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#### Advanced Feats: Might of the Magus

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The feats in the "30 New Feats for Magus" section are open content.All other material — including commentary, descriptions, proper names, characters, story elements, designer's notes, setting material, flavor text, and society information — is product identity.

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## Expanded Options and Builds for the Magus

Advanced Feats: Might of the Magus is more than just a list of feats. It analyzes the magus class to find its strengths and weaknesses, uses this knowledge to show 3 detailed examples of how a magus can be built, and takes you into the mind of the author with commentary on each feat.

While each feat is inspired by the magus class from Ultimate Magic, not all are restricted to it so that these feats can aid both swordsman and mages of all classes. Advanced Feats strives to create balanced, interesting, and desirable feats that have been honed to be as simple and elegant as possible. We hope you find this work entertaining, inspiring, and useful.

Sigfried Trent was the chief editor for the Netbook of Feats for more than five years and has both authored and edited

more than 1,000 feats for d20 and Pathfinder RPG games. A number of feats in the Advanced Feats series were adapted from or inspired by feats from the Netbook of Feats, which was dedicated to editing and publishing work under the Open Gaming License.

#### Examining the Magus

When posed with the choice of might or magic, who among us has not at least considered the answer: "both!" Though many classes or class combinations can be configured to wield a blade and cast spells, the magus is designed from the bottom up to achieve this mix with aplomb and style. Their weapon augments their spell casting and their spell casting augments their weapon for the perfect blend of arms and the arcane.

#### Spells

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The magus is an Intelligence-based spell caster with memorized spells that follow a bard-like spell progression up to 6th level spells. Their spell list features damaging touch and area spells, personal buffs for both offense and defense, as well as a smattering of utility and travel spells. What's missing from the normal arcane selection are save

based control spells like holds and charms along with divinations and abjurationstyle magic. The list fits the class concept very well as it's focused on direct, personal conflict.

One challenge with their list is that they don't actually have many touch spells at higher levels, which tends to make the low-level ones premium, and crowd out other selections, or encourage meta magic use to create higher level touch spells to use with spellstrike. At 19th level the magus can pull in a number of wizard spells to their list, though by this point any magus is likely invested in the type of spells already in their list, so it's unlikely they will take great advantage of the expanded selection.

#### Arcane Pool

The arcane pool is a points mechanic many magus features use as a
costing mechanic. By default, it is used to enhance the weapon you are wielding, adding either an enhancement bonus, or a number of other damage effects on top of

what the weapon normally offers. You will

use most of your arcane pool for this, but you can also use it to gain extra attacks, recall cast spells, or other actions depending on the arcana you select.

#### Spell Combat

Spell combat lets you cast a spell from one hand while attacking with a weapon in the other as a full round action. In addition, you can take an attack penalty to increase concentration rolls for casting defensively (up to the size of your Int bonus), otherwise you will still need to cope with the fact that casting will elicit an attack of opportunity.

Defensive casting specialization is one option to avoid taking the attack penalty or losing your spell. Another option is to use a 5' step before or after the spell is cast to close in or distance yourself from your opponent between casting and attacking.

#### **Spellstrike**

This feature lets you use your weapon to deliver touch attacks and even take advantage of a weapon's increased threat range to score a spell critical. Combined with spell combat it can grant you an extra melee attack.

Most of the time, this means making a normal attack roll rather than a touch attack which are easier to land on most targets. Fortunately the magus has various class features that can help boost accuracy to ensure your attacks find their mark.

#### Magus Arcana

These are optional class features you can choose. You will end up with at least 6 of the available 20, so you must make some hard choices. I didn't feel there were any must haves or duds in the list, so picking what you want is more about your specific build than universal utility. One of the tricky things about developing new feats for the magus is that many ideas are probably better implemented as Arcana than as feats, and the Extra Arcana feat means you can easily swap feat slots for arcana picks. I found that at high levels this is often an attractive option.

#### Counterstrike

This ability casts the magus as a bit of a caster hunter, allowing them to make an attack of opportunity against other casters who are casting defensively. It can't interrupt the spell being cast, but a free attack is always a good thing. This theme is not heavily explored in the magus, but it's a good start for building towards that specialization.

#### Bonus Feats and Fighter Training

The magus gains 3 bonus feats—which can be combat, item creation, or metamagic feats—and a magus counts half their class levels as fighter levels for the purpose of qualifying for feat prerequisites. It isn't a lot of extra feats but it's quite handy since supporting both martial and magical skill can require a lot of effort.

#### <u>Skills</u>

While the magus receives only 2 skill points per level, they are Intelligence heavy, so they should have at least 4 per level when all is said and done. The skill selection reflects their martial/magical nature—such studies leave little time for social pursuits. UMD stands out as a nice way to potentially use healing magic, which the magus otherwise has no access to.

#### Mithral Bucklers

Mithral bucklers are a caster's friend, especially a magus, since they are a melee-focused class. Mithral's properties reduces the arcane spell failure and armor check penalties to zero which means there is no penalty for using it without shield proficiency, and no danger of failing spells while wearing it.

Just as important, a mithral buckler leaves your hand free, so you can cast spells and meet the requirements for Spell Combat while wearing it. If you do cast a spell you lose the shield's AC bonus for that round, but it's there for you up until you cast, or any round you don't spend casting, which can be a great boon.

#### **Defensive Potential**

The magus is not very strong defensively. They use a d8 for hit dice, which is fairly small, and follow that up with being limited to light armor if they want to avoid arcane spell failure. As they level they can cast in medium or heavy armor, but decisions about dex must be made early on; so you either invest in Dex early and are locked into light armor at high level, or you plan on heavy and spend half your career with a very poor AC.

Aside from a handful of defensive buff spells, the magus has very little that augments its defense. There is a single Arcana, Spell Shield, but its benefit is only for one round and costs a point from the arcane pool, so it's not to be relied upon. Saves aren't bad, with good Fortitude and Will, but there is little that augments them in the class and little to encourage a focus on Constitution or Wisdom.

#### **Offensive Potential**

With weak defenses, limited skills, and few utility spells, the magus must deliver on offence to contribute to the party. The key to their offence is delivering spell damage and weapon damage at the same time, and doing so as often as possible. Two-weapon fighting and two-handed fighting don't work with Spell Combat, so this is one of the few classes that incentivizes single-handed, single-weapon fighting.

The combo of spellstrike and spell combat is what really sells the class. If using both with a touch spell you essentially get two extra opportunities to deal damage during a full attack, and with haste on the spell list and available through their arcane feature, the magus can really rain down blows on an enemy. Combined with their ability to augment weapons with bonus damage effects, this makes them potent damage dealers.

With three quarters BAB and taking a penalty while using spell combat, to hit scores are a concern with the magus. You want to really hammer up your prime attack ability score and take any feats you can get that help with accuracy.

#### <u>Multiclassing</u>

I wouldn't recommend deep multiclassing with any partial spellcaster, but magus splashes well into other classes and can benefit from splashing. Rogue offers some nice skill options to take more advantage of a solid Int score, and fighter or monk can offer some benefits in the damage end. Taking two levels of magus gives any character the ability to merge casting and melee for a small investment.

#### <u>Summary</u>

The magus is a class for the offensive-minded player who simply loves the idea of casting spells and being a masterof-arms. It's a risky class, in that it does its best work up close and has relatively poor defenses coupled with no healing. On the plus side it can deliver some serious pain starting at a low level and lends itself to clever combos between spells, feats, and weapon choices.

Feat Name	Prerequisites	Benefit
Adrenalin Surge	Con 13	You gain moral bonuses in combat when at half health.
Arcana Thief	Arcane Pool, 3 ranks in Spellcraft	You gain arcane points for disrupting and dispelling spells.
Black Blade Spellbook	Black Blade class feature	Your black blade replaces your spell book.
Cleaving Spellstrike (Combat)	Str 13, Power Attack, Cleave, Spellstrike, Arcane Pool	You can spellstrike multiple foes using the cleave feat.
Clever Maneuvering (Combat)	Int 13, Combat Expertise	You use your wits rather than muscle to aid in combat maneuvering.
Dancing Strike (Combat)	Dex 15, Weapon Finesse, Nimble Moves	You may take a 5' step between each of your attacks.
Evasive Spell (Metamagic)	-	Casting does not provoke an attack of opportunity.
Grasping Strike (Combat)	Dex13, Improved Unarmed Strike, Improved Grapple	You can initiate a grapple after a successful unarmed attack.
Greatweapon Spell Combat (Combat)	Str 15, Spell Combat	You can use spell combat with a two handed weapon.
Hobbyist	-	You gain full ranks in a single skill.
Ki Arcana	Arcane Pool, Ki Pool	You can intermingle your Ki and Arcane pool.
Last-Ditch Effort	Toughness	You may perform a standard action before you fall in battle.
One Handed Grappling (Combat)	Improved Unarmed Strike, Improved Grapple	You are not hindered when grappling with only one hand free.
Parrying Defense (Combat)	BAB +6	You can sacrifice attacks to increase your AC.
Precise Attack (Combat)	BAB +6	When making a full attack you may sacrifice attacks for greater accuracy.
Ranged Spell Combat (Combat)	Dex 15, Spell Combat, Point Blank Shot, Rapid Shot, BAB +3	You can use spell combat with ranged weapons.
Ranged Spellstrike (Combat)	Spellstrike, Point Blank Shot	You can use spellstrike with ranged weapons.
Reckless Attack	-	You sacrifice your defenses to gain a bonus to hit adjacent foes.
Savage Spellstrike (Combat)	Str 13, BAB +8, Spellstrike, Power Attack, Improved Critical	You can use your weapon's critical multiplier for spell damage on a confirmed natural 20.
Spell Charge	Combat Casting	You can cast a touch spell as part of a charge.
Spelldrinker	Black Blade class feature, Black Blade Spellbook	Your black blade can learn spells from enemy spellcasters.
Spellstrike Multishot (Combat)	Dex 17, Spellstrike, Point Blank Shot, Rapid Shot, Many Shot, Ranged Spellstrike, Spell Combat, Ranged Spell Combat, Arcane Pool, BAB 6+	You can deliver a spell affect with both arrows on a manyshot spellstrike.
Spellstrike Trip (Combat)	Spellstrike, Magus Arcana (maneuver mastery:(trip))	You can deliver touch spells while making a trip attack.
Touch of Opportunity	Dex 13, Combat Casting, Combat Reflexes	You can use touch spells as attacks of opportunity.
Unbalancing Parry (Combat)	BAB +1	When you fight defensively, opponents that miss you suffer an AC penalty.
Unorthodox Training	-	You may swap a good save type for a poor one.
Warding Touch Spell (Metamagic)	-	You can turn a touch spell into a personal ward.

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Feat Name	Prerequisites	Benefit
Weapon Reliability (Combat)	Weapon Focus	You do not automatically miss on a natural 1.
Whip Mastery (combat)	Exotic Weapon Proficiency (whip), Weapon Focus (whip)	You overcome some of the whip's limitations as a combat weapon.
Wrap strike (Combat)	BAB +1, Weapon Focus	You can swing around an opponent's shield in combat.

#### 30 New Feats for the Magus

While the following feats are especially useful for magus, most can be chosen by any PC. The exceptions are, of course, those that have a magus class features as a requirement.

#### Adrenalin Surge

You gain moral bonuses in combat when at half health.

#### Prerequisite: Con 13

**Benefit**: When at half your full hp or less (rounded down) you gain a +1 moral bonus on all attack rolls and a +2 moral bonus on damage with melee attacks.

*Commentary* – Balance on a feat like this can be a bit tricky. Because the player isn't in complete control over their health and has incentive not to be injured, the benefit needs to be stronger than normal, but because this feat is cheap to take and potent, it needs to be tempered somehow. In this case, I used moral bonuses which are fairly common to limit stacking opportunities. While it isn't very magus themed, I suspect the class will often find itself wounded with its weak defenses and in-your-face combat style.

#### Arcana Thief

You gain arcane points from disrupting and dispelling spells.

Prerequisite: Arcane Pool, Spellcraft 3 ranks

**Benefit**: You gain one arcane pool point each time you: make an attack that disrupts spell casting, successfully counterspell, or dispel a spell. If you counter, dispel, or disrupt multiple spells with a single action you only gain one arcane pool point.

**Special**: Any arcane pool points beyond your normal allotment are lost when your pool is reset by resting. You cannot use this power to gain pool points by dispelling, countering, or disrupting spells cast by you or your allies.

*Commentary* – The magus has a bit of the mage hunter vibe in a few of its class features. As I was thinking of ways you might regain arcane pool points, this seemed like a good one. It fits a theme of the class and makes sense with the notion that you are stealing magical energy from failed spells. Regaining pool points is unorthodox, but the magus has a lot of fairly costly ways to spend them and it is neither an easy nor reliable way to regain them.

#### Black Blade Spellbook

Your black blade replaces your spell book.

Prerequisite: Black Blade class feature

**Benefit**: Instead of keeping your spells in a book, you teach them to your black blade and then use its instruction to memorize your spells. There is no limit to the number of spells you can teach your black blade. Other casters cannot learn spells from your black blade, though you can transcribe them into a written form if you so desire.

*Commentary* – The benefits of this feat are a bit circumstantial. The black blade is more durable than most spell books, you wouldn't need any light to read from it, and if you have teleport blade you are hard pressed to be separated from it.

#### Cleaving Spellstrike (Combat)

You can spellstrike multiple foes using the Cleave feat. **Prerequisite**: Str 13, Power Attack, Cleave, Spellstrike, Arcane Pool

**Benefit**: As a standard action you may cast a spell with a range of touch and, if successfully cast, may then make a Cleave feat attack instead of your normal touch attack. You may choose to have your spell affect more than one opponent by expending 1 arcane pool point for each additional attack you make beyond the first; the target is not affected if the attack misses.

**Special**: If you have the Great Cleave feat you may perform that action instead of Cleave. If you fail to cast your spell you do not suffer the -2 penalty to AC from cleave.

#### Magic Swords

Magic swords show up in the legends of pretty much every culture that used swords in warfare. Even a mundane sword was a relatively rare and valuable object and their creation was often wrapped in superstition and ritual. Nearly every world religion and mythology incorporates swords in their symbolism or legends.

If you had to point to a culture that really set the stage for magic swords as we know them in fantasy role playing, it would be the Norse cultures. Norse mythology is chock-full of magic swords, often bearing individual names and personalities, and they were a strong influence on authors like Tolkien and Moorcock who in turn strongly inspired the games we play. As much as you may hear about Viking axes, it was swords that they prized highly, gave names to, and passed down from father to son.

*Commentary* – Using spell combat will generally offer the magus more attacks than this technique, but Cleaving Spellstrike has the advantage of getting extra mileage from a single touch spell.

#### Clever Maneuvering (Combat)

You use your wits, rather than muscle, to aid in combat maneuvering.

Prerequisite: Int 13, Combat Expertise

**Benefit**: You may use Int in place of Str to determine your CMB when performing a dirty trick, disarm, reposition, steal, or trip combat maneuver.

*Commentary* – The maneuvers listed are those which have Combat Expertise as a prerequisite for their improved feats. Magus is a class that is a bit divided in its ability score assignments and this lets you push a bit more on Int as a primary score and leverage it a bit more for combat, which should help a character synergize.

#### Dancing Strike (Combat)

You may take a 5-ft step between each of your attacks.

Prerequisite: Dex 15, Weapon Finesse, Nimble Moves

**Benefit**: When performing a full attack action you may make a single 5-ft step after each of your main hand/ primary attacks.

**Special**: You may take your "normal" 5-ft step before the first attack if you wish but may not use it between or after your attacks while using this feat.

*Commentary* – Magus can get a couple extra main hand swings in, creating a nice synergy here. I considered using Perform (dance) as a prerequisite. While it has a nice flavor element that way, I decided even dance-like combat maneuvers aren't based on aesthetics or artistic flair and it would overly restrict access to the feat.

#### Evasive Spell (Metamagic)

Casting in melee doesn't provoke attacks of opportunity.

**Benefit**: When you cast an evasive spell in melee, it doesn't provoke an attack of opportunity. An Evasive Spell uses up a spell slot 1 level higher than the spell's actual level.

*Commentary* – This serves as an alternative to casting defensively and while it is more powerful, it is in many ways more costly.

#### Grasping Strike (Combat)

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You can initiate a grapple after a successful unarmed attack.

**Prerequisite**: Dex13, Improved Unarmed Strike, Improved Grapple

**Benefit**: After a successful unarmed attack or unarmed touch attack against an opponent you aren't already grappling, you may initiate a grapple maneuver against them as a free action.

*Commentary* – Grasping Strike is a bit like grab, but comes with less mechanics and assumes you are using a hand rather than some more fantastic appendage. While the magus tends to use a weapon to deliver spells, there is no reason they can't use a hand if it suits their purposes.

#### Greatweapon Spell Combat (Combat)

You can use spell combat with a two-handed weapon.

Prerequisite: Str 15, Spell Combat

**Benefit**: You may use Spell Combat while wielding a two-handed weapon but suffer an additional -1 penalty on all attack rolls for a total of -3.

**Special**: A bladebound magus with this feat may select a two-handed slashing weapon for their black blade.

*Commentary* – Fans of a certain albino fantasy character should not be made to come so close yet remain so far away from emulating their anti-hero of choice. I think the attack penalty and cost of this feat about makes up for the extra damage potential you get with a two hander. I was somewhat concerned about reach weapons, as that gives the magus an easy out for AOOs from spell casting, but with enlarge person at level 1 and good use of the 5-ft step rules they can already avoid these issues much of the time.

#### Hobbyist

You gain full ranks in a single skill.

**Benefit**: Select a single skill when taking this feat. You are treated as having a number of skill ranks equal to your character level in that skill.

**Special**: You may take this feat more than once, each time selecting a different skill.

*Commentary* – I originally was going to have this be for non-class skills only, but with multi-classing rules it just led to more text that the flavor justified. I've seen feats for extra skill points per level, or a one-time allotment, but they all lead to complicated record tracking and rarely satisfy what the average player is looking for. This seems to be the magic-bullet mechanic that kept things simple and accomplishes the goal of letting you use a feat to buy a skill. I can't claim this feat is tied to the magus class, but in each of these books I allow myself one or two feats I feel add to any character and to the game as a whole.

#### Ki Arcana

You can intermingle your ki pool and arcane pool.

Prerequisite: Arcane Pool, Ki Pool

**Benefit**: You can treat your arcane pool points as ki pool points and vice versa.

Commentary – I was inspired by the similarity of the two mechanics and the idea of mixing the two classes. This feat shouldn't offer a large advantage but it does grant a bit of extra flexibility to focus on one set of powers or the other depending on the situation.

#### Last-Ditch Effort

You may perform a standard action before you fall in battle.

#### Prerequisite: Toughness

**Benefit**: Once per turn when you are brought below 0 hp but are not killed, you may take a standard or move

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action as an immediate reaction before falling unconscious.

**Special**: If your action brings your hp to 0 or more you don't fall unconscious.

*Commentary* – The once per turn limitation is there to prevent a self healing character from simply popping themselves up every time they are hit, which would make them near unstoppable. The real intent here is to provide a character with one last action before going down.

#### One Handed Grappling (Combat)

You aren't hindered when grappling with only one hand free.

Prerequisite: Improved Unarmed Strike, Improved Grapple

**Benefit**: You don't suffer a -4 penalty to performing a grapple when you only have one free hand.

*Commentary* – It isn't crystal clear in the rules whether the penalty is only on the roll to establish a grapple or if it applies to all grappling checks. Whatever the case, a magus who wants to do some grappling may find this feat helpful.

#### Parrying Defense (Combat)

You can sacrifice attacks to increase your AC.

**Prerequisite**: BAB +6

**Benefit**: When performing a full attack action, you may choose to forgo an attack you would normally make in order to gain a +2 dodge bonus to your AC until the beginning of your next turn. You must do this before rolling to hit on the attack you wish to forgo and you suffer all normal penalties as if you had made the attack normally; for example if you forgo an off-hand attack, you

#### Thoughts on Feat Balance

The ideal for feat balance is that all feats are balanced against one another since the cost of one feat is the missed chance to take a different one. I use the feats in the core rules as my baseline measurement, but there you will find feats that range from Leadership, which practically gives you extra characters, to Athletic, which offers a small bonus to some rather mundane skills. One of the things setting the power of a feat is the power of the mechanic the feat builds upon. Spell Combat and Spellstrike are very strong class features and any feat that adds utility to them is going to be on the high side of the power curve.

I prefer feats that are perhaps a little too strong in some situations to feats that are exceptionally weak in nearly every situation. The powerful feat is at least adding to the game and can be toned down a bit, while the weak one is a waste of paper no one will bother to fix. Even balanced feats can lead to power creep over time. When there is a limited selection, some of your feats are bound to be of limited utility to your character's strengths; when there are many strong choices you need make few compromises. still suffer two weapon fighting penalties on other attacks. You may do this a number of times equal to BAB/6 (round down), each time increasing the dodge bonus by another +2.

*Commentary* – This is another attempt to simulate dedicated parrying as a strategy rather than simply an assumed part of normal combat. Balance wise I think it is fine as it's going to be a tactical decision as to when this is to your advantage. Clearly if you are under very heavy attack, it may well be worth your while. When running a game I often try to describe misses based on the predominant defense of the intended target, so in this case I might describe the defender parrying blows while for an armored opponent it would glance off their breast plate.

#### Precise Attack (Combat)

When making a full attack you may sacrifice attacks for greater accuracy.

**Prerequisite**: BAB +6

**Benefit**: You may forgo all attacks granted due to your base attack bonus in exchange for a +2 bonus on all other attacks during this action. This bonus increases to +4 at BAB +12 and +6 at BAB +18.

*Commentary* – With a lot of options that grant extra attacks for less accuracy, I wanted something that would drive in the other direction. Whether this makes mathematical sense depends a bit on your opponent's AC, though with the magus you may have a lot more invested in your spell-based attacks than your iterative weapon attacks, making this an attractive option even though the benefit is fairly modest.

#### Ranged Spell Combat (Combat)

You can use spell combat with ranged weapons.

**Prerequisite**: Dex 15, Spell Combat, Point Blank Shot, Rapid Shot, BAB +3

**Benefit**: You may perform the spell combat action while wielding a ranged weapon. If the ranged weapon requires two hands to throw, fire, or load, you suffer an additional -1 on all attacks made (for a total of -3).

*Commentary* – The way spell combat is worded, you can utilize both Rapid Shot and Spell Combat at the same time. The penalties are pretty beefy but often the math works out in your favor, especially if you are using arcane accuracy or the like to boost your attack rolls. Throw in Ranged Spellstrike and you are making quite a few shots. While powerful, it requires many feats and there are many other equally potent feat and feature combinations in the Pathfinder RPG which rival it.

#### Ranged Spellstrike (Combat)

You can use spellstrike with ranged weapons.

Prerequisite: Spellstrike, Point-Blank Shot

**Benefit**: You can use spellstrike with a ranged weapon that is ready to fire rather than a melee weapon. Ready to fire means it is either thrown, already loaded, or requires only a free action to load. **Special**: If a spell grants multiple touch uses you can apply the benefits to future ranged attacks up to the normal number of uses, or duration of the spell. You can't hold the charge on a ranged spellstrike.

*Commentary* – I wanted to allow players to make a magus that uses ranged weapons by using feats. Going with an archetype also makes sense but this is not a book of archetypes. I played around with a few ideas and ended up feeling like a series of feats made the most sense. Balance wise the biggest concern is that ranged touch spells avoid issues with provoking an attack of opportunity, though if you are threatened it's actually much worse for you as you provoke twice as many (one for the spell and one for the ranged attack).

#### **Reckless Attack**

You sacrifice your defenses to gain a bonus to hit adjacent foes.

**Benefit**: When performing a charge or full attack with a melee weapon you gain a +4 on all attack rolls during this action against adjacent enemies. In addition you suffer a -4 penalty to AC until your next turn and provoke an attack of opportunity with each attack you make during this action.

**Special**: Feats or abilities that normally prevent or modify attacks of opportunity cannot be used to prevent or modify the attacks of opportunity granted by a Reckless Attack.

**Note:** Most creatures are limited to one attack of opportunity against a given opponent per round.

*Commentary* – This feat walks something of a balance tightrope. To give this feat a distinctive feeling of an all our assault, I needed a beefy attack bonus and a significant down side. I wanted using this feat to ensure a quick and bloody engagement.

The clause limiting it to adjacent enemies was necessary to avoid easy exploitation by means of superior reach, and the special clause is to help avoid both known and unforeseen combos that might keep you safe from reprisal. Some feats are made with the intent of building combos, and others must work hard to avoid them.

#### Savage Spellstrike (Combat)

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You can use your weapon's critical multiplier for spell damage on a confirmed natural 20.

**Prerequisite**: Str 13, BAB +8, Spellstrike, Power Attack, Improved Critical

**Benefit**: When you roll a natural 20 and confirm a critical hit with a spellstrike you multiply the spell's damage by the weapons critical multiplier instead of the standard ×2.

*Commentary* – The damage potential is pretty massive but I've always felt natural 20s should be exciting events. The way spellstrike is written tends to lead to a focus on high crit range weapons, and I'm hoping this feat can offer some counter balance to that.

#### Spell Charge

You can cast a touch spell as part of a charge. **Prerequisite**: Combat Casting

**Benefit**: When performing a charge you may cast a touch spell instead of making a melee attack. You may cast the spell before or after moving and the touch attack is made at the end of the charge.

*Commentary* – This feat is very much inspired by the magus but one where I intentionally didn't limit it to only that class. It's less likely a wizard will want such a feat, but there is no compelling reason to exclude them.

Note that casting a touch spell and then moving before delivering the touch attack is already part of the touch spells in-combat rules. However, charging is restricted to melee attacks only.

#### Spelldrinker

Your black blade can learn spells from enemy spellcasters.

**Prerequisite**: Black Blade class feature, Black Blade Spellbook

**Benefit**: On a critical hit, or any hit that kills an enemy, while attacking with your black blade you can learn a spell that enemy can cast which is also part of your normal spell list. You must succeed at a Spellcraft check with a DC of 15 + magus spell level to successfully learn the spell.

*Commentary* – This feat is a bit narrow in its application and possibly a bit weak overall. However, I very much liked the idea of it as a fun and different way to learn new spells even if your opponents aren't toting around a spell book for you to crib from.

#### Spellstrike Multishot (Combat)

You can deliver a spell affect with both arrows on a multishot spellstrike.

**Prerequisite**: Dex 17, Spellstrike, Point Blank Shot, Rapid Shot, Many Shot, Ranged Spellstrike, Spell Combat, Ranged Spell Combat, Arcane Pool, BAB 6+

**Benefit**: When using Manyshot on a ranged spellstrike you may expend 1 arcane pool point prior to your attack rolls. If you do, you may apply your spell affect to the target up to two times, once for each arrow that hits.

**Normal**: You apply the spell effect only once if either or both arrows hit the target.

*Commentary* – This feat brings up an unusual situation: a normal section that doesn't describe any actual rule in the game. Since spellstrike only works on ranged attacks because I've written a feat that allows it, the core game





rules are silent on the question of how it interacts with multishot. Without some baseline, the benefit of the feat is ambiguous. So I've gone ahead and set the rule along with the exception that is created by the feat. This feat also wins the prize for longest prerequisite I've ever used.

#### Spellstrike Trip (Combat)

You can deliver touch spells while performing a trip attack.

**Prerequisite:** Spellstrike, Magus Arcana (maneuver mastery (trip))

**Benefit**: When casting a spell with a range of touch you may substitute the free touch attack for a trip maneuver. The maneuver must be successful for the spell to affect the target.

*Commentary* – I spent some time trying to sort out if you could already do this. Trips are substituted for attacks but I felt the spell touch attack rules were specific enough that they ruled out turning a touch attack into a trip maneuver. I didn't feel like any of the other combat maneuvers fit well mechanically or conceptually with spellstrike; either they were an action in and of themselves, or they targeted a weapon rather than an opponent.

#### Touch of Opportunity

You can use touch spells as attacks of opportunity.

**Prerequisite**: Dex 13, Combat Casting, Combat Reflexes

**Benefit**: When an opponent provokes an attack of opportunity from you, you may respond by attacking them with a spell which has a range of touch.

*Commentary* – If you know your d20 history you may remember an epic feat along these lines. I always felt it was very weak for an epic level feat as it generally provokes an attack of opportunity in return and costs you a spell, which is a limited resource. The magus gets extra utility out of this with spellstrike but it's still not a free ride by any means.

#### **Unbalancing Parry (Combat)**

When you fight defensively, opponents that miss you suffer a penalty to AC.

#### Prerequisite: BAB +1

**Benefit**: When fighting defensively or using the combat expertise feat, if an opponent misses you with a melee attack they suffer a -2 penalty to their AC until the beginning of their next turn. This effect does not stack with itself due to multiple missed attacks.

*Commentary* – One tricky bit with combat feats is that some of the ideas you want to simulate, such as parrying, are assumed by the basic combat mechanic. Even though there is a feat called Dodge, it's assumed everyone is trying to dodge attacks to some extent already. I started with a feat about riposting which tends to be a dangerous game mechanic, and settled in on the idea that you could simply leave an opponent vulnerable to attack rather than getting an extra swing on them.

#### **Unorthodox Training**

You may swap a good saving throw type for a poor one.

**Benefit**: When taking this feat select two saving throw categories and switch the bonus you receive from your class levels between them. This doesn't change any other save bonuses, such as those from ability scores, class abilities, feats, or any other source.

**Example:** Jonathan a Fighter 6/Ranger 6 chooses to swap his Will and Fortitude. Normally he would gain +10 to Fortitude and +4 to will from his class levels, but he will now have +10 to Will and +4 to Fortitude.

*Commentary* – This feat doesn't really offer a character any kind of net benefit but it does allow you to tailor your class a bit to try and cover what you feel to be a weakness or at least shift it to another area. My primary inspiration was for characters that splash into rogue or monk to get evasion but I think folks will find other uses as good well.

#### Warding Touch Spell (Metamagic)

You can turn a touch spell into a personal ward.

**Benefit**: Warding Touch Spell turns a touch spell into a personal ward. The range of the spell becomes personal and the duration becomes one minute per level. The next time you are damaged by an opponent's melee attack, they are affected by the spell and the ward expires. If the spell normally allows multiple touches, the ward will persist until it has triggered that many times.

You may only have one such ward in place at a time and casting a new ward will replace an old one. Warding Touch Spells can be dispelled in the same manner as other personal spells with duration. A Warding Touch Spell uses up a spell slot 1 level higher than the spell's actual level.

Commentary – A simple idea, but it requires a fair bit of text to cover contingencies. It's a nice way to land such a spell on an enemy that is hard to come to blows with or is very difficult to land attacks on but you are giving up control over who ends up being the victim of it.

#### Weapon Reliability (Combat)

You do not automatically miss on a natural 1.

**Prerequisite**: Weapon Focus

**Benefit**: When wielding a weapon with which you have Weapon Focus, you do not automatically miss with an attack roll that is a natural 1.

*Commentary* – How useful this is depends a bit on having a high attack bonus or facing enemies with low AC. Most low-level characters are highly unlikely to hit on a roll of 1 anyhow, but as you go up in levels the situation becomes more probable.

#### Whip Mastery (combat)

You overcome some of the whip's limitations as a combat weapon.

**Prerequisite**: Exotic Weapon Proficiency (whip), Weapon Focus (whip)

Benefit: You don't provoke attacks of opportunity when



attacking with a whip and you threaten opponents in your reach while wielding a whip.

*Commentary* – The whip is not a very good weapon. It requires a feat to use without penalty and is nearly useless outside of performing combat maneuvers. I considered two feats for this but decided it was asking too much and settled on requiring Weapon Focus as an added cost. The threatening benefit is potentially potent, but it's not much worse than what you could do with a more effective reach weapon. Because a whip is the only single handed reach weapon, I thought it might be a fun choice for a magus.

#### Wrap strike (Combat)

You can swing around an opponent's shield in combat.

Prerequisite: BAB +1, Weapon Focus

**Benefit**: When attacking with a weapon for which you have Weapon Focus and which incorporates a flexible chain, rope, or whip into its design, you may ignore your opponent's shield bonus to their AC.

**Special**: Appropriate weapons for this feat include: Flail, Heavy Flail, Nunchaku, Whip, Spiked Chain, and Dire Flail.

*Commentary* – Most of these weapons aren't especially good in the game outside of combat maneuvers like trip and disarm. Having used them and fought against them in mock combat their real advantage is they are hard to defend against when used by a skilled opponent. Moves that would easily block a sword will not stop a ball and chain.

#### Magus Feats from the Complete Advanced Feats

*Complete Advanced Feats* includes many feats that would be handy for building magus characters, but there are a few that tie especially well into the magus class features and combat style to make them feel even more specialized at casting in combat.

Extra Use: Grants an extra use of a class feature.

- Fencing Stance: Grants a dodge bonus when fighting one handed without a shield.
- Magical Savant: Decreases the Int requirement to learn and cast spells.
- Mystic Retribution: Damages enemy when they interrupt your casting.
- Raw Magic: Sacrifice spells for attack bonuses.
- **Somatic Weapon**: Perform somatic spell components while holding a weapon (would allow spellstrike with TWF or THF.)

Spell Retention: Keep your spell if it's interrupted.

**Touch Spell Control**: Holds touch spell charges with fewer restrictions.



#### Crit Range

Weapon crit ranges are very powerful and somewhat play distorting in the Pathfinder RPG. At low levels many of the martial weapons are pretty well balanced, trading off one benefit for another, but at higher levels that changes dramatically. As damage bonuses on attacks grow, the critical range and multiplier kick in to amplify them, while weapon base damage is unaffected. The more extra damage you can do the more important those numbers become and by end game, weapons like the scimitar and rapier far outshine the longsword, or even exotics like the bastard sword. The spellstrike class feature further pushes large critical range weapons, though not multiplier ones, and further pushes the magus towards scimitar and rapier, or in this case the deadly elven curve blade.

#### **Character Builds**

Planning out a character can be a lot of fun and you avoid finding yourself at a loss for what to take at your next level, or unable to take what you want because a prerequisite is missing from your build. These builds are handy for players who may not know all the ins and outs of the rules but still want to create a powerful and well thought out character. They can also be nice for Game Masters as templates for NPCs or even antagonists in your game. My primary goal however is simply to explore the class and possibly inspire your own creativity.

These character builds were created using the core rules, Advanced Players Guide, Ultimate Magic, and Might of the Magus as source material. Ability scores were purchased using 15 points (Standard Fantasy). I list only those elements of the character where you are making build choices, and in the leveling charts only those levels where such choices occur are shown.



#### The Joys of Armor Spikes

Armor spikes are extremely handy for a host of reasons. The foremost is that wearing them means you are always armed, which lets you respond to attacks of opportunity even if your hands are empty or holding something that is not a melee weapon. You can't drop your armor spikes nor can they be disarmed, making them hard to deprive you of. Because they can be employed with nearly any body part, you can technically two-weapon fight while wielding a twohanded weapon or shield by employing your armor spikes as an off-hand attack. Some game masters may not allow it but by the standard rules it is perfectly legal. If you use a reach weapon like a polearm they can be used to engage attackers that get inside your reach. They really have no down side other than a bit of extra cost.

They are generally weak weapons from a damage perspective and it's very unlikely you will find enchanted armor spikes as treasure. It's more likely you will need to craft them yourself or hire someone to make them for you, though the magus can use their arcane pool to give non-magical armor spikes some serious bite. While not worth specializing in, armor spikes are more than worth the 50 gp they cost and the occasional derision from historical purists who think you look silly in your spiked armor.

#### <u> Avenos Morningstar – The Fae Blade</u>

A sense of destiny has always surrounded Avenos. As a child he showed great talent in the arts of war, both with spell and blade. Nature had gifted him with the perfect balance of mind and body, an exemplar of the elven race with golden hair and crystal green eyes. Despite this he had few friends or admirers. His mind seemed a cold and calculating thing filled with many facts but little creativity, and while honest and loyal his heart seemed without passion for anything but combat.

Upon coming of age Avenos joined the order of the golden blade, dedicated to the never ending war against goblin-kind and who are often blessed with weapons haunted by the spirits of ancestral warriors from the order's past. They travel throughout the lands seeking out their ancient enemies and bringing them ruin while also upholding light and virtue wherever they find themselves.

My inspiration for this build was to play up the ability to do lots of damage by focusing on a weapon with a high crit range and getting as many attacks in as possible. The beefiest weapon with a full 18-20 crit range is the elven curve blade, which led me to choose elf as the race since they are granted its use as a martial weapon. Of course, to use the curve blade with spell combat we must take the Greatweapon Spell Combat feat. Because exotic weapons are not commonly found as treasure, the Bladebound archetype ensures you don't need to go looking for one. I decided to defy convention and make mine bathed in golden light instead of actually being black.

Feat picks are fairly classic for a two handed damage dealer with Weapon Focus, Weapon Specialization, Power Attack and Improved Critical. Since this character is very aggressive and short on defenses, Adrenalin Surge seems like a good bet. Cleave, Great Cleave, and Cleaving Spellstrike give you an alternative means to make multiple attacks as a standard action so long as you can line up your foes in front of you.

Every effort is taken to layer in as many attacks as possible per round. At high level you can make a full attack (4 strikes), use spell combat to cast a touch spell and spellstrike to deliver it with another sword swing, throw a quickened touch spell for another spellstrike, use haste or Hasted Assault for another melee attack, and if you confirm a crit get yet another spellstrike from Critical Strike.

Because spell combat and Power Attack can both stack up some hefty to-hit penalties, I included Weapon Focus and Precise Strike, which can drop the most inaccurate attacks in exchange for beefing up the more significant full BAB attacks. Arcane Accuracy is also a nice option but it can burn through your arcane pool pretty quickly.

At high level some attention is paid to spell casting with once per day maximize and empower uses. Scoring a crit on a maximized, empowered spellstrike can deliver a truly devastating blow.



#### The Fae Build Details

Race: Elf Stats: Str 15 Dex 14 Con 13 Int 15 Wis 08 Cha 08 Skills: Fly, Knowledge (arcana), Knowledge (dungeoneering), Spellcraft Archetype: Bladebound Favored Class Bonus: +1 hp/level

Leveling Guide (class features, feats, and ability increase choices per level):

- 1 Greatweapon Spell Combat feat \*
- 3 Weapon Focus (Curve blade, elven) feat, Black Blade (Curve blade, elven) arcana
- 4 Str +1
- 5 Adrenalin Surge feat\*, Power Attack bonus feat
- 6 Pool Strike arcana
- 7 Cleave feat
- 8 –Con +1
- 9 Cleaving Spellstrike feat\*, Arcane Accuracy arcana
- 11 –Improved Critical (Curve blade, elven) bonus feat, Great Cleave feat
- 12 Str +1, Critical Strike arcana
- 13 Precise Attack feat\*
- 15 Weapon Specialization (Curve blade, elven) feat, Hasted Assault arcana
- 16 Int +1
- 17 Extra Arcana (Empower Magic) feat, Greater Weapon Focus (Curve blade, elven) bonus feat
- 18 Quickened Magic Arcana
- 19 Extra Arcana (Maximized Magic) feat
- 20 Str +1

\* Indicates feats from Advanced Feats

#### Suggested Spells to Memorize:

- 0 daze, light, prestidigitation, ray of frost, read magic
- 1 enlarge person, expeditious retreat, frostbite, shocking grasp  $\times 3$
- 2 bulls strength, frigid touch  $\times$ 3, mirror image, scorching ray
- 3 fly, haste  $\times 2$ , vampiric touch  $\times 3$
- 4 ball lightning, fire shield, invisibility (greater) ×2, stoneskin
- 5- acid spray, cone of cold, fire snake, teleport, wall of force
- 6 chain lightning ×2, disintegrate, freezing sphere, true seeing



#### Zorea Shepherd – Lady of the Lash

Zorea was born into a large ranching family; practical, earthy folk who were far from wealthy. It wasn't long before they figured she had a powerful brain in her and would have better fortunes if she could be schooled in magic. So the Shepherd family saved their money and sent their young daughter to the nearest college of the arts. While she devoured every book in the library, Zorea found the life of a sage far from her liking and took up exploring and adventuring as soon as her schooling was finished. Now she travels from place to place, looking to earn coin for her family and to discover lost secrets of magic and lore in the hidden places of the world.

Zorea was never all that pretty and she always had a tongue as sharp as the crack of her favorite bull whip. On top of that she's got a stubborn streak a mile wide and about as much common sense as drunken dwarf in a row boat, but if you need a traveling companion that's a whip cracking, spell casting, out smarting, master of the battlefield... then Zorea Sheperd is just the girl you're looking for.

I had a number of goals with this character. The first was to utilize a whip with spellstrike to allow reach on spellstrike attacks, the second was to have a more Int based magus that could be a potent caster, and the third was to play up the anti-caster side of the magus a little.

This character is designed to use some specific equipment, namely: a whip, spiked armor, and a mithral buckler. The whip allows Zorea to deliver touch spells at a distance, with less need for casting defensively, and builds into a set of combos with Whip Mastery and Touch of Opportunity allowing you to harry opponents in reach of your whip. The spiked armor gives you an up close weapon that does real damage while still having a free hand and wielding the whip. The buckler gives you a shield bonus which, when combined with combat expertise and a decent dex score, means a reasonable AC when you need it. A decent damage weapon such as a rapier or scimitar is also a good idea and will likely serve you well when the whip is impractical.

Since the whip isn't great at actually dealing damage, I put together an array of feats to make her extremely effective at tripping, enough to rival all but the most dedicated tactics fighters, and Spellstrike Trip works to turn that into a damage dealing opportunity as well. I also worked in my Arcana Thief feat which pairs well with the Combat Reflexes and Dispelling Strike to help you farm some arcane points from enemy spell casters. Finally, I include disarm and dirty tricks arcana to give the character more ways to use the whip in combat. I can't say all these whip combos are especially powerful, but I do think they would be fun and make for an unusual and entertaining character.

Zorea's high Int score brings with it many bonus spell slots and the ability to effectively use all the spells in the magus list. Other, more combat focused magus, are wise to avoid spells that offer a saving throw. Int also means more skills, and while Zorea isn't exactly a skill build, she has more range than most.



#### Lady of the Lash Build Details

#### Race: Human

Stats: Str 14 Dex 14 Con 12 Int 18 Wis 07 Cha 08
Skills: Climb, Handle Animal, Knowledge (arcana), Knowledge (dungeoneering)\*, Ride, Spellcraft, Survival, Swim\*

\* Skills trained after Int increases

Favored Class Bonus: Magus, +1 hp/level

Leveling Guide (class features, feats, and ability increase choices per level):

- 1 (Fighter) Exotic Weapon Proficiency (whip) feat, Weapon Focus (whip) bonus feat, Combat Expertise feat
- 2 (Magus from here out)
- 3 Whip Mastery feat\*
- 4 Int +1, Maneuver Mastery (trip) arcana
- 5 Spellstrike trip feat\*
- 6 Combat Casting feat
- 7 Combat Reflexes feat, Pool Strike arcana
- 8 Int +1
- 9 Touch of Opportunity feat\*
- 10 Maneuver Mastery (disarm) arcana
- 11 Improved Trip feat
- 12 Int +1, Greater Trip bonus feat
- 13 Arcana Thief feat\*, Dispelling Strike arcana
- 15 Clever Maneuvering bonus feat\*
- 16 Int +1, Maximized Magic arcana
- 17 Extra Arcana (Quickened Magic) feat
- 18 Empowered Magic arcana, Parrying Defense bonus feat\*
- 19 –Extra Arcana (Maneuver Mastery (dirty tricks)) feat
- 20 Int +1

\* Indicates feats from Advanced Feats

#### Suggested Spells to Memorize:

- 0 detect magic, daze, light, prestidigitation, read magic
- 1 burning hands, expeditions retreat, feather fall, frostbite, mount, shocking grasp ×2
- 2 acid arrow, cat's grace, fog cloud, invisibility, mirror image, scorching ray, web
- $3 dispel magic, fireball, haste, vampiric touch \times 3$
- 4 ball lightning, black tentacles, dragon's breath, phantasmal killer, stoneskin, wall of fire
- 5 acid spray, fire snake, baleful polymorph, cone of cold, interposing hand, wall of stone
- 6 chain lightning ×2, disintegrate ×2, form of the dragon I



#### Morandus Lawgiver - The Rune Fist

Dwarven law is a complicated subject which few scholars outside the clans have ever attempted to explore in depth. With traditions from hundreds of clans, spanning untold centuries, on subjects ranging from mining rights to fungal husbandry, the sheer bulk of it is enough to turn away most. Enforcement is selective as the judiciary must be paid to recite and enforce the laws and bring justice when it's required.

Morandus Lawgiver, bucking tradition a bit, loves enforcing the law, so much so that he's taken up doing so without being requested or paid for his services. Sentences tend to involve being beaten senseless or blasted by arcane forces, and his fines are whatever you have on you at the time. His enthusiasm for this vocation plus his bad breath, hunched back, and prodigious warts, have turned his name into something of a curse amongst those who have encountered him.

Some of the multiple use touch spells got me thinking about combining magus with monk and the more I looked at it the more connections I started to see. Both have a similar pool mechanic and both classes offer opportunities for additional attacks and reward a player for having a free hand. Both also have options for raising unarmored defense and for focusing on combat maneuvers.

I chose dwarf for its Wis/Con bonuses and its penalty in an ability score that does the magus little good: Charisma. This leads most magus to be rather charmless folks. Monk also means Wisdom becomes an important ability score and the multiclassing lets us slack off a little on intelligence. All in all you get a pretty unorthodox set of scores.

Monk levels, evasion, and dwarven resistances combine to give this build great saving throws. The staff magus also works out nicely in providing additional AC options that work with the monk's usual array of defenses and the magus's more defensive spells. While this build starts out fairly vulnerable, by mid-level it can turtle up quite effectively.

The quarterstaff is a fun weapon here as you can use it two-handed when flurrying or one-handed when using spell combat, both techniques offering extra attacks. You can also get extra attacks via both sets of pool points or from the haste spell. Using the spells that grant multiple touches like chill touch lets you set up a nasty set of flurried blows on the next round.

The grappling focus can be used in conjunction with spells like ray of enfeeblement to soften up a foe, or enlarge person to give you a maneuver bonus and reach advantage. Grappling is great for neutralizing foes faster than you could normally beat them down and it felt like a nice thematic focus for a lawman. The character's modest strength is something of a challenge so I chose spells that could greatly augment it when needed.

Like the other builds I finish off with some extra arcane feats to boost spell casting potency since that's when the character gets access to potent damage spells.

#### The Rune Fist Build Details

#### Race: Dwarf

Stats: Str 14 Dex 12 Con 14 Int 14 Wis 16 Cha 05 Skills: Acrobatics, Knowledge (history)\*, Perception, Profession (lawyer), Sense Motive\*, Spellcraft

\* Skills advanced only on monk levels

Archetype: Staff Magus

Favored Class Bonus: Magus, +1 hp/level

**Leveling Guild** (class features, feats, and ability increase choices per level):

- 1 (Monk) Improved Grapple bonus feat, Grasping Strike feat\*
- 2 (Magus)
- 3 (Magus) One Handed Grappling feat\*
- 4 (Magus) Wis +1, Arcane Accuracy arcana
- 5 (Magus) Combat Expertise feat
- 6 (Monk) Dodge bonus feat
- 7 (Magus) Extra Arcana (Maneuver Mastery (grapple)) feat, Unbalancing Parry bonus feat \*
- 8 (Magus) Wis +1, Pool Strike arcana
- 9 (Magus) Parrying Defense feat\*
- 10 (Monk)
- 11 (Monk) Ki Arcana feat\*
- 12 (Magus) Wis +1
- 13 (Magus) Greater Grapple feat, Hasted Assault arcana
- 14 (Magus)
- 15 (Magus) Weapon Focus (quarterstaff) feat, Power Attack bonus feat
- 16 (Magus) Int +1, Quickened Magic arcana
- 17 (Magus) Weapon Specialization (quarterstaff) feat
- 18 (Magus)
- 19 (Magus) Extra Arcana (Empower Magic) feat, Maximized Magic arcana
- 20 (Magus) Wis +1

\* Indicates feats from Advanced Feats

#### Suggested Spells to Memorize:

- 0 arcane mark, detect magic, prestidigitation, read magic, spark
- 1 chill touch, enlarge person, frostbite, ray of enfeeblement, shield, shocking grasp
- 2 blur, bull's strength, cat's grace, elemental touch, frigid touch, mirror image
- 3 blink, haste, ray of exhaustion, vampiric touch  $\times 2$
- 4 detonate, dimension door, dragon's breath, stoneskin
- 5 elemental body II, fire snake, overland flight
- 6 monstrous physique IV

Y HOR

#### Low Charisma

As I made the magus builds a theme developed; Charisma is their dump stat and with many ability scores in demand on these characters, it gets dumped hard. Now if you play with rolled stats or big point buys this is less of an issue, but with a standard buy it's hard to see how there would be many charming magus wandering around. When I make a character with a really low stat like this I enjoy role playing it strongly, both for fun and to emphasize the social disadvantage it implies. Three classic portrayals serve me well in doing this:

**The Jerk**: Low Charisma can mean you are a loud, obnoxious, self-centered jerk who most people actively dislike. You may only be a member of the party due to your skills or there may be some deeper bond that lets them look past your personality. Anyone else is likely to oppose your every action simply on principle.

**The Horror**: This is a classic for many min-maxers. Low Charisma simply means you are physically repulsive making you feared and distrusted by anyone other than close friends or the blind. I tend not to go for this one too often but it can be fun.

**The Nobody**: This can be the trickiest to role play. This person is such a non-entity that people barely acknowledge them. Their name is forgotten quickly and their words are all but ignored.



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