and every four levels thereafter. You may only use this ability a number of times per day equal to 3 + your Charisma modifier.

Eldritch Vision (Sp): At 9th level, you gain magical vision that grants you the ability to see invisible opponents including those that may be *ethereal*. This effect is constant, though you may voluntarily drop or restart the effect as a *move action*. Otherwise it operates as the *See Invisibility* spell.

You also gain a +4 bonus versus Illusions and are allowed a saving throw when you first encounter the *illusion* if it is of the Figment or Glamer subschools.

Touch the Infinite Veil (Sp): At 15th level, you may reach out to the powers beyond time and space and ask a question regarding the present or near present that has a simple answer, such as yes, no, or a short phrase. It is possible that no real answer may be given. You must spend 1 minute in meditation to initiate this power and may only ask one question, but otherwise it is identical to the *Commune* spell. You may use this power a number of times per day equal to 3 + your Charisma modifier.

Omniscient Sense (Sp): At 20th level, you can focus on one individual or location as a *standard action* and know the exact

location of the target even if the target is on a different plane of existence as the *Discern Location* spell. You may use this power a number of times per day equal to 3 + your Charisma modifier.

Enchantment

Consciousness and Freewill are a matter of interpretation. You focus your energies on altering the subjective perceptions and attitudes of others for your own ends, knowing that by bending their wills to your own is more reliable than direct confrontation.

Class Skill *Sense Motive*

Tradition Arcana You add a +1 to the spell's difficulty class for every four caster levels possessed while casting a spell from the school of *enchantment* school with the [mind-affecting] descriptor,

Bonus Feats *Enlarge Spell*, *Extend Spell*, *Greater Spell Focus* (Enchantment), *Heighten Spell*, *Selective Spell*, *Spell Focus* (Enchantment), *Spell's Shadow**, and *Widen Spell*

Bonus Spells *Charm Person* (3rd), *Touch of Idiocy* (5th), *Suggestion* (7th), *Crushing Despair* (9th), *Hold Monster* (11th), *Cloak of Dreams* (13th), *Insanity* (15th), *Sympathy* (17th), *Power Word Kill* (19th)

Tradition Powers You have the ability to twist the minds of others to your will, where your desires and whims become their own.

Will Saves: Any required *Will* saves for powers of the Enchantment tradition have a DC equal to 10 + ½ your class level + your Charisma modifier.

False Bravado (Sp): At 1st level, you may grant a +1 *morale bonus* on attack rolls and saving throws and 1 temporary hit point to yourself or an ally as a *standard action* by touch. The *morale bonus* increases by +1 at 5th level and every five levels thereafter and the target gains an additional temporary hit point at 3rd level and every odd level thereafter. The effect lasts for 1 minute and only one individual may benefit from this power at a time. If used on another while in effect, the previous recipient immediately loses the *morale bonus* and any remaining temporary hit points.

You may use this ability 3 + your Charisma modifier times per day.

Frightful Demeanor (Sp): At 3rd level, you may produce an aura of caustic energy causing everyone within 30 feet to make a **Will** save or become **shaken** for 1d4 rounds. You may use this mind-affecting [fear] based effect a total number of times per day equal to 3 + your Charisma modifier.

Eye of Fixation (Sp): At 9th level, you may fix your gaze upon a single target within 30 feet as a **standard action**. The target must make a **Will** save or become **paralyzed**. You may maintain this effect by spending a **move action** each round thereafter as long as you remain within 30 feet of the target, though a new saving throw is allowed to shake off the effect. This is a mind-affecting effect. You may only use this ability on one target at a time. If you choose to shift your gaze to another target, the previous victim is immediately released.

Spirit of Determination (Sp): At 15th level, your touch grants yourself or an ally the ability to continue to function even when dropping below 0 hit points as a **standard action**. The recipient is **staggered** but does not fall unconscious when taking a standard action. Taking a **standard action** still results in the loss of 1 hit point and if the recipient falls to a negative hit point total equal to its Constitution score, death still occurs.

The effect lasts for a number of rounds equal to your class level and only one recipient may benefit from this power at a time. If you use this power on another while it is still active, the previous recipient immediately loses the effect and falls **unconscious** if below 0 hit points. You may use this power a number of times per day equal to 3 + your Charisma modifier.

Godly Aura (Su): At 20th level, you may generate an aura as a **standard action** that grants all allies within 30 feet a +4 **morale bonus** to attack rolls while enemies suffer a -4 penalty to attack rolls. Opponents must make a **Will** save or become **staggered** while within the aura. The aura lasts for a number of rounds equal to your class level and you may use this ability a number of times per day

equal to 3 + your Charisma modifier. This is a mind-affecting (**compulsion**) effect.

Evocation

You harness eldritch forces with amazing finesse while funneling energies with devastating effect. Unlike others that rely on simply harnessing the energy for destructive ends, you seek not only to direct the energy but master the nuances most fail to recognize.

Class Skill Disable Device

Tradition Arcana When casting any spell from the school of evocation that causes variable damage, any natural damage die rolls of 1 are treated as 2 for purposes of calculating the overall damage.

Bonus Feats **Arcane Blast**, **Combat Casting**, **Elemental Spell**, **Enlarge Spell**, **Greater Spell Focus (Evocation)**, **Intensified Spell**, **Maximize Spell**, **Spell Focus (Evocation)**

Bonus Spells **Flare Burst** (3rd), **Shatter** (5th), **Tiny Hut** (7th), **Resilient Sphere** (9th), **Interposing Hand** (11th), **Chain Lightning** (13th), **Mage's Sword** (15th), **Sunburst** (17th), **Winds of Vengeance** (19th)

Tradition Powers Raw power fuels your very body, with the eldritch energies that surround you pulse within your very blood.

Arcane Strike (Su): At 1st level, you gain **Arcane Strike** as a bonus feat. You may sacrifice a spell slot as an immediate action to gain an attack and damage bonus equal to the spell level sacrificed (maximum of +5) prior to your next attack.

Energetic Defense (Sp): At 3rd level, you may create a personal field of energy (acid, cold, electricity, fire, or sonic; determined when this power is initiated) as a **standard action** that lasts a number of rounds equal to ½ your class level. Anyone attacking you with a melee or natural attack (including an unarmed attack or **touch attack**) suffers 1d6 points of damage based on the energy chosen. **Spell resistance does apply**. The attacker is allowed a **Reflex** save with a DC equal to 10 + ½ your class level + your Charisma modifier to reduce the damage by half.

You may dismiss this effect as a **move action** and you may use this power a number of times per day equal to 3 + your Charisma modifier.

Animated Weapon (Su): At 9th level, you may cause one melee weapon to spring to life and attack a designated target within 30 feet of you, using your caster level + your Charisma modifier for the attack with no penalties based on proficiency though size restrictions apply.

Initiating this power is a **standard action** and lasts for a number of rounds equal to your class level. The weapon attacks the designated target once per round, but may be redirected to another target within range as a **move action**. The weapon must be in your possession or grasped by you when you initiate this ability. An opponent may attempt to grapple the weapon against your **CMD**, but the weapon may still attack and damage the grappler unless it is successfully **pinned**. The weapon may be **sundered** normally.

You may only use this power on one weapon at a time but may use this power a total number of times per day equal to 3 + your Charisma modifier. Initiating this power on another weapon immediately ends the effect of a previously animated weapon which falls to the ground or within the grasp of an enemy if **grappled**. You may not empower the selected weapon with any bonuses granted by your **Arcane Strike** power.

Magnification (Su): At 15th level, you may apply the effects of the Maximize metamagic feat to an evocation spell you cast without adding any additional casting time for the spell. The spell's effective level does not change but you may only use this power once per day. You may not use this power in conjunction with the actual Maximize metamagic feat.

Energy Burst (Su): At 20th level, you may send a burst of energy (acid, cold, electricity, fire, or sonic) chosen when you initiate this power as a **standard action**. Everyone within 50 feet of you suffers 20d6 points of energy damage, though a **Reflex** save is allowed for half. The DC is equal to 10 + ½ your class level + your Charisma modifier. You are not damaged by the burst.

You may use this ability once per day. If you are reduced to negative hit points you may also trigger this power as a **free action** even if you have already used this power within the last 24 hours.

Illusion

Reality is subjective our own perception and you have the ability to render that perception as desired. Harnessing forces of light and sound, you present reality in ways others can barely comprehend, twisting and molding the perceptions of others for your own benefit.

Class Skill Sleight of Hand

Tradition Arcana When casting any spell from the school of Illusion, you may choose to apply the effects of either **Silent Spell** or **Still Spell** without increasing the effective level or casting time of the spell. The spell may be modified by other metamagic feats as normal including **Silent Spell** or **Still Spell** as long as the effects of the feat were not applied by this arcana.

Bonus Feats **Dazing Spell**, **Extend Spell**, **Greater Spell Focus (Illusion)**, **Silent Spell**, **Spell Focus (Illusion)**, **Still Spell**, **Widen Spell**, **Spell's Shadow***

Bonus Spells **Vanish** (3rd), **Hypnotic Pattern** (5th), **Major Image** (7th), **Shocking Image** (9th), **Nightmare** (11th), **Shadow Walk** (13th), **Project Image** (15th), **Screen** (17th), **Shades** (19th)

Tradition Powers Reality lies in only what you can make of it, and you know how to control the reality of others.

Blinding Ray (Sp): At 1st level, you may fire a ray of black light, making a ranged touch attack up to 30 feet away as a **standard action**. The ray causes the creature struck to become **blinded** for 1 round. Creatures that do not rely on physical sight are not affected by this power and spell resistance applies. You may use this power 3 + your Charisma modifier times per day.

Body Shift (Sp): At 3rd level, you may cause your image to continually shift about your actual position as a **standard action** as the **Blur** spell. The effect lasts for a number of rounds equal to your class level and you may use this power 3 + your Charisma modifier times per day.

Body Double (Sp): At 9th level, you may create an exact duplicate of yourself made of shadowstuff as a **full round action**. The duplicate has half as many hit points as your hit point total and comes equipped with any non-magical gear you possess. If reduced to 0 hit points, the duplicate immediately dissipates and any gear taken or given to others immediately dissipates.

The duplicate lasts for a number of rounds equal to your class level and uses your base attack bonus and your base saving throw bonuses. The duplicate has the same scores as you do for its physical abilities while it has a value of 10 for its Intelligence, Wisdom, and Charisma (using your Charisma modifier for any spell casting requirements and benefits). Your duplicate may cast any spells you possess, but spells cast are deducted from the number of spells you are granted for the day.

The duplicate may be dispelled with a **Dispel Magic** spell and will instantly vanish if it enters an anti-magic field. You may use this power once per day.

Shadow Casting (Su): At 15th level, you may cast a **shadow** version of one of your known spells from the evocation or **conjunction** schools. If targeted against one or more opponents, each opponent is granted a **Will** save with a DC equal to 10 + ½ your class level + your Charisma modifier. If the opponent fails the saving throw it suffers the normal effects of the spell, but if it succeeds the saving throw the opponent only suffers 20% of the normal effects of the spell.

Spells cast using this power consume a spell slot from 1 level less than the actual spell level of the spell. You may use this power 3 + your Charisma modifier times per day.

Illusive Reality (Sp): At 20th level, you may alter the environment within a 50 foot radius of your position as a **standard action**. The effect is identical to **Hallucinatory Terrain** but includes changes to structures and creatures within range of the effect. The effect lasts while you concentrate on the effect and a number of additional rounds equal to ½ your class level. Those interacting with your reality suffer a -4 penalty to any **Will** saving throws to actively disbelieve the **illusion**.

You may use this power a number of times per day equal to 3 + your Charisma modifier.

Necromancy

There is power in death, power in the existence beyond death — undeath. You focus not on death, but on that which comes after death. The powers of negative energy flow freely throughout your body, providing an enigmatic strength from breaking the shackles of life.

Class Skill Heal

Tradition Arcana When you cast any spell from the school of **necromancy** that affects others (including animating or creating undead), you gain temporary hit points equal to the spell level being cast + your Charisma modifier. These points last for a number of minutes equal to your class level.

Bonus Feats **Command Undead**, **Ectoplasmic Spell**, **Extra Channel**, **Greater Spell Focus (Necromancy)**, **Spell Focus (Necromancy)**, **Thanatopic Spell**, **Threnodic Spell**, **Turn Undead**

Bonus Spells **Ray of Enfeeblement** (3rd), **False Life** (5th), **Vampiric Touch** (7th), **Animate Dead** (9th), **Symbol of Pain** (11th), **Circle of Death** (13th), **Control Undead** (15th), **Symbol of Death** (17th), **Energy Drain** (19th)

Tradition Powers Death is not the end; for you, it is just the beginning. You have delved into the realm beyond life; its secrets course through your veins.

Channel Death (Su): At 1st level, you may channel negative energy as a **standard action** to either heal undead or damage living creatures within 30 feet of your position for 1d6 points of damage + ½ your class level. When used to damage living creatures, a **Will** save is allowed to reduce the damage by half with a DC equal to 10 + ½ your class level + your Charisma modifier. This power does grant you access to feats that may be used to alter or modify channeling positive or negative energy.

You may use this power 3 + your Charisma modifier times per day.

Undying Companion (Su): At 3rd level, you may animate a single medium sized or smaller humanoid as a skeleton that follows your commands. The animated cohort is mindless but is treated as the Druid's **animal companion**, with your effective druid level equal to your class level -2. The undead cohort uses the animal companion's HD, base attack, and saving throws, though as undead the companion uses its Charisma to determine any modifiers to **Fort** saves and hit points. The companion does not gain any skills but gains all of the advantages of the undead type and the skeleton template as found in the Pathfinder RPG Bestiary™. The companion may apply the same tricks that may be granted to a trained animal.

If the companion is lost or destroyed, you may create another one after performing a ritual lasting 24 hours and costing 500 gp. You may only have one undying companion at a time. If you attempt to create another one, the previous companion immediately crumbles to dust.

Resist Death's Touch (Su): At 9th level, you gain a bonus to any saving throw versus death effects, negative **energy drain** or damage, fear or other spells or **spell-like abilities** from the school of **necromancy** equal to ½ your class level.

Death's Kiss (Su): At 15th level, when you cast a necromantic spell that conjures or creates undead, those created gain bonus hit points equal to ½ your class level and gain a bonus to any saving throws versus effects that would damage, turn, or destroy them equal to your Charisma modifier.

Master of Death (Su): At 20th level, you are treated as undead in regards to the effect of channeling of positive or negative energy. You are immune to **negative level** effects and gain **damage reduction** 5 versus either bludgeoning or slashing attacks (chosen when this power is gained).

Transmutation

The only constant in life is change. While some seek to change themselves or those around them, you have found new means of altering both yourself and

your environment. Mastering the magics of change, you find new ways of bettering yourself and the world about you.

Class Skill **Acrobatics**

Tradition Arcana When you cast a **transmutation** spell that grants an **enhancement bonus** to an ability score, you add your Charisma modifier to the total bonus granted by the spell.

Bonus Feats **Brew Potion**, **Combat Casting**, **Craft Magic Arms and Armor**, **Craft Wondrous Item**, **Extend Spell**, **Greater Spell Focus** (Transmutation), **Reach Spell**, **Spell Focus** (Transmutation)

Bonus Spells **Enlarge Person or Reduce Person** (3rd), **Alter Self** (5th), **Hostile Levitation** (7th), **Beast Shape II** (9th), **Polymorph** (11th), **Elemental Body III** (13th), **Ethereal Jaunt** (15th), **Iron Body** (17th), **Shapechange** (19th)

Tradition Powers You learn to master not only your body, but the very environment around you.

Hardened Blade (Su): At 1st level, you may treat your weapon, natural attack, or unarmed attack as magic for purposes of overcoming **damage reduction** as a **swift action**. This effect lasts for a number of rounds equal to ½ your class level (minimum of 1) and you may use it a number of times per day equal to 3 + your Charisma modifier.

At 9th level, you may use this power to treat your weapon as either silver or cold iron for purposes of overcoming **damage reduction** (chosen when the power is initiated). At 15th level, the weapon is treated as adamantine for purposes of overcoming **damage reduction** and hardness.

Animalistic (Sp): At 3rd level, you may alter yourself to become more animalistic as the **Animal Aspect** spell as a **standard action**. You maintain this change for a number of minutes equal to your class level though you may dismiss the effect as a **move action**. In addition to the animals listed within the **Animal Aspect** spell description you may choose from the following animals as well.

Badger: If you take damage in combat you may go into a blood rage that grants you a +2 bonus to your Strength and

Constitution but you suffer a -2 penalty to your AC.

Boar: You do not fall **unconscious** when you are reduced below 0 hit points, but you are **staggered** and continue to lose 1 hit point per round.

Dog: You gain a +2 **competence bonus** to your perception checks and gain the Scent special ability.

You may use this power 3 + your Charisma modifier times per day.

Shaping (Sp): At 9th level, you can mold metal, stone, or wood into any desired shape as a **full round action**. The amount of material you may alter is equal to 1 cubic foot per caster level and only one type of material may be altered at a time. This power will not function on animated objects or magical items. The quality of the item is dependent on your crafting skill with the material and a **Craft** check is required if creating anything with moving parts or masterwork quality.

You may use this power 3 + your Charisma modifier times per day.

Dominate Construct (Sp): At 15th level, you may attempt to control a construct as the **Control Construct** spell, initiating control as a **standard action** and maintaining control through concentration. You gain a bonus to the **Spellcraft** check to control the construct equal to 1/4 your class level. You may use this power once per day.

Unimpeded (Su): At 20th level, you may enter or leave the **Ethereal Plane** as a **swift action** and may travel freely in any direction at your normal movement rate, passing through physical objects and ignoring anything that would impede your movement. Force effects and **abjurations** still affect you normally.

While in this state you cannot interact with those on the material plane including attacks or spells. If you end the effect while within a solid object you are transported to the nearest open area, though you take 1d6 points of damage per 5 feet you are transported.

You may use this power a total number of rounds per day equal to your class level, though they do not have to be consecutive.

New Feats

Dedicated Defending

When you summon minions to your side, you share your knowledge when it comes to cooperative combat.

Prerequisites: **Greater Spell Focus** [Conjuration], **Spell Focus** (Conjuration), **Augment Summoning**, one or more **Teamwork Feats**

Benefit: When you summon extraplanar creatures with an intelligence of 3 or higher, you may select one of your teamwork feats and those summoned are treated as having that feat.

Extra Bloodline Power Usage

You can call upon the power of your bloodline connection more often than most.

Prerequisites: Arcane Tradition or Bloodline Power.

Benefit: You may choose one of your bloodline powers (or arcane traditions) that have a limited number of uses per day and add 2 additional uses per day for that power.

Spell's Shadow [Metamagic]

Your spell continues on beyond your need to concentrate on it.

Prerequisites: Cast Illusion spells with a duration of concentration

Benefit: When you cast a spell that requires concentration to maintain its effect, the spell continues to function for a number of rounds based on the effective spell level (see below).

Level Increase: +1 or +2. The effective spell level is determined by how long you want to have the effect persist. The spell may persist a number of rounds equal to 1/2 your spell-caster class level by increasing the spell's level by 1. The spell may persist for a number of rounds equal to your spell-caster class level by increasing the spell's level by 2.

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