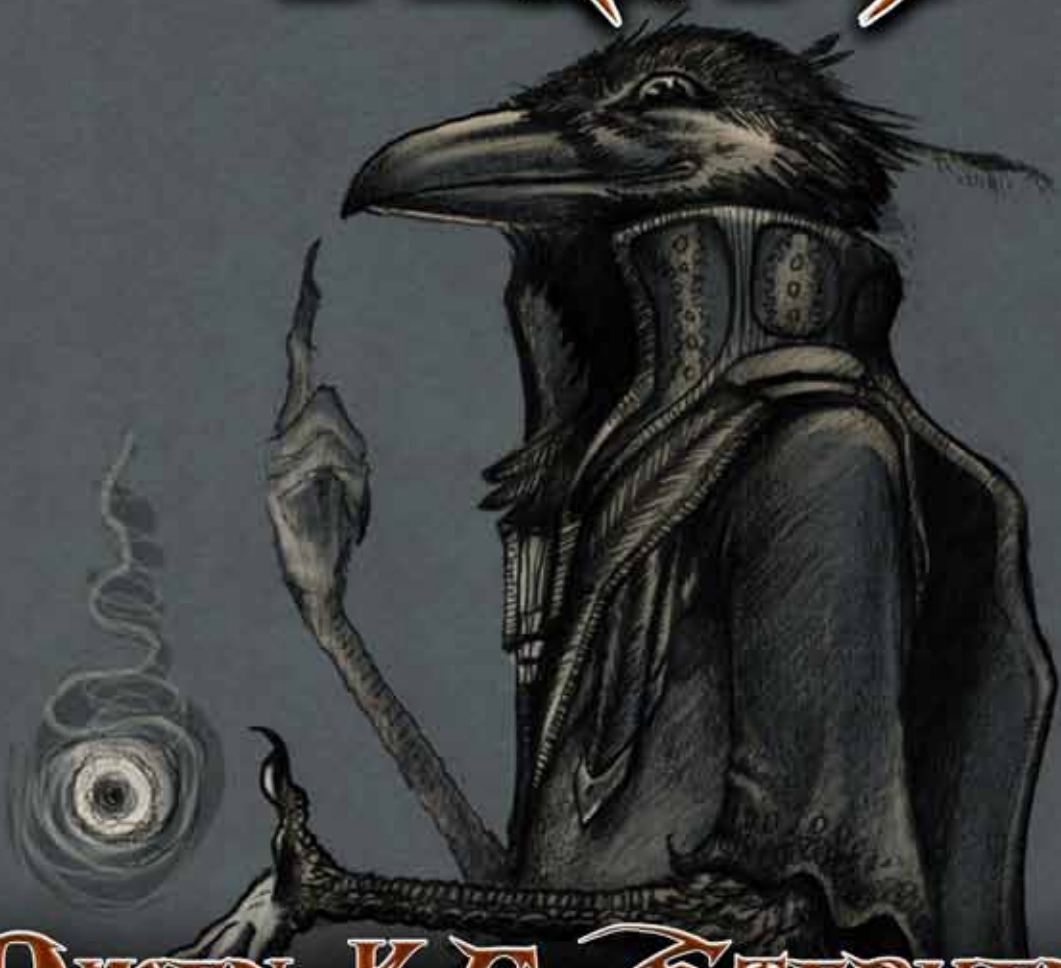


HOUSERULE FOOTNOTES

SPELLPOINT FEATS



OWEN K.C. STEPHENS

PATHFINDER
ROLEPLAYING GAME COMPATIBLE

HOUSERULE FOOTNOTES: SPELL POINT FEATS

Welcome to the *Houserule Footnotes: Spell Point Feats*, the first in a planned series of short, concise products designed to support material presented in the *Houserule Handbooks* line of products. This product adds a series of feats for use with *Houserule Handbooks: Spell Points*, and requires that product to be useful.

The feats included here are designed to both give spell-point spellcasters access to the same kind of mechanical, numeric bonuses characters that use other limited-resource powers enjoy, and to showcase how the flexibility of the spell point system can be used to add interesting options to a campaign and its traditions of magic.

NEW FEATS

The following feats are all designed to work with the spellpoint system introduced in *Houserule Handbooks: Spell Points*.

Cooperative Casting

You can help other spellcasters fuel their spells.

Prerequisite: 1 level in a class that grants a spell point pool.

Benefit: As a full-round action, you can prepare to assist an adjacent spellcaster. When the character you have prepared to help casts a spell before the beginning of your next turn, as an immediate action you can spend 1 spell point from your open pool to reduce the number of spell points your ally must spend by 1. You cannot take spell points from a reserve pool or other source when using this feat. If both you and the allied spellcaster you assist have the Cooperative Casting feat, you may spend spell points up to half the spell's cost, to reduce the spell points your ally spends by the same number.

Eldritch Aspect

You can channel spell energy directly into your aura to take on the aspect of a magical totem.

Prerequisites: Int 13, 1 level in a class that grants a spell point pool.

Benefit: You can use a fraction of your spell points to take on a magical totem. This gives you a minor bonus and changes your appearance. For a cost of 3 spell points you may gain one magical totem, selecting one creature a wizard could take as a familiar. Your

head (and possibly hands and other features) take on the appearance of that creature and you gain the benefits a wizard with that familiar would gain. For example, if you took on the aspect of a raven you would gain a +3 bonus to Appraise checks.

You may use spell points from any spell point pool to use this feat. An aspect remains until you dismiss it as a free action or you regain your daily allotment of spell points. You may take on multiple aspects, paying a separate spell point cost for each, with each additional aspect adding some element of that creature's appearance to your own.

Eldritch Blending

You have learned to call on multiple sources of magic to cast spells.

Prerequisite: Levels in more than one class that grants a spell point pool.

Benefit: Add all your open spell point pools together to form a single open spell point pool. Add all your reserve spell point pools together to form a single reserve spell point pool. You may use these pools to cast any spell you may cast with open or reserve spell pools. This does not impact spell points you have that are not open or reserve pools (such as domain pools or bonded item pools).

Eldritch Focus

Your deep understanding of one spell makes it easier to cast.

Prerequisite: Ability to cast 2nd level spells, 1 level in a class that grants a spell point pool.

Benefit: Select one 2nd-level or higher spell you know. If you are a preparation spellcaster, you calculate this spell's eldritch dissonance as if you were a spontaneous spellcaster (increasing its cost by +1 spell point each time you cast it on the same day, rather than increasing it by a value equal to its spell level). If you are a spontaneous spellcaster, reduce its spell point cost by 1.

Special: This feat may be taken more than once. Its effects do not stack. Instead, each time you select this feat, it applies to a different spell.

Eldritch Strike (Combat)

You can use spell points to increase the magical boost you give your weapons.

Prerequisites: Arcane Strike, ability to cast arcane spells, 1 level in a class that grants a spell point pool.

Benefit: When you use Arcane Strike, you may spend up to a number of spell points equal to the

damage bonus received from that feat as part of same the swift action. For each spell point spent you may add 1d3 cold, electricity, or fire damage to your weapons, or 1d2 acid or sonic damage. This effect lasts as long as Arcane Strike.

Extra Spell Points

You have an unusually large reserve of mystic energy.

Prerequisite: 1 level in a class that grants a spell point pool.

Benefit: You gain additional spell points equal to half your caster level, minimum +1 spell point. Half of these spell points are added to your open pool, and the rest to your reserve pool. If you have more than one class that grants you spell points, you may select which class's open and reserve pools gain these points. Once this decision has been made, it cannot be changed.

Magic of the Wild

You can draw power directly from the forces of nature.

Prerequisites: Wis 13, nature bond or favored terrain class feature, 1 level in a class that grants a spell point pool.

Benefit: Select one terrain from the ranger favored terrain class feature. If you have the favored terrain class feature, the selected terrain must be one of your favored terrains. When you are in this terrain you have an additional pool of spell points, your terrain

pool. Your terrain pool is equal to half your caster level, minimum +1 spell point. You may use these points to pay or help pay the cost of any spell you cast. When you are not in the selected terrain, you cannot use these spell points for any purpose.

Special: You may select this feat more than once. Its effects do not stack. Instead each time you select it, you may add 2 terrains in which you may access your terrain pool. The number of spell points in your terrain pool do not increase as a result of taking this feat multiple times.

Mystic Resilience

You are less likely to tire when you draw upon your reserves of mystic energy.

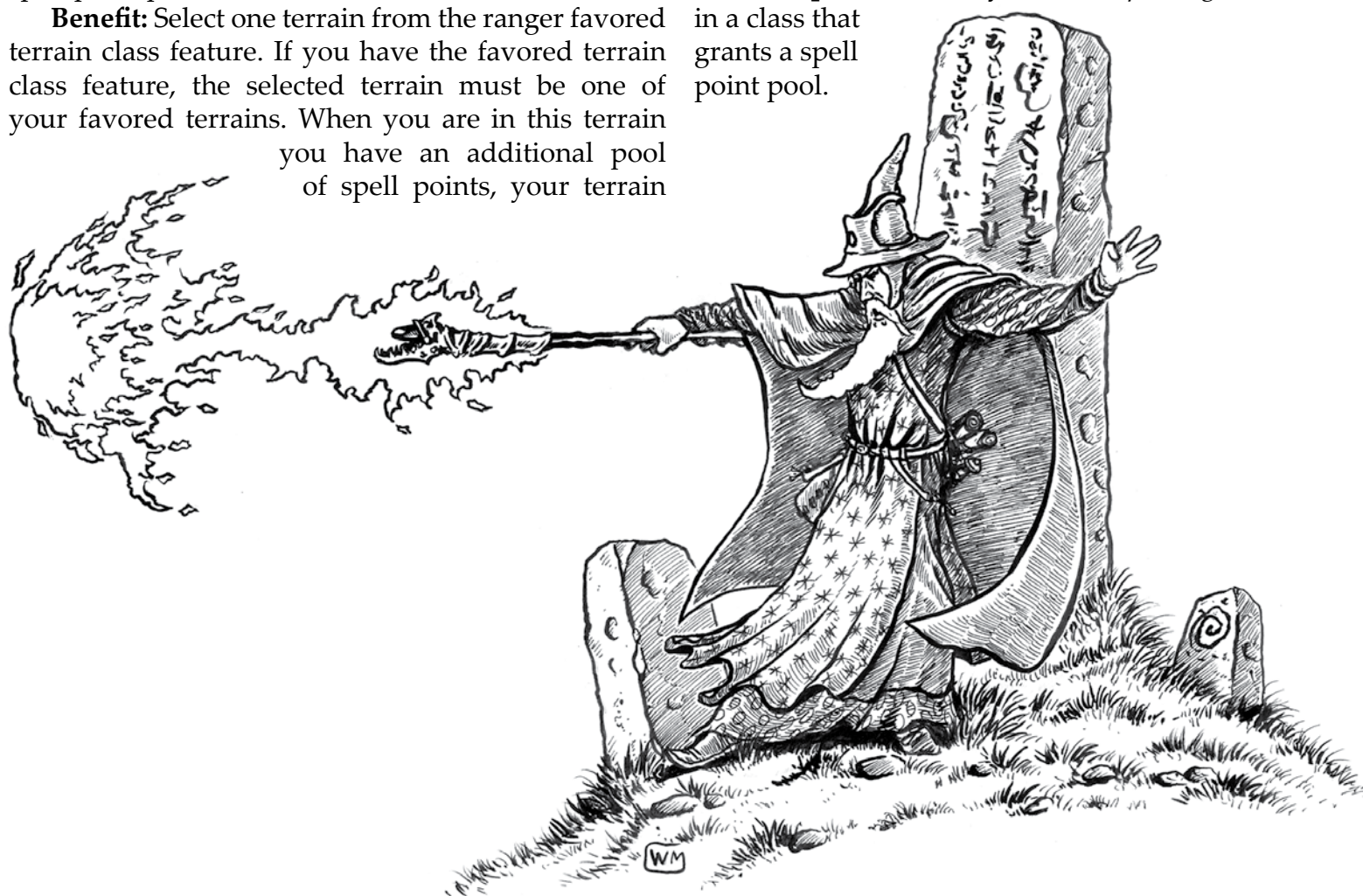
Prerequisite: 1 level in a class that grants a spell point pool.

Benefit: You gain a +3 bonus to Will saves made to avoid fatigue or exhaustion when you use spell points from your reserve pool.

Spell Eater

You can absorb eldritch energy used against you.

Prerequisites: Ability to cast *dispel magic*, 1 level in a class that grants a spell point pool.



Benefit: When you successfully counterspell a spell, or roll a natural 20 on a saving throw against a spell (and take no effect from it), you absorb some of the eldritch energy used and gain temporary spell points. You gain a number of temporary spell points equal to half the level of the spell you resist or counterspell, to a maximum of $\frac{1}{2}$ your caster level. You may add these spell points to your open pool, or any specialty spell pool you have (such as a domain pool or bonded item pool). These spell points fade at a rate of 1 per hour if not used, and they are the first spell points expended when you use the associated spell pool. You cannot absorb more spell points in a day with this feat than your caster level.

Tantric Magic

You can turn the energy of physical intimacy into mystic energy able to fuel your spells.

Prerequisites: Cha 13, 1 level in a class that grants a spell point pool.

Benefit: You can restore some spell points by engaging in sexual activity with a partner. This takes 15 minutes per spell point restored and requires uninterrupted concentration. You may restore spell points from any spell point pool, but may not restore points from your open pool until your reserve pool is full. You cannot restore more spell points per day that half your caster level or your Charisma bonus, whichever is higher, and cannot increase any spell point pool to above its normal maximum.

Successfully restoring spell points requires you make both a Charisma check (to generate the right level of carnal energy) and Spellcraft check (to convert the generated energy into spell points). The

DCs for these checks is 15 + the number of spell points to be restored. On a failed check no spell points are regained. A GM may allow you to replace the Charisma check with an appropriate Perform or Profession check.

After attempting to use this feat to restore spell points, whether you succeed or fail, you must wait before you can try again on the same day. After an hour you may make a Constitution check with a DC equal to the DC of your previous Tantric Magic effort. (Bonuses from the Endurance feat apply to this check.) If you succeed you may use the feat again, if you fail you must wait an hour and make another Constitution check. The DC of this check decreases by 1 for every hour that has passed since you last used the feat.



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Designer:

Owen K.C. Stephens

Editor:

The Geniuses

Project Manger:

Lj Stephens

Cover Art:

Kimagu

Interior Art:

Mongoose & Fantasy Clip Inks

Graphic Design and Typesetting:

Hyrum Savage and Lj Stephens

Creative Director:

Stan!

Produced by:

Super Genius Games

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