

# The Genius Guide to: Feats of Spellcasting



**PATHFINDER**  
ROLEPLAYING GAME COMPATIBLE

*Fantastic Feats to Enhance, Enrich, and Evolve  
Spellcasting Characters (Including exactly Zero  
Metamagic Feats, so we can focus on  
Other Interesting Options)*

## FEATS OF MAGIC

New feats for spellcasters should mean more than new metamagic feats. Just as monks, fighters and rogues can use feats to adjust and modify their fighting styles; bards, clerics, druids, sorcerers and wizards should have a range of options that let them adapt their spellcasting ability. Spellcasters may wish to focus on learning new ways to use their elemental spells (such as with Caustic Hex), increase just one aspect of their spellcasting power (perhaps with Far Caster), or master a new kind of magic that only works after the caster's blood has been spilled (with Blood Mage). While there are a few feats a non-spellcaster could qualify for and find useful (such as Arcane Defense and Sensitive), the focus of this product is giving spellcasters just as many ways to differentiate themselves from every other spellslinger as a rogue has to become different from common cutpurses.

A wizard should be free to take any feat in this product as a wizard bonus feat.

## NEW FEATS IN YOUR CAMPAIGN

Introducing new feats is generally fairly easy. Once a GM has decided to allow feats into his campaign, it's a simple matter to give players a list of the new feats and allow them to select them at future levels. If a large number of new feats are introduced, the GM should allow characters an opportunity to re-write their characters to incorporate feats they would have wanted earlier, but did not know existed.

However, sometimes limiting availability somewhat can actually make new feats significantly more interesting to players. New feats can be used to distinguish various organizations within a campaign by adding additional prerequisites, or stating that they can only be learned by specific instructors. Perhaps only the Witches of Eremond can teach a character the Woodrose feat, or taking Spell Finesse requires a special ritual characters must seek out before they can qualify for it. If a GM enjoys building campaign-specific prestige classes,



new feats may not be generally available at all, instead become powers for specific PrCs. Players aren't likely to complain if Plait Incantation is actually a power in the "spell weaver of the white sword" PrC, since the players had no expectation of being able to take the feat anyway.

Another great way to introduce new feats is to make them rewards for players befriending some powerful force or group. If the player characters successfully defend a lost temple of the God of Magic from destruction at the hands of a lich, they might all wake the next day to discover they had the Sensitive feat. This allows a GM to reward characters with abilities that can't be stolen by some thief in a crowded bazaar, but doesn't overpower characters to a point of game imbalance. It's also a nice way to get some treasure value to a party (a single bonus feat is worth between 2,500 and 10,00 gp – averaging 5,00 gp each – depending on its prerequisites and how useful it is to a specific character) without describing yet another pile of silver pieces, random potions, and a +2 *shocking halberd* no characters want.

## ARCANE DEFENSE

Choose a school of magic. You can resist spells from that school better than normal.

**Benefit:** Add a +2 bonus to saving throws you make against spells of the chosen school.

**Special:** You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new school of magic.

## BLOOD MAGIC

You have learned the magic of injury and pain.

**Prerequisite:** Caster level 5.

**Benefit:** You may select 6 spells from the following bonus spell list. The spells selected must be of levels you can cast, and become part of your spell list. You may not select more spells from a level than you have selected from each level below it. (You may take this feat more than once in order to eventually gain higher-level spells. See Special, below.)

If you are a spellcaster with limited spells known (bards and sorcerers, for example), you do not automatically know the spells you select from this list. However, you may learn three of these selected spells and count them as only one spell slot toward your maximum spells known. This slot must be of the highest level spell being learned.

Each time you take hp damage from a single blow or source equal to or greater than your character level, or have a –2 or greater penalty inflicted on you as a pain affect, you gain one blood mark. As a free action, you may spend a blood mark. This allows you to cast one of your known blood mage spells by spending a spell slot of the same level or higher. You must meet all the normal requirements and components (including casting time) in order to cast the blood mage spell.

Each day when you rest, recover hit points, and regain uses of your spells, you lose any unused blood marks. Any time you recover hit points through any method, you lose one blood mark.

### Blood Mage Bonus Spell List

**0 level** – *bleed, daze, resistance*

**1st level** – *enlarge person, hideous laughter, lesser confusion, true strike*

**2nd level** – *aid, bull's strength, shatter, touch of idiocy*

**3rd level** – *glyph of warding, heroism, rage, scare*

**4th level** – *crushing despair, confusion, explosive runes*

**5th level** – *lesser planar binding, nightmare, shout*

**6th level** – *greater glyph of warding, phantasmal killer, song of discord*

**7th level** – *blasphemy, insanity, instant summons*

**8th level** – *greater shout, regenerate, symbol*

**9th level** – *unholy aura, weird*



**Special:** This feat may be selected more than once. Each time it allows you to select 6 more spells from the list.

## BOLSTER

Your channeled energy boosts the bravery of your allies.

**Prerequisite:** Channel energy

**Benefit:** Any creature healed by a use of your channel energy ability gains a +1 luck bonus on attack and damage rolls, as well as a resistance bonus to saves against fear equal to your Wisdom bonus (minimum +1). These bonuses last for one round for each die of healing dealt by your channel energy.

## CAUSTIC HEX

You can use acid magic to create caustic vapors.

**Prerequisites:** Able to cast 3 spells that deal acid damage

**Benefit:** You can cast spells that deal acid damage as "caustic spells," creating a cloud of burning vapor around any target that suffers a direct hit, spreading the acid damage over a slightly larger area of the target. Only spells that allow a saving throw and deal acid damage can be caustic spells, and the save DC of a caustic spell is 1 lower than normal (because the acid is spread over a larger area in order to create a cloud of vapor). When you cast a caustic spell, any target that fails its save against the spell is engulfed in a thin cloud of stinging vapor.

Targets engulfed in the vapor from a caustic spell have difficulty seeing, hearing, or smelling targets. For the duration of the vapor, targets treat all other creatures as having 20% concealment. This effect lasts 1 round for every 3 levels of the caustic spell (minimum 1 round). Targets with blindsense and those immune to acid damage are immune to this added effect.

## CHILL HEX

You can use cold magic to slow things down.

**Prerequisites:** Able to cast 3 spells that deal cold damage

**Benefit:** You can cast spells that deal cold damage as “chill spells,” which reach colder temperatures and move more slowly as they sink deeply into their targets. Only spells that allow a saving throw and

deal cold damage can be chill spells, and the save DC of a chill spell is 1 lower than normal (because the cold takes longer to settle in as it freezes targets to greater depths). When you cast a chill spell, any target that fails its save begins to shiver as it develops a skin of frost over its muscles.

Targets shivering from a chill spell have all their movement rates halved for a number of rounds equal

to 1 + the level of the chill spell. A target may take a full-round action to rub warmth back into its flesh, ending the this added effect. The spell also ends if the target takes any fire damage, or receives a Heal check (DC 15 + level of the chill spell). Targets immune to critical hits or cold damage are immune to this added effect.

## CLEANSING

Your channeled energy boosts the resilience of your allies.

**Prerequisite:** Channel energy

**Benefit:** Any creature healed by a use of your channel energy ability gains a resistance bonus to Fortitude saves against poison or disease. The bonus is equal to your Wisdom bonus (minimum +1), and lasts for one round for each die of healing dealt by your channel energy.

## EFFECTIVE CASTER

Your spells affect more targets and bigger areas than others of your power level.

**Prerequisites:** Spellcasting attribute 17

**Benefit:** When determining the number of targets your spell can affect, or the size of its effect or area, you treat your caster level as if it were two higher.

## ELEMENTAL WARDING

Your channeled energy grants your allies elemental resistance.

**Prerequisite:** Channel energy

**Benefit:** Any creature healed by a use of your channel energy ability gains resistance to an element of your choice. The resistance is equal to your Wisdom bonus (minimum 1), and lasts for one round for each die of healing dealt by your channel energy. You must choose a single element to grant resistance against each time you channel energy, you cannot grant different targets resistance to different forms of energy.

New Feats		
Feat	Prerequisites	Benefits
Arcane Defense	—	+2 bonus to saves against one school of magic
Blood Mage	Caster level 5	Learn spells you can only cast after taking damage.
Bolster	Channel energy	Grant targets of your channel energy bonuses to attacks and saves vs fear.
Caustic Hex	Can cast 3 acid spells	Reduce an acid spell's save DC to gain a secondary affect.
Chill Hex	Can cast 3 cold spells	Reduce a cold spell's save DC to gain a secondary affect.
Cleansing	Channel energy	Grant targets of your channel energy bonuses to saves vs disease and poison.
Effective Caster	Spellcasting attribute 17*	Increase your effective caster level for areas and number of targets.
Elemental Warding	Channel energy	Grant energy resistance to targets of your channel energy.
Esoteric Schooling	Can cast 0-level spells	Learn a 0-level spell from another class.
Extra Spells Known	Caster level 3	Gain two additional spells known.
Extra Spell Slots	Caster level 3	Gain two additional spell slots.
Far Caster	Spellcasting attribute 13*	Increase your effective caster level for determining range.
Improved Bond	Second Bond, bond class feature, character level 5	Calculate your second bond at your full class level.
Jolt Hex	Can cast 3 electricity spells	Reduce an electricity spell's save DC to gain a secondary affect.
Lasting Caster	Spellcasting attribute 15*	Increase your effective caster level for determining durations.
Master Artificer	2 item creation feats, 5 ranks craft	+4 to checks to create items, create items faster.
Meditative Incantation	Int 13	Take 15 minutes to open a prepared spell slot.
Mounted Caster	Mounted Combat**	Cast while riding without concentration checks.
Necrothurge	Caster level 5	Learn spells you can only cast after killing something.
Plait Incantation	Spell Focus**, caster level 1	Ready to use a spell to increase another caster's spell power.
Second Bond	Bond class feature, character level 5	Gain a second class bond.
Scorch Hex	Can cast 3 acid spells	Reduce a fire spell's save DC to gain a secondary affect.
Sensitive	5 ranks Spellcraft	Use Spellcraft rather than perception to notice some magic effects and creatures.
Signature Spell	Spell Mastery** or a domain	Sacrifice a prepared spell to cast your signature spell.
Spell Finesse	—	Change your spellcasting ability.
Spell Specialization	Weapon Focus** (ray), Caster level 4	Deal +2 damage with spell that require ranged touch attacks.
Synergistic Training	Caster level 1, levels in two classes	Increase your caster level with a non-spellcasting class.
Woodwose	Caster level 5	Learn spells you can only cast in natural environments.

\*A spellcaster attribute is the ability used by a class to determine the save DC of spells cast by that class. Thus bards and sorcerers use Charisma as a spellcasting ability score, clerics and druids use Wisdom, and wizards use Intelligence.

\*\*See the Pathfinder Roleplaying Game Core Rulebook for details of this feat.



## ESOTERIC SCHOOLING

Your training in magic included a few unusual lessons.

**Prerequisites:** Ability to cast 0-level spells.

**Benefit:** Pick one 0-level spell. It need not be a spell on your class' spell list. You can cast this spell at will. You cast it as if it were a spell from your class list.

**Special:** This feat may be taken more than once. Each time it is taken, you select a new 0-level spell to cast at will.

## EXTRA SPELLS KNOWN

You have broadened your repertoire of spells.

**Prerequisite:** Spontaneous spellcasting class level 3

**Benefit:** You learn two additional spells known for one spontaneous spellcasting class (such as bard or sorcerer) you have levels in. You may never use this feat to know more spells at any level than you know at each level below it.

**Special:** You can gain Extra Spells Known multiple times. Its effects stack.

## EXTRA SPELL SLOTS

You have a great capacity for spellcasting.

**Prerequisite:** Spellcasting class level 3

**Benefit:** You gain two additional spells slots for one spellcasting class you have levels in. You may never use this feat to have more spell slots at any level than you know at each level below it.

**Special:** You can gain Extra Spell Slots multiple times. Its effects stack.

## FAR CASTER

You can send spells farther than others of your power level.

**Prerequisites:** Spellcasting attribute 13

**Benefit:** When determining the maximum range of your spells, you treat your caster level as if it were two higher.

## IMPROVED BOND

Your second mystic tie has grown as strong as your first.

**Prerequisite:** Second Bond; arcane bond, divine bond, hunter's bond, or nature bond; character level 5.

**Benefit:** Treat your class level as normal for all calculations related to your second bond, rather than treating it as three levels lower.



## JOLT HEX

You can use electric magic to make targets unsteady.

**Prerequisites:** Able to cast 3 spells that deal electricity damage

**Benefit:** You can cast spells that deal fire damage as "jolt spells," which have less total power and move more slowly but linger on their target's body. Only spells that allow a saving throw and deal electricity damage can be jolt spells, and the save DC of a jolt spell is 1 lower than normal (because the weaker, slower lightning is easier to dodge). When you cast a jolt spell, any target that fails its save against the spell suffers muscle spasms from the lingering electricity.

Targets with muscle spasms suffer a -4 penalty to all Dex-based ability and skill checks, and a -2 penalty to all ranged attack rolls. This penalty lasts 1 round for each level of the jolt spell (minimum 1 round). Targets with Improved Evasion or immunity to electricity damage are immune to this added effect.

## LASTING CASTER

Your spells last longer than others of your power level.

**Prerequisites:** Spellcasting attribute 15

**Benefit:** When determining the duration of your spells, you treat your caster level as if it were two higher.

## MASTER ARTIFICER

You are a master of magic item creation.

**Prerequisites:** Any two item creation feats, 5 ranks of any craft skill.

**Benefit:** You gain a +4 bonus to any skill check made to complete a magic item you are creating (normally this is a Spellcraft check, but sometimes other skills are used). You create magic items in half the normal hours per day (4 hours for one day of work, or two hours for a days work if you increase your completion DC by 5). As long as the total time spent on item creation does not exceed 8 hours per day, you can accomplish multiple days work on an item in a single day. See Item Creation in Chapter 15 of the *Pathfinder Roleplaying Game Core Rulebook* for more details on item creation and the time required.

## MEDITATIVE INCANTATION

You can meditate to un-prepare a spell.

**Prerequisite:** Int 13

**Benefit:** You are capable of taking 15 minutes of meditation to "erase" a prepared spell. The spell slot the erased spell used to occupy is then open and can be filled with a new prepared spell. This feat is only useful to spellcasters who prepare their spells in advance.

## MOUNTED CASTER

You are adept at casting while riding.

**Prerequisites:** Ride 1 rank, Mounted Combat.

**Benefits:** You can have a mount move both before and after you cast a spell, and cast a spell while your mount takes a run action, without needing to make a concentration check. You gain a +2 bonus to any concentration check you are forced to make while mounted.

## NECROTHURGE

You have learned the magic of death.

**Prerequisite:** Caster level 5.

**Benefit:** You may select 6 spells from the following bonus spell list. The spells selected must be of levels you can cast, and become part of your spell list. You may not select more spells from a level than you have selected from each level below it. (You may take this feat more than once in order to eventually gain higher-level spells. See Special, below.)

If you are a spellcaster with limited spells known (bards and sorcerers, for example), you do not automatically know the spells you select from this list. However, you may learn three of these selected spells and count them as only one spell slot toward your maximum spells known. This slot must be of the highest level spell being learned.

Each time you kill a living creature with a CR of at least your level -3, you gain one death mark. As a free action you may spend a death mark. This allows you to cast one of your known necrothurge spells by spending a spell slot of the same level or higher. You must meet all the normal requirements and components (including casting time) in order to cast the necrothurge spell.



Each day when you rest, recover hit points, and regain uses of your spells, you lose any unused death marks.

### Necrothurgy Bonus Spell List

**0 level** — *bleed, disrupt undead, tough of fatigue*

**1st level** — *cause fear, deathwatch, scare, ray of enfeeblement*

**2nd level** — *blindness/deafness, command undead, death knell, gentle repose*

**3rd level** — *animate dead, halt undead, speak with dead, ray of exhaustion*

**4th level** — *contagion, death ward, fear*

**5th level** — *blight, slay living, symbol of pain*

**6th level** — *circle of death, create undead, undeath to death*

**7th level** — *control undead, destruction, finger of death*

**8th level** — *create greater undead, horrid wilting, waves of exhaustion*

**9th level** — *soul bind, wail of the banshee*

**Special:** This feat may be selected more than once. Each time it allows you to select 6 more spells from the list.

## PLAIT INCANTATION

You can weave your spells together with another caster, augmenting their mystic power.

**Prerequisites:** Spell Focus, caster level 1

**Benefit:** As a standard action, you can ready an action to plait one of your spells into that of a second spellcaster, weaving the mystic energies of the two spells together. When the allied spellcaster casts a spell, you take your readied action to cast your spell in response. Rather than have its normal affect, your spell grants your allied spellcaster a +2 enhancement bonus to his caster level for the spell that triggered your readied action. The spell you use to plait with your ally's must be within 2 levels of the spell cast by your ally, and cannot be a 0-level spell (which lacks the power to plait).

## SECOND BOND

Your strong mystic ties allow you to make a second occult bond.

**Prerequisite:** Arcane bond, divine bond, hunter's bond, or nature bond; character level 5.

**Benefit:** You may take an additional bond of the ability that qualified you for this feat. You may select the same bond you already have, or take a new bond. Any bond you take must be one available to your class. Your effective class level for purposes of your second bond is your actual class level -3.

For example, Hyrga Greeneye is a 5<sup>th</sup> level druid who has selected an animal companion with her nature bond ability. Upon taking the Second Bond feat, she has the choice to either take a second animal companion, or gain access to one of the cleric domains listed under nature bond. When determining the powers and bonus spells granted by this domain, Hyrga's effective cleric level is 2<sup>nd</sup> (her druid level -3).

## SCORCH HEX

You can use fire magic to set things aflame.

**Prerequisites:** Able to cast 3 spells that deal fire damage

**Benefit:** You can cast spells that deal fire damage as "scorch spells," which burn at slightly lower temperatures but last incrementally longer, giving them a chance to catch foes on fire. Only spells that allow a saving throw and deal fire damage can be scorch spells, and the save DC of a scorch spell is 1 lower than normal (because the weaker, slower fire is easier to dodge). When you cast a scorch spell, any target that fails its save against the spell catches on fire. Targets with Improved Evasion are immune to this extra effect, as are creatures immune to fire damage and some constructs and inanimate objects made from substances that don't burn (at the GM's discretion).

Targets that catch on fire take damage at the beginning of your turn every round until the flames are extinguished. This damage is based on the level of the scorch spell that ignited them. A 0- or 1st-level spell deals 1 point of damage each round. A 2nd- or 3rd- level spell deals 1d3 points of fire damage each round. A 4th- or 5th-level spell deals 1d4 points of fire damage a round. A 6th-level spell or higher deals 1d6 points of fire damage a round. A target burns until it takes a standard action to extinguish itself, it enters an area fire cannot survive in (such as jumping in a river), or an ally makes a Heal check with a DC of 15 + level of scorch spell.



## SENSITIVE

You are sensitive to the flows of mystic energy through the world.

**Prerequisite:** 5 ranks Spellcraft

**Benefit:** You may make a Spellcraft check in place of a Perception check to notice spells, spell effects, magic items, and creatures of the aberration, construct, dragon, fey, outsider, and undead type. If you beat the required DC to notice something with Spellcraft by 5, you learn what category of thing you have sensed (including its type if it is a creature).

## SIGNATURE SPELL

You are so familiar with one spell that you can cast it even when you have other spells prepared.

**Prerequisite:** Spell Mastery or access to a cleric domain.



**Benefit:** Pick one spell you have taken Spell Mastery with, or one spell from a domain you have access to, to be your signature spell. You can channel stored spell energy into your signature spell even if you haven't prepared it ahead of time. You can cast your signature spell by "losing" a prepared spell of the same level or higher.

**Special:** This feat may be taken more than once. Each time it allows you to select a different signature spell.

## SPELL FINESSE

You have learned to cast spells using a different style than most of your spellcasting tradition.

**Benefit:** Choose one of the following ability scores – Intelligence, Wisdom or Charisma. All your spellcasting calculations are now based on this ability, including maximum level of spell you can cast, spell save DCs, and bonus spells per day. If you have spellcasting abilities from multiple sources, you can change all of them to this same attribute. Once this feat is taken and your new spellcasting attribute is selected, it cannot be changed.

## SPELL SPECIALIZATION

You deal more damage with ray or energy missile spells.

**Prerequisites:** Weapon Focus (ray), Spellcaster level 4th+.

**Benefit:** You gain a +2 bonus to all damage dealt by spells that require a touch attack.

## SYNERGISTIC TRAINING

You learn how to apply the lessons from all areas of your life to improve your spellcasting.

**Prerequisites:** Caster level 1, levels in two character classes.

**Benefit:** Select two classes you have levels in and can continue to advance in. The first class selected must have a caster level, and the second class cannot have an ability that increases the caster level of your first class. You gain a bonus to your caster level in your first class, equal to the levels you have in the second class.

**Special:** You can take this feat more than once. Each time you take it, you must select a different class as your first class.

## WOODWOSE

You have learned the magic of nature.

**Prerequisite:** Caster level 5.

**Benefit:** You may select 6 spells from the following bonus spell list. The spells selected must be of levels you can cast, and become part of your spell list. You may not select more spells from a level than you have selected from each level below it. You must also select one form of natural terrain (cold, desert, forest, jungle, mountains, plains, swamp, underground, or water). (You may take this feat more than once in order to eventually gain higher-level spells. See Special, below.)

If you are a spellcaster with limited spells known (bards and sorcerers, for example), you do not automatically know the spells you select from this list. However, you may learn three of these selected spells and count them as only one spell slot toward your maximum spells known. This slot must be of the highest level spell being learned.

Whenever you are in the natural terrain you selected, you may cast one of your known woodwose spells by spending a spell slot of the same level or higher. You must meet all the normal requirements and components (including casting time) in order to cast the woodwose spell.

### Woodwose Bonus Spell List

**0 level** — *create water detect poison, flare, guidance*

**1st level** — *calm animals, entangle, obscuring mist, wind wall*

**2nd level** — *barkskin, fog cloud, hold animal, soften earth and stone*

**3rd level** — *dominate animal, plant growth, quench, stone shape*

**4th level** — *command plants, sleet storm, spike stones*

**5th level** — *awaken, tree stride, wall of thorns*

**6th level** — *antilife shell, control winds, repel wood*

**7th level** — *animal shapes, animate plants, wind walk*

**8th level** — *control plants, earthquake, whirlwind*

**9th level** — *shambler, shapechange*

**Special:** This feat may be selected more than once. Each time it allows you to select 6 more spells from the list, and one more type of natural terrain you can cast your woodwose spells in.

# BRING A GENIUS TO THE TABLE!

## CREDITS

### Designer:

Owen K.C. Stephens

### Editor:

Stan!

### Cover Art:

Joseph J. Calkins and Cerebus Illustrations

### Interior Art:

Joseph J. Calkins  
and Cerebus Illustrations

### Graphic Design and Typesetting:

R. Hyrum Savage

### Produced By:

Super Genius Games  
[www.supergeniusgames.com](http://www.supergeniusgames.com)

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