



Player Paraphernalia

#67.5

ADDITIONAL
ARCANE POTENTIALS
FOR THE INEXORANT



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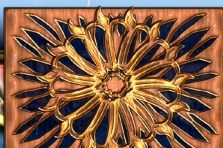
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PLAYER PARAPHERNALIA #67.5

BY THE KNOTTY-WORKS



Welcome to issue sixty-seven and a half of the Player Paraphernalia series, short supplements designed to offer players new options for use with the Pathfinder RolePlaying Game (©Paizo, Inc.). This promotional issue presents several new arcane potentials for the Inexorant that was introduced in issue #67.

Arcane Potentials

Arcane potentials are spell-like abilities granted to the inexorant. He chooses his first arcane potential at 2nd level and gains an additional arcane potential every even level thereafter.

The inexorant must meet any requirements for the arcane potential, some being limited to specific levels or requiring the accessibility to another potential. At 4th 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.

Transformations and Enhanced Skin Coatings:

The inexorant may only apply the effects of one potential at a time in regards to arcane potentials that allow him to modify or change his form or outer skin. If the inexorant initiates another potential that transforms or modifies his body, the benefits of the previous potential are immediately dismissed.



Adhesive Coating (Sp): The inexorant may spend 1 point from his arcane pool as a standard action to produce a thin layer of glue. This grants him a +4 circumstance bonus to his CMD against bull rush, disarm, steal, and trip maneuvers. He also gains a +4 circumstance bonus to grapple checks while suffering a -2 penalty to his own CMD versus grapple and grab attacks. The tar like substance lasts for a number of rounds equal to the inexorant's class level.

If struck by a melee weapon, natural weapon, or unarmed attack, the opponent making the attack must make a Reflex save (DC $10 + \frac{1}{2}$ the inexorant's class level + his Dexterity modifier) or the weapon or appendage become stuck to the inexorant.



The opponent may attempt to dislodge the stuck weapon or appendage with a Strength check (or Escape Artist skill check) as a standard action with the same DC required to avoid having the attack stick to the inexorant. Attempting to pry loose a stuck weapon or appendage does provoke an attack of opportunity from the inexorant and any allies that threaten the opponent.

Universal solvent or oil may be used to free a stuck weapon or appendage, but it doesn't impact the other bonuses granted to the inexorant.

☀ **Battle Hardened (Sp):** The inexorant may spend 1 point from his arcane pool as a standard action to gain a +2 morale bonus to his attack rolls, saving throws, and skill checks for 1 minute per class level. At 10th level, the inexorant may spend 2 points from his arcane pool to gain a +4 morale bonus to his attack rolls, saving throws and skill checks for 1 minute per class level.

The inexorant may spend 1 additional point when initiating this potential to change the bonus type from morale to circumstance.

☀ **Battle Rager (Sp):** The inexorant must have the Battle Hardened potential before he may choose this arcane potential. The inexorant may spend 1 point from his arcane pool to gain the effects of the Rage spell, but lasts 1 round per class level. At 12th level, the inexorant may spend 2 points from his arcane pool to increase the rage effects for a +4 morale bonus to his Strength and Constitution and a +2 morale bonus for his Will saves.

☀ **Call of the Wild (Sp):** The inexorant may call upon the spirits of the natural world to gain animalistic capabilities as the *Animal Aspect* spell. As a standard action and spending 1 point from his arcane pool, the inexorant may choose one animal aspect to manifest for 1 minute per class level.

At 8th level, the inexorant may spend 2 points from his arcane pool to gain the aspects from two animals or improved capabilities from a single animal as the *Greater Animal Aspect* spell.

☀ **Cloak of Free-falling (Sp):** The inexorant automatically gains the benefits of the *Feather Fall* spell as long as he has at least 1

point in his arcane pool. The inexorant may spend 1 point from his arcane pool as a free action to direct his fall as if using the *Glide* spell.

☀ **Crawling Manifestation (Sp):** The inexorant must have the Wild Manifestation potential and be at least 8th level before he may choose this arcane potential. By spending 1 point from his arcane pool as a standard action, the inexorant may transform himself in to a small or medium creature of the vermin type as the *Vermin Shape I* spell. The inexorant may maintain the vermin form for 1 minute per class level, but loses the ability to communicate with others or initiate any additional arcane potentials (though currently active potentials are retained during the transformation) unless the chosen form has the ability to communicate with normal speech and has sufficient digitated appendages for somatic gestures.

At 12th level, the inexorant may spend 2 points from his arcane pool to gain the benefits of the *Vermin Shape II* spell.

☀ **Elastic Coating (Sp):** The inexorant must have the Adhesive Coating potential before he may choose this arcane potential. By spending 1 point from his arcane pool as a standard action, the inexorant gains a layer of elastic covering that grants him damage reduction 10/magic versus ranged weapons for 1 minute per class level.

At 6th level, the inexorant may spend 2 points from his arcane pool to also gain most of the benefits of the *Resinous Skin* spell, with damage reduction 5/piercing, +4 circumstance bonus to his CMD versus disarm and sunder maneuvers, and a +2 circumstance bonus to his CMD while grappling. Weapons striking the inexorant do not become stuck; however, from this potential.

The damage reduction granted by this effect does not stack with the damage reduction versus ranged weapons.

☀ **Energy Ammo (Sp):** The inexorant may spend 1 point from his arcane pool as a move action to infuse any ranged weapon he uses with energy (acid, cold, electricity, fire, or sonic) for a number of rounds equal to his

class level. The type of energy must be chosen when this potential is initiated and cannot be changed unless the inexorant spends another point from his arcane pool as a **move action**.

The energy adds an additional 1d6 points of damage to the attack. At 6th level and every four levels thereafter, the inexorant may spend an additional point to cause a number of d6 damage equal to the number of points spent.

If the inexorant uses his arcane pool to enhance his weapon and grant it special properties that cause energy damage, the damage caused by this potential does stack, but the inexorant must make a **Fortitude** save for the weapon (DC equal to 10 + the number of points spent for this potential) or it gains the broken condition. If used with a broken weapon, use of this arcane potential destroys the weapon.

☀ **Gigantic Transformation (Sp):** The inexorant must be at least 14th level and have the Nefarious Transformation potential before he may choose this arcane potential. By spending 2 points from his arcane pool as a **standard action**, the inexorant assumes the form of a large humanoid of the giant subtype. He gains the bonuses and benefits granted by the **Giant Form I** spell for 1 minute per class level. Items and clothing in contact with the inexorant also alter their size to reflect the new form of the inexorant. Items dropped or handed off automatically return to their normal size.

At 16th level, the inexorant may spend 3 points from his arcane pool to gain the benefits of the **Giant Form II** spell.

☀ **Heavy Blade (Sp):** The inexorant must have the Heavy Shot potential before he may choose this arcane potential. The inexorant may spend 1 point from his arcane pool as a **standard action** to cause a one-handed or two-handed melee weapon to significantly increase its size while not affecting his ability to wield it. The weapon is treated as one size larger for a number of rounds equal to the inexorant's class level. This arcane potential has no effect on natural weapons including unarmed attacks.

☀ **Heavy Shot (Sp):** The inexorant may spend 1 point from his arcane pool as a

standard action to cause a ranged weapon to increase in size just before it impacts the target, causing damage as if it was one size larger. This potential lasts for a number of rounds equal to the inexorant's class level. The weapon immediately returns to its normal size upon impact with any surface.

☀ **Nefarious Transformation (Sp):** The inexorant must be at least 6th level before he may take this arcane potential. By spending 1 point from his arcane pool as a **standard action**, the inexorant gains the effects of the **Monstrous Physique I** spell. He may choose the form of any small or medium monstrous humanoid for 1 minute per class level.

At 8th level, the inexorant may spend 2 points from his arcane pool to gain the benefits of the **Monstrous Physique II** spell. At 10th level, the inexorant may spend 3 points from his arcane pool to gain the benefits of the **Monstrous Physique III** spell, and 4 points at 12th level to gain the benefits of the **Monstrous Physique IV** spell.

Items and clothing in contact with the inexorant also alter their size to reflect the new form of the inexorant. Items dropped or handed off automatically return to their normal size.

☀ **Nature's Kiss (Sp):** The inexorant must have the Wild Manifestation potential before he may choose this arcane potential. The inexorant may spend 2 points from his arcane pool to transform into a small or medium sized creature of the plant type as a **standard action**. This potential grants the effects of the **Plant Shape I** spell. The inexorant may maintain the plant form for 1 minute per class level, but loses the ability to communicate with others or initiate any additional arcane potentials (though currently active potentials are retained during the transformation) unless the chosen form has the ability to communicate with normal speech and has sufficient digitated appendages for somatic gestures.

At 12th level, the inexorant may spend 3 points from his arcane pool to gain the benefits of the **Plant Shape II** spell. At 16th level, 4 points from the arcane pool may be spent to gain the benefits of the **Plant Shape III** spell.

☀ *Protective Breath (Sp)*: The inexorant must have the Enduring Field potential (see Player Paraphernalia Issue #67) before he may choose this arcane potential. The inexorant may spend 1 point from his arcane pool as a standard action to gain the benefits of the *Air Bubble* spell about his head for a duration of 10 minutes per class level.

At 6th level, the inexorant may spend 2 points to increase the duration to 1 hour per class level.

☀ *Powerful Punch (Sp)*: The inexorant may spend 1 point from his arcane pool to telekinetically enhance his unarmed strike as a swift action. The punch causes 2d4 points of lethal bludgeoning damage and does not provoke attacks of opportunity if the inexorant does not have *Improved Unarmed Strike*. The punch also has the ability to push opponents back as the *Force Punch* spell, using the inexorant's class level as the effective caster level.

The inexorant may spend 1 additional point at 4th level and every four levels thereafter to increase the damage by 2d4 per point spent.

☀ *Skirmisher's Gait (Sp)*: The inexorant may spend 1 point from his arcane pool as a standard action to gain a 30 foot enhancement bonus to his speed while traveling on the ground. This potential lasts for a number of rounds equal to the inexorant's class level. While this potential is active, the skirmisher may spend an additional point from his arcane pool as an immediate action if his movement would provoke an attack of opportunity to prevent the attack.

☀ *Smashing Success (Sp)*: The inexorant may spend 1 point from his arcane pool as a standard action for one of two effects. The inexorant may either gain a +4 circumstance bonus to any Sunder attempts for a number of rounds equal to the inexorant's class level or the inexorant may attempt to smash one object as the *Break* spell, though it requires a touch attack to successfully break the item. When used in this fashion, the potential automatically ends.

☀ *Stone Transformation (Sp)*: The inexorant may spend 1 point from his arcane pool as a standard action to gain a thin rock like crust

to his skin. This grants him a +1 natural armor class bonus and his unarmed strikes cause lethal damage and do not provoke attacks of opportunity. This effect lasts for 1 minute per class level.

At 6th level, the inexorant may spend 2 points from his arcane pool to gain a +3 natural armor class bonus and his unarmed strikes cause 1d6 points of damage (small characters cause 1d4 and large characters cause 1d8).

At 10th level, the inexorant may spend 3 points from his arcane pool to gain the benefits of the *Stoneskin* spell in addition to the natural armor class bonus and unarmed strike damage.

☀ *Warding Weapon (Sp)*: The inexorant may choose one of his weapons and cause it to defend him as the *Warding Weapon* spell by spending 1 point from his arcane pool as a standard action. Once activated, the weapon continues to harass threatening opponents for 1 round per class level.

☀ *Wild Manifestation (Sp)*: The inexorant must have the Call of the Wild potential before he may choose this arcane potential. By spending 1 point from his arcane pool as a standard action, the inexorant may transform himself in to a small or medium animal as the *Beast Shape I* spell. The inexorant may maintain the animal form for 1 minute per class level, but loses the ability to communicate with others or initiate any additional arcane potentials (though currently active potentials are retained during the transformation) unless the chosen form has the ability to communicate with normal speech and has sufficient digitated appendages for somatic gestures.

At 8th level, the inexorant may spend 2 points from his arcane pool to gain the benefits of the *Beast Shape II* spell. At 12th level, 3 points from the arcane pool may be spent to gain the benefits of the *Beast Shape III* spell. And at 16th level the inexorant may spend 4 points from his arcane pool to gain the benefits of the *Beast Shape IV* spell.

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