



# Player Paraphernalia

#67

THE INEXORANT  
(BASE CLASS)





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# PLAYER PARAPHERNALIA #67

## BY THE KNOTTY-WORKS



Welcome to issue sixty-seven of the Player Paraphernalia series, short supplements designed to offer players new options for use with the Pathfinder RolePlaying Game (©Paizo, Inc.). This issue presents the Inexorant base class. Focusing on martial skills while dabbling in the arcane arts, the inexorant gains spell like abilities to enhance his combat prowess. And thank you to Palak Shah for his proof reading skills and assistance.

### The Inexorant

Harnessing the inherent energies that surround him, the inexorant learns to release the potential within himself in combination with deadly martial prowess. The inexorant is just as deadly with the blade or bow as any warrior, but he learns to enhance his weapons with arcane power harnessed from his inner self. Over time he learns how to unleash these energies in devastating attacks of elemental force. Though others may find the means of combining martial prowess and eldritch powers, the inexorant's skill is fueled by his natural talent and inner synergy of bone, spirit, and force.

**Role** Initially, the inexorant finds his place in the throes of battle with the common soldier. However, over time his powers manifested grant him more versatility in handling a wide range of opponents supernatural or mundane. Though his defenses are a bit lacking compared to his martial allies, the inexorant's ability to accentuate both his defenses and attacks with his inner reserves of magical energy grant him a powerful boost when facing nearly any kind of enemy.

**Alignment:** Any

**Hit Die:** d10

**Starting Wealth:** 5d6 X 10gp (average 175 gp) and an outfit worth 10 gp or less.

### Class Skills

Craft (Int), Diplomacy (Cha), Fly (Dex), Knowledge (arcana) (Int), Knowledge (planes) (Int), Perception (Wis), Profession (Wis), Ride (Dex), Sense Motive (Wis), Spellcraft (Int), Survival (Wis), Use Magic Device (Cha)

**Skill Ranks Per Level:** 4 + Int modifier

### Class Features

**Weapon and Armor Proficiencies:** The inexorant is proficient with all simple and martial weapons. The inexorant is proficient with light armor and medium armor.

The inexorant's **spell-like abilities** require somatic gestures and are arcane in nature. However, he does not suffer the normal chance of arcane spell failure while wearing light armor. The inexorant; however, is subject to a chance of arcane spell failure when wearing medium or heavy armor or employing a shield.

**Arcane Pool (Su):** The inexorant has an inner pool of arcane energy, his arcane pool. This energy is used to fuel his abilities as he enhances his own combat capabilities as well as unleash his energies as **spell-like abilities**.

The inexorant begins each day with a number of arcane points equal to  $\frac{1}{2}$  his class level (minimum of 1) + his Intelligence modifier. The inexorant may not store additional points beyond this except for those granted from feats, spells, or magical items. This class feature does qualify the inexorant for the **Extra Arcane Pool** feat.

At 1<sup>st</sup> level, the Inexorant gains a +1 **dodge bonus** to his AC when he has at least 1 point in his arcane pool. This bonus increases by +1 at 5<sup>th</sup> level and every five levels thereafter. If the inexorant is denied his Dexterity modifier



**Inexorant Progression Table**

Level	Base Attack	Fort	Ref	Will	Special
1	+1	+2	+0	+2	Arcane Pool
2	+2	+3	+0	+3	Arcane Potential
3	+3	+3	+1	+3	Arcane Armor Training
4	+4	+4	+1	+4	Arcane Potential
5	+5	+4	+1	+4	Arcane Insight
6	+6/+1	+5	+2	+5	Arcane Potential
7	+7/+2	+5	+2	+5	Martial Study
8	+8/+3	+6	+2	+6	Arcane Potential
9	+9/+4	+6	+3	+6	Arcane Armor Mastery
10	+10/+5	+7	+3	+7	Arcane Potential
11	+11/+6/+1	+7	+3	+7	Arcane Insight
12	+12/+7/+2	+8	+4	+8	Arcane Potential
13	+13/+8/+3	+8	+4	+8	Martial Study
14	+14/+9/+4	+9	+4	+9	Arcane Potential
15	+15/+10/+5	+9	+5	+9	Complete Armor Mastery
16	+16/+11/+6/+1	+10	+5	+10	Arcane Potential
17	+17/+12/+7/+2	+10	+5	+10	Arcane Insight
18	+18/+13/+8/+3	+11	+6	+11	Arcane Potential
19	+19/+14/+9/+4	+11	+6	+11	Martial Study
20	+20/+15/+10/+5	+12	+6	+12	Arcane Potential

to his armor class, he loses the **dodge bonus** granted by this ability.

The inexorant may spend 1 point from his arcane pool as a **swift action** to gain a +1 **enhancement bonus** to a selected melee weapon for a duration of 1 round per class level. This ability is gained at 1<sup>st</sup> level and he may spend 1 additional point at 3<sup>rd</sup> level and every three levels thereafter, though he may spend a maximum of 5 points to gain a +5 bonus with the chosen weapon. The inexorant may add this bonus to an existing magic weapon, though the maximum +5 bonus still applies.

The inexorant may choose one of the following special abilities by expending a number of points used to enhance his weapon equal to the bonus required by the special ability. **Corrosive**, **Corrosive Burst**, **Flaming**, **Flaming Burst**, **Frost**, **Ghost Touch**, **Icy Burst**, **Igniting**, **Nullifying**, **Shock**, **Shocking Burst**, or **Thundering**. The inexorant must spend at least 1 point to grant the weapon a +1 **enhancement bonus** before any special

abilities may be granted, and only one special ability may be used on his weapon at one time.

Only one weapon may be enhanced at one time. If the inexorant spend points from his arcane pool to enhance another weapon, the **enhancement bonus** on the previous weapon is immediately lost. If the weapon is dropped or given to another individual, the enhancement granted by the arcane pool becomes inert. The effect immediately returns when in the hands of the inexorant, lasting for the remaining duration of the power.

At 3<sup>rd</sup> level, the inexorant gains a +1 bonus to his **Will** saving throws while he has at least 1 point within his arcane pool. He may spend 1 point from his arcane pool as a **free action** to increase this bonus to +3 for a duration of 1 round. If the inexorant becomes **helpless** or **unconscious** he loses the benefit of this power.

The inexorant's ability to grant an **enhancement bonus** to his selected weapon is extended to ranged weapons at 3<sup>rd</sup> level. The **Returning** special ability may be granted to thrown weapons by spending 1 point from



the inexorant's arcane pool. The Endless Ammunition special ability may be granted to a ranged missile weapon by spending 2 points from the inexorant's arcane pool. In either case the weapon must have at least a +1 enhancement bonus.

At 7<sup>th</sup> level, the inexorant may harness his arcane pool to resist the effects of an energy attack. As long as the inexorant has at least 1 point within his arcane pool he gains an Energy Resistance 5 for one chosen type of energy (acid, cold, electricity, fire, or sonic). This is an active effect that requires a move action to instantiate or change from one type to another. It may be dismissed as a free action. If the inexorant becomes helpless or unconscious he loses the benefit of this power.

The inexorant may spend an additional point from his arcane pool when enhancing his selected weapon at 7<sup>th</sup> level, gaining the benefits of the Weapon Focus feat for the duration of the effect. If the inexorant already has the Weapon Focus feat for the selected weapon, he gains Greater Weapon Focus instead. Note that this benefit does not qualify for the Sword Transference feat (see New Feats below).

At 11<sup>th</sup> level, the inexorant gains a DR 1/magic while he has at least 1 point in his arcane pool. The inexorant's damage reduction increases by +1 every three levels beyond 11<sup>th</sup> level. If the inexorant becomes helpless or unconscious he loses the benefit of this power.

The inexorant may spend 1 additional point from his arcane pool at 11<sup>th</sup> level when granting the enhancement bonus to his weapon, treating his weapon as cold iron or silver for the purpose of overcoming damage reduction. Once chosen, the effect cannot be changed without dropping the enhancement bonus from the weapon.

At 15<sup>th</sup> level, the inexorant gains a +2 bonus to his Reflex saving throws while he has at least 1 point within his arcane pool. He may spend 1 point from his arcane pool as a free action to increase this bonus to +4 for one round. If the inexorant becomes helpless or unconscious he loses the benefit of this power.

The inexorant may spend 1 additional point from his arcane pool when enhancing his

selected weapon, treating the weapon as adamantine for purposes of overcoming damage reduction and hardness at 15<sup>th</sup> level. The inexorant's weapon may only be treated as one type of specific material (adamantine, cold iron, silver) so this effect cannot be combined with the ability to treat the weapon as cold iron or silver granted at 11<sup>th</sup> level.

At 19<sup>th</sup> level, the inexorant gains Spell Resistance equal to 10 + ½ his class level as long as he has at least 1 point within his arcane pool. If the inexorant becomes helpless or unconscious he loses the benefit of this power.

The inexorant adds the following special properties that may be used with his enhanced weapon at 19<sup>th</sup> level. Anarchic, Axiomatic, Holy, Repositioning, Speed, Unholy, or Vorpal. In the case of Anarchic, Axiomatic, Holy, or Unholy, the inexorant must have the corresponding alignment aspect that matches the special property chosen. Those properties that align the weapon may be used in addition to any other special property chosen by the inexorant for the selected weapon.

### Restoring the Arcane Pool

If the inexorant successfully incapacitates an opponent (reducing the opponent to 0 or less hit points or the opponent becomes helpless), he regains 1 point to his arcane pool. The opponent must have at least as many hit dice equal to ½ the inexorant's class level and not currently be helpless or unconscious. In the case where an arcane potential (see below) incapacitates several opponents, the inexorant only regains 1 point to his arcane pool.

The inexorant may also spend 10 minutes in meditation to restore a number of points to his arcane pool equal to his Intelligence modifier. The benefit of this meditation is granted only once after each encounter. If the inexorant spends additional points in another encounter, he may meditate again to restore a portion of his arcane pool as described above.

**Arcane Potential:** Beginning at 2<sup>nd</sup> level, the inexorant may choose a spell-like ability fueled by his pool of arcane energy. These abilities are referred to as his arcane potential and he may choose a new




potential every even level beyond 2<sup>nd</sup> level. He must meet any requirements for the arcane potential, some being limited to specific levels or requiring the accessibility to another potential. At 4<sup>th</sup> level and every four levels thereafter, the inexorant may choose to replace an existing potential for a new one as long as the previous potential was not a requirement for another chosen arcane potential. Only one potential may be replaced at a time, and the inexorant may also choose a new potential for attaining the new class level.


The inexorant uses his class level as the effective caster level for any potential he possesses and the DC for saving throws triggered by use of a potential is equal to 10 +  $\frac{1}{2}$  the inexorant's class level + his Intelligence modifier. Arcane Potentials used against others is subject to spell resistance. They may be dispelled, treating the inexorant's class level as the effective caster level of the potential. If an arcane potential comes into contact with a *Globe of Invulnerability*, the potential's effective spell level is equal to  $\frac{1}{2}$  the inexorant's class level.


Using an arcane potential requires a free hand and takes a standard action to complete unless the potential's description states otherwise. Use of an arcane potential does provoke an attack of opportunity, though the inexorant may take a defensive stance while triggering the potential. In such cases a concentration check is required, with a DC equal to 10 +  $\frac{1}{2}$  the inexorant's class level. The *Combat Casting* feat may be used to increase the inexorant's chances of successfully using the potential.


The inexorant may use metamagic feats with any potential that is a spell-like ability. However, employing the effects of the feat(s) require the inexorant to expend an additional number of arcane points equal to the additional effective levels normally added to the spell cast based on the metamagic feat.

 *Arcane Dissonance (Sp)*: The inexorant may cloak any magical items within his possession from magical detection as if they non-magical under the effects of the *Magic Aura* spell. He must have at least 1 point in his arcane pool in order for this potential to be in


effect and items with an overwhelming aura (including artifacts) cannot be cloaked by this arcane potential. This arcane potential is based on the school of illusion.

 *Arcane Invulnerability (Sp)*: The inexorant must be at least 8<sup>th</sup> level and possess the *Dispelling Touch* potential before he may choose this arcane potential. The inexorant gains an immunity to arcane spells of a level equal to or less than the number of points spent from his arcane pool. This effect only grants protection to the inexorant and it lasts for a number of rounds equal to the inexorant's class level. The inexorant may spend a number of points from his arcane pool equal to  $\frac{1}{2}$  his class level. This arcane potential is based on the school of abjuration.

 *Arcane Sense (Sp)*: The inexorant must have the Enhanced Senses potential and be at least 6<sup>th</sup> level before he may choose this arcane potential. If the inexorant has at least 1 point within his arcane pool, he can see any objects or creatures that are invisible within the range of his normal vision (including ethereal creatures or objects). The inexorant may spend 1 point from his arcane pool to gain the effects of the *Arcane Sight* spell for a duration of 1 minute per class level. This arcane potential is based on the school of divination.

 *Armor Assist (Sp)*: The inexorant creates an invisible force to assist in the use of his armor. If the inexorant has at least 1 point within his arcane pool, he may reduce the time of donning, hastily donning, or removing armor by half. If the inexorant has someone else assisting, the time is reduced to  $\frac{1}{4}$  the normal amount of time required.

The inexorant may spend 1 point from his arcane pool to reduce his armor check penalty by 1 point and increase the maximum Dexterity bonus by 1 point for 1 minute per class level. These points stack with the modifications granted by the inexorant's *Arcane Armor Training*, *Arcane Armor Mastery*, and *Complete Armor Mastery* class features. This arcane potential is based on the school of conjuration.

 *Chameleon's Veil (Sp)*: The inexorant may spend 1 point from his arcane pool to become invisible for a number of rounds equal to his class level. This effect is identical



to the spell *Invisibility* and the effect immediately ends if the inexorant attacks another creature.

At 8<sup>th</sup> level the inexorant may spend 2 points from his arcane pool to grant himself the effects of *Greater Invisibility* so that the effect does not end if the inexorant attacks another creature. This arcane potential is based on the school of illusion.

☀ *Concealing Penumbra (Sp)*: The inexorant may spend 1 point from his arcane pool to cause his form to shift into shades of inky mist, granting him *concealment* (20% miss chance) for a number of minutes equal to his class level. This potential works against all types of vision other than *True Seeing* or those that do not rely on sight for attacks (such as *blindsight*).

At 8<sup>th</sup> level the inexorant may spend 2 points from his arcane pool to enhance the *shadow* effect to grant total *concealment* (with a 50% miss chance). This arcane potential is based on the school of illusion.

☀ *Counterspell (Sp)*: The inexorant must have the *Dispelling Touch* potential before he may choose this arcane potential. This potential allows the inexorant to counterspell a spell cast within close range (25 ft. + 5ft./2 class levels) by readying an action, successfully identifying the spell and spending a number of points from his arcane pool equal to the level of the spell being countered + 1. This arcane potential is based on the school of abjuration.

☀ *Dazing Glare (Sp)*: The inexorant may fixate on one opponent within 30 feet and cause it to become *dazed* for one round as a *move action*. The inexorant must have at least 1 point within his arcane pool to call upon this arcane potential and have line of sight to the target. The opponent is allowed a Will save to avoid the effect. Opponents with more hit dice than the inexorant's class level or more than 5 hit dice is not affected by this arcane potential and it is a mind-affecting (*compulsion*) effect.

The inexorant may spend 1 point from his arcane pool to remove the 5 hit die cap for the potential's effectiveness and increase the range to 100 ft + 10 ft/level of the inexorant. Increasing the effectiveness of this potential requires a standard action to initiate rather

than a *move action*. This arcane potential is based on the school of enchantment.

☀ *Deteriorating Ray (Sp)*: The inexorant must have the *Touch of Deterioration* potential before he may choose this arcane potential. The inexorant may spend 1 point from his arcane pool to fire a ray at an opponent, causing one of the following conditions: *dazzled*, *fatigued*, or *sickened*. He makes a ranged *touch attack* with a range increment of 30 feet. The duration of the effect is 1 round plus an additional number of rounds equal to the inexorant's Intelligence modifier. The opponent is allowed a Fortitude saving throw at the beginning of its turn as a *free action* to shake off the condition.

If the inexorant is at least 8<sup>th</sup> level, he may spend 2 points from his arcane pool to increase the severity of the condition to *dazed*, *exhausted*, or *nauseated*. The duration remains the same as well as the allowance of a Fortitude saving throw at the beginning of the victim's turn to shake off of the effects. This arcane potential is based on the school of transmutation.


☀ *Dispelling Touch (Sp)*: The inexorant must be at least 4<sup>th</sup> level before he may choose this potential. By spending 1 point from his arcane pool, the inexorant may attempt to dispel a magical effect as a targeted dispel from the *Dispel Magic* spell. At 10<sup>th</sup> level the inexorant may spend 2 points from his arcane pool to gain the effects of the *Greater Dispel Magic* spell, dispelling one spell for every four class levels of the inexorant or attempting an area dispel with a 20 foot burst. The inexorant may not use this potential to counterspell. This arcane potential is based on the school of abjuration.


☀ *Enduring Field (Sp)*: This potential grants the inexorant the effects of the *Endure Elements* spell for a number of hours equal to the inexorant's class level when initiated. The inexorant must spend 1 point from his arcane pool to initiate this power. This arcane potential is based on the school of abjuration.


☀ *Energy Blast (Sp)*: The inexorant must have the *Energy Orb* potential before he may choose this arcane potential. The inexorant can evoke a blast of energy that causes 2d6 points of damage by spending 1 point from




his arcane pool, with a blast radius of 20 feet up to 400 ft + 40 ft/class level. Those within the blast radius are allowed a **Reflex** saving throw to reduce the damage by half. The inexorant chooses the type of energy (acid, cold, electricity, fire, or sonic) when he initiates this potential. The inexorant may spend 1 additional point from his arcane pool every fifth class level possessed to increase the damage by 2d6 points (maximum of 10d6 points of damage). This arcane potential is based on the school of evocation.


 **Energy Bolt (Sp):** The inexorant must have Energy Wave potential before he may take this arcane potential. By spending 1 point from his arcane pool, the inexorant may send forth a 5 ft beam of energy with a range of 120 ft that causes 2d6 points of damage to everyone within the line of effect. The inexorant chooses the type of energy (acid, cold, electricity, fire, or sonic) when he initiates this potential and everyone within the line of effect is allowed a **Reflex** save to reduce the damage by half. The inexorant may spend 1 additional point from his arcane pool every fifth class level possessed to increase the damage by 2d6 points (maximum of 10d6 points of damage). This arcane potential is based on the school of evocation.

 **Energy Field (Sp):** The inexorant must have the Energy Touch potential before he may take this arcane potential. The inexorant may spend 1 point from his arcane pool to create a personal field of energy (acid, cold, electricity, fire, or sonic) that lasts for a number of rounds equal to his class level. The type of energy is chosen by the inexorant when this potential is initiated. The inexorant is immune to his own energy field. If an opponent successfully strikes the inexorant with a melee attack, natural attack, or unarmed attack, the opponent suffers 1d6 points of energy damage. If an opponent fails to strike the inexorant with its melee, natural, or unarmed attack, it must make a **Reflex** save or suffer the same amount of damage. The inexorant may spend 1 additional point from his arcane pool every fifth class level possessed to increase the damage by 2d6 points (maximum of 10d6 points of damage). This arcane potential is based on the school of evocation.

 **Energy Orb (Sp):** The inexorant must have the Energy Ray potential before he may choose this arcane potential. The inexorant may create a 5 ft diameter orb of energy by spending 1 point from his arcane pool. The type of energy (acid, cold, electricity, fire, or sonic) is determined when the orb is created and the inexorant may place it anywhere within his line of sight up to 100 ft + 10 ft/level away. Any creature in the area where the orb is placed must make a **Reflex** save or suffer 2d6 points of energy damage. The orb lasts for a number of rounds equal to the inexorant's class level and he may spend a **move action** to move the orb up to 30 feet per round in any direction desired (up, down, or laterally), though it cannot pass through liquid or solid objects. If the orb consists of electricity or fire, it sheds light as a torch.

The inexorant may spend 1 additional point from his arcane pool at every fifth level to add 2d6 points of damage to the orb (this does not increase the orb's size). This arcane potential is based on the school of evocation.

 **Energy Ray (Sp):** The inexorant must have the Energy Touch potential before he may choose this arcane potential. He may fire a ranged energy **touch attack** at an individual target that causes 2d6 points of damage by spending 1 point from his arcane pool, with a range increment of 30 feet. The inexorant chooses the type of energy (acid, cold, electricity, fire, or sonic) when he initiates this potential. The inexorant may spend 1 additional point from his arcane pool every fifth class level possessed to increase the damage by 2d6 points (maximum of 10d6 points of damage). This arcane potential is based on the school of evocation.

 **Energy Touch (Sp):** The inexorant may make a single melee **touch attack** that causes 2d6 points of energy damage by expending 1 point from his arcane pool. The inexorant chooses the type of energy (acid, cold, electricity, fire, or sonic) when he initiates this potential. The inexorant may spend 1 additional point from his arcane pool every fifth class level possessed to increase the damage by 2d6 points (maximum of 10d6 points of damage). This arcane potential is based on the school of evocation.



☀ *Energy Wave (Sp)*: The inexorant must have Energy Ray potential before he may take this arcane potential. By spending 1 point from his arcane pool, the inexorant may send forth a cone of energy with a range of 15 ft that causes 2d6 points of damage. The inexorant chooses the type of energy (acid, cold, electricity, fire, or sonic) when he initiates this potential and everyone within the cone of effect is allowed a Reflex save to reduce the damage by half. The inexorant may spend 1 additional point from his arcane pool every fifth class level possessed to increase the damage by 2d6 points (maximum of 10d6 points of damage). This arcane potential is based on the school of evocation.

☀ *Enhanced Senses (Sp)*: The inexorant may spend 1 point from his arcane pool to gain Darkvision with a 60 ft range with a duration of 1 hour per class level. At 6<sup>th</sup> level the inexorant may spend 2 points from his arcane pool to gain the scent special ability in addition to the darkvision. At 12<sup>th</sup> level the inexorant may spend 3 points from his arcane pool to gain blindsight with a 60 ft range in addition to scent and darkvision. The inexorant's blindsight is based on a limited echolocation effect and deafening effects will effectively remove this sense for the duration of the deafness. Unless the inexorant specifically closes his eyes, he is still affected by gaze attacks. This arcane potential is based on the school of transmutation.

☀ *Extraplanar Protection Barrier (Sp)*: The inexorant generates a personal field of protection that prevents any summoned creature from touching him. Activating this potential requires 1 point spent from the inexorant's arcane pool and it lasts for a number of rounds equal to his class level or until the inexorant physically attacks a summoned creature with a melee weapon, natural attack, or unarmed attack (at which point the potential immediately ends). This arcane potential is based on the school of abjuration.

☀ *Fearsome Facade (Sp)*: The inexorant may spend 1 point from his arcane pool exude a personal aura of dread for a number of rounds equal to his class level. If the inexorant enters the threat range of an opponent or if an opponent enters the

inexorant's threat range, the opponent must make a Will save or become shaken. This effect persists until the aura of dread fades or the opponent moves out of the inexorant's threat range or vice versa.

The inexorant may spend 2 points at 6<sup>th</sup> level to cause an affected opponent to become frightened for 1d4 rounds if it fails the Will save. Even if the opponent succeeds the Will save, it still becomes shaken while within the threat range of the inexorant as above. This is a fear, mind-affecting effect. This arcane potential is based on the school of necromancy.

☀ *Fortified Armor (Sp)*: This potential allows the inexorant to increase his armor bonus by +1 per point spent from his arcane pool. This bonus is force based and is effective versus incorporeal and ethereal attacks. This potential lasts for a number of minutes equal to the inexorant's class level, but it may be dismissed as a move action. The inexorant may spend 1 point from his arcane pool for every four class levels possessed. This arcane potential is based on the school of conjuration.

☀ *Greater Arcane Invulnerability (Sp)*: The inexorant must be at least 12<sup>th</sup> level and possess the Arcane Invulnerability potential before he may choose this arcane potential. The inexorant produces a 10 ft. radius globe of immunity to arcane spells of a level equal to or less than the number of points spent from his arcane pool. This effect protects anyone within the globe and lasts for a number of rounds equal to the inexorant's class level. The inexorant may spend a number of points from his arcane pool equal to ½ his class level. This arcane potential is based on the school of abjuration.

☀ *Greater Spectral Wings (Sp)*: The inexorant must be at least 10<sup>th</sup> level and have the Spectral Wings potential before he may choose this arcane potential. The spectral wings last for a number of hours equal his class level, though the inexorant's overall speed is reduced to 40 feet with good maneuverability (30 feet if wearing medium or heavy armor or carrying a medium or heavy load with average maneuverability).

This potential has the same cost from the inexorant's arcane pool as Spectral Wings.



The inexorant may spend 2 points from his arcane pool to increase the speed to 60 feet with perfect maneuverability (40 feet for wearing medium or heavy armor or carrying a medium or heavy load with good maneuverability). The inexorant retains the Fly skill bonus equal to  $\frac{1}{2}$  his class level with the spectral wings. This arcane potential is based on the school of transmutation.

☀ *Impairing Ray (Sp)*: The inexorant must have the Impairing Touch potential before he may choose this arcane potential. He may fire a ranged touch attack that causes the victim to become blind or deaf (chosen when the ray is initiated) by spending 1 point from his arcane pool, with a range increment of 30 feet. The duration of the impairment lasts for a number of rounds equal to the inexorant's class level, though the victim is allowed a Fortitude saving throw at the beginning of its turn the round after the impairment takes effect. The inexorant may spend 2 points to make the effect permanent, but the target is allowed to make a Fortitude saving throw to negate the effects of the touch. This arcane potential is based on the school of necromancy.

☀ *Impairing Touch (Sp)*: The inexorant must be at least 4<sup>th</sup> level before he may choose this arcane potential. The inexorant may spend 1 point from his arcane pool to inflict blindness or deafness (chosen when this potential is initiated) on his next melee touch attack. If the attack is successful the opponent becomes blind or deaf for a number of rounds equal to the inexorant's class level. The victim is allowed a Fortitude saving throw at the beginning of his turn starting the round after it was impaired to remove the effects of the impairment. The inexorant may spend 2 points to make the effect permanent, but the target is allowed to make a Fortitude saving throw to negate the effects of the touch. This arcane potential is based on the school of necromancy.

☀ *Instant Step (Sp)*: The inexorant may spend 1 point from his arcane pool as a swift action and instantly transport himself to another location within 100 ft + 10 ft/level that he has light of sight. The inexorant can only transport himself and the location cannot be occupied by another solid object. This arcane potential is based upon the school of conjuration.

☀ *Lingual Percipience (Sp)*: The inexorant gains the ability to understand any spoken language by being exposed to the language for 1 round as long as he has at least 1 point in his arcane pool. This potential does not grant the inexorant to speak the language and the comprehension gained is lost within 10 minutes after the language is no longer used. The inexorant may spend 1 point from his arcane pool as a standard action to gain the ability to speak the language for a number of minutes equal to his class level. This arcane potential is based on the school of divination.

☀ *Maxifying Morphism (Sp)*: The inexorant may spend 1 point from his arcane pool to increase his size by one category for a number of minutes equal to his class level. The effect is identical to the *Enlarge Person* spell, increasing both the inexorant and his gear. This potential cannot be used to increase the inexorant's size by more than one category than his normal size and it does not stack with other effects that would increase his size. This arcane potential is based on the school of transmutation.

☀ *Minifying Morphism (Sp)*: The inexorant may spend 1 point from his arcane pool to reduce his size by one category for a number of minutes equal to his class level. The effect is identical to the *Reduce Person* spell, reducing both the inexorant and his gear. This potential cannot be used to decrease the inexorant's size by more than one category than his normal size and it does not stack with other effects that would decrease his size. This arcane potential is based on the school of transmutation.

☀ *Minor Arcana (Sp)*: The inexorant chooses two cantrips (0-level spell) from the Sorcerer/ wizard Spell List when he chooses this potential. He may use the cantrips as desired without expending any points from his arcane pool as long as he has at least 1 point within the pool. The inexorant select this potential multiple times, selecting two different cantrips each time he chooses this arcane potential. This arcane potential is based on the school of the cantrips chosen.

☀ *Physical Transcendence (Sp)*: The inexorant must be at least 4<sup>th</sup> level before he may choose this arcane potential. By spending 1 point from his arcane pool, the inexorant chooses either his



Strength, Dexterity, or Constitution and gains a +4 enhancement bonus for a duration of 1 minute per level of the inexorant. The inexorant gains any bonuses based on the adjusted score being enhanced, including hit points for an increased Constitution.

This bonus does not stack with any other powers, magic items, or spells that also increase the physical ability score altered by this potential. The inexorant may use this potential to increase multiple ability scores in tandem by applying this potential for each ability score. If the inexorant uses this potential to increase a physical ability score he has already enhanced, he just extend the duration of the effect based on the last use of this potential. This arcane potential is based on the school of transmutation.

☀ **Ray of Idiocy (Sp):** The inexorant must have the Touch of Idiocy potential to choose this arcane potential. He may spend 1 point from his arcane pool to fire a ray up to 100 ft + 10 ft/level as a ranged touch attack, otherwise the effect is identical to the Touch of Idiocy potential. This is a mind-affecting (compulsion) effect. This arcane potential is based on the school of enchantment.

☀ **Spectral Wings (Sp):** The inexorant must be at least 6<sup>th</sup> level before he may choose this potential. By spending 1 point from his arcane pool, the inexorant grows a pair of luminescent wings that grant him the ability to fly with good maneuverability and a speed of 50 feet per round. The wings persist for a number of minutes equal to the inexorant's class level. The wings do shed a pale light equal to torch light, though the inexorant may consciously dim the light to that of candle light if desired.

If the inexorant is wearing medium armor or carrying a medium load, he only has an average maneuverability and the speed is reduced to 40 feet per round. If the inexorant is wearing heavy armor or carrying a heavy load, his maneuverability is reduced to poor and his speed is reduced to 30 feet per round.

The inexorant does gain a Fly skill bonus equal to ½ his class level with the spectral wings. This arcane potential is based on the school of transmutation.

☀ **Touch of Deterioration (Sp):** By spending 1 point from his arcane pool, the inexorant chooses one of the following conditions and may attempt to impart the condition on an opponent through a successful melee touch attack: dazed, fatigued, or sickened. The duration of the effect is 1 round plus an additional number of rounds equal to the inexorant's Intelligence modifier. The opponent is allowed a Fortitude saving throw at the beginning of its turn as a free action to shake off the condition.

If the inexorant is at least 8<sup>th</sup> level, he may spend 2 points from his arcane pool to increase the severity of the condition to dazed, exhausted, or nauseated. The duration remains the same as well as the allowance of a Fortitude saving throw at the beginning of the victim's turn to shake off of the effects. This arcane potential is based on the school of transmutation.

☀ **Touch of Idiocy (Sp):** The inexorant may spend 1 point from his arcane pool to temporarily reduce an opponent's mental acuity as the spell *Touch of Idiocy*. The inexorant must make a successful touch attack and the effect lasts for a number of minutes equal to the inexorant's class level. The victim suffers 1d6 points of ability damage to Intelligence, Wisdom, and Charisma. This is a mind-affecting (compulsion) effect. This arcane potential is based on the school of enchantment.

**Arcane Armor Training (Ex):** At 3<sup>rd</sup> level, the inexorant reduces the armor check penalty for any armor worn by 1 point and increases the maximum Dexterity bonus by 1 point. If the inexorant chooses to wear medium or heavy armor, the chance of arcane spell failure for any of his spell-like abilities is reduced by 10%.

**Arcane Insight (Sp):** At 5<sup>th</sup> level, the inexorant may choose one spell from the Sorcerer/Wizard Spell List equal to or less than ½ his class level. The inexorant may cast that spell as a spell-like ability by spending a number of points from his arcane pool equal to the level of the spell. The inexorant uses his class level as the effective caster level for the spell chosen.



Metamagic feats may be applied normally, paying the additional points based on the effective spell level after the metamagic feats are applied. Verbal and somatic component requirements are retained, but any material components less than 1 gp do not have to be met. If the spell requires a more expensive material component, the inexorant must have the component required to use the spell-like ability.

This class feature does not grant the inexorant access to magic items normally restricted to arcane spell casters including trigger items or completion items.

The inexorant may choose another spell at 11<sup>th</sup> and 17<sup>th</sup> level as well as replace one previously selected spell if desired.

**Martial Study (Ex):** At 7<sup>th</sup> level, the inexorant's weapon handling skills improve. He may choose one of the following feats as a bonus feat: Critical Focus, Dazzling Display, Exotic Weapon Proficiency, Improved Critical, Improved Unarmed Strike, Two-Weapon Fighting, Vital Strike, Weapon Finesse, Weapon Focus, and Weapon Specialization. The inexorant does not need to meet any prerequisites other than feats listed for those listed above.

At 13<sup>th</sup> level, the inexorant may choose another bonus feat from the previous list or one of the following: Greater Weapon Focus, Greater Weapon Specialization, Improved Vital Strike, Improved Two-Weapon Fighting, and Sickening Critical. Only feat prerequisites must be met in order to choose from the feats listed.

At 19<sup>th</sup> level, the inexorant may choose another bonus feat from the lists granted at 7<sup>th</sup> or 13<sup>th</sup> level as well as Greater Two-Weapon Fighting and Greater Vital Strike.

**Arcane Armor Mastery (Ex):** At 9<sup>th</sup> level, the inexorant reduces the armor check penalty for any armor worn by 1 point and increases the maximum Dexterity bonus by 1 point. These modifications stack with the effects of the Arcane Armor Training class feature.

The inexorant may wear medium armor without suffering any chance of arcane spell failure when using his spell-like abilities. If the inexorant chooses to heavy armor, the chance of arcane spell failure for any of his spell-like abilities is reduced by 20%.

**Complete Armor Mastery (Ex):** At 15<sup>th</sup> level, the inexorant reduces the armor check penalty for any armor worn by 1 point and increases the maximum Dexterity bonus by 1 point. These modifications stack with the effects of the Arcane Armor Training and Arcane Armor Mastery class features.

The inexorant may wear heavy armor without suffering any chance of arcane spell failure when using his spell-like abilities.



## New Feats

### Extra Arcane Potential

You have learned a new secret to add to your arsenal of arcane powers.

**Prerequisites:** Arcane Potential class feature

**Benefit:** You may choose a new arcane potential to add to your list of known spell-like abilities. You must meet any requirements for the arcane potential.

**Special:** You may choose this feat multiple times, selecting a new arcane potential each time.

### Sword Transference

You can channel your offensive arcane potentials through your weapon.

**Prerequisites:** Arcane Potential class feature, Weapon Focus (selected weapon)

**Benefit:** You may direct any touch based arcane potential spell-like ability through a melee weapon (including natural or unarmed attacks) with which you have weapon focus as part of a standard attack action. If you successfully strike the target, it suffers damage from both your weapon and your arcane potential. If you successfully strike the target with a touch attack, it is still affected by your arcane potential even if the weapon causes no damage.

**Normal:** You cannot combine an arcane potential touch attack with a melee attack.



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