THE EXPANDED





THE EXPANDED BATTLE SCION

A NEW PATH FOR YOUR BATTLE SCION CHARACTER

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ax carefully set his lantern on the cold stone floor and scanned the dank chamber. He could hear the echo of water slowly dripping in the distance. The warrior could just make out two passages on the opposite side of the room. One of them had to lead to the surface, he was sure of it! The question was which one?

The sound of rough boots scuffing on the stone floor caused Gax to freeze in place for an instant. Eyes narrowing, he spun quickly around, despite his heavy armor. Five skeletal creatures in ancient, rusted mail were emerging from a hidden alcove, their curved swords gleaming in the flickering light of Gax's lantern.

"Perfect, just perfect," he muttered, flexing his fingers and shifting his weight to the balls of his feet.

The skeletal abominations clattered slowly toward the warrior, their weapons held menacingly before them.

With a flash of movement, Gax raised his arm and fired two powerful bolts of glowing energy. Two of the skeletons exploded in bursts of concussive force, scattering bits of broken bones. The three remaining skeletal warriors slowed their advance.

"Well, that was for those two," Gax roared as he ripped his glowing blade from its scabbard and rushed forward, "and this is for the three of you!" Often referred to as 'arcane paladins', battle scions are highly trained, uniquely dedicated, and supremely disciplined. Primarily warriors, battle scions spend countless hours engaged in combat training. They are also tireless in their search for arcane knowledge that can enhance their battle prowess through magic. Almost single-minded in their determination to master both arms and the arcane, battle scions feel equally at home on the field of battle or in musty, long-forgotten libraries.

Role: Battle scions are highly competent warriors, skilled in a wide variety of weapons and martial tactics. They also spend significant amounts of time locked in magical study and research in order to master a handful of spells and other arcane abilities which aid them both in and out of combat.

Alignment: Any Hit Die: d10

TABLE1: BATTLE SCION

Level	Base Attack Fo	Fort	Ref	Will Sp	Special	Spells per Day				
	Bonus	Save	Save	Save		0	1st	2nd	3rd	4th
1st	+1	+2	+0	+2	Force blast 2d4	_	_	_	_	
2nd	+2	+3	+0	+3	Arcane Aura		_ (_	_	_
3rd	+3	+3	+1	+3	Combat Casting	_	—	_	—	
4th	+4	+4	+1	+4	Fighter training, force blast 3d4	2	0	_	_	_
5th	+5	+4	+1	+4	Dweomer Weapon	3	1	_	—	_
6th	+6/+1	+5	+2	+5	Bonus feat	4	1	÷.,	4	-
7th	+7/+2	+5	+2	+5	Spell tactician, Force blast 4d4	4	1	0	_	_
8th	+8/+3	+6	+2	+6	Armor Training	4	1	1	-	-
9th	+9/+4	+6	+3	+6	Spell tactician	4	2	1	_	_
10th	+10/+5	+7	+3	+7	Bonus feat, Force blast 5d4	4	2	1	0	_
11th	+11/+6/+1	+7	+3	+7	Spell tactician	4	2	1	1	_
12th	+12/+7/+2	+8	+4	+8		4	2	2	1	-
13th	+13/+8/+3	+8	+4	+8	Force blast 6d4, spell tactician	4	3	2	1	0
14th	+14/+9/+4	+9	+4	+9	Bonus feat	4	3	2	1	1
15th	+15/+10/+5	+9	+5	+9		4	3	2	2	1
16th	+16/+11/+6/+1	+10	+5	+10	Force blast 7d4	4	3	3	2	1
17th	+17/+12/+7/+2	+10	+5	+10		4	4	3	2	1
18th	+18/+13/+8/+3	+11	+6	+11	Bonus feat	4	4	3	2	2
19th	+19/+14/+9/+4	+11	+6	+11	Force blast 8d4	4	4	3	3	2
20th	+20/+15/+10/+5	+12	+6	+12	Master scion	4	4	4	3	3

CLASS SKILLS

The battle scion's class skills are Climb (Str), Craft (Int), Fly (Dex), Handle Animal (Cha), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (dungeoneering) (Int), Knowledge (engineering) (Int), Knowledge (history) (Int), Linguistics (Int), Profession (Wis), Ride (Dex), Spellcraft (Int), and Swim (Str).

Skill Ranks per Level: 2 + Int modifier.

Starting Wealth: $4d6 \times 10$ gp (140 gp average)

CLASS FEATURES

All of the following are class features of the battle scion.

WEAPON AND ARMOR PROFICIENCY: Battle scions are proficient with all simple and martial weapons, with all types of armor (heavy, medium, and light), and with shields (except tower shields). Due to their highly specialized training, battle scions can cast arcane spells while wearing any type of armor (heavy, medium, and light), and with shields without incurring the normal arcane spell failure chance. A multiclass battle scion incurs the normal arcane spell failure chance for arcane spells received from other classes.

FORCE BLAST (SP): As a standard action, the battle scion can unleash a single blast of arcane force that automatically strikes a foe, as *magic missile*. The force blast deals 2d4 points of damage at 1st level plus an additional 1d4 points of damage for every three battle scion levels beyond 1st (3d4 at 4th, 4d4 at 7th, and so on). This is a force effect.

For purposes of overcoming spell resistance with his force blast, the battle scion's caster level is equal to his full battle scion level. A battle scion can use this ability a number of times per day equal to 3 + his Intelligence modifier.

- **ARCANE AURA (SU):** Beginning at 2nd level, a battle scion gains a +1 deflection bonus to his AC. This deflection bonus increases by +1 for every four battle scion levels beyond 2nd.
- **COMBAT CASTING (Ex):** At 3rd level, the battle scion gains Combat Casting as a bonus feat.
- **SPELLS:** Beginning at 4th level, a battle scion gains the ability to cast a small number of arcane spells which are

drawn from the sorcerer/wizard spell list. A battle scion must choose and prepare his spells in advance.

To prepare or cast a spell, a battle scion must have an Intelligence score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a battle scion's spell is 10 + the spell level + the battle scion's Intelligence modifier.

A battle scion can cast only a certain number of spells of each spell level per day. His base daily spell allotment is given on Table 1: Battle Scion. In addition, he receives bonus spells per day if he has a high Intelligence score (see Table 1-3: Ability Modifiers and Bonus Spells in the *Pathfinder Roleplaying Game* Core Rulebook).

A battle scion may know any number of spells. He must choose and prepare his spells ahead of time by getting 8 hours of sleep and spending 1 hour studying his spellbook. While studying, the battle scion decides which spells to prepare.

Through 3rd level, a battle scion has no caster level. At 4th level and higher, his caster level is equal to his battle scion level -3.

FIGHTER TRAINING: Beginning at 4th level, a battle scion gains the ability to choose feats normally reserved for the fighter class (for example, Greater Weapon Focus, Weapon Specialization etc.).

The battle scion may choose a fighter-only feat whenever he can normally choose a new feat. He must meet all other prerequisites the feat might have.

Through 3rd level, a battle scion has no effective fighter level and may not select feats reserved for fighters. At 4th level and higher, the battle scion has an effective fighter level equal to his battle scion level – 3 for purposes of determining eligibility for fighter-only feats. If he also has levels in fighter, these levels stack.

CANTRIPS: Battle scions can prepare a number of cantrips, or 0-level spells, each day, as noted on Table 1: Battle Scion in the Spells per Day column.

These spells are cast normally, but they are not expended when cast and may be used again.

SPELLBOOKS: Beginning at 4th level, a battle scion's prior arcane research allows him to create a spellbook. A battle scion must study his spellbook each day to prepare his spells. He cannot prepare any spell not recorded in his spellbook, except for read magic, which all battle scions learn to prepare from memory at 4th level.

The battle scion's new spellbook initially contains all 0-level cantrips plus two 1st-level arcane spells of his choice. The battle scion also selects a number of additional 1st-level spells equal to his Intelligence modifier to add to the spellbook. At each new battle scion level after 4th, he gains two new spells of any spell level or levels that he can cast (based on his new battle scion level) for his spellbook. At any time, a battle scion can also add spells found in a wizard's or other battle scion's spellbook to his own (see Chapter 9: Magic in the *Pathfinder RPG*).

DWEOMER WEAPON (SU): Upon reaching 5th level, the battle scion may enhance his weapon as a standard action by focusing innate arcane power into the weapon. A dweomered weapon sheds light as a torch. At 5th level, this dweomer grants the weapon a +1 enhancement bonus, which lasts for 1 minute per battle scion level. For every three levels beyond 5th, the weapon gains another +1 enhancement bonus, to a maximum of +6 at 20th level.

These bonuses can be added to the weapon, stacking with existing weapon bonuses to a maximum of +5, or they can be used to add any of the following weapon properties: *anarchic, axiomatic, brilliant energy, defending, disruption, flaming, flaming burst, frost, ghost touch, icy burst, keen, merciful, mighty cleaving, shock, shocking burst, speed, thundering, vicious* and *wounding.* Adding these properties consumes an amount of bonus equal to the property's cost (see Melee Weapon Special Abilities in the *Pathfinder RPG*). These bonuses are added to any properties the weapon already has, but duplicate abilities do not stack. If the weapon itself is not magical, at least a +1 enhancement bonus must be added before any other properties can be added.

The bonus and properties granted are determined when the weapon is dweomered and cannot be changed until dweomered again. The dweomer imparts no bonuses if the weapon is held by anyone other than the battle scion but resumes giving bonuses if returned to the battle scion. These bonuses apply to only one end of a double weapon. A battle scion can use this ability once per day at 5th level, and one additional time per day for every four levels beyond 5th, to a total of four times per day at 17th level.

Beginning at 10th level, a battle scion can dweomer a weapon as a move action instead of a standard action. At 15th level, a battle scion can dweomer a weapon as a swift action.

BONUS FEATS: At 6th, 10th, 14th, and 18th level, a battle scion gains a bonus feat. At each such opportunity, he may choose a metamagic feat or a combat feat. The battle scion must still meet all prerequisites for a bonus feat, including caster level minimums. These

bonus feats are in addition to the feats that a character of any class gets from advancing levels. The battle scion is not limited to the categories listed here when choosing those feats.

SPELL TACTICIAN (SU): Beginning at 7th level, a battle scion learns how to use spells more effectively in combat. The bonus

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to concentration checks a battle scion receives from the Combat Casting feat increases to +6. At 11th level, this bonus increases to +8.

Beginning at 9th level, a battle scion may cast one prepared arcane spell per round as a swift action. Only spells with a casting time of a standard action or less and a range of personal may be cast in this way. A battle scion can use this ability a number of times per day equal to 3 + his Intelligence modifier.

At 11th level, the battle scion may add his Intelligence bonus as well as his Dexterity bonus to attack rolls when casting ray spells or spell-like abilities. This bonus lasts for one full round. A battle scion can use this ability a number of times per day equal to 3 + his Intelligence modifier.

At 13th level, the battle scion may apply any one metamagic feat he knows to a spell he is about to cast without using a higher level spell slot. The battle scion may use this ability once per day at 13th level and one additional time per day for every two battle scion levels beyond 13th.



ARMOR TRAINING (EX): At 8th level, a battle scion learns eldritch tricks to improve his ability to maneuver while wearing armor. Whenever he is wearing armor, he reduces the armor check penalty by 1 (to a minimum of 0) and increases the maximum Dexterity bonus allowed by his armor by 1. Every four levels thereafter (12th, 15th, and 18th), these bonuses increase by +1 each time, to a maximum -4 reduction of the armor check penalty and a +4 increase of the maximum Dexterity bonus allowed.

In addition, a battle scion can move at his normal speed while wearing medium or heavy armor.

MASTER SCION (SU): Beginning at 20th level, the battle scion's caster level and effective fighter level becomes equal to his full battle scion level instead of his battle scion level – 3. In addition, whenever a battle scion successfully confirms a critical hit, he may also cast any one spell he has prepared as a free action. The spell must include the target of the critical hit as one of its targets or in its area of effect. Casting this spell does not provoke an attack of opportunity. The battle scion must still meet all of the spell's requirements.

ARCHETYPES

Battle scions are a fusion of skills and abilities, but some specialize in particular powers and abilities common to the class. These include the Force Blaster and the Bonded Scion.

FORCE BLASTER

Some battle scions focus as much on the combat potential and versatility of their force blast ability as they do on spells and traditional weapons. Such battle scions are typically referred to as force blasters or often simply blasters. Through intense practice and continual study, blasters learn to manipulate their force blasts in a number of unique ways from improving the frequency and quantity of their blasts to increasing their overall damage output.

RAPID BLAST (SP): At 2nd level, the blaster may fire his force blast as a move action instead of a standard action. This replaces Arcane Aura.

POWERFUL BLAST (SP): At 5th level, all force blast damage is increased by half, as if empowered. In addition, the blaster's force blasts have the potential to push the target backward and knock him prone. Treat as a Combat Maneuver using your Intelligence modifier in place of your Strength modifier when calculating your CMB.

If successful, the target is pushed backward in a straight line up to 5 feet per five blaster levels and knocked prone. For every size category of the target above Medium, reduce the distance pushed by 5 feet (-5 feet for Large, -10 feet for Huge, -15 for Gargantuan, and -20 feet for Colossal) to a minimum of 0 feet.

If the Combat Maneuver is unsuccessful, the target still takes the force blast damage, but is not knocked backward or prone. This replaces Dweomer Weapon.

- **EXTRA BLASTS (EX):** At 6th level, the blaster receives Extra Force Blast as a bonus feat. This replaces the 6th level bonus feat.
- **MULTIPLE BLASTS (SP):** At 10th level, the blaster may fire two bolts per force blast instead of one. He may fire both blasts at the same target or at two different targets who may be no more than 10 feet apart. At 17th level, the blaster may instead fire three bolts per force blast. This replaces the 10th level bonus feat.
- SWIFT BLAST (SU): At 11th level, the blaster may use his force blast ability three times per day as a swift action. This number increases by one additional time per day for every five battle scion levels beyond 11th. This replaces the 11th level Spell Tactician ability.

BONDED SCION

A bonded scion spends his life focused on the mastery of his arcane bond weapon, striving to unlock an ever-increasing array of abilities. The bonded scion melds and channels arcane power and combat might through his bond weapon in an almost spiritual way. Eventually, this deep connection causes the bonded scion's weapon to take on a bit of his own life force, allowing the weapon to gain sentience and become a specialized type of intelligent magic item.

- **ARCANE BOND (SP):** At 2nd level, a bonded scion gains a weapon as an arcane bond item. This is identical to the wizard class ability, but the bonded scion must select a weapon. He may use the hand holding his bonded weapon for somatic components. This replaces Arcane Aura.
- **IMPROVED ARCANE BOND (Ex):** At 5th level, the bonded scion receives Improved Arcane Bond as a bonus feat. This replaces Armor Training normally received at 8th level.
- **DEADLY BOND WEAPON (Ex):** Whenever a bonded scion of 6th level or higher threatens a critical hit with his arcane bond weapon, he gains a +2 insight bonus on the confirmation roll. This bonus increases by an additional +1 for every four bonded scion levels beyond 6th (+3 at 10th level, +4 at 14th level, and +5 at 18th level). This replaces the 6th level bonus feat.
- **FORCE WEAPON (SU):** As a swift action, a bonded scion of 10th level or higher may expend one use of his force blast ability to enhance his bond weapon with force energy. For a number of rounds equal to the bonded scion's INT modifier, his bond weapon can strike incorporeal creatures without incurring the normal miss chance (as the *ghost touch* weapon property).

In addition, any successful hit on an incorporeal creature while the bond weapon is enhanced in this way deals an additional amount of force damage equal to the bonded scion's level. This replaces the 10th level bonus feat.

- **BANE WEAPON (SU):** At 11th level, the bonded scion can, as a swift action, imbue his bond weapon with the *bane* weapon special ability, except that the amount of bonus damage dealt against creatures of the selected type is 4d6. The bonded scion must select one creature type when he uses this ability (and a subtype if the creature type selected is humanoid or outsider). Once selected, the type can be changed as a swift action. This ability lasts for a number of rounds per day equal to the bonded scion's level. These rounds do not need to be consecutive. This replaces the 11th level Spell Tactician ability.
- **AWAKENED BOND (Ex):** At 14th level, the bonded scion received awakened arcane bond as a bonus feat. This replaces the 14th level bonus feat

NEW FEATS

Battle scions draw primarily on the feats of fighters and other warriors, but they have their own peculiar arcane traditions as well.

Awakened Arcane Bond [Item Creation]

You grant your arcane bond object sentience, making it an intelligent magic item.

Prerequisite: Arcane caster level 15th, Improved Arcane Bond

- **Benefit:** You can imbue your arcane bond object with a tiny spark of your own intelligence, force of will, and arcane power. Awakening your bond object in this way causes your arcane bond to become a specialized form of intelligent magic item. This process follows the standard *Pathfinder RPG* Intelligent Magic Item Creation rules. However, because you are imbuing your bond object with a portion of your own magical life force to awaken its intelligence, there are a few important exceptions:
 - The alignment of the bond object must match that of the arcane caster exactly.
 - An arcane bond object that is a wand may become awakened. It retains its awakened sentience and powers even after the wand's charges have been expended.
 - The awakened arcane bond item may never, under any circumstances, have an Ego score higher than 19.
 - All gold piece costs for initial creation as well as any additional enhancements must be calculated as normal using the Intelligent Magic Item Creation rules. The arcane caster pays 50% of that cost.

Senses, powers, and magical abilities the arcane bond object gains by becoming an awakened, intelligent magic item continue to function as long as the item remains within 10 ft. of the arcane caster. This does not change the rules for any other arcane bond ability or granted power (such as those gained from the standard wizard arcane bond class ability or the Improved Arcane Bond feat - the bonded object must still be worn or in hand for any of these abilities to function).

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If an awakened bond item is destroyed, the wizard immediately takes 1d6 points of ability damage to each of his three mental ability scores (Intelligence, Wisdom, and Charisma).

Extra Force Blast

You can use force blast more often.

Prerequisites: Force blast class feature.

- **Benefit:** You gain two additional uses of your force blast ability per day.
- Special: You can gain Extra Force Blast multiple times. Its effects stack.

Improved Arcane Aura

Your raw arcane power can protect you in times of need.

- **Prerequisites:** Arcane aura class feature, arcane caster level 5th.
- **Benefit:** As a swift action, you may expend any one arcane spell that you have prepared to temporarily increase the deflection bonus received from your Arcane Aura class feature. This increase is equal to the level of the spell expended (+1 bonus for a first level spell, +2 for a second level spell, etc.) This bonus lasts for a number of rounds equal to your arcane caster level; these rounds must be consecutive.

Improved Arcane Bond

This feat allows you to enhance your arcane bond object, allowing it to grow in magical power as you do.

- **Prerequisites:** Arcane caster level 5th, must have an arcane bond object
- **Benefit:** Your arcane bond object gains additional powers as you gain levels in your arcane class, according to the following table. The arcane caster must be in physical contact with his bond object for these powers to function.



Caster Level	ARCANE BOND POWERS		
5th	Bond object grants a +2 bonus on caster level checks made to overcome a creature's spell resistance. This bonus stacks with the Spell Penetration feat. In addition, the arcane caster may add his INT modifier as a bonus to his CMD vs. attempts to disarm or sunder his bonded object.		
7th	Bond object imparts magic protection to the arcane caster in the form of a +1 resistance bonus on all saving throws. This bonus increases by +1 for every 3 additional arcane caster levels, to a maximum of +5 at 19th level.		
9th	The arcane caster may cast one additional spell per day which he has in his spellbook and is capable of casting, even if the spell is not prepared. If the arcane caster specializes in an arcane school, this spell must come from that school. This additional spell otherwise follows all the rules of the standard wizard arcane bond ability.		
llth	Bond object grants spell resistance, as the spell of the same name, to the arcane caster equal to 12 + the arcane caster's level.		

Improved Arcane Strike

You draw upon your arcane power to enhance your weapons with magical energy.

Prerequisite: Arcane Strike.

Benefit: Your imbued weapon receives a +1 bonus to hit as well as damage.

Normal: Your weapon receives a +1 bonus to damage only.

NEW MAGIC

The battle scion primarily uses items for fighters, with occasional efforts to deploy arcane items such as wands or *rings of spell storing*.

LEGENDARY MAGIC ITEMS

Legendary items begin as typical, minor magic items. However, they come complete with full histories and back stories. If a PC makes the commitment to learn this history and can meet the appropriate prerequisites, he becomes attuned to the legendary magic item, which unlocks its more powerful abilities as the PC increases in level. Legendary items truly grow in power with the PC and often become an integral part of the character.

Legendary Magic Item Rules

- Legendary items begin as +1 magic items.
- Each legendary item has specific level, feat and skill rank requirements necessary to attune the item to its owner. If the owner can meet these requirements, he and the legendary item become magically attuned. The owner then begins to unlock the legendary item's additional powers, as detailed in each item's description. The owner can meet the feat and skill rank requirements at any time, but he must be at least 4th level before the legendary item can begin granting the owner its powers.
- If these level, feat and skill rank requirements are not met, the item remains nothing more than a +1 magic item.
- Any spell-like abilities gained through the use of a legendary item are based on the owner's highest mental characteristic (Int, Wis, or Cha).
- The caster level required for legendary item effects are based on the owner's total level.
- Unless otherwise noted, any bonus feats granted by the legendary item last as long as the owner is touching the item. The owner does not need to meet the prerequisites for these bonus feats.

THE THREE LEGENDARY ITEMS OF GAX THE GREAT

Long, long ago, before the memories of even the most ancient elves, a legendary warrior mage called Gax walked the land. Gax, later know to history as Gax the Great, was a mysterious figure renowned for his uncanny ability to combine his combat and spellcasting abilities in new and powerful ways. Exactly how he learned this skill is a matter of tales and supposition. What the stories do agree on, however, is that Gax was the first true battle scion, the man who founded the tradition and from whom all other battle scions descend.

Gax was an unparalleled master at crafting magical arms and armor. He created Gauntlet, his magic shield as well as his wondrous Battlecaster armor. Perhaps his most famous creation, however, was Cailebryn, his mystical, razor-sharp long sword.

Although no legend or tale speaks of Gax the Great's final days, most historians believe he died peacefully, after many decades of glory and adventure. His body is said to have been laid to rest in a magically protected tomb carved from solid granite, the location of which is unknown today.

Many believe Gax's Legendary Items were buried with him. Countless individuals have searched for his lost tomb over the centuries but, so far at least, it remains lost. Nevertheless, sages and treasure seekers alike continue to search, hoping to recover the Three Legendary Items of Gax.

BATTLECASTER ARMOR

This fine chainmail is so light and exquisitely made that it can be worn under normal clothing without betraying its presence.

REQUIREMENTS

To successfully wear battlecaster armor to its fullest potential, a character must fulfill the following requirements.

FEATS: Combat Casting, any one Metamagic Feat **SKILLS**: Craft (armor) 4 ranks, Spellcraft 4 ranks

Attuned Owner's Level	Abilities Granted	
	+1 chainmail	
4th	Arcane Focus	
6th	Arcane Smite	
8th	+2 chainmail	
10th	Arcane Shield	
12th	Metamagic Adept	
14th	+2 spell resistance 17 chainmail	
16th	Deflection (1/day)	
18th	Arcane Repulsion	
20th	+3 spell resistance 19 chainmail	

Battlecaster armor permits a maximum Dexterity bonus of +4 and an armor check penalty of -2.

- Arcane Focus (Su) Arcane spells cast while wearing battlecaster armor receive a +1 bonus to their caster level.
- Arcane Smite (Su) As a swift action the wearer may expend any one spell he knows and is able to cast in order to store that raw magical energy in a melee weapon. The next time the wearer successfully hits with that weapon, the stored magical energy is discharged, adding +1d6 damage per spell level expended (+1d6 for a first level spell, +2d6 for a second level spell, etc.). The spell energy is not expended if the attack misses. The spell energy is immediately lost if the weapon is wielded by anyone other than the wearer.
- Arcane Shield (Ex) The wearer of battlecaster armor gains Arcane Shield as a bonus feat.
- Metamagic Adept (Su) The wearer may maximize a spell he is about to cast, as if using the maximize feat. This does not alter the level of the spell or the casting time. Even though this ability does not modify the spell's actual level, the wearer cannot use this ability to maximize a spell whose modified spell level would be above the level of the highest-level spell the wearer he is capable of actually casting. The wearer can use this ability three times per day.
- **Deflection (Sp)** The wearer of battlecaster armor may cast *deflection* once per day as a spell-like ability.
- Arcane Repulsion (Sp) Three times per day, the wearer of battlecaster armor may, as an immediate action, effect a

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targeted *greater dispel magic* against a single creature coming in physical contact with the wearer; a magic weapon or item used to touch or attack the wearer; or a touch spell or spelllike ability (ranged or melee) targeting the wearer.

GAUNTLET

Gauntlet is a sturdy metal shield with the amazingly realistic likeness of a metal gauntlet carved in its center.

REQUIREMENTS

To successfully wield Gauntlet to its fullest potential, a character must fulfill the following requirements by 4th level.

FEATS: Shield Focus, Toughness **SKILLS**: Craft (armor) 4 ranks

Attuned Owner's Level	Abilities Granted		
	+1 shield		
4th	Gauntleted Fist		
6th	Improved Shield Bash		
8th	+2 bashing shield		
10th	interposing hand (3/day)		
12th	touch defense		
14th	+3 bashing light fortification shield		
16th	spell turning		
18th	crushing hand (1/day)		
20th	+4 bashing medium fortification shield		

- **Gauntleted Fist (Su)** As a swift action, the wielder can turn one of his fists into metal, allowing him to make an unarmed strike that deal 1d6 points of bludgeoning damage plus Strength modifier + 1 point for every two levels the wielder possess. These unarmed strikes do not provoke attacks of opportunity and ignore the hardness of items with a hardness of 10 or less. The wielder can use this ability a number of rounds per day equal to 1/2 the wielder's level
- **Improved Shield Bash (Ex)** The wielder gains Improved Shield Bash as a bonus feat, but only when using Gauntlet to perform the shield bash.
- **Interposing Hand (Sp)** The wielder of Gauntlet gains the ability to cast *interposing hand* three times per day as a spell-like ability.
- **Touch Defense (Su)** The wielder may add Gauntlet's shield and enchantment bonus to his armor class when defending against any touch attack.
- **Spell Turning (Sp)** Gauntlet gains the properties of a *ring* of spell turning.
- **Crushing Hand (Sp)** The wielder of Gauntlet gains the ability to cast *crushing hand* once per day as a spell-like ability.

CAILEBRYN

Cailebryn is a razor-sharp long sword of outstanding craftsmanship. The blade is faintly etched with numerous arcane runes and symbols.

REQUIREMENTS

To successfully wield Cailebryn to its fullest potential, a character must fulfill the following requirements.

FEATS: Combat Casting, Weapon Focus (long sword) **SKILLS:** Craft (weapons) 4 ranks, Knowledge (arcana) 4 ranks

Attuned Owner's Level	Abilities Granted		
	+1 long sword		
4th	Bravery of Gax		
6th	Cleaving Blade		
8th	+2 keen long sword		
10th	Critical Focus		
12th	Cleaving Blade, Greater		
14th	+3 keen spell storing long sword		
16th	Sundering Blade		
18th	Dispelling Strike		
20th	+3 vorpal keen spell storing long sword		

- **Bravery of Gax (Ex)** The wielder of Cailebryn is immune to the shaken and frightened conditions. In addition, the wielder receives a +1 bonus on Will saves against fear. This bonus increases by +1 for every four levels beyond 4th to a maximum of +5 at 20th level.
- Cleaving Blade (Ex) Cailebryn's wielder receives Cleave as a bonus feat*.
- **Critical Focus (Ex)** The wielder gains Critical Focus as a bonus feat*.
- **Cleaving Blade, Greater (Ex)** Cailebryn's wielder receives Great Cleave as a bonus feat*
- **Sundering Blade (Ex)** The wielder receives Improved Sunder and Sundering Strike as bonus feats*. In addition, whenever Cailebryn is used to sunder, it ignores hardness equal to ½ the wielder's level.
- **Dispelling Strike (Sp)** Three times a day, the wielder may effect a targeted *greater dispel magic* as a free action on the subject of a successful melee attack with Cailebryn.

*Bonus feats are only in effect when attacking with Cailebryn.

PREPARED SPELL TRACKING SHEET

Use this spell tracking sheet to track your prepared spells. Although ideal for your **Battle Scion** character, this tracking sheet is designed so it can be utilized by any prepared spellcasting class! Simply record the spell level (first level spells, second level spells etc); the number of times per day you can cast spells of that level; and the spell DC for that level. Then list the spells you typically prepare. Each new adventuring day, place an X in the Prepared box for each spell you prepare (or use numbers or tick marks if you decide to prepare a given spell more than once). Next, jot down any notes about individual spells (effects, duration, damage, range, targets etc). Then, simply mark off each spell in the Cast box after you've cast it.

Spell Lev	el	Spells Per Day	Spell DC	
Prepared	Spell Name	Notes		Cast

Spell Lev	el	Spells Per Day	Spell DC	
Prepared	Spell Name	Notes		Cast

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