



Player Paraphernalia

WIZARD
IMPLEMENTS
ALTERNATE CLASS RULES

#83



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PLAYER PARAPHERNALIA #83

BY THE KNOTTY-WORKS

Welcome to issue eighty-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 presents alternate rules for wizards, expanding the use and power of the wizard's bonded object.

Implements of the Wizard

Introduced in Paizo's Pathfinder RPG Occult Adventures™, Implements are a powerful tool for the occultist, granting both spells and additional features based on the mental focus of the occultist. Based on the eight arcane schools, implement schools present a commonality between the occultist and the wizard. The following material presents alternate rules for the wizard that takes the concepts of occult implements and implement schools and applies them to the wizard core class.

Arcane Bond

The wizard must choose a bonded object of a type related to the implement school chosen (see below). The wizard gains the item at no cost and it automatically has masterwork quality though no special abilities or magical enhancements. The wizard must present the item (or be wearing it in the case

of clothing) in order to cast a spell or make a concentration check if the item is not available (DC equal to 20 + the spell level). The wizard is always proficient with his bonded object if it is a weapon.

While the wizard is in possession of his bonded object, he gains a pool of points based on his mental focus equal to 3 + his Intelligence modifier. These points are replenished after the wizard gains 8 hours of rest and spends an hour studying his spells. They are automatically invested into his bonded object which he must have on hand while preparing his spells. If the wizard does not have his bonded object, he cannot invest his mental focus for the day.

The wizard may take the Extra Mental Focus feat to increase his total number of mental focus points.

Once a bonded object has been invested with the wizard's mental focus, any spell of the same school as the implement school gains either a +1 bonus to the DC for any saving throws associated with the spell or a +1 bonus to hit when making a touch attack to deliver the spell. The wizard may spend points invested into his bonded object to trigger other effects as listed by the implements school, though once all the points have been

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exhausted for the day, the DC or to hit bonus granted by the bonded object is lost until replenished. The wizard may spend a total number of points from his mental focus when activating a power from his implements school equal to the highest level spell he may cast.

The wizard may add magical enhancements to his bonded object and is treated as having the appropriate Item Creation feat as long as he meets the level requirements for it. Objects normally destroyed once the magic is **exhausted** (such as a wand) only become non-magical and may be enhanced again. Bonded items that have not been magically enhanced do not consume a body slot, while a magically enhanced object does consume the appropriate body slot.

If the wizard's bonded object becomes damaged, it is fully restored the next time the wizard prepares his spells. If the bonded object is lost or destroyed, the wizard can replace it with another after spending at least 1 week finding a suitable replacement and performing a special ritual that takes 8 hours. The item must be purchased or crafted at a cost of the wizard's level multiplied by 200 gp and the cost of granting it masterwork quality. If the wizard has a magical item that qualifies as a bonded object, he must instead spend the money as part of the ritual to attune the item to his own energies and requirements to accept the wizard's mental focus.

Implement Schools

Rather than choosing to specialize in a particular arcane school, the wizard may choose an implement school. These schools are similar to the Implement Schools presented in the *Pathfinder RPG Occult Adventures*™ for the Occultist class. Unlike specializing in a normal arcane school or sub-school, the wizard does not have to choose opposition schools when selecting his implement school. The wizard cannot gain both an arcane school and an implement school as class features. If the wizard chooses another class that grants access to a feature based on the eight classic arcane schools,

he must choose the same school as he selected for his implement school.

The wizard may spend 1 point of his mental focus to increase his effective caster level when casting a spell of the same school as his chosen implement school. In addition, he gains access to other powers he may manifest based on his implement school using his mental focus.

Unlike the occultist, the wizard gains access to all of the associated powers, though access may be limited based on the number of points of mental focus that may be spent to initiate a power.

Unless specified by the power's description, **spell resistance** applies to any power granted by the implement school.

Mental Focus and Metamagic Feats

The wizard may also use mental focus points invested in his bonded object to spontaneously initiate a metamagic feat effect to a prepared spell from the same school as his implement school, spending the points from his mental focus for the effective level increase required for the metamagic feat.

Spells modified in this fashion follow the general rules for modifying a spontaneous spell with a meta-magic feat, increasing the casting time based on the normal time required to cast the spell (except for the **Quicken Spell** feat which functions as expected).

Each implement school has its own list of metamagic feats that may be used in conjunction with the wizard's mental focus. All Implement Schools may use mental focus points when applying either the **Quicken Spell**, **Silent Spell**, or **Still Spell** metamagic feats.

The wizard must possess the feat to gain the benefits of using his mental focus points in this fashion.

Abjuration Implement School

Possible Bonded Objects: amulet, bracers, brooch, cloak, gloves, or helm.

Metamagic Feats Allowed: Disruptive Spell, Ectoplasmic Spell, Extend Spell, or Widen Spell.

Arcane Opposition (Sp): You may spend 3 points of mental focus as an **immediate action** to either gain a +10 **resistance bonus** to a single saving throw versus a spell or **spell-like ability** or to gain the effects of a targeted *Dispel Magic* for any spell cast on you or in your area (you would be affected by the spell).

Aura of Alignment (Sp): You may spend 1 point of mental focus as a **swift action** to gain effects of a *Protection from {chaos, evil, good, law}* spell as long as it does not conflict with your own alignment. The effect lasts for 1 minute, though you may extend it for an additional minute by spending another point of mental focus as an **immediate action** on the round it expires.

You may spend 2 additional points to change the effect to match that of a *Magic Circle versus {chaos, evil, good, law}* with the same alignment restrictions and duration as above.

Energy Absorption (Sp): You can spend 1 point of mental focus as a **swift action** to gain the ability to absorb up to 5 points of energy damage each round (similar to the *Protection from Energy* spell, but the absorption regenerates each round). You may spend additional points, increasing the absorption by 5 points for each point spent (to a maximum of 20 points). Once manifested, the energy absorption lasts for 1 minute. You may extend the duration for another minute by spending 1 point of mental focus as an **immediate action** on the round the effect expires.

Force Field (Su): By spending 1 point of mental focus as a **swift action**, you gain a +1 **deflection bonus** to your AC for a duration of 1 minute. You may spend additional points to increase the **deflection bonus** by the points spent. You may also increase the effect to grant allies within 10 feet of you the same bonus by spending 2 additional points

when you first initiate this power. You may extend the duration for an additional minute by spending 1 point of mental focus as an **immediate action** on the round the effect expires.

Conjuration Implement School

Possible Bonded Objects: compass, figurine, lantern, necklace, sash, or sceptre.

Metamagic Feats Allowed: Echoing Spell, Enlarge Spell, Extend Spell, or Reach Spell.

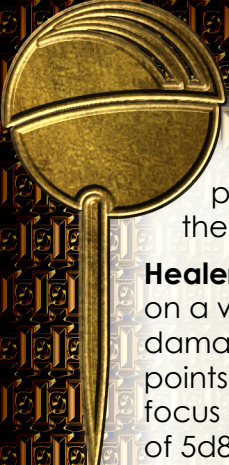
Common Calling (Sp): You may spend 1 point of your mental focus to create a common piece of equipment, weapon, clothing, etc that is worth 10 gp or less and weighs 4 lbs or less. The item remains as long as it is in your possession, and 1d4 rounds after it leaves your possession.

MP	Value	Weight
2	50 gp	10 lbs
3	100 gp	20 lbs
4	200 gp	50 lbs
5	300 gp	100 lbs

You may spend additional points from your mental focus to create larger or more expensive items, but the same restriction for possession applies. If the cost allows for a masterwork quality, you may apply that as well. You cannot use this power to create a magic item and you may only create one object at a time. If you use this power to create another object, any previous object immediately dissipates.

Etheric Step (Sp): You may spend 4 points of your mental focus with a **standard action** to open a dimensional rift between two points on the plane you are currently residing, up to a distance of 1 mile. You may then use a **move action** to cross over to the new location. The rift closest to you must be within 10 feet of your present location and the exiting location must be an open space that has enough room for you to exit, otherwise the power immediately ends and the 4 points are still spent.

You may take others with you by spending 1 point for each individual and you must maintain physical contact with those following you through the rift. The rift immediately closes once you and those in



physical contact with you step through the rift.

Healer's Boon (Su): When you cast a spell on a willing creature that does not cause damage, the creature is also healed 1d8 points of damage for every point of mental focus spent using this power (with a maximum of 5d8 points possible). If you are casting a spell that affects multiple individuals, you may break up the healing dice amongst the affected individuals as desired.

Summoner's Boon (Su): When casting a conjuration (summoning) spell to produce one or more creatures, you may spend 1 point from your mental focus to grant a +2 enhancement bonus to the summoned creature's Strength, Dexterity, and Constitution scores. You may spend additional points to increase the bonus by an additional 2 points for each point of mental focus spent (with a maximum of a +8 enhancement bonus).

You may also spend 1 point from your mental focus to extend the duration of any conjuration (summoning) for one minute as an immediate action on the round the spell expires.

Divination Implement School

Possible Bonded Objects: crystal ball, goggles, harrow deck, headband, planchette, or veil.

Metamagic Feats Allowed: Enlarge Spell, Extend Spell, Heighten Spell, or Piercing Spell.

Danger Sense (Su): You may spend 1 point of your mental focus as an immediate action on a round in which you are surprised, granting you the ability to act in that round with either a move action or standard action.

You may also spend 2 points of your mental focus as a swift action to gain a +10 bonus to any perception checks to determine the existence and general location of an invisible creature or object within 30 feet of you. You retain this bonus for 1 minute and if you successfully detect the presence of an invisible opponent, you are not denied your Dexterity modifier to your AC and any attacks against the invisible opponent

treat it as concealed, but not totally concealed.

Dodging Sense (Su): You may spend 1 point of your mental focus as a swift action to gain a +1 insight bonus to your AC for a period of one minute. You may spend additional points from your mental focus, increasing the insight bonus by the same amount (with a maximum +5 insight bonus). You may also grant this sense to an ally by spending an additional point of mental focus while touching the ally with a standard action.

You may extend the duration for an additional minute by spending 1 point of mental focus as an immediate action on the round the effect expires, but only when you are the recipient of the effect.

Enhanced Vision (Su): You may spend points from your mental focus to increase your visual acuity by one or more steps. Standard vision increases to low-light vision, low-light vision to dark vision with a 60 ft range, and dark vision with a 60 ft range to dark vision with a 90 ft range. You may spend as many points as allowed to increase your vision to the level desired as a standard action and the effect lasts for one hour per class level. If you gain or have dark vision, you may spend an additional point of your mental focus to see normally through magical darkness (as the *Darkness* spell, but not *Deeper Darkness*).

You can also spend 2 points of your mental focus as a swift action to see invisible objects or creatures as the *See Invisibility* spell with a duration of 10 minutes per class level. This effect can be used in conjunction with the other enhanced vision effects or on its own.

Telepathic Bond (Sp): You may spend 3 points from your mental focus to forge a telepathic bond with a creature you are touching as a standard action. If the creature is unwilling, it gets a Will save with a DC equal to 10 + $\frac{1}{2}$ your class level + your Charisma modifier and may require a melee touch attack if it isn't restrained. The bond lasts for 10 minutes and extends to nearly any distance as long as both individuals are in the same plane of existence.

You may include additional participants by spending 1 point of mental focus for each individual being linked and they must all be in physical contact with each other when you use this power.

The bond does grant each individual to understand the others regardless of language but each participant must have a minimum Intelligence of 3. This power grants no ability to probe the minds of others or discover information they do not want to share.

Enchantment Implement School

Possible Bonded Objects: censer, coin, crown, monocle, musical instrument, or turban.

Metamagic Feats Allowed: Bouncing Spell, Extend Spell, Focused Spell, or Selective Spell.

Dazing Gaze (Sp): You may spend 1 point of your mental focus as a **standard action** to cause one individual within 30 feet to become **dazed** for 1 round. The victim is allowed a **Will** save with a DC of $10 + \frac{1}{2}$ your class level + your Charisma modifier. Opponents with more hit dice than your class level are not **dazed**, but **staggered** if they fail their saving throw.

You may spend 2 additional points from your mental focus to affect everyone within a 30 ft by 30 ft cone area of effect.

This is a mind-affecting effect.

Dominating Demeanor (Su): You may spend 1 point of your mental focus as a **swift action** to gain a +2 **enhancement bonus** to any Charisma based skill checks or ability checks. The bonus lasts for 1 minute. You may spend additional points from your mental focus, increasing the bonus by the additional number of points spent (with a maximum +5 **enhancement bonus**).

You may extend the duration for another minute by spending 1 point of mental focus as an **immediate action** on the round the effect expires.

Inspiring Word (Sp): By spending 1 point of your mental focus as a **standard action** while making physical contact with an ally (or you may apply this effect on yourself), you

grants a +1 **morale bonus** on attack rolls and saving throws versus mind-affecting spells and **spell-like abilities** including fear that lasts for 1 minute. You may spend additional points from your mental focus when you initiate this power to increase the **morale bonus** by the points spent.

You may extend the duration for another minute by spending 1 point of mental focus as an **immediate action** on the round the effect expires, but only when used on yourself.

Strange Alliance (Su): By spending 2 points from your mental focus as a **standard action**, you may cause a single individual within 30 feet to automatically change its attitude towards you to friendly. The target is allowed a **Will** save to negate the effect, with a DC equal to $10 + \frac{1}{2}$ your class level + your Charisma modifier. The target's attitude towards its own allies is not affected by this power, and if it is attacked by you or one of your allies, the effect immediately ends. While under its effects, the target will not attack you or your allies even if its own allies are engaged in combat. If the target creature does see one of its own allies taken down by you or one of your allies (as in rendered **helpless**, **unconscious**, or killed), the target is allowed another **Will** saving throw to shake off the effects of this power.

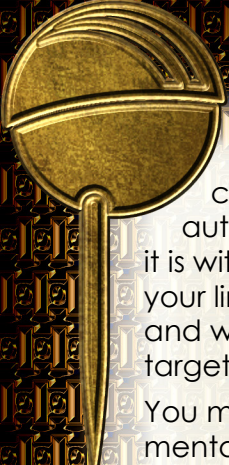
This power may be used on any creature with an Intelligence score and can be affected by mind-affecting spells and effects, but it does not confer any ability to communicate or understand languages spoken by you or the victim. The effect of the alliance has an indefinite duration and may last until you or an ally provokes the target or performs an action that would upset it.

Evocation Implement School

Possible Bonded Objects: club, gauntlets, shirt, spear, staff, or wand.

Metamagic Feats Allowed: Empower Spell, Enlarge Spell, Intensified Spell, or Maximize Spell.

Bolt of Force (Sp): You may hurl a bolt of pure force as a **standard action** by spending 1 point of your mental focus. The bolt



causes 1d6 points of damage and automatically strikes the target as long as it is within 100 feet of your location and within your line of sight. The bolt is a force effect and will damage incorporeal and **ethereal** targets.

You may spend additional points from your mental focus, creating an additional bolt for each point spent with a maximum of five bolts possible. Force bolts may target the same creature or any other creature within range that you can see. The force bolt is treated as a *magic missile* for any spell or magic item that absorbs or resists that spell.

Cloak of Energy (Sp): You may spend 2 points of your mental focus as a **swift action** to generate a shroud of energy chosen when the power is initiated (acid, cold, electricity, fire, or sonic) that lasts for 1 minute. While this power is active, you gain a resistance of 10 versus the energy type chosen and anyone that successfully strikes you with a non-reach melee weapon, natural, or unarmed attack suffers 1d6 points of damage from the energy type chosen. You may increase the resistance by 5 points and add 1d6 points of damage for each additional point of mental focus spent when initiating this power (with a maximum resistance of 20 and maximum damage of 5d6 points).

You may extend the duration for another minute by spending 1 point of mental focus as an **immediate action** on the round the effect expires.

Elemental Grasp (Sp): You may charge your hands with elemental energy by spending 1 point of mental focus as a **swift action**. You must choose the type of energy when initiating this power (acid, cold, electricity, fire, or sonic). You may then make a melee **touch attack** that causes 1d6 points of damage based on the energy type chosen. You may spend additional points from your mental focus to increase the damage by an additional 1d6 points for each point spent (with a maximum of 6d6 points possible). You may maintain the energy within your grasp for up to 1 minute, though it is immediately discharged once you make an attack. If

you cast another spell that grants an energy charged melee **touch attack**, the energy from this power is immediately dissipated.

Forceful Fist (Sp): You may spend 1 point of your mental focus as a **swift action** and make a single melee bludgeoning reach attack that causes 1d8 points of damage if successful. This attack bypasses **damage reduction**, but not hardness and you do not add your Strength modifier to the damage. The attack is a force attack which damages incorporeal and **ethereal** creatures normally. The power immediately dissipates upon making a melee attack or at the beginning of your next turn, whichever comes first.

You may add 1 point from your mental focus to make a free **bull rush** or **trip** maneuver attempt or you may spend 2 points from your mental focus to make a free **disarm** or **sunder** maneuver attempt. You use your class level instead of your base attack bonus when determining your **CMB**, and you may increase your **CMB** by spending additional points of your mental focus, gaining a +2 bonus for every additional point spent. You do not provoke an **attack of opportunity** when performing the maneuver with this power.

Illusion Implement School

Possible Bonded Objects: crystal, hat, mask, mirror, prism, or ring.

Metamagic Feats Allowed: **Enlarge Spell**, **Extend Spell**, **Persistent Spell**, or **Widen Spell**.

Enduring Figment (Sp): When you cast a **figment** based **illusion** spell with a duration of concentration, you may spend 1 point of your mental focus as a **swift action** on the round you stop concentrating to cause the spell to persist for an additional minute before fading.

Once you initiate this effect, you may no longer alter or affect the image created, though you can set it to loop the actions of the last round or since its **creation**.

You may spend an additional point from your mental focus to grant the **illusion** the ability to react to anyone or thing passing through or within the area of effect. You may also invest additional points to cause the

illusion to linger for an additional amount of time, equal to one extra minute per point spent.

Prismatic Shield (Sp): You may generate a multi-colored field that surrounds you by spending 1 point of your mental focus as a **move action**. The field persists for one minute and does not impact vision in either direction, though it does produce light equivalent to a torch. Any opponent that successfully strikes you with a non-reach melee weapon, natural attack, or unarmed attack must make a **Will** save with a DC equal to $10 + \frac{1}{2}$ your class level + your Intelligence modifier. An opponent that has hit dice equal to or less than your class level and fails the saving throw is **stunned** for 1 round and **blinded** for 1d4 rounds. An opponent that has more hit dice than your class level and fails the saving throw is **dazzled** for 1 round. Regardless of the outcome, the creature is immune to the effect of the same prismatic shield.

You may alter the shield by spending an additional point from your mental focus to cause creatures that attempt to strike you in melee to make a **Will** save (with the same DC listed above) or become **fascinated** by the colors, stopping their attack and just stand and watch the changing colors while the shield is visible. Creatures with more hit dice than your class level are not affected by this effect.

This is a mind-affecting **illusion** effect.

Shadow Ally (Sp): You may spend 1 point of your mental focus to summon a single creature from the *Summon Monster I* spell as a **standard action**. The creature summoned must appear within 30 feet of your location and it is composed of shadowstuff as described by the *Shadow Conjunction* spell. Those attacked by the shadow creature are allowed a **Will** save to see the true nature of the creature with a DC equal to $10 + \frac{1}{2}$ your class level + your Intelligence modifier. If the target of the creature makes a successful save, they only suffer 20% of the damage cause by the creature. The creature remains for one minute or reduced to 0 hit points (whichever comes first).

You may spend additional points from your mental focus to summon more powerful shadow creatures equal to the *Summon Monster* spell equal to the points spent. Only one creature may be created with this power.

Virtual Transposition (Sp): By spending 2 points of your mental focus as a **standard action**, you create 1d4 duplicates of yourself, each appearing up to 30 feet away. Each image mimics your actions and move in a random direction when you move, though they will attempt to stay within 30 feet of your position. They must be created in an open area, but may move through areas occupied by others (though this does provoke **attacks of opportunity**). Each image has 1 hit point and an AC of 10 and last up to a minute before dissipating.

You may spend an additional point from your mental focus when initiating this power to become invisible as the *Invisibility* spell while the images persist. You may also spend 2 additional points as a **swift action** to swap positions with an image as long as you are within 30 feet of the duplicate and you are not invisible.

Necromancy Implement School

Possible Bonded Objects: bone, drum, robe, scythe, sickle, or skull.

Metamagic Feats Allowed: *Fearsome Spell*, *Sickening Spell*, *Thanatopic Spell*, or *Traumatic Spell*.

Body Cannibalization (Su): You may spend 1 point of your mental focus as a **swift action** to penalize one of your physical attributes (Strength, Dexterity, or Constitution) by 2 points to raise one of your mental attributes (Intelligence, Wisdom, or Charisma) by the same number of points. The effect lasts for 1 minute before your scores return to their original state. You may spend an additional 2 points from your mental focus to reduce the chosen ability score by an additional 2 points per point of mental focus spent and increase your other chosen ability score by 2 points (with a maximum of -8/+8 possible).

You may use this power on a willing subject by touch as a **standard action** while spending 1 additional point from your mental focus.

Note that you do not gain any additional bonus spells when you increase your Intelligence.

Deathless (Su): As an **immediate action**, you may spend a number of points from your mental focus to negate the effects of an attack that confers one or more **negative levels**, reduces one of your ability scores, or a death effect. You must spend a number of points equal to the penalty applied to the ability score or the **negative levels** gained. If you are negating a death effect, you must spend 3 points of your mental focus.

You may only use this power for attacks directed at you, it cannot be used to offset penalties from magic items or other effect that applies the reduction in ability score or **negative levels** from using an item or spell.

Necrotic Touch (Sp): You may spend 1 point of mental focus as a **standard action** to make a melee **touch attack**. If attacking a living target, it must make a **Fortitude** saving throw or become **sickened** for 1d4 rounds. The DC for the **Fortitude** save is $10 + \frac{1}{2}$ your class level + your Intelligence modifier. You may use this power on a corporeal undead creature to grant it a +1 **morale bonus** for 1d4 rounds.

You may spend an additional point of mental focus to cause living creatures to become **nauseated** or granting undead a +2 **morale bonus**. You may also spend a point to increase the duration of the effect for 1d4 rounds plus $\frac{1}{2}$ your class level.

Whisper of Undeath (Su): You may spend 2 points of your mental focus as a **standard action** to either channel positive energy to turn undead as the feat or to channel negative energy to command undead as the feat based on your alignment. If you are good, you may channel positive energy and if you are evil you may channel negative energy. If you are neutral, you must choose the type of energy you wish to channel, and once chosen it cannot be changed. You cannot use this power to actual heal or

damage others with the channel effect. The DC for the **Will** save is equal to $10 + \frac{1}{2}$ your class level + your Charisma modifier.

If you gain the ability to command undead, you may command a total number of Hit Dice of undead equal to your class level. If you use this power to command undead while still controlling undead from a previous use, the previous undead are immediately freed from the effect. This power does not qualify as granting you access to feats, spells, or magic items that alter channel positive or negative energy.

Transmutation Implement School

Possible Bonded Objects: belt, boots, light mace, rod, stone figure, or vest.

Metamagic Feats Allowed: **Extend Spell**, **Persistent Spell**, **Piercing Spell**, or **Reach Spell**.

Gravity Lock (Sp): You may spend 1 point of your mental focus as a **swift action** to lock your position on the gravity plane to which you are standing, so you cannot be subject to a **bull rush**, **overrun**, **reposition**, or **trip** maneuver. The effect last for 1 minute. This effect also allows you to walk over water or even air as long as you are on the same level when you initiated the power. If the effect ends while you are in the air or in the water, the effects of gravity immediately resume. If you are subject to an effect that would cause you to fall, levitate, or otherwise change your vertical position, you gain a +2 **circumstance bonus** to any saving throws. If you are not normally granted a saving throw, this power allows you to make a **Will** save to avoid the effect based on the level of the spell or $10 + \frac{1}{2}$ the opponent's Hit Die (or class level) + its Intelligence modifier (or other appropriate ability score associated with the power used).

You may use this power on a willing subject by touch as a **standard action** by spending 1 additional point from your mental focus. You may also extend the duration of this effect by 1 minute (only on yourself) as an **immediate action**.

Molding the Form (Sp): You may spend 1 point of your mental focus as a **standard action** to assume the form of any small

or medium humanoid type as the *Alter Self* spell. You may spend 1 additional point from your mental to grant yourself some animalistic features as the *Animal Aspect* spell or 2 additional points to gain the *Greater Animal Aspect* spell.

By spending a total of 3 points of your mental focus you may change your form into a small or medium sized monstrous humanoid as the *Monstrous Physique I* spell. You may increase the effect of the *Monstrous Physique* spell by spending an additional point of your mental focus for each increase in level (to a maximum of 6 points to gain *Monstrous Physique IV*).

By spending a total of 4 points of your mental focus you may change your form into a small elemental as the *Elemental Body I* spell. You may increase the effect of the *Elemental Body* spell by spending an additional point of your mental focus for each increase in level (to a maximum of 7 points to gain *Elemental Body IV*).

Regardless of the form chosen, the effect lasts for 1 minute, though you may extend the duration for another minute by spending an additional point from your mental focus as an *immediate action* on the round it expires.

Out of Time (Su): You may spend 3 points of your mental focus as a *standard action* to gain one additional *move action* each round. You may use this additional action in any order desired with your other normal actions each round, including moving, performing a *standard action*, the moving again. If you make a *full attack* action, you also gain one additional attack using your highest to-hit bonus. You may also use the extra *move action* to be much more responsive while moving, and as a result you lose the extra *move action* that round but you automatically avoid any *attacks of opportunity* when moving through an opponent's threat range.

You are still limited as far as other actions each round. This effect lasts for 1 minute. You may extend the duration by another minute by spending 1 point of mental focus as an

immediate action on the round the effect expires.

Weapon Amplification (Su): You may spend 1 point of your mental focus as a *swift action* while holding a melee weapon, granting the weapon a +1 *enhancement bonus*. The effect lasts for 1 minute, but only functions while in your hands. If you drop the weapon or hand it to someone else, the enhancement immediately ends until it returns to your hand. This bonus may be applied to a weapon with a magic *enhancement bonus*, though the maximum bonus that may be granted to the weapon is +5.

You may apply this bonus as a special ability instead, if the weapon has at least a +1 *enhancement bonus*.

You may spend additional points from your mental focus, granting a total enhancement equal to the points spent (with a maximum of +5). These additional points may also be used to grant the weapon a more powerful special ability, though the weapon must have at least a +1 *enhancement bonus* and you may only grant one special ability to the weapon.

You may extend the duration of the effect by an additional minute by spending an additional point of your mental focus as an *immediate action* on the round the effect expires.

New Feats

Replenish Mental Focus

You can sacrifice your arcane energy to re-establish your mental focus.

Prerequisites: Mental Focus class feature, ability to cast arcane spells.

Benefit: You may sacrifice a spell slot as an *immediate action* to regain a number of mental focus points equal to the spell level sacrificed. These points are lost after 24 hours or when you rest to replenish your spells, whichever comes first.

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