



The Genius Guide to:

The Riven Mage



PATHFINDER
ROLEPLAYING GAME COMPATIBLE

THE RIVEN MAGE

The riven mage is a new base class that masters a form of magic similar to spells, but considerably simpler and more primal. Known by various cultures as *jinx*, *marvels*, *will-work*, and *invocations*, most riven mages from more advanced cultures call their mystic powers “*rivenspells*,” meaning these powers use the same energies as spells but all the unnecessary trappings have been removed. Rather than “cast spells,” riven mages talk of “*ripping energies*,” as they see the act of creating a riven spell (“to rive” such an effect) the equivalent of tearing a magic effect loose from the background of reality. While *rivenspells* are significantly more limited in their breadth and flexibility than spells, at the same time they are freed of many of the limitations of spells. A riven mage never worries herself about having a component pouch, what armor she is wearing, or exactly what noises and movements she must make to call on her magic powers. While other spellcasters often claim riven mages are “primitive,” riven mages see themselves as the purest of magic-users, able to call upon their effects easily, quickly, and even under significantly adverse conditions.

Riven mages are proud of their powers, and like to show off what they can do. For good-aligned riven mages this often means using their powers to aid the downtrodden or defend their homelands. Neutral riven mages are more likely to seek compensation for their talents, acting as mercenaries or occasionally, entertainers. Evil riven mages are always planning to build a power base from which to gain wealth and comfort, but begin such efforts by acting as enforcers for groups who do not normally attract the full-time services of traditional spellcasters (such as gangs, brigand bands, slavers, assassins, and thieves guilds).

While riven mages are well known and understood in their native lands, they are also independent and often wander far from their homes. It's not unusual to find riven mages thousands of miles from their homes, making it easy to introduce a few wandering riven mages into a campaign (as travelers from a distant land where their powers are commonplace).

Background: Riven mages tend to come from families with strong connections to riven spells. Many may see the primal power of riven spells as part of their birthright (much like sorcerer bloodlines), while others simply follow in the footsteps of ancestors who learned the art of riving magic before them. While riven mages are trained from an early age to master their raw power, they are also encouraged to be self-sufficient and follow their own path. Riven mages most times leave their homes when young to apprentice themselves to friends or allies of their families in order to gain real-world experience. As soon as a riven mage feels she knows what her path in life is, she will strike out on her own trusting that she will learn the rest as she undertakes a career or seeks a position that suits her. As a result, riven mages rarely form organizations made entirely of other riven mages. Instead, their independent streaks cause them to seek out existing organizations that have goals similar to their own, and prove their worth to such groups.

Role: Much like monks, riven mages tend not to have a primary role, but serve as a backup for a number of roles. A riven mage can act as a secondary combatant, a secondary

spellcaster, and a secondary skill master. The path a riven mage selects at 1st level strongly influences how well she fills some roles (a riven mage following the path of the warrior is a better secondary combatant), but does not specialize the riven mage so strongly she cannot still assist in other areas.

Alignment: Riven mages may be of any alignment.

Hit Die: d8

Starting Wealth: A 1st level riven mage begins with 4d6 x 10 gp

Class Skills

The riven mage's class skills are Appraise (Int), Bluff (Cha), Craft (Int), Diplomacy (Cha), Fly (Dex), Handle Animal (Cha), Knowledge (arcana) (Int), Knowledge (dungeoneering) (Int), Knowledge (engineering)(Int), Knowledge (history) (Int), Knowledge (local)(Int), Knowledge (nobility) (Int), Linguistics (Int), Perception (Wis), Profession (Wis),

Sense Motive (Wis), Survival (Wis), and Swim (Str).

Skill Ranks per Level: 6 + Int modifier.

| Table 1: The Riven Mage | | | | | | |
|-------------------------|-------------------|-----------|----------|-----------|-------------|-------------------------|
| Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Flux Points | Special |
| 1 | +0 | +2 | +2 | +2 | 2 | Rivenspells, Riven Path |
| 2 | +1 | +3 | +3 | +3 | 4 | Riven bond |
| 3 | +2 | +3 | +3 | +3 | 8 | Bonus Feat |
| 4 | +3 | +4 | +4 | +4 | 12 | |
| 5 | +3 | +4 | +4 | +4 | 18 | Riven path advancement |
| 6 | +4 | +5 | +5 | +5 | 24 | Combat rivener |
| 7 | +5 | +5 | +5 | +5 | 30 | Riven bond |
| 8 | +6/+1 | +6 | +6 | +6 | 36 | |
| 9 | +6/+1 | +6 | +6 | +6 | 44 | Bonus Feat |
| 10 | +7/+2 | +7 | +7 | +7 | 52 | |
| 11 | +8/+3 | +7 | +7 | +7 | 60 | Riven bond |
| 12 | +9/+4 | +8 | +8 | +8 | 70 | Riven path advancement |
| 13 | +9/+4 | +8 | +8 | +8 | 80 | |
| 14 | +10/+5 | +9 | +9 | +9 | 90 | |
| 15 | +11/+6/+1 | +9 | +9 | +9 | 102 | Riven bond |
| 16 | +12/+7/+2 | +10 | +10 | +10 | 114 | |
| 17 | +12/+7/+2 | +10 | +10 | +10 | 126 | Bonus feat |
| 18 | +13/+8/+3 | +11 | +11 | +11 | 140 | |
| 19 | +14/+9/+4 | +11 | +11 | +11 | 154 | Riven bond |
| 20 | +15/+10/+5 | +12 | +12 | +12 | 168 | Riven Master |

CLASS FEATURES

All of the following are class features of the riven mage.

Weapon and Armor Proficiency: The riven mage is proficient with all simple weapons, light and medium armor, and all shields (other than tower shields).

Rivenspells (Su): Rivenspells are simple magic effects that lack the complexity of typical spells, but also don't require the same level of concentration and focus to perform. Rivenspells are seen as "primitive" by most spellcasters, while riven mages consider them to be a more pure form of magic that does not require the elaborate gestures and components of other spellcaster's magic abilities. Any character able to utilize rivenspells is referred to as a rivencaster.

A 1st level riven mage begins play knowing two rivenspells. A riven mage with a high Intelligence scores gains a number of bonus rivenspells known equal to the number of bonus 1st level spells she would receive if she was a wizard. At each level after first, the riven mage gains one additional riven spell known. A riven mage must meet the prerequisites of each riven spell selected, and once this choice is made it cannot be changed.

A riven mage receives a pool of flux points based on her level (see **Table1: The Riven Mage**, above) which are used to fuel her rivenspells. A riven mage with a high Intelligence score adds her Int bonus to her daily total of flux. A riven mage can regain her flux once per day, by meditating for 15 minutes at a time of day determined when the character is created (dawn is most common).

A riven mage cannot spend more flux to fuel a rivenspell than half her rivencaster level +1. (Round the rivencaster's level normally for this calculation – 1st and 2nd level rivencasters can spend a maximum of 1 flux for each rivenspell, 3rd and 4th level rivencasters a maximum of 2 flux, 5th and 6th a maximum of 3, and so on.)

A complete list of rivenspells can be found in the **Rivenspells** section, below.

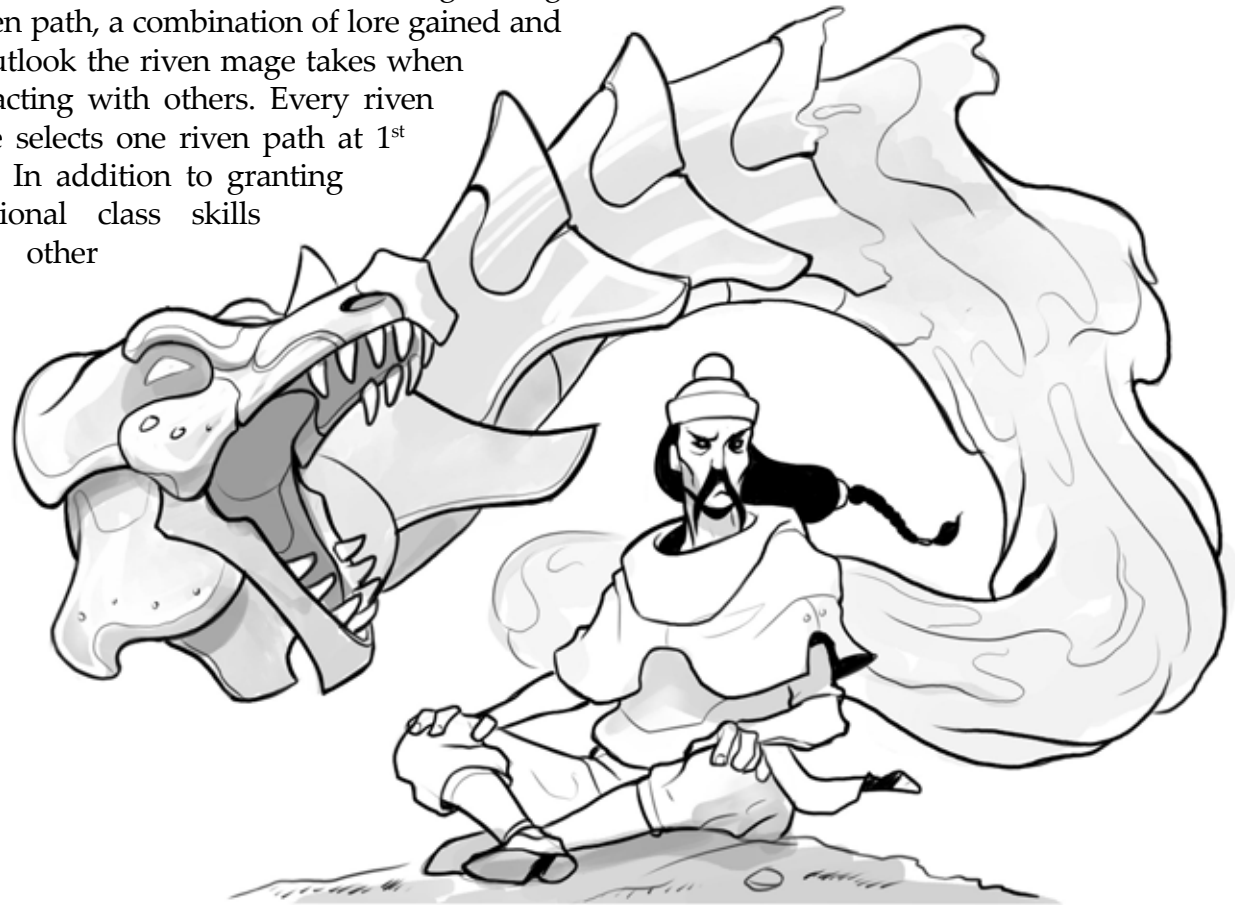
Riven Path: As riven mages learn to rive pure magic into rivenspells, they also learn something about the true nature of the world around them. This results in a riven mage taking a riven path, a combination of lore gained and an outlook the riven mage takes when interacting with others. Every riven mage selects one riven path at 1st level. In addition to granting additional class skills and other

bonuses as the riven mage gains level, riven paths are sometimes prerequisites for specific rivenspells (see **Rivenspells**, below).

Path of the Arcane

Knowledge (planes) and Spellcraft are class skills for you.

At 5th level, you gain a +2 bonus to Will saving throws. At 12th level you act as if you had access to all wizard/sorcerer spells of a spell level up to half your riven mage level for purposes of meeting prerequisites when crafting magic items, and using spell trigger magic items.



Path of the Artist

Disguise and Perform are class skills for you.

At 5th level, you gain a +2 bonus to Reflex saving throws. At 12th level you act as if you had access to all bard spells of a spell level up to half your riven mage level for purposes of meeting prerequisites when crafting magic items, and using spell trigger magic items.

Path of the Profane (evil riven mages only)

Intimidate and Knowledge (religion) are class skills for you.

At 5th level, you gain a +2 bonus to Fortitude saving throws. At 12th level you act as if you had access to all cleric spells (other than good spells) of a spell level up to half your riven mage level for purposes of meeting prerequisites when crafting magic items, and using spell trigger magic items.

Path of the Sacred (good riven mages only)

Heal and Knowledge (religion) are class skills for you.

At 5th level, you gain a +2 bonus to Fortitude saving throws. At 12th level you act as if you had access to all cleric spells (other than evil spells) of a spell level up to half your riven mage level for purposes of meeting prerequisites when crafting magic items, and using spell trigger magic items.

Path of the Sneak

Disable Device and Sneak are class skills for you.

At 5th level you gain trapfinding as the rogue, and are treated as a rogue when attempting to disable or bypass a trap. At

12th level you gain the trap spotter ability, as the rogue talent of the same name.

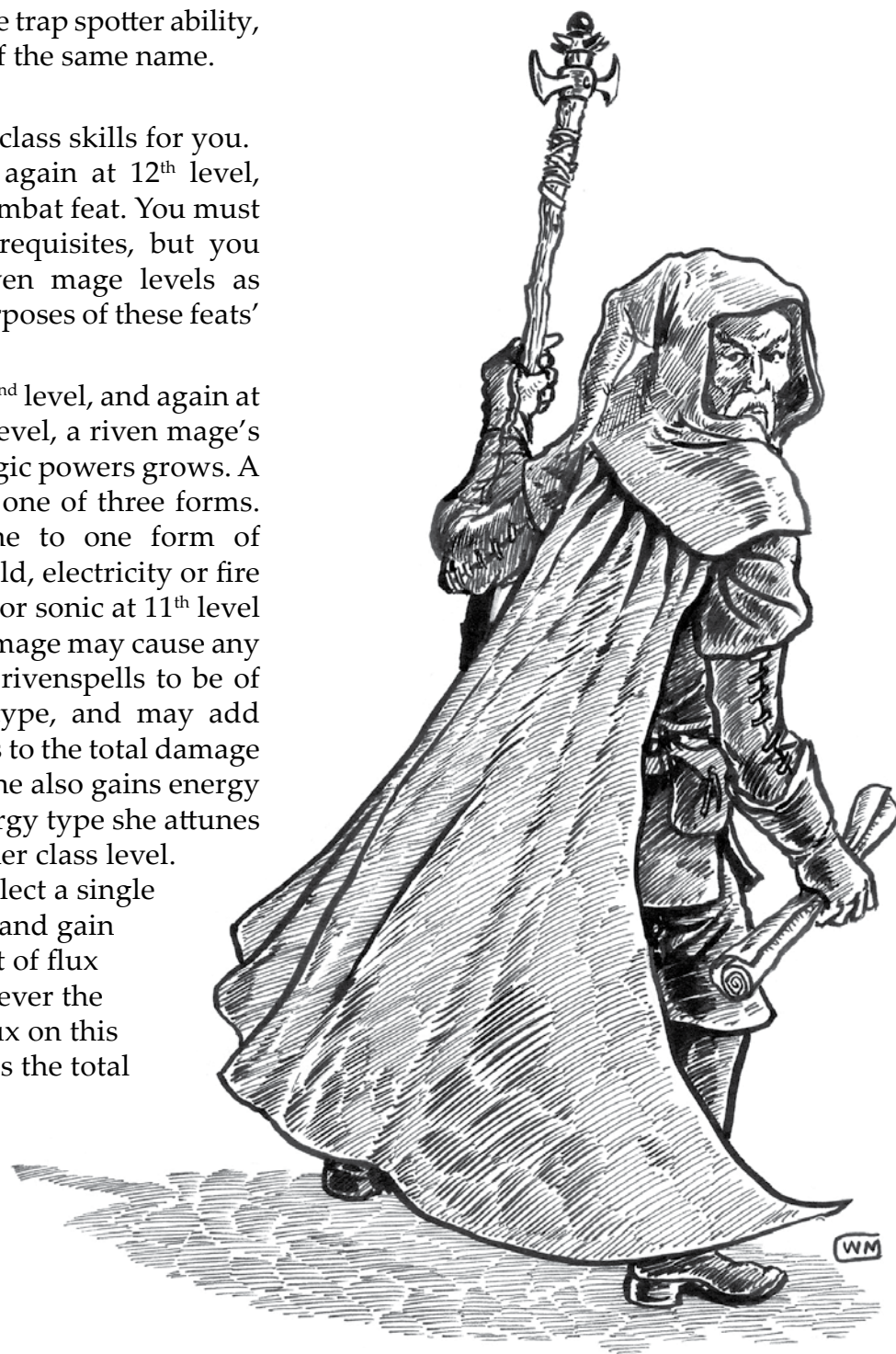
Path of the Warrior

Climb and Ride are class skills for you.

At 5th level, and again at 12th level, you gain a bonus combat feat. You must meet the feats' prerequisites, but you may treat your riven mage levels as fighter levels for purposes of these feats' prerequisites.

Riven Bond (Su): At 2nd level, and again at 7th, 11th, 15th and 19th level, a riven mage's control of her raw magic powers grows. A riven bond may take one of three forms. First, she may attune to one form of elemental damage (cold, electricity or fire at any level, and acid or sonic at 11th level or higher). The riven mage may cause any damage dealt by her riven spells to be of her attuned energy type, and may add her Intelligence bonus to the total damage done if she does so. She also gains energy resist against any energy type she attunes to, equal to one-half her class level.

Second, she may select a single riven spell she knows and gain a reduction in the cost of flux spent to fuel it. Whenever the riven mage spends flux on this riven spell, she reduces the total number of flux taken from her flux pool by 50%. She is still limited to an effective number of flux spent equal



to half her level +1 (see the rivenspell class feature, above), but the actual cost is reduced by half. Thus a 12th level riven mage who takes a riven bond with greater bolt can gain the effect of spending 7 flux (a 7d6 attack with a 210 ft. range), but reduce the cost by 50% (a reduction of 3.5 flux, which rounds down to a 3-point reduction in flux spent). A riven mage cannot select the same riven bond twice.

Finally, the riven mage may select an additional riven path she meets the prerequisites for, immediately gaining all the benefits of the path for a riven mage of her level.

Bonus Feat: At 3rd level, and again at 9th and 17th level, a riven mage gains a bonus feat. The riven mage must meet all the feats' prerequisites.

Combat Rivener (Su): At 6th level a riven mage's mastery of rivenspells is so great she can actually rive two magic effects at the same time. Each round, in addition to creating a rivenspell as a swift action, she may also create a second rivenspell as a standard action. The riven mage must pay the full flux cost for each rivenspell, and it is not possible to use the same rivenspell twice in a round.

Riven Master (Su): By 20th level a riven mage is almost a force of nature, channeling pure magic energy through her body. Once per round as a free or immediate action if a riven mage fails a saving throw, or would be reduced to 0 or fewer hit points, she may spend flux points to escape her fate. In the case of a failed saving throw, she may

spend a number of flux equal to how much she missed the save by, and turn the saving throw into a success. In the case of being reduced to 0 or fewer hit points, she may spend flux points equal to 1/3 the damage dealt by the blow that would knock her out or kill her, to take no damage from the attack or effect.

RIVENSPELLS

Rivenspells are simple magic effects that lack the complexity of typical spells, but also don't require the same level of concentration and focus to perform. Rivenspells are seen as "primitive" by most spellcasters, while rivencasters consider them to be a more pure form of magic that does not require the elaborate gestures and components of other spellcaster's magic abilities. Rivenspells are the primary power of riven mages, and are also used by archons and riveners. (See *The Genius Guide to the Archon* for more information on archons, and **The Rivener** archetype below for details on the rivenspell-focused archetype for archons.)

All rivenspells are supernatural abilities that require a swift action unless they state otherwise. Using a rivenspell requires a rivencaster to expend a number of flux points from a flux pool. (Archons can instead expend a prepared spell to fuel a rivenspell, see *The Genius Guide to the Archon* for more information on how archons use rivenspells.) Each rivenspell requires a minimum number of flux equal to its level, and in some cases are more powerful if more flux is used when casting it.

No rivencaster can ever spend more flux to activate a rivenspell than half her rivencaster level +1. (Round the rivencaster's level normally for this calculation – 1st and 2nd level rivencasters can spend a maximum of 1 flux for each rivenspell, 3rd and 4th level rivencasters a maximum of 2 flux, 5th and 6th a maximum of 3, and so on.)

Unlike spell effects, the appearance of which vary wildly based on the type of spell cast, the visual elements of rivenspells are determined purely by the aura and attitude of the rivencaster that creates them. When a character first gains rivenspells, the basic appearance of all her rivenspells is determined by the player. Normally all a rivencaster's rivenspells are a single color, or some other unifying theme. A player might decide all her riven mage's effects look like bright green energy, or prismatic flames, or howling whirlwinds of eldritch air, but the same aesthetic applies to all of the rivencaster's rivenspells. When determining if a specific theme is appropriate for rivenspells, the GM should remember that rivenspell effects are always obviously magical and can always be visually traced back to the rivencaster.

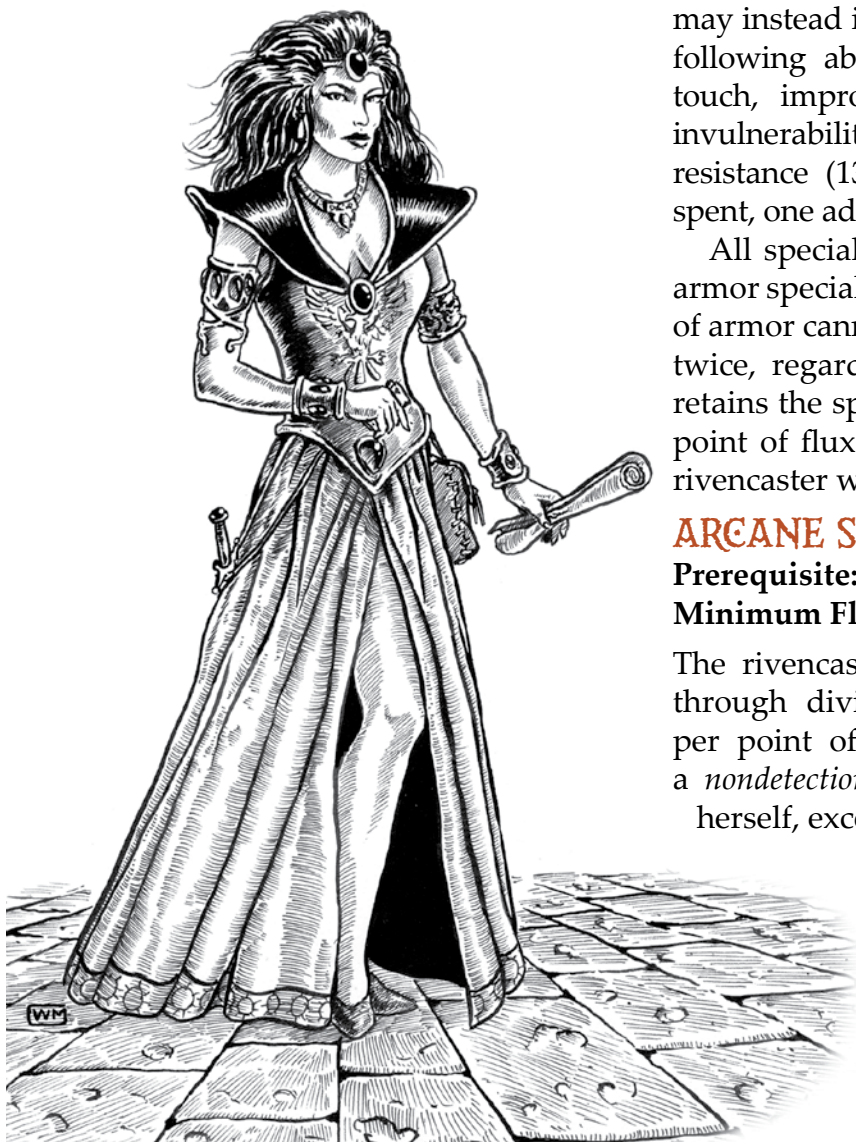
ANCHOR

Prerequisite: Rivencaster 1

Minimum Flux Cost: 1

The rivencaster may target a single creature she can see that is within 30 feet. The target must make a Will save (DC 10 + flux spent to fuel the rivenspell + the rivencaster's Intelligence modifier). On a failed save, the creature cannot take any action that moves it

to a new space (including a 5-foot step, taking any form of movement, or using a spell or ability that relocates it) for one round per point of flux spent. The target can still be moved by the actions of others (such as being selected as a target by a spellcaster using a *teleport* spell, or being the target of a bull rush).



ARCANE BULWARK

Prerequisite: Rivencaster 1, shield riven spell
Minimum Flux Cost: 1

The rivencaster imbues a suit of armor she is wearing with one of the following special abilities: light fortification, slick, or shadow. If the rivencaster is 9th level or higher, she may instead imbue her armor with one of the following abilities: energy resistance, ghost touch, improved slick, improved shadow, invulnerability, moderate fortification, or spell resistance (13). For every 3 additional flux spent, one additional property may be added.

All special abilities function as the magic armor special ability of the same name. A suit of armor cannot have the same special ability twice, regardless of the source. The armor retains the special ability for one minute per point of flux spent, or it is removed by the rivencaster wearing it.

ARCANE STEALTH

Prerequisite: Rivencaster level 7
Minimum Flux Cost: 1

The rivencaster becomes difficult to detect through divination magic for one minute per point of flux spent. This functions as a *nondetection* spell the rivencaster cast on herself, except for the duration.

BEGUILE

Prerequisite: Rivencaster 3, path of the artist
Minimum Flux Cost: 2

The rivencaster can pour magic energy into an effort to influence a creature. This acts as *charm monster*, but the duration

is one round per point of flux spent to fuel the ability. The target must make a Will save (DC 10 + flux spent to fuel the riven spell + the rivencaster's Intelligence modifier) to resist this effect. This is a mind-affecting enchantment magic.

BLANK

Prerequisite: Rivencaster 3, path of the sneak
Minimum Flux Cost: 2

The rivencaster becomes invisible (as the *invisibility* spell) for a maximum number of rounds equal to the flux spent to fuel this ability.

BLAST

Prerequisite: Rivencaster 1
Minimum Flux Cost: 1

The rivencaster deals damage in a cone. For each point of flux used to power this effect, it deals 1d4 points of force damage and adds 5 feet to the maximum range. Creatures in the area may make a Reflex save (DC 10 + flux spent to fuel the riven spell + the rivencaster's Intelligence modifier) for half damage.

Thus a 5th level rivencaster spending 3 flux gains a single area effect dealing 3d4 in a 15 foot cone. This riven spell acts as a force effect.

BOLT

Prerequisite: Rivencaster 1
Minimum Flux Cost: 1

The rivencaster may make a ranged attack at a single target. For each point of flux used to power this effect, the ranged attack deals 1d4 points of force damage and adds 10 feet to the maximum range. Thus a 5th level rivencaster spending 3 flux gains a single ranged attack dealing 3d4 at a maximum of 30 feet. This riven spell acts as a force effect.

COUNTER

Prerequisite: Rivencaster level 7.

Minimum Flux Cost: 4

As an immediate action, the rivencaster may reroll a single missed saving throw. The rivencaster must use the second saving throw roll, even if it is worse than the original save result. The second saving throw gains a +1 bonus for every point of flux spent above the base 4 required to fuel this power.

DASH

Prerequisite: Rivencaster 1

Minimum Flux Cost: 1

Until the end of the rivencaster's next turn, she gains an enhancement bonus to one form of movement (selected by the rivencaster each time the ability is used) equal to 5 ft. per point of flux spent.

DEFILE

Prerequisites: Rivencaster level 1, path of the profane

Minimum Flux Cost: 2

The rivencaster floods an area with unholy energy, strengthening the forces of evil within it. This acts as a *desecrate* spell, but the +1 profane bonus on all attack rolls, damage rolls, and saving throws is granted to all evil creatures within the area, and the duration is only one minute per flux spent. For every 2 additional flux spent to fuel this effect, these bonuses increase by +1.

DISCERN

Prerequisite: Rivencaster level 4

Minimum Flux Cost: 2

This rivenspell grants the rivencaster mystic vision. This functions as the *see invisibility* spell. Additionally, as a free action once per round, the rivencaster may select one creature or object she can see, and gain all the information she would normally gains from three rounds of observation with a *detect magic* spell. The discern rivenspell lasts for one round per point of flux spent.

DISPEL

Prerequisite: Rivencaster level 10

Minimum Flux Cost: 4

This rivenspell empowers the rivencaster so the next creature she hits with a melee attack or damages with a rivenspell (before the end of her next turn) is the subject of a dispel effect, as from the targeted use of a *dispel magic* spell using her rivencaster level as the dispel's caster level.

FAR SIGHT

Prerequisite: Rivencaster level 3, path of the arcane

Minimum Flux Cost: 2

The rivencaster creates an invisible magical sensor at a specific location that enables her to see almost as if she were there. The location of the sensor must be within the rivencaster's line of sight, and within 30 feet per flux spent to fuel the effect. The sensor does not move, but the rivencaster can rotate it in all directions to view the area as desired. The rivencaster observes the location as if she is at the sensor's location, including gaining the benefit of any magic augmentation she may have to visions. The sensor lasts for 1 round

per flux spent. This effect acts as a divination (scrying) spell of a spell level equal to the number of flux spent to fuel the effect.

If the rivencaster spends more flux, the rivenspell gains additional abilities as detailed below.

3 Flux: The sensor can move at a rate of 30 feet per round, but cannot exceed the rivenspell's maximum range.

4 Flux: The rivencaster does not need a line of effect to the sensor's location, but the locale must be known - a place familiar to the rivencaster, or an obvious one.

5 Flux: The sensor's maximum range increases to 100 feet per flux spent.

6 Flux: The sensor's maximum range is 1 mile per flux spent, and it can appear in places the rivencaster does not know, but can describe accurately.

7 Flux: The sensor can appear anywhere the rivencaster can accurately describe within 700 miles.

8 Flux: The sensor can appear anywhere the rivencaster can accurately describe on the same plane.

9 or more Flux: The sensor can appear anywhere the rivencaster can accurately describe, regardless of plane or distance.

FLIT

Prerequisite: Rivencaster 1

Minimum Flux Cost: 1

As a swift action the rivencaster may fly up to 10 feet per point of flux spent.

FOCUS

Prerequisite: Rivencaster 1

Minimum Flux Cost: 1

The rivencaster gains a bonus to skill checks made with one skill, selected when this rivenspell is used. The bonus is equal to the number of points of flux used to fuel the rivenspell. If the skill selected is Acrobatics, Appraise, Bluff, Diplomacy, Disable Device, Escape Artist, Heal, Intimidate, Knowledge (any), Linguistics, Sense Motive, Sleight of Hand, Spellcraft, or Use Magic Device the bonus lasts until the beginning of the rivencaster's next turn. If the skill selected is Climb, Fly, Handle Animal, Perception, Perform, Ride, Stealth, or Swim the bonus lasts for one minute per rivencaster level. If the skill is Craft, Profession, or Survival the bonus applies to any one use of that skill that does not take more than 24 hours.

GREATER BLAST

Prerequisite: Rivencaster 7, blast rivenspell

Minimum Flux Cost: 1

The rivencaster deals damage in an area. For each point of flux used to power this effect, the effect deals 1d6 points of force damage and either adds 5 feet to the maximum range for a cone, or gains a radius of +5 ft. and a range of 20 feet. Creatures in the area may make a Reflex save (DC 10 + flux spent to fuel the rivenspell + the rivencaster's Intelligence modifier) for half damage.

Thus a 7th level rivencaster spending 4 flux gains a single area effect dealing 4d6 in either 20 foot cone, or in a 20 foot radius with a range of 80 feet. This rivenspell acts as a force effect.

GREATER BOLT

Prerequisites: Rivencaster level 7, bolt rivenspell.

Minimum Flux Cost: 1

As the bolt rivenspell, except the bolt deals 1d6 force damage and has a maximum range of 30 feet per point of flux spent. Thus a rivencaster



spending 3 flux to power this ability gains a single ranged attack dealing 3d6 force damage with a maximum range of 90 feet.

GREATER DASH

Prerequisites: Rivencaster level 3, dash rivenspell

Minimum Flux Cost: 2

As the dash rivenspell, but the duration is 1 minute per flux spent.

GREATER IMBUE WEAPON

Prerequisites: Rivencaster level 5, imbue weapon rivenspell

Minimum Flux Cost: 3

As the imbue weapon rivenspell, but the duration is 10 minutes per flux spent.

GREATER PROWESS

Prerequisites: Rivencaster level 3, prowess rivenspell

Minimum Flux Cost: 2

As the prowess rivenspell, but the duration is 1 minute per flux spent.

GREATER SHIELD

Prerequisites: Rivencaster level 5, shield rivenspell

Minimum Flux Cost: 1

As the shield rivenspell, but the duration is ten minutes per point of flux spent.

GREATER VIGOR

Prerequisites: Rivencaster level 10, vigor rivenspell

Minimum Flux Cost: 1

As the vigor rivenspell, except the rivencaster gains 4 temporary hit points per level of the spell

used to power this ability. Temporary hit points from greater vigor and vigor do not stack.

HASTE

Prerequisites: Rivencaster level 3, dash riven spell

Minimum Flux Cost: 2

The rivencaster grants herself a haste effect, which lasts for one round per flux spent. This ability functions as the *haste* spell except for its duration and the fact that it only affects the rivencaster.

HEAL

Prerequisites: Rivener level 5, path of the sacred

Minimum Flux Cost: 3

The rivencaster may heal a target within 30 feet of her for 1d6 + her Wisdom modifier. For each additional flux spent, one additional die is rolled for the healing granted (4 flux = 2d6 + Wisdom modifier, 5 flux = 3d6 + Wisdom modifier, and so on).

ILLUMINATE

Prerequisite: Rivencaster level 1

Minimum Flux Cost: 1

The rivencaster creates a light that radiates from her, creating normal illumination in a 60-ft.-radius for a duration of 10 minutes per flux spent. The rivencaster may dismiss and restore this light at will during this time as swift or move actions. As long as the light is active, the rivencaster may attempt to focus it on one creature within its area as a move action, forcing that creature to make a Fortitude save (DC 10 + flux spent to fuel the riven spell + the rivencaster's Intelligence modifier) or be dazzled for 1 round per flux spent to create the illuminate.

When interacting with darkness spells, illuminate acts as a *light* spell of a spell level equal to the flux spent.

IMBUE WEAPON

Prerequisites: Rivencaster level 5

Minimum Flux Cost: 3

The rivencaster imbues her weapon with one of the following special abilities: defending, flaming, frost, shock, ghost touch, keen, or thundering. All special abilities function as the magic weapon special ability of the same name. A weapon cannot have the same special ability twice, regardless of the source. For every additional flux spent, one additional property may be added to the weapon. The weapon retains the special ability for one round per flux spent, or when the rivencaster lets go of it.

MAJOR MARVEL

Prerequisites: Rivencaster level 17, marvel and minor marvel riven spells

Minimum Flux Cost: 9

This riven spell allows the rivencaster to rip a section of reality apart, and reassemble it to match her desires. This acts as *limited wish*, but it cannot duplicate a spell with a focus or material component that costs 1gp or more. Each time during the same day a rivencaster uses major marvel, its minimum flux cost increases by 1.

MARVEL

Prerequisites: Rivencaster level 13, minor marvel riven spell

Minimum Flux Cost: 7

This riven spell allows the rivencaster to rip a section of reality apart, and reassemble it to

match her desires. This acts as *limited wish*, but the limits of its power are considerably lower. A marvel can be used to do one of the following:

*Duplicate any sorcerer/wizard spell of 4th level or lower.

*Duplicate any non-sorcerer/wizard spell of 3rd level or lower.

*Produce any other effect whose power level is in line with the above effects, such as a single creature gaining a +7 bonus to one attack roll or taking a -5 penalty on its next saving throw.

Additionally, it cannot duplicate a spell with a focus or material component that costs 1gp or more. Each time during the same day a rivencaster uses marvel, its minimum flux cost increases by 1.

MINOR MARVEL

Prerequisites: Rivencaster level 9

Minimum Flux Cost: 5

This riven spell allows the rivencaster to rip a section of reality apart, and reassemble it to match her desires. This acts as *limited wish*, but the limits of its power are considerably lower. A marvel can be used to do one of the following:

*Duplicate any sorcerer/wizard spell of 2nd level or lower.

*Duplicate any non-sorcerer/wizard spell of 1st level or lower.

*Produce any other effect whose power level is in line with the above effects, such as a single creature gaining a +5 bonus to one attack roll or taking a -3 penalty on its next saving throw.

Additionally, it cannot duplicate a spell with a focus or material component that costs 1gp or more. Each time during the same day a rivencaster uses minor marvel, its minimum flux cost increases by 1.

MIGHT

Prerequisite: Rivencaster 3, path of the warrior

Minimum Flux Cost: 2

The rivencaster gains bonus damage to all weapons, natural weapon, and unarmed attacks

made for a number of rounds equal to the flux spent to fuel this ability. The bonus damage lasts for a number of rounds equal to the flux spent.

MORPH

Prerequisite: Rivencaster 1

Minimum Flux Cost: 1

The rivencaster can make a change to her physical form to emulate the features and abilities of common creatures. This is a rough form of shapechanging, and each ability she gains costs her some of her native flexibility.

The rivencaster may make 1 of the changes listed below per point of flux spent to fuel this ability. The abilities last until she dismisses this power as a move action, she regains her daily flux pool, or she uses morph again.

The options for morph are:

*Rivencaster gains low-light vision, but suffers a -4 penalty to saving throws vs gaze attacks and blinding effects.

*Rivencaster gains darkvision, but all vision is limited to 60 feet.

*Rivencaster gains scent, but is blind.

*Rivencaster gains a natural weapon (1d6 Small/1d8 Medium), but loses the use of one hand. The natural weapon may be used as a primary weapon if the rivencaster makes no other attacks in the same round, or as a secondary weapon.

*Rivencaster gains a +3 natural armor bonus, but suffers a -4 penalty to Dexterity.

*Rivencaster gains the ability to breathe water, but loses the ability to breathe air.

*Rivencaster gains a 30-foot swim speed, but loses all ground movement.

*Rivencaster gains a 30-foot fly speed, but loses use of all arms.

*Rivencaster gains fire resist 5, but gains vulnerability to cold.

*Rivencaster gains cold resist 5, but gains vulnerability to fire.

PORTAL

Prerequisite: Rivencaster 7

Minimum Flux Cost: 4

The rivencaster may teleport a short distance. This acts as a swift *dimension door* with a range of 10 feet per flux spent.



PROXY

Prerequisites: Rivencaster level 1

Minimum Flux Cost: 1

The rivencaster creates a temporary ally that roughly mimics her own appearance, but is always Medium and obviously a magic effect. The proxy lasts for a number of rounds equal to double the flux spent or until it is reduced to 0 or fewer hit points. A proxy acts as a construct summoned by a spell of a level equal to the number of flux spent, and most of its combat statistics are affected by the number of flux used to create it (see the Blank Proxy, below, and the 1st level Proxy for an example of what a proxy looks like when 1 flux is spent on it). A proxy is adjacent to the rivencaster when created, and if it ever exceeds a distance of 40 feet per point of flux spent, it dissipates as if the rivenspell's duration had ended. A runecaster of 3rd level or higher who spends at least 2 flux may summon two proxies rather than one, treating each as if it had one less flux invested in it.

Blank Proxy

Use this to determine the combat statistics of a proxy.

N Medium construct (summoned magic effect)

Senses darkvision 60 ft., low-light vision, Perception -

DEFENSE

AC (10, +flux deflection, +flux natural)

HP (10 per flux)

Fort (bonus equal to double flux spent), Ref +(bonus equal to flux spent), Will +0; Immune construct traits

OFFENSE

Speed 25 ft. +5ft. per flux spent, OR fly 5 ft. +5 ft. per Flux spent

Melee 2 slams, attack bonus equal to triple flux spent, damage is 1d6 + double flux spent
Space 5 ft.; Reach 5 ft.

STATISTICS

Str (10 + double flux spent), Dex 10, Con —, Int —, Wis —, Cha —

BAB +(bonus equal to double flux spent),

CMB +(bonus equal to triple flux spent);

CMD (10 +bonus equal to triple flux spent)

Feats -

Skills -

Proxy 1 (proxy created if 1 flux is spent)

N Medium construct (summoned magic effect)

Senses darkvision 60 ft., low-light vision, Perception -

DEFENSE

AC 12 (11 flat-footed, 11 touch) (10, +1 deflection, +1 natural)

HP 10

Fort +2, Ref +1, Will +0; Immune construct traits

OFFENSE

Speed 30 ft.

Melee 2 slams, +3 (1d6+2)

Space 5 ft.; Reach 5 ft.

STATISTICS

Str 12, Dex 10, Con —, Int —, Wis —, Cha —

BAB +2, CMB +3; CMD 13

Feats -

Skills -

PROWESS

Prerequisite: Rivencaster 1

Minimum Flux Cost: 1

The rivencaster imbues herself with arcane energy to increase her fighting skill. She gains temporary access to a combat feat of her choice she meets all prerequisites for. The feat temporarily gained cannot itself be used to qualify for any prerequisite. The rivencaster has access to the feat gained for one round per flux spent.

RAM

Prerequisites: Rivencaster level 1, bolt or blast rivenspell

Minimum Flux Cost: 1

The rivencaster targets a single creature she can see that is within 30 feet. The target must make a Fortitude and Reflex save (DC 10+flux spent to fuel the rivenspell + the rivencaster's Intelligence modifier). If the target fails the Fortitude save it is moved away from the rivencaster 5 feet per flux spent. If it fails its Reflex save, it is knocked prone.

SHIELD

Prerequisites: Rivencaster level 1

Minimum Flux Cost: 1

The rivencaster gains a deflection bonus to AC equal to the flux spent to empower this rivenspell. The bonus is considered a force effect, and lasts for a number of rounds equal to flux spent.

SMITE

Prerequisites: Rivencaster level 1

Minimum Flux Cost: 1

The rivencaster gains an insight bonus to attack and damage on her next attack roll (made before the end of her next turn). The bonus is equal to the flux spent to empower this rivenspell.

SURGE

Prerequisite: Rivencaster 1

Minimum Flux Cost: 1

The rivencaster can create a sudden surge of telekinetic force to use against her enemies. The surge can be used to perform any one of the following combat maneuvers: bull rush, dirty trick, disarm, drag, reposition, steal, sunder, or trip. The maneuver may be performed at range, up to 10 feet per point of flux spent. The maneuver's CMB is equal to the number of flux spent + half the rivencaster's level + the rivencaster's Int modifier + any appropriate bonuses from feats.

While this rivenspell does not inherently provoke an attack of opportunity, using it to perform a maneuver does provoke unless the rivencaster has the associated Improved maneuver feat.

THROWING WEAPON

Prerequisites: Rivencaster level 1

Minimum Flux Cost: 2

This rivenspell allows the rivencaster to throw her melee weapon for one attack made before the beginning of her next round. This attack has a maximum range of 15 feet per flux spent, and is treated as a ranged attack with a thrown weapon, except the rivencaster may add her Intelligence bonus on the attack roll (instead of Dexterity) if it is higher than her Dexterity modifier. For every point of flux spent above 2, the attack gains a +1 bonus to attack and damage.

VIGOR

Prerequisites: Rivencaster level 1

Minimum Flux Cost: 1

The rivencaster gains 2 temporary hit points per level of the spell used to empower this rivenspell. Multiple uses of the vigor rivenspell do not stack, each use resets the number of temporary hit points based on its level. Any temporary hit points remaining when a rivencaster regains uses of her daily abilities dissipate.

WARD

Prerequisites: Rivencaster level 3

Minimum Flux Cost: 2

The rivencaster gains temporary immunity to one type of energy specific when the rivenspell is created (acid, cold, electricity, fire, or sonic). When the rivenspell absorbs 5 points of energy damage per flux spent to fuel the effect, it is discharged. The resistance otherwise lasts for one minute per flux spent.

Ward overlaps (does not stack with) other magic effects that protect from energy. If a rivencaster is protected by both ward and another defense (such as *resist energy*) she must decide which defense to apply each time she takes energy damage.

RIVENCASTER FEATS

The following feats are designed to work with the riven mage.

EXTRA FLUX

You have more raw magic power than most rivencasters.

Prerequisite: Rivencaster level 1

Benefit: You have a number of additional flux points equal to your rivencaster level.

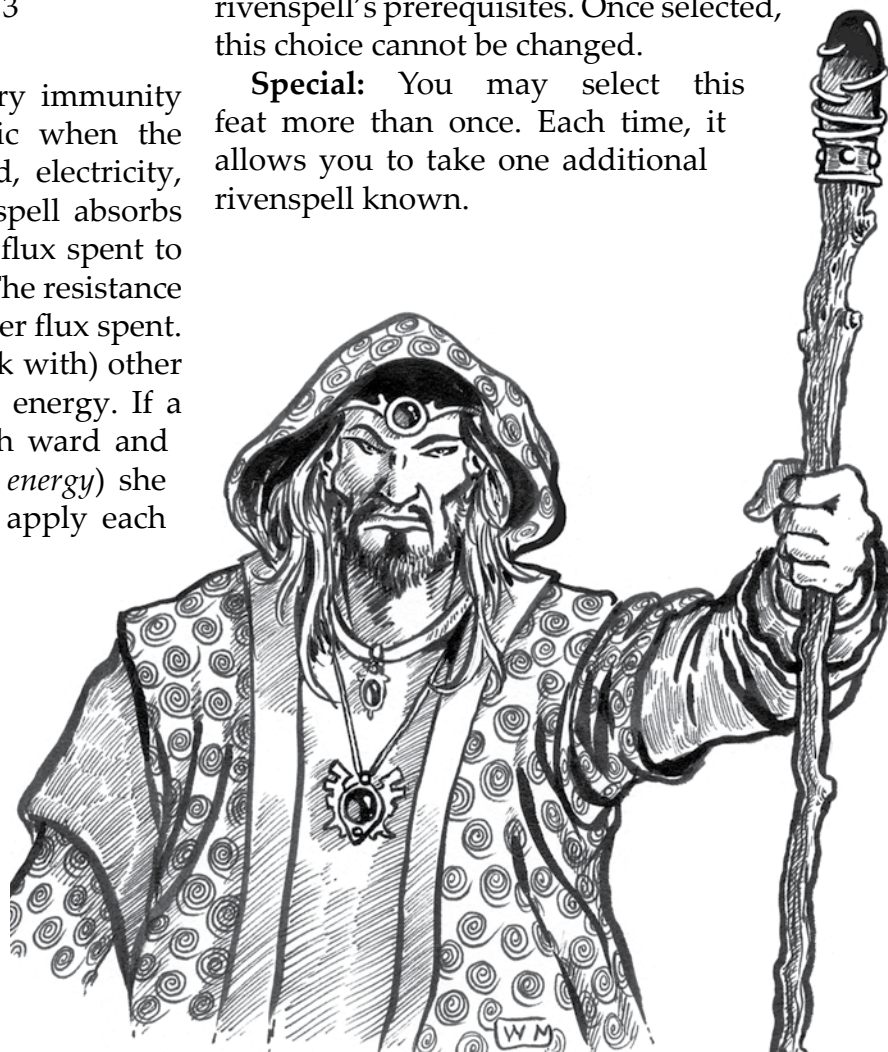
EXTRA RIVENSPELL

You can use your raw magic power in more versatile ways than most rivencasters of your power.

Prerequisite: Rivencaster level 1

Benefit: Select one additional rivenspell as a rivenspell known. You must meet all the rivenspell's prerequisites. Once selected, this choice cannot be changed.

Special: You may select this feat more than once. Each time, it allows you to take one additional rivenspell known.



RIVENSPELL SPECIALIZATION

You can produce a more powerful version of a specific riven spell.

Prerequisite: Rivencaster level 4

Benefit: Select one riven spell you know. When you spend at least the minimum flux to fuel this riven spell, you calculate all the effects of your riven spell as if you had spent one more flux than the true total.

ARCHON ARCHETYPE: THE RIVENER

Riven spells were first introduced as a power of the combat caster class known as the archon, in *The Genius Guide to the Archon*. With the addition of the new riven spell and flux rules presented in *The Genius Guide*

to the *Riven Mage*, it's possible to build an alternate version of the archon that focuses on riven spells.

The Rivener: Archons train hard to master both the martial and magical. They spend many of their early years training long and hard, and have to ignore the pastimes in which their fellow youths take part. Along this journey they learn magic and they learn the riven spell, the ability to take apart a spell and use its innate component magic for a simple effect. While most archon cadets consider riven spells just a stepping stone toward their ultimate goal of wielding spell and sword simultaneously, some potential archons-in-training realize there is more to the art of riven spells. If they abandon attempting to learn the art of "spells," and focus on mixing blade and riven spell, they are considered failures by most archon training schools. Known as "riveners," these free-thinkers feel the archons are missing the point.

Background: Learning the path of the archon, the riveners have discovered something more: The Riven spell. The riveners realize there is more to this than archons appreciate and even the ancient dusk knights may not have even realized. The riveners find their power in the component bits of magic that make up spells. They gather this power and never form it into actual spells, but instead save this raw energy they call flux for use in their riven spells.

Role: Riveners make good primary combatants and often find themselves at the front lines. They aren't as utilitarian as



their archon brothers and sisters, but their combat abilities can be more formidable and they make up for any lack of options from spells with the ease with which they summon rivenspells.

Alignment: Though riveners can be of any alignment, it seems that mostly chaotic archons are more likely to find their way to the rivener.

Proficiencies: A rivener is proficient with all simple and martial weapons, light, medium, and heavy armor, and all shields (except tower shields). A rivener does not gain any spellcasting ability, nor any special ability to cast spells in light armor.

Rivenspells (Su): A 1st level rivener begins play knowing one rivenspell, and has a rivencaster level equal to her class level. A rivener with a high Intelligence scores gains a number of bonus rivenspells known equal to the number of bonus 1st level spells she would receive if she were a wizard. A rivener gains one additional rivenspell at 2nd level, and every even level thereafter. A rivener must meet the prerequisites of each rivenspell selected, and once this choice is made it cannot be changed. A rivener may not select a rivenspell for which she cannot spend the minimum required flux to use (see below).

A rivener receives a pool of flux points based on her level (see **Table 1: The Rivener**, below) which are used to fuel her rivenspells. A rivener with a high Intelligence score adds

her Int bonus to her daily total of flux. A rivener can regain her flux once per day, by meditating for 15 minutes at a time of day determined when the character is created (dawn is most common).

A rivener cannot spend more flux to fuel a rivenspell than one-third her rivencaster level +1. Round any fractions down for this calculation – 1st and 2nd level riveners can spend a maximum of 1 flux for each rivenspell, 3rd, 4th, and 5th level rivencasters a maximum of 2 flux, 6th, 7th, and 8th a maximum of 3, and so on. A complete list of rivenspells can be found in the **Rivenspells** section, above.

The rivener’s rivenspells replace the archon’s spellcasting ability, rivenspell ability, favored spell, and arcane armor training.

Bonus Feat: A rivener gains a bonus feat at 3rd, 9th, and 15th level. This feat must be a combat feat, and the rivener must meet its prerequisites. This replaces the archon’s arcane armor training.

Riven Bond: At 8th level the rivener gains a riven bond, as the riven mage class feature. This replaces the archon’s soul of the spellblade class feature.

Arcane Master: At 20th level the rivener gains the major marvel rivenspell even though she does not meet its prerequisites. The rivener may spend a maximum number of flux equal to half her rivencaster level +1 on this rivenspell. This replaces the archon’s dominion of the dusk knight class feature.

| Rivener Level | Flux Points |
|---------------|-------------|
| 1 | 1 |
| 2 | 2 |
| 3 | 4 |
| 4 | 6 |
| 5 | 9 |
| 6 | 12 |
| 7 | 15 |
| 8 | 18 |
| 9 | 22 |
| 10 | 26 |
| 11 | 32 |
| 12 | 38 |
| 13 | 42 |
| 14 | 48 |
| 15 | 56 |
| 16 | 64 |
| 17 | 72 |
| 18 | 80 |
| 19 | 90 |
| 20 | 102 |

WE ERR ON THE SIDE OF AWESOME!

CREDITS

Designers:

Carl Gilchrist and Owen K.C. Stephens

Developer:

Owen K.C. Stephens

Editor:

Lj Stephens

Creative Director:

Stan!

Cover Art:

Storn Cook

Interior Art:

Skortched Urf' Studios, Nevermet Press and Fantasy Clips Inks

Graphic Design and Typesetting:

Hyrum Savage and Lj Stephens

Produced by:

Super Genius Games

www.supergeniusgames.com

Contents Copyright ©2012 Owen K.C. Stephens

Used with permission

For more information about Super Genius Games, and our upcoming products, follow us on

Facebook: www.facebook.com/SuperGeniusGames, via Twitter: Owen: @Owen_Stephens,

Stan!: @Stannex, and/or Super Genius Games: @SuperGeniusRPG,

or at our Yahoo Group: <http://Games.Groups.Yahoo.com/Group/Super-Genius/>

All logos are the trademark of Super Genius Games All rights reserved.

Published Under the SRD, OGL, and d20 (v 3) License ©2000, Wizards of the Coast, Inc.

Compatibility with the Pathfinder Roleplaying Game requires

the Pathfinder Roleplaying Game from Paizo Publishing, LLC.

See <http://Paizo.com/PathfinderRPG> for more information on the Pathfinder Roleplaying Game.

Paizo Publishing, LLC does not guarantee compatibility, and does not endorse this product.

Pathfinder is a registered trademark of Paizo Publishing, LLC, and the Pathfinder Roleplaying Game and the Pathfinder Roleplaying Game compatibility logo are the trademarks of Paizo Publishing, LLC, and are used under the Pathfinder Roleplaying Game compatibility license. See <http://Paizo.com/PathfinderRPG/compatibility> for more information on the compatibility license.

DESIGNATION OF PRODUCT IDENTITY

The Super Genius Games (SGG) and OtherWorld Creations (OWC) company, names and logos; the "Genius Guide to the Riven Mage" name and logo; all artwork, backgrounds, and logos; all trade dress, and graphic design elements.

DECLARATION OF OPEN CONTENT:

All game mechanics, proper names of classes, prestige classes, archetypes, feats, skills, spells, magic items, monsters, rituals, artifacts AND/OR the names of abilities presented within this book are open game content as described in Section 1(d) of the License.

Open Game Information

The material in this document utilizes the Open Gaming License, available at www.wizards.com and reprinted below:

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc. ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content You Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 3 Copyright 2000, Wizards of the Coast, Inc.

Designation of Product Identity: All artwork, photos, logos, and maps are Product Identity. All other material is considered Open Content.

System Reference Document. Copyright 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

Pathfinder RPG Reference Document. Copyright 2011, Paizo Publishing, LLC; Author: Paizo Publishing, LLC.

Pathfinder RPG Core Rulebook. Copyright 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Advanced Player's Guide. Copyright 2010, Paizo Publishing, LLC; Author: Jason Bulmahn

Pathfinder RPG GameMastery Guide. © 2010, Paizo Publishing, LLC; Author: Cam Banks, Wolfgang Buar, Jason Bulmahn, Jim Butler, Eric Cagle, Graeme Davis, Adam Daigle, Joshua J. Frost, James Jacobs, Kenneth Hite, Steven Kenson, Robin Laws, Tito Leati, Rob McCreary, Hal MacLean, Colin McComb, Jason Nelson, David Noonan, Richard Pett, Rich Redman, Sean K Reynolds, F. Wesley Schneider, Amber Scorr, Doug Seacat, Mike Selinker, Lisa Stevens, James L. Sutter, Russ Taylor, Penny Williams, Skip Williams, Teeuwynn Woodruff.

Pathfinder Roleplaying Game Bestiary 2. © 2010, Paizo Publishing, LLC; Authors Wolfgang Baur, Jason Bulmahn, Adam Daigle, Graeme Davis, Crystal Frasier, Joshua J. Frost, Tim Hitchcock, Brandon Hodge, James Jacobs, Steve Kenson, Hal MacLean, Martin Mason, Rob McCreary, Erik Mona, Jason Nelson, Patrick Renie, Sean K Reynolds, F. Wesley Schneider, Owen K.C. Stephens, James L. Sutter, Russ Taylor, and Greg A. Vaughan, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder Roleplaying Game Ultimate Magic. © 2011, Paizo Publishing, LLC; Authors: Jason Bulmahn, Tim Hitchcock, Colin McComb, Rob McCreary, Jason Nelson, Stephen Radney-MacFarland, Sean K Reynolds, Owen K.C. Stephens, and Russ Taylor.

Pathfinder Roleplaying Game Ultimate Combat. © 2011, Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, Benjamin Bruck, Jason Bulmahn, Brian J. Cortijo, Jim Groves, Tim Hitchcock, Richard A. Hunt, Colin McComb, Jason Nelson, Tom Phillips, Patrick Renie, Sean K Reynolds, and Russ Taylor.

Pathfinder Companion: Chelax, Empire of Devils. Copyright 2009, Paizo Publishing, LLC; Authors: Jonathan H. Keith, Colin McComb, Steven E. Schend, Leandra Christine Schneider, and Amber E. Scott.

The Genius Guide to the Archon. Copyright 2010, Super Genius Games, LLC; Author: Owen K.C. Stephens

The Genius Guide to the Riven Mage. Copyright 2012, Super Genius Games, LLC; Author: Carl Gilchrist and Owen K.C. Stephens