



ADVANCED OPTIONS

ARCANIST EXPLOITS



PATHFINDER
ROLEPLAYING GAME COMPATIBLE

RICHARD MOORE

ADVANCED OPTIONS

INTRODUCTION

A wizard approaches his study of the arcane arts with the dedication of a master craftsman, while a sorcerer feels her very lifeblood intertwined with the currents of magic. An arcanist, though, treats magic as a tool, blending practices from a large pool of magical disciplines to affect success when she needs it most. The *Pathfinder Roleplaying Game: Advanced Class Guide* offers a number of baseline exploits and archetypes for these inventive arcane casters, and this document expands those possibilities further. In addition to a selection of new exploits that are suitable for any arcanist, this supplement narrows down the focus of the arcanist class to several new and unique types of casters: practitioners of blood magic, battlefield abjurers, students of arcane biology, crafters of constructs, and wand-wielding desperados. Each of these five archetypes is accompanied by a unique suite of exploits which enables them to enhance their innate talents so as to accomplish deeds beyond the ken of lesser mages.

NEW ARCANIST EXPLOITS

Any arcanist may select the following exploits.

Arcane Body (Su): As a move action, an arcanist with this exploit can spend 1 point from her arcane reservoir to gain a +2 enhancement bonus to one physical ability score (Strength, Dexterity, or Constitution). This bonus persists for a number of minutes equal to her Charisma modifier. She may only gain a bonus to a single ability score at any given time through the use of this ability, and must expend another point if she wishes to change the affected score before the effect expires. At any point prior to its expiration, the arcanist can choose to end this effect as an immediate action and instead gain one of the following benefits for 1 round: a +2 competence bonus to Fortitude and Reflex saves, a +2 dodge bonus to AC and CMD, or to heal 1 point of physical ability damage.

Arcane Mind (Su): As a move action, an arcanist with this exploit can spend 1 point from her arcane reservoir to gain a +2 enhancement bonus to one mental ability score (Intelligence, Wisdom, or Charisma). This bonus persists for a number of minutes equal to her Charisma modifier. She may only gain a bonus to a single ability score at any given time through the use of this ability, and must expend another point if she wishes to change the affected score before the effect expires. At any point prior to its expiration, the arcanist can choose to end this effect as an immediate action and instead gain one of the following benefits for 1 round: a +2 competence bonus to Reflex and Will saves, a +2 competence bonus to skill checks, or a +1 bonus to the save DC and caster level of one spell as it is being cast (this bonus is not increased by the potent magic exploit).

Arcane Resistance (Su): When targeted by a spell that allows a saving throw, an arcanist with this exploit can, as an immediate action, expend a spell slot of a level equal to or greater than

that spell to re-roll her save against the spell. The arcanist must decide to use this ability after the first roll is made but before the results are revealed by the GM. You must take the second result, even if it is worse.

Cognitive Dissonance (Su): An arcanist with this exploit can spend 1 point from her arcane reservoir as part of casting an illusion spell to assault the mind of any creature who resists its power. If a creature successfully disbelieves the illusion, it takes 1d6 points of nonlethal damage per level of the spell.

Dazzling Nimbus (Su): An arcanist with this exploit can expend 1 point from her arcane reservoir as a move action to surround herself with a magical nimbus that interferes with her enemy's perceptions. The nimbus persists for a number of rounds equal to her Charisma modifier. At the beginning of their turn each round, adjacent enemies must succeed on a Will save with a DC equal to 10 plus half the arcanist's level plus her Charisma modifier or be dazzled. At 11th level, the nimbus also affects any creature that targets the arcanist with a melee attack regardless of its position.

Energy Retention (Su): An arcanist with this exploit gains 1 temporary hit point for every 5 points of energy damage prevented by her energy shield, up to a maximum number of temporary hit points equal to her arcanist level. An arcanist must have the energy shield exploit in order to select this exploit.

Entropic Consumption (Su): As a standard action, an arcanist with this exploit can expend 1 point from her arcane reservoir and an unused spell slot to touch an undead creature, or a creature with negative energy affinity, and heal it with a burst of negative energy. This exploit heals the undead 1d6 points of damage per level of the spell slot consumed. This ability cannot be used to inflict damage to a living creature.

Greater Pernicious Arcana (Su): When using the pernicious arcana exploit, an arcanist with this exploit rerolls any damage die result of 1 or 2. An arcanist must have the pernicious arcana exploit and be at least 11th level in order to select this exploit.

Greater Persistent Arcana (Su): When using the persistent arcana exploit, an arcanist with this exploit is no longer restricted to using it to modify single-target spells. If the arcanist casts a spell with multiple targets, she can spend 3 points from her arcane reservoir to force all targets of the spell to roll their save twice and take the lowest result. An arcanist must have the persistent arcana exploit and be at least 11th level in order to select this exploit.

Mage's Grip (Su): By expending 2 points from her arcane reservoir as a move action, an arcanist with this exploit creates an arm of magical force in her square that obeys her commands. The mage's grip can manipulate or hold items as well as the arcanist's own limbs can (for example, allowing the arcanist to use one hand to wield a weapon, another hand to hold a potion, and the mage's grip to activate a wand). Once per round as a swift action, the arcanist can mentally command the mage's grip to make a single melee attack against an adjacent creature using the arcanist's base attack bonus plus her Charisma modifier. The mage's grip persists for a number of rounds equal to 1/2 the arcanist's level (minimum 1).

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Bloodbound Permanency (Su): A bloodletter with this exploit can make *permanent* any spell effect listed in the *permanency* spell description at half the normal gp cost listed when casting those spells on herself or another creature. This ability costs a number of points from the bloodletter's arcane reservoir equal to the level of the spell being cast. The arcanist must possess a small sample of the target creature's blood in order to use this ability. The bloodletter must be at least 11th level to select this exploit.

Bloodscrey (Su): A bloodletter who has selected this exploit can use a miniscule sample of a specific creature's blood (such as would be obtained by damaging it with her athame) to bolster the effects of a *screy* spell. By expending 2 points from her arcane reservoir as part of casting *screy* or *greater screy* on a creature whose blood she possesses, the bloodletter automatically foils any *nondetection* and *detect screy* effects which might interfere with the spell, and the target does not gain a +5 bonus to its save against the spell if it is on a different plane than the bloodletter. The bloodletter must be at least 11th level to select this exploit.

Bloodthirst (Su): A bloodletter with this exploit can expend 1 point from her arcane reservoir to add the *wounding* weapon special ability to her bonded athame. This effect persists for a number of rounds equal to her level. The bloodletter must be at least 5th level to select this exploit.

Greater Bloodthirst (Su): When the bloodletter uses her bloodthirst exploit, she may expend additional points from her arcane reservoir to increase the amount of bleed damage her athame inflicts. Each additional point spent adds 1 additional point of bleed damage to her athame attacks for the duration of the effect. The bloodletter must be at least 11th level to select this exploit, and must have the bloodthirst exploit.

Greater Revitalization (Su): This ability functions as revitalization, except that the bloodletter can also remove temporary negative levels from herself or an adjacent creature. Each use of this ability heals 1 temporary negative level plus 1 additional temporary negative level per 5 levels the bloodletter possesses (up to a maximum of 5 temporary negative levels at 20th level). In the case of permanent negative levels, the bloodletter can use this ability to confer an immediate saving throw to remove a negative level from the target, conferring a bonus to this saving throw equal to 1 plus 1 per 5 levels the bloodletter possesses. The bloodletter must be at least 11th level and have the revitalization exploit to select this exploit.

Revitalization (Su): As a standard action, a bloodletter with this exploit can expend 2 points from her arcane reservoir to consume blood from a living creature, or administer the blood to an adjacent creature, to heal ability score damage. The blood must be obtained from a creature with hit dice greater than or equal to 1/2 the target's hit dice. Blood obtained by the arcanist remains usable for 1 hour per arcanist level. Each use of this ability heals 1 point of damage plus 1 additional point per 5 levels the bloodletter possesses (up to a maximum of 5 points at 20th level) to a single ability score. Blood from any given creature can only be used to revitalize a single creature.

Self-Sacrifice (Su): A bloodletter with this exploit can cut herself with her bonded athame to regain arcane reservoir points as a standard action. The bloodletter adds 1 point to her arcane reservoir per 5 points of damage inflicted (minimum 1). Points gained in excess of the bloodletter's reservoir's maximum are lost.

Siphon Life (Su): As a standard action, a bloodletter with this exploit can collect blood from a dying creature and convert that creature's life essence into raw magical energy. She adds a number of points to her arcane reservoir equal to 1/4 the target's total hit dice (minimum 1). Points gained in excess of the bloodletter's reservoir's maximum are lost. The potency of blood required to use the ability again within a given day increases. Each subsequent time a bloodletter uses this exploit that day, it must be used on a creature with more hit dice than the last one from which she siphoned life.

Unravel Defenses (Su): If a bloodletter damages a creature with her bonded athame, she can spend points from her arcane reservoir as a standard action to reduce that creature's damage reduction or energy resistance. This effect persists for a number of rounds equal to her level. For each point spent, the bloodletter reduces the target creature's energy resistance by 5. If the target has resistance against multiple energy types, the bloodletter may choose to reduce a different resistance for every point spent. If the bloodletter chooses to reduce the target's damage reduction instead, her athame must be able to completely bypass the creature's damage reduction. The creature's DR is reduced by 1 for every point she spends from her arcane reservoir. A creature can only be affected by this ability once per day.

GALVANIST

A select few arcanists focus their studies on the infusing of kinetic and bioelectric energy into inert objects and dead flesh, creating mindless automatons to do their bidding and protect them from harm. As their studies broaden, these arcanists—often referred to as galvanists—learn deeper and more esoteric mysteries about creating and altering constructs, imbuing them with artificial intelligence and morality, undoing the bonds that hold such creatures together, and even wresting control of constructs from their creators.

Bolster Construct (Su): At 1st level, a galvanist can expend an available arcanist spell slot as a standard action, making it unavailable for the rest of the day, just as if she had used it to cast a spell. The arcanist imbues a construct under her control within 30 feet with either a +1 enhancement bonus to attack rolls or a +1 deflection bonus to armor class for a number of rounds equal to the level of the spell slot consumed. She cannot consume cantrips (0 level spells) in this way. At 4th, 8th, 12th, 16th, and 20th level, this bonus increases by 1, to a maximum of +6 at 20th level. The arcanist can use this ability a number of times per day equal to her Charisma modifier (minimum 1). This ability replaces consume spells.

Galvanist Exploits: A galvanist can select from the following additional exploits.

Control Construct (Sp): A galvanist with this exploit can temporarily wrest control of a construct from its creator or designated master as a full-round action. To do so, she must expend 1 point from her arcane reservoir and succeed at a caster level check with a DC equal to the construct's hit dice plus its master's caster level at the start of her turn each round. This otherwise functions as the spell *control construct*^{UM}. She can use this exploit a number of rounds per day equal to her Charisma modifier.

De galvanization (Su): As a move action, the galvanist can expend 1 point from her arcane reservoir to touch a manufactured melee weapon and imbue it with degalvanizing energy that breaks down constructs on impact. The affected weapon reduces any DR possessed by a construct it strikes by the galvanist's Charisma modifier.

Golem Maker (Su): The galvanist gains the Craft Construct feat. She need not meet any of the prerequisites for it. She must be at least 5th level to select this exploit.

Greater Reanimator (Su): When a galvanist with this exploit uses the reanimator exploit to create zombies, they gain all the benefits of the fast zombie template, and DR 5/slashing. Additionally, she can animate as many zombies in a single full-round action as would normally be permitted by the *animate dead* spell. The galvanist must be at least 11th level and have the reanimator exploit to select this exploit.

Train Constructs (Su): Each time a galvanist with this exploit gains a level, she may allocate any skill ranks gained from her Intelligence modifier or favored class options to constructs under her control. By doing this, every construct under her control for at least 24 hours gains the skill ranks she assigns to the skills of her choice, though she doesn't gain those skills for herself. The galvanist can choose to spend these points on any Strength-, or Dexterity-based skill, as well as specific Craft, Perform and Profession skills. Once the galvanist assigns skill ranks using this ability, they are forever consigned to her constructs and cannot be re-assigned to different skills or to herself. Every construct under the galvanist's control gains the exact same skill ranks. In the case of Craft skills, mindless constructs have an effective ability modifier of 0. Any construct under the galvanist's control for more than 24 hours gains these skill ranks for as long as they remain under the galvanist's control..

Impart Scroll (Su): A galvanist with this exploit can expend 1 point from her arcane reservoir to place a scroll into the mouth (or other internal cavity) of a construct to affect it with the inscribed spell, even if the construct's immunity to magic would normally nullify the effect. This exploit does not, however, overcome any additional immunities or resistances the construct may possess. Activating this exploit is considered part of the standard action used to activate a scroll, but using it on a hostile construct requires a melee attack roll and provokes an attack of opportunity.



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Imprint Alignment (Su): With this exploit, a galvanist can instruct a construct under her control to temporarily emulate her behavior as a full-round action. The construct takes on the alignment of the galvanist for 1 minute per 2 points spent from the galvanist's arcane reservoir. The construct's natural attacks overcome any damage reduction bypassed by aligned weapons of its assumed alignments for the duration of this effect. The galvanist must be at least 11th level to select this exploit.

Obeisant Construct (Sp): As a standard action, a galvanist with this exploit can expend 1 point from her arcane reservoir to animate one Tiny object within 60 feet, as per the *animate objects* spell. She can animate and control a maximum number of Tiny objects equal to 1/2 her level (minimum 1) at any given time. The animated objects persist for a number of rounds up to her Charisma modifier, or until destroyed.

A galvanist of 4th level or higher can instead expend points from her arcane reservoir to animate Small objects, which cost 2 points each to animate and count as two Tiny objects toward the maximum number of objects she can control simultaneously. At 8th level, she can animate Medium objects, which cost 4 points each to animate and count as four Tiny objects.

The galvanist can expend additional points from her arcane reservoir when she animates an object to add an equal number of construction points to each construct of the same size, up to the number of construction points an object of that size would normally possess.

Reanimator (Su): A galvanist with this exploit can expend 2 points from her arcane reservoir to animate mostly intact corpses as zombies, as per the *animate dead* spell. The process of regalanizing their muscle tissue requires 1 full round per zombie animated. These zombies are immune to positive and negative energy, have a neutral alignment, and possess no damage reduction. The galvanist must be at least 7th level to select this exploit.

THIRIOMANCER

The study of exotic monsters and dangerous lifeforms becomes the sole scholastic pursuit of certain arcanists. Thiriomancers, as these arcanists often call themselves, devote their talents to cataloging the unique abilities of monsters and emulating their abilities through applied magic. Some are university scholars with a purely academic interest in monstrous biology, while others are coveted members of mercenary armies or thieves' guilds who use their strange powers to enhance their efficacy in combat and housebreaking; a select few are madmen who have become more beastly than human in mind and body.

Study Specimen (Ex): A thiriomancer can study a single creature as a move action by making a Knowledge check (DC 10 + the target's CR) in the knowledge category associated with the creature's type. If successful, she adds 1/2 her thiriomancer level as an insight bonus on attack and damage rolls against the target creature. This effect lasts for a number of rounds equal to her Intelligence modifier (minimum 1) or until she uses her erudite strike ability, whichever comes first. A thiriomancer can gain these benefits against only one target at a time. Once a

creature has become the target of the ability, it cannot become the target of the same thiriomancer's study specimen ability again for 24 hours. This ability replaces consume spells.

Erudite Strike (Ex): At 3rd level, a thiriomancer can choose to make an erudite strike against a creature she has successfully studied using target of her study specimen ability. She does this as part of the action to cast a damage-dealing spell that either has a single target or requires a melee or ranged attack. This ability deals 1d6 additional damage at 3rd level, and increases by 1d6 for every 4 levels thereafter (to a maximum of 5d6 at 19th level). The extra damage dealt by an erudite strike is precision damage and is not multiplied on a critical hit. Creatures that are immune to sneak attacks are also immune to erudite strike. The thiriomancer must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. A thiriomancer cannot use erudite strike against a creature with concealment. This ability replaces the arcanist exploits usually gained at 3rd, 7th, 11th, 15th, and 19th level.

Thiriomancer Exploits: A thiriomancer can select from the following additional exploits.

Borrowed Power (Su): The thiriomancer gains the ability to emulate the magical abilities of creatures she studies. As a full-round action, she can cast a spell-like ability she has seen used by another creature, provided the spell duplicated is of a level of spell she can cast, and she has a Charisma score of at least 10 + the level of the spell being duplicated. The thiriomancer can also emulate supernatural abilities, provided she sees the ability in use and her class level is equal to or higher than the hit dice of the creature she wants to emulate. To use the ability, the thiriomancer spends one point from her arcane reservoir for each level of the spell emulated (or for every two hit dice of the creature she imitates, for supernatural abilities). The thiriomancer retains the ability to use this power for a number of rounds equal to her Charisma modifier, but she cannot use the stolen ability more times in that span than the studied creature can use the same ability in a given day. The arcanist can only steal one ability from any creature at a time. Feats and abilities that modify the base ability (like Quicken Spell-like Ability) do not modify the effects of the ability the arcanist chooses. The save DC for any ability she uses is Charisma-based.

Lesser Suffering Knowledge (Su): This exploit functions as the suffering knowledge greater arcanist exploit, except that this ability costs 2 arcane reservoir points to activate, and the arcanist must cast the acquired spell before the end of her next turn or it is lost.

Reactive Emulation (Su): By expending an additional 2 points from her arcane reservoir, a thiriomancer can use her [borrowed power] exploit as an immediate action when she suffers the effects of a creature's spell-like or supernatural ability. The thiriomancer must be at least 11th level and possess the [borrowed power] exploit to select this exploit.

Record Ability (Su): By expending 3 points from her arcane reservoir, a thiriomancer with this exploit can retain an emulated spell-like ability and copy it down in her spellbook, preparing and using that ability at her discretion with a spell slot of the appropriate level (see the [borrowed power]



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exploit). She cannot use the ability upon emulating it, but instead retains knowledge of the ability until the next time she rests and prepares spells, at which point she may record the ability. Any abilities so acquired function exactly as if temporarily acquired via the emulate ability exploit for the purposes of determining duration, daily uses, effective spell level, and so forth. A thiriomancer can only store and record one emulated ability per day, and the maximum number of abilities per spell level that she can record in her spellbook may not exceed the bonus spells of that level granted to her by her Intelligence score (if any). The thiriomancer must be at least 11th level to select this exploit.

WANDMASTER

Wandmaster arcanists train themselves to use a wand as well as a swordsman or sharpshooter uses a weapon. Their knowledge of spell triggers, innate understanding of wand artifice, and well-honed reflexes make them formidable opponents whose array of tricks can catch even the wiliest of enemy casters off-guard. Wandmasters are commonly found among armies that deploy war mages among their units; fighters and rogues may even multiclass as wandmasters to bolster their combat abilities, and eldritch knights who began their careers as wandmasters are likewise common.

Wand Channeler (Su): At 1st level, a wandmaster can spend 1 point from her arcane reservoir and expend a spell slot to activate a wand containing a spell of the same level (or lower) as the slot consumed without using a charge. Doing so is a standard action. The affected wand must contain at least 1 charge. This ability replaces consume spells.

Wandmaster Exploits: A wandmaster can select from the following additional exploits.

Counterwand (Su): A wandmaster with this exploit can counter spells being cast from a wand by using the counterspell exploit. Additionally, she can counter spells by expending a charge from a wand so long as the wand stores a spell of the same magic school and equal or higher level than the spell she intends to counter. A wandmaster must have the counterspell exploit to select this exploit.

Dashing Blast (Ex): A wandmaster with this exploit can move both before and after activating a wand, as long as the total distance moved is not greater than her speed. She must move at least 5 feet before and after using a wand to utilize this exploit. As a swift action, she can also expend 1 point from her arcane reservoir to grant herself a dodge bonus to her AC equal to the level of the spell stored in the wand against attacks of opportunity provoked by this movement.



Double-Fire (Ex): A wandmaster with this exploit can spend points from her arcane reservoir to activate two wands as a full-round action. This ability costs a number of points from her arcane reservoir equal to the highest spell level of the two wands. She must be holding both wands to use this ability.

Fleeing Blast (Ex): A wandmaster with this exploit can spend 1 point from her arcane reservoir when using the withdraw action to activate a wand at any point during her movement.

Focused Activation (Ex): A wandmaster with this exploit can spend a full-round action to activate a wand with a +5 bonus to her Use Magic Device check.

Greater Double-Fire (Ex): A wandmaster with this exploit can activate two wands as a standard action when using the Double-Fire exploit. A wandmaster must be at least 6th level and have the Double-Fire exploit in order to select this exploit.

Greater Wandslinger (Ex): A wandmaster with this exploit can draw and activate a wand as a free action at the start of a combat if she has the highest initiative count of all participants in that combat. If she also possesses the Greater Double-Fire exploit, she may instead spend 1 point from her arcane reservoir to activate two wands as a free action. She must have the Wandslinger exploit in order to select this exploit. A wandslinger must be at least 11th level to choose this exploit.

Wand Expert (Su): When a wandmaster with this exploit uses a wand containing a spell on her spell list, she can spend 1 point from her arcane reservoir as a free action to increase the caster level of the wand's spell effect by 2, up to a maximum of her own caster level. A wandmaster must be at least 11th level in order to select this exploit.

Wand Metamagic: The arcanist can expend points from her arcane reservoir to add a metamagic feat she knows to a wand spell effect as she triggers it. The number of points required to do so is equal to the number of levels the metamagic feat would normally increase the required spell slot level (minimum 1). The wandmaster must have the metamixing feat in order to select this exploit.

Wand Savant (Su): When a wandmaster with this exploit uses a wand containing a spell on her spell list, she can spend 1 point from her arcane reservoir as a free action to use her Intelligence bonus to set the wand's save DC.

Wandslinger (Ex): A wandmaster with this exploit can draw and store wands as free actions.

WARD WEAVER

Ward weavers focus their power into mastering secrets of abjuration, developing potent and ingenious defenses against both physical harm and offensive sorcery. They come from all sorts of traditions—including witchcraft covens, practitioners of sympathetic magic, superstitious cults, academies of alchemical artificery, and many more besides—and are valued by fellow adventurers as bulwarks of protection against the darker arcane

arts. A cocksure caster who underestimates a ward weaver's prowess will soon find even his best spells unraveled like a cheap tapestry.

Charm of Warding (Su): At 1st level, a ward weaver creates a charm designed to give her extra protection against magical spells and spell-like abilities. The charm may take nearly any shape desired by the ward weaver, but is typically no bigger than her fist. Typical charms include a small jar filled with iron nails, a bracelet inscribed with runes of warding, or a stuffed doll that vaguely resembles the ward weaver. The ward weaver selects one school of magic, gaining a +1 bonus to her saves against all spell effects of that school so long as the charm is in her possession. Every 4 levels thereafter (5th, 9th, 13th, and 17th), the ward weaver may select an additional spell school. Each time a new school is selected, the save bonuses against previously selected schools increase by +1 each. If a charm of warding is damaged, it is restored to full hit points the next time the arcanist prepares her spells. If the charm is lost or destroyed, it can be replaced after 1 week in a special ritual that costs 200 gp per arcanist level plus the cost of the replacement item. This ritual takes 8 hours to complete. This ability replaces consume spells.

Ward Weaver Exploits: A ward weaver can select from the following additional exploits.

Battle Ban (Su): As a standard action, the ward weaver can expend 1 point from her arcane reservoir to create a warding ring that discourages nearby enemies from taking a stated action. The ward weaver chooses one of the following action types to invoke when constructing the wards: attack, cast, communicate, draw, or move (see the *forbid action* spell in *Pathfinder Roleplaying Game: Ultimate Magic* for details on each action type). If an enemy creature within 30 feet of the arcanist takes the chosen action, it suffers nonlethal damage equal to $1d8 + 1$ point the ward weaver's level. This effect persists for a number of rounds equal to the ward weaver's Charisma modifier (minimum 1). A Will save (DC $10 + 1/2$ the arcanist's level + the arcanist's Charisma modifier) negates the damage.

Shielding Symbol (Su): As a move action, the ward weaver can expend 1 point from her arcane reservoir to summon an imposing barrier of force. The ward grants a shield bonus to AC equal to 1/4 the ward weaver's level (minimum 1). The shield occupies one hand and otherwise functions as a tower shield. While wielding the shield, the ward weaver takes no penalties on attack rolls due to nonproficiency or weight. The shield persists for a number of rounds equal to the ward weaver's Charisma modifier (minimum 1). As an immediate action, the ward weaver can use the shield to absorb an amount of force damage equal to her level. This destroys the shield.

Empowered Mirroring (Su): By expending 2 points from her arcane reservoir as a move action, the ward weaver doubles the save bonus granted by her charm of warding ability against a single school of magic for the purposes of determining the number of spell levels returned by the mirroring wards exploit. The ward weaver must be at least 11th level in order to select this exploit.

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Enhance Charm (Su): By expending 2 points from her arcane reservoir as a move action, the ward weaver can double the save bonus granted by her charm of warding exploit against a single school of magic. This effect persists for a number of rounds equal to the ward weaver's Charisma modifier (minimum 1). This exploit cannot be used to enhance a save bonus granted to an ally via the transfer charm exploit.

Mass Transference (Su): When using the transfer charm exploit, the ward weaver can bestow her save bonus against a single school of magic to a number of allies within 30 feet equal to 1/2 her level. Each ally beyond the first costs an additional point from her arcane reservoir. The ward weaver must be at least 11th level and have the transfer charm exploit to select this exploit.

Mirroring Wards (Su): By expending 2 points from her arcane reservoir as a standard action, the ward weaver can choose one school of magic against which she gains a save bonus from her charm of warding and gain the effect of *spell turning* (as the spell) against spells of that school for 1 minute. The number of spell levels turned is equal to 1d4 + the ward weaver's save bonus granted by her charm of warding ability for the chosen school.. The ward weaver must be at least 11th level to select this exploit.

Protective Wards (Su): As a swift action, the ward weaver can expend 1 point from her arcane reservoir to strengthen her

clothing or armor. The ward bestows a +1 enhancement bonus to her armor bonus to AC for 1 minute. The enhancement bonus increases by +1 at 5th level, and every five levels thereafter. A ward weaver of 5th level or higher can use these bonuses to add any of the following armor properties: *deathless*^{UE}, *defiant*^{UE}, *fortification* (light, moderate, or heavy), *ghost touch*, *stanching*^{UE}. Adding these properties consumes an amount of bonus equal to the property's base price modifier. The ward weaver can also grant the following properties using the listed bonus cost: *expeditious*^{UE} (+2), *martyring*^{UE} (+4). These properties are added to the armor's existing magical properties, if any, but duplicate abilities do not stack. Unless the affected clothing or armor already has an enhancement bonus to AC at least a +1 enhancement bonus must be added before any other properties can be added. These bonuses and properties are decided when the arcane reservoir point is expended and cannot be changed until the next time the magus uses this ability.

Transfer Charm (Su): As an immediate action, a ward weaver can expend 2 points from her arcane reservoir to transfer the save bonus against a single school of magic that she normally gains from her charm of warding to an ally within 30 feet. This effect persists for a number of rounds equal to the ward weaver's Charisma modifier (minimum 1). While this ability is in effect, the ward weaver does not benefit from the transferred bonus, but she still retains any bonuses granted by her charm against other magical schools.



CREDITS

Designer: Richard Moore

Developer: Steven T. Helt

Cover Illustration: Storn Cook, Courtesy LPJ

Interior Illustrations:

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and Gary Dupuis, Courtesy of PDG

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Produced by: Rogue Genius Games

Project Manager: Lj Stephens

Consigliere: Stan!

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RogueGeniusGames

on Twitter: @Owen_Stephens

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