undefeatable -Written By Tyler Beck

NEW FEATS

ADVANCED FIGHTER TRAINING (COMBAT)

Your prowess at combat rivals that of the best warriors.

Prerequisites: Magus level 12

Benefit: You treat your total magus level as your fighter level for the purposes of qualifying for feats.

Normal: Only 1/2 your total magus levels count as fighter levels for this purpose.

DEATH-TAKER(COMBAT)

You've learned how to make use of curative spells to harm undead through your weapon.

Prerequisites: Wis 11, wand wielder magus arcana

Benefit: You may treat *cure* spells of 6th level or lower with a range of touch as if they were on your spell list (at the same spell level as a cleric) for the purposes of activating wands or staves, as well as the spell combat and spellstrike abilities. In addition, when delivering such a spell cast from a wand or staff to deal damage to an undead creature, you may expend a point from your arcane pool as a free action to increase the damage dealt by 2d6 (a successful save against the spell reduces this damage by half, as normal).

Normal: Only spells on the magus spell list may be delivered using spellstrike.

DESTRUCTIVE SPELLSTRIKE (COMBAT)

<u>ROLEPLAYING GAME COMPATIBLE</u>

You are adept at using your weapon to destroy obstacles such as doors, metal bars, or even stone walls.

Prerequisites: Str 15, Power Attack, Improved Sunder, base attack bonus +4, spellstrike class feature **Benefit:** When you successfully deliver a spell against a target that has hardness using your weapon, you may treat your weapon as adamantine for the purposes of ignoring that hardness.

DESTRUCTIVE SPELLSTRIKE, IMPROVED (COMBAT)

You can channel your innate magic into destructive energy, allowing you to slice through objects like butter.

Prerequisites: Str 17, Power Attack, Improved Sunder, Destructive Spellstrike, base attack bonus +6, spellstrike class feature

Benefit: When you successfully deliver a spell against a target that has hardness using your weapon, you may expend any number of points from your arcane pool as a free action to add 2d6 damage to the attack per point expended.

ENHANCED ALCHEMY (COMBAT)

You've learned to channel your innate magical energy into alchemical items to boost their power.

Prerequisites: Craft (alchemy) 5 ranks, arcane pool class feature

Benefit: As a Swift action, you may expend 1 point from your arcane pool to enhance a damaging alchemical item (such as alchemist's fire) until the end of your turn, causing it to deal more damage upon a successful hit. The additional damage dealt is of the same type as the damage such an item would normally deal (if an item deals more than one type of damage, you may choose which of those damage types the additional damage deals) and is equal to 1d6 per two caster levels you possess. If the alchemical item deals splash damage, that damage is increased by 1 point for each additional damage die as normal. This ability cannot be used on an alchemical item that does not normally deal hit point damage.



MAGUS



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Normal: Alchemical items deal a set amount of damage.

ENHANCED NECROMANCY POOL (COMBAT)

Your knowledge of necromantic energy allows you to increase the potency of certain spells that use it.

Prerequisites: Wis 13, Death-taker or Life-taker, wand wielder magus arcana

Benefit: When you deliver a *cure* or *inflict* spell from a wand or staff using spellstrike, you may use your magus level in place of the item's caster level when determining the damage dealt by the spell. If the spell would heal the target, this feat has no effect.

Normal: The caster level of a spell cast from a wand or staff is set at creation.

FLIGHT ARCANA

Your innate magic allows you to maneuver around the battlefield through the air.

Prerequisites: Fly 5 ranks, arcane pool class feature

Benefit: You may spend 1 point from your arcane pool as a Move action to gain the effects of the fly spell for 1 minute. While in effect, you may spend 1 additional point as a Swift action to increase the duration for an additional minute.

KINETIC CASTER

You've dabbled in the art of the kineticist, and have learned to enhance your attacks by overexerting your mental faculties.

Prerequisites: Con 13, Elemental Focus, caster level 5

Benefit: Choose one element for which you have the Elemental Focus feat. You may accept one point of burn (as the kineticist's burn ability) as a Standard action to increase the damage dealt by spells you cast which deal damage of that elemental type by 1/2 your caster level for 1 minute. Limits on points of burn that can be accepted apply whether the burn is caused by this ability or any other ability.

Special: This feat may be chosen multiple times. Each time you choose this feat, it applies to a different element for which you have the Elemental Focus feat.

KINETICCASTER, IMPROVED

Your study of kineticists has given you insight into their remarkable ability to direct raw elemental power at their enemies. **Prerequisites:** Con 15, Elemental Focus, Kinetic Caster, caster level 7

Benefit: You gain a single simple kinetic blast wild talent. The element associated with this kinetic blast must be the same type you chose for your Kinetic Caster feat. Treat your caster level as your kineticist level for the effects of this ability. This kinetic blast counts as a spell for the effects of the Kinetic Caster feat.

Special: This feat may be chosen multiple times. Each time you choose this feat, you must choose a different simple kinetic blast wild talent associated with an element you chose for the Kinetic Caster feat.

KINETIC SPELLSTRIKER

You've mastered the art of using kinetic blasts alongside your weapon attacks.

Prerequisites: Con 17, Elemental Focus, Kinetic Caster, Improved Kinetic Caster, spellstrike class ability, caster level 9

Benefit: You may use any simple kinetic blast wild talents gained through Improved Kinetic Caster with your spell-strike ability, treating the kinetic blast as a touch-range spell being delivered by your weapon attack. If your attack misses, the kinetic blast can be used on a subsequent weapon attack, as if it were a held charge, and casting a spell forfeits that held charge as normal. Kinetic blasts cannot be used with spell combat.

Normal: Spellstrike can only be used to deliver spells on the magus spell list.

LIFE TAKER (COMBAT)

You've learned to use necromantic energy to harm the living through your weapon.

Prerequisites: Wis 11, wand wielder magus arcana

Benefit: You may treat *inflict* spells of 6th level or lower with a range of touch as if they were on your spell list (at the same spell level as a cleric) for the purposes of activating wands or staves, as well as the spell combat and spellstrike abilities. In addition, when delivering such a spell cast from a wand or staff to deal damage to a living creature, you may expend a point from your arcane pool as a free action to increase the damage dealt by 2d6 (a successful save against the spell reduces this damage by half, as normal).

Normal: Only spells on the magus spell list may be delivered using spellstrike.

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PHRENIC CASTER

Your innate psychic abilities can be used to enhance your arcane spellcasting.

Prerequisites: Int 15, Psychic Training, arcane caster level 7

Benefit: Choose one phrenic amplification from the psychic class ability of the same name. You may use that phrenic amplification to enhance your arcane spells as if they were psychic spells, expending points from your arcane pool in place of phrenic pool points. Major amplifications may not be chosen using this feat.

Special: You may choose this feat multiple times, choosing a different phrenic amplification each time.

PSYCHIC TRAINING

You've learned to make use of a your innate psychic power to listen to the thoughts of those around you.

Prerequisites: Int 13, arcane caster level 5

Benefit: You can use *detect thoughts* as a spell-like ability once per day. You may also expend an unused spell slot of at least 1st level to cast *detect thoughts*. If you do so, use the spell slot expended to determine the Will save DC.

SPELLSTRIKETRAINING (COMBAT)

You've trained extensively with a single weapon group, and have learned to use it more effectively when delivering spells.

Prerequisites: Spellstrike class feature, Magus level 7

Benefit: You gain the fighter's weapon training ability as a 5th level fighter. In addition, the DC to resist the effects of a spell that you deliver using a weapon in your chosen weapon group increases by 1.

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