

HOUSERULE HANDBOOKS

SPELLPOINTS EXPANSION



OWEN K.C. STEPHENS

PATHFINDER
ROLEPLAYING GAME COMPATIBLE

HOUSERULE HANDBOOKS: SPELL POINT EXPANSION

The spell point system introduced in *Houserule Handbooks: Spell Points* was designed to be a flexible, simple set of rules for replacing the normal spell slot/spell preparation system used by spellcasters in the *Pathfinder Roleplaying Game Core Rulebook* with a different resource management system – spell points. Though both successful in this goal and quite popular, the book did little to show how the spell point mechanic can be used to create new options and mechanics beyond just tracking spellcaster resources. While the system has received a small expansion in *Houserule Footnotes: Spell Point Feats*, this product is the first effort to grow the spell point system to be a more comprehensive option able to cover all spellcasting-related classes, archetypes, and combinations, as well as provide new ways that spell points can be used to add more flavorful options to a campaign. As an expansion of the original product, this book requires the use of *Houserule Handbooks: Spell Points*.

CLASSES WITH SPELL POINTS

While most of the spellcasting base classes common to the game were given full spell point rules in *Houserule Handbooks: Spell Points*, that book did not cover the alchemist. The thinking behind this decision was that the alchemist's infusions are different enough from spells, both conceptually and game mechanically, that there was no need to attempt to shoehorn them into using the same spell point rules as "normal" spellcasters. However, since the release of that product one of the most common requests has been to provide an "extract point" system compatible with spell points to give alchemists the same flexibility as other magic-using classes. For GMs who prefer to keep all their spell-like rules unified, below we present a set of spell point rules for the alchemist class.

After that we discuss how to determine spell points/level for new based classes not covered in the *Houserule Handbooks: Spell Points* books. Then we have a brief discussion of spell points and archetypes, multiclass characters, and prestige classes, then round off our classes section with favored class bonuses for the spell point system.

THE ALCHEMIST

The following rules replace just the extract function of an alchemist's alchemy class feature – the alchemist's mutagen and bomb features are unaffected.

Extracts (Su): Extracts are the most varied of the three forms of alchemy available to an alchemist. In many ways, they behave like spells in potion form, and as such their effects can be dispelled by effects like *dispel magic* using the alchemist's level as the caster level. Unlike potions, though, extracts can have powerful effects and duplicate spells that a potion normally could not.

An alchemist can create only a certain number of extracts of each level per day, determined by his extract points. Extract points work just like spell points for a prepared arcane spellcaster (see *Houserule Handbooks: Spell Points* for more details on spell points), except that they are used to imbue alchemical liquids with magic power rather than to cast spells. The alchemist's base daily allotment of extract points is given on **Table: Alchemist**. In addition, he receives bonus extracts per day if he has a high Intelligence score, in the same way a wizard receives bonus spells points.

When an alchemist mixes an extract, he infuses the chemicals and reagents in the extract with magic siphoned from his own magical aura. This requires an expenditure of extract points equal to 1+the extract's level. An extract immediately becomes inert if it leaves the alchemist's possession, reactivating as soon as it returns to his keeping—an alchemist cannot normally pass out his extracts for allies to use (but see the "infusion, spell-point version" discovery below). An extract, once created, remains potent for 1 day before becoming inert, so an alchemist must re-prepare his extracts every day.

Mixing the reagents required to form an extract takes 1 minute of work—most alchemists prepare many reagents at the start of the day or just before going on an adventure. Once the reagents have been mixed, an alchemist can imbue them with the magic taken from his aura in the same time it could take to cast the spell the extract is based on. If the alchemist wishes to, he may also drink the extract as part of this action, gaining its benefits. Because extracts are imbued with magic directly from the alchemist's aura, they are subject to the same eldritch dissonance as a preparation spellcaster (see *Houserule Handbooks: Spell Points* for more information on eldritch dissonance).

Alchemist Extract Points Per Level		
Level	Spell Points	Max Spell Level
1	2	1
2	4	1
3	6	1
4	8	2
5	11	2
6	14	2
7	17	3
8	22	3
9	27	3
10	32	4
11	38	4
12	44	4
13	50	5
14	58	5
15	64	5
16	72	6
17	80	6
18	89	6
19	98	6
20	108	6

Although the alchemist doesn't actually cast spells, he does have a formulae list that determines what extracts he can create. An alchemist can utilize spell-trigger items if the spell appears on his formulae list, but not spell-completion items (unless he uses Use Magic Device to do so). An extract is "cast" by drinking it, as if imbibing a potion—the effects of an extract exactly duplicate the spell upon which its formula is based, save that the spell always affects only the drinking alchemist. The alchemist uses his level as the caster level to determine any effect based on caster level. Creating extracts consumes raw materials, but the cost of these materials is insignificant—

comparable to the valueless material components of most spells. If a spell normally has a costly material component, that component is expended during the consumption of that particular extract. Extracts cannot be made from spells that have focus requirements (alchemist extracts that duplicate divine spells never have a divine focus requirement). An alchemist can prepare an extract of any formula he knows.

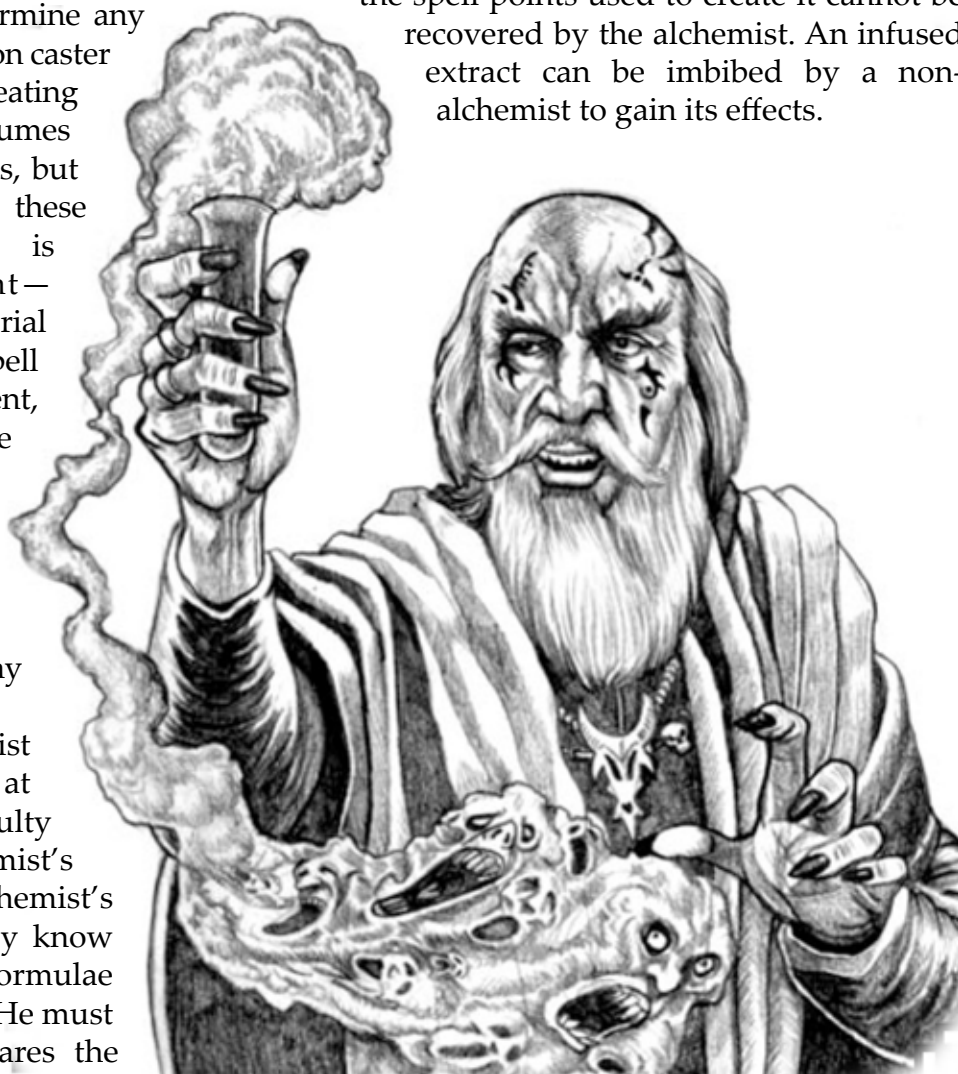
To learn or use an extract, an alchemist must have an Intelligence score equal to at least 10 + the extract's level. The Difficulty Class for a saving throw against an alchemist's extract is 10 + the extract level + the alchemist's Intelligence modifier. An alchemist may know any number of formulae. He stores his formulae in a special tome called a formula book. He must refer to this book whenever he prepares the

reagents required to create an extract, but not when he imbues it with magic from his aura or consumes it. An alchemist begins play with two 1st-level formulae of his choice, plus a number of additional formulae equal to his Intelligence modifier. At each new alchemist level, he gains one new formula of any level that he can create. An alchemist can also add formulae to his book just like a wizard adds spells to his spellbook, using the same costs and time requirements. An alchemist can study a wizard's spellbook to learn any formula that is equivalent to a spell the spellbook contains. A wizard, however, cannot learn spells from a formula book. An alchemist does not need to decipher arcane writings before copying them.

ALCHEMIST DISCOVERIES

Infusion, Spell-Point Version

Benefit: When the alchemist creates an extract, he can infuse it with an extra bit of his own magical power. The extract created now persists even after the alchemist sets it down. As long as the extract exists, the spell points used to create it cannot be recovered by the alchemist. An infused extract can be imbibed by a non-alchemist to gain its effects.



MAGUS

While great pains were taken to examine every interaction between the spell-point rules and other class abilities in the original *Houserule Handbooks: Spell Points*, there is at least one we missed. Since a magus using spell points must take a full-round action to apply a metamagic feat to any spell, it is impossible for a magus to use a metamagic feat in the same round he uses spell combat.

The rule requiring all characters using spell points to take additional time when adding metamagic was added both as a conceptual element (its true of all spontaneous casters, and spell-point spellcasters are clearly a form of spontaneous casters), and as a balancing element (if a campaign includes both spell-point and traditional

preparation spellcasters, this is an area where the preparation spellcasters have an edge). At the same time, spell combat is one of the core abilities of the magus, and making it totally incompatible with metamagic in all cases is a greater limitation than was intended. As a result, the following section should be added to the **Magus** entry in *Houserule Handbooks: Spell Points*, right after the section on cantrips, and before the section on spell recall.

Metamagic Arcana: When using the spell combat class feature, a spell-point magus may spend one arcana point to apply a metamagic feat to a spell with a casting time of one standard action without changing its casting time.

ARCHETYPES WITH DIMINISHED SPELLCASTING

A few archetypes specifically limit the spellcasting ability of the class they are added to, reducing the class's spellcasting ability by removing one spell slot per spell level. The cleric's cloistered cleric archetype, magus's kensai and skirnir archetypes, and the oracle's purifier archetype all have the diminished spellcasting feature, and other archetypes may use it as well. Obviously when determining the spell points/day of a character using such an archetype this needs to be taken into account.

If a character has an archetype with the diminished spellcasting feature, reduce its spell points by an amount equal to the spell points required to cast each spell level above 0-level it has access to once. For example, a 7th level magus with the skirnir archetype can cast 1st, 2nd, and 3rd levels spells. To cast one spell of each of these levels takes (2+3+4) 9 spell points. Thus a 7th level skirnir receives 16 spell points, rather than the normal 25 for a magus of that level.

The character does not have its maximum spell level reduced, even though a character with the archetype using traditional spellcasting rules might end up with "0" spells per day of a given spell level. The reduction in spell points is limiting enough without also trying to figure out of the class should delay acquisition of higher spell levels.



OTHER BASE CLASSES

Any GM using this spell point system is obviously open to using material from other publishers, making it at least possible the GM's campaign will include classes from other publishers. Since it's not possible to include spell points charts for every conceivable base spellcasting class, this leaves such GMs without a baseline for how many spell points such characters should receive at each level. To assist with such cases, here are rules for determining spell points for any class with spellcasting ability.

First, if the class has exactly the same spellcasting ability as an existing base class, simply give it the same spell points per level as that class. For example, the time warden (from *The Genius Guide to the Time Warden*) has exactly the same spells per day and spells known as a bard. That makes it easy to just give time wardens the same number of spell points per level as bards.

For classes with unique spellcasting abilities that don't match any existing base class, things get trickier. A GM *can* simply pick the closest equivalent base class and use its spell points per level. Obviously the result won't be exactly the same, but in most cases it'll be close enough.

Alternatively, the GM can craft a custom spell points per level chart for each new base class that has a unique spellcasting progression. The problem with this is that there isn't a single formula that was universally applied to create the existing spell point per level values. A formula was originally applied, but extensive playtesting revealed that some classes were slightly too powerful at some levels, and others were too weak. To fix this adjustments in spell points received were made at specific levels, and the overall progression smoothed out as much as possible without creating new power imbalances. As a result, a GM going this route is going to have to be willing to make some adjustments to any chart he creates if it proves to be too unbalanced in actual play. It's certainly possible to do this, but given how much power level with spellcasters can vary based on play style, available sources of spells, party composition, and types of threats, it's important to be *sure* something is unbalanced before making constant back-and-forth adjustments. Also, players tend to become (quite reasonably) annoyed if the

rules governing their characters change in play, and this can lead to hard feelings. So while guidelines for this option are given below, they should be considered only for GMs comfortable with their players and who have a very strong grasp on the game's rules as a whole.

To create a new spell points per day chart for a class, you must first determine how many spell points it would take to cast all the spells the class's existing spells per day chart grants them. If the class is a preparation spellcaster include 1 spell point per 0-level spell, but do not do so for spontaneous spellcasters. (This is because preparation spellcasters must spend 1 spell point to prepare a 0-level spell, while spontaneous spellcasters have access to a set number of 0-level spells as long as they have at least 1 spell point). Call these values the class's Spell Slot Value (SSV).

For caster levels 1-3, the class should receive 100% of its SSV as spell points. For caster levels 4-5, it should receive 85% of its SSV. For caster levels 6-7, it gets 77.5% of its SSV, and at caster levels 8-12 it gets 80% of its SSV. This goes up to 82.5% at caster levels 13-15, down to 80% for levels 16-18, and back up to 82.5% of



SSV at levels 19 and 20. Where it is possible to round out these numbers so a class gets a set number of spell points for several levels in a row do so, but try not to vary more than 2.5% from these percentage values. When working on a full spellcasting class (one with 0-9 level spells), also consider rounding down spell points earned at caster levels 7 and 16 as (in playtests) these proved to be levels where a full spellcasters with spell points takes a major step forward in overall power.

If that (very complex) progression is too much trouble, just give the new class 100% of its SSV at caster levels 1-3, and 80% at all future levels.

PRESTIGE CLASSES

When a prestige class grants +1 level in spells per day for a base class, the character receives spell points as if he had gained a level in that base class. For example, a wizard 5/fighter 1/eldritch knight 5 casts spells as a 9th level wizard, and thus also calculated spell points as a 9th level wizard. If a prestige class gives a unique spell progression not based on the character's previous base classes (not the case in any prestige class in the core rules, but certainly something a GM could design for his campaign, or that might be found in another book of supplemental rules), then a new spell point chart must be created. This can be done using the same rules as given for creating charts for new base classes in **Other Base Classes**, above.

MULTICLASS CHARACTERS

If a character chooses to multiclass into more than one spellcasting class, the character may end up with numerous different pools of spell points. For example in an a particularly complex scenario, a multiclass cleric/wizard with a bonded item could end up with a cleric pool, a domain pool, a wizard pool, specialist pool, and bonded item pool. Clearly there is going to be a temptation to combine all these pools into a single big spell point pool. However, to maintain game balance every pool of spell points must be tracked separately. The ability to use spell points to cast any spell a character knows without preparation in advance, and focus their spell power to cast high-level spells numerous times, is already plenty of flexibility without adding the ability to cast cleric spells with wizard spell points (though see the Eldritch Blending feat in *Houserule Footnotes: Spell Point Feats* for an option to simplify things).

FAVORED CLASS BONUSES

When a character takes a level in a favored class, he gains a bonus. The two most common bonuses, available to every class/race combination, are +1 hit point and +1 skill point. However many other possible favored class bonuses have been presented in various books since the game was introduced, and many of those bonuses do not work well with the spell point system. To ensure spell points are as flexible and well-supported as traditional spellcasting rules, and can be used to add flavor and give depth to the races and cultures of a campaign, we present a number of new favored class bonuses below, designed to work with the spell point system.

UNIVERSAL

Any character may select this bonus when taking a level in a favored class that that has a spell point pool.

*Add +0.25 spell points to your open spell pool and +0.25 spell points to your reserve spell pool.

RACIAL FAVORED CLASS BONUSES

These options are available to specific races when taking a level in a favored class that that has a spell point pool. Alternatively, a GM may decide to restrict these options to specific race/class combinations (such as only allowing dwarven clerics to gain the bonus listed below, and restricting all other dwarven spell-point spellcasters to the universal favored class bonus given above).

Dwarf: Add +1.5% to the percentage of the spell points in your spell pool that is your open pool. Your reserve pool shrinks by the same number of spell points.

Elf: Select one metamagic feat you that has a spell point cost of +2 or more. Reduce its spell point cost by -1/4. You cannot reduce its spell point cost below +1, and reducing its cost does not change its spell level adjustment (you still cannot add metamagic feats that would raise a spell's level to be higher than your maximum spell level). (This bonus is useable by half-elves.)

Gnome: You gain an illusion pool of spell points, which function like a cleric's domain pool (see clerics in *Houserule Handbooks: Spell Points*) but are used to cast spells you know of the illusion school. This pool has 0.75 spell points for each level you select this benefit.

Halfling: You gain a relaxed pool of spell points, which function like a cleric's domain pool (see clerics in *Houserule Handbooks: Spell Points*) but are used to

cast spells if you are uninjured and not suffering any affliction or condition when you begin the casting time. This pool has 0.75 spell points for each level you select this benefit.

Human: Select one spell point pool that is not an open or reserve pool. Reduce the number of spell points in that pool by 1. Add +0.5 spell points to your open pool, and +0.5 spell points to your reserve pool.

Orc: You gain a bruised pool of spell points, which function like a cleric's domain pool (see clerics in *Houserule Handbooks: Spell Points*) but are used to cast spells if you are at 50% or less of your hit point total when you begin the casting time. This pool has 0.75 spell points for each level you select this benefit. (This bonus is useable by half-orcs.)

CLASS BONUSES

A character may take these bonuses when taking a level in the appropriate favored class. As written these are designed to be available to characters of any race, but a GM may opt to limit these class bonuses to specific races. For example, a GM might decide the listed cleric bonus applies only to human clerics, and clerics of other races are limited to the universal option or the bonus listed for their race, above.

Alchemist: You gain a mutagen pool of spell points. These points may only be used while you are under the effects of a mutagen. This pool has 0.75 spell points for each level you select this benefit.

Bard: Select one spell you know. It cannot be your highest level of spell. If you cast this spell while maintaining a bardic performance it generates no eldritch dissonance (its spell point cost does not increase). (See **Eldritch Dissonance** in *Houserule Handbooks: Spell Points* for more information on increasing spell point costs).

Cleric: Add +0.75 spell points to your domain pool.

Druid: Select one level of spells you can cast. Increase the number of spells you may attune to for this level of spells by +1. (See **Divine Attunement** in *Houserule Handbooks: Spell Points* for more information on attuning to spells).

Magus: Once per day you may spend points from your arcana pool to restore twice that number of spell points to your open pool. The total number of points you may spend from your arcana pool is equal to the number of times you have selected this bonus.

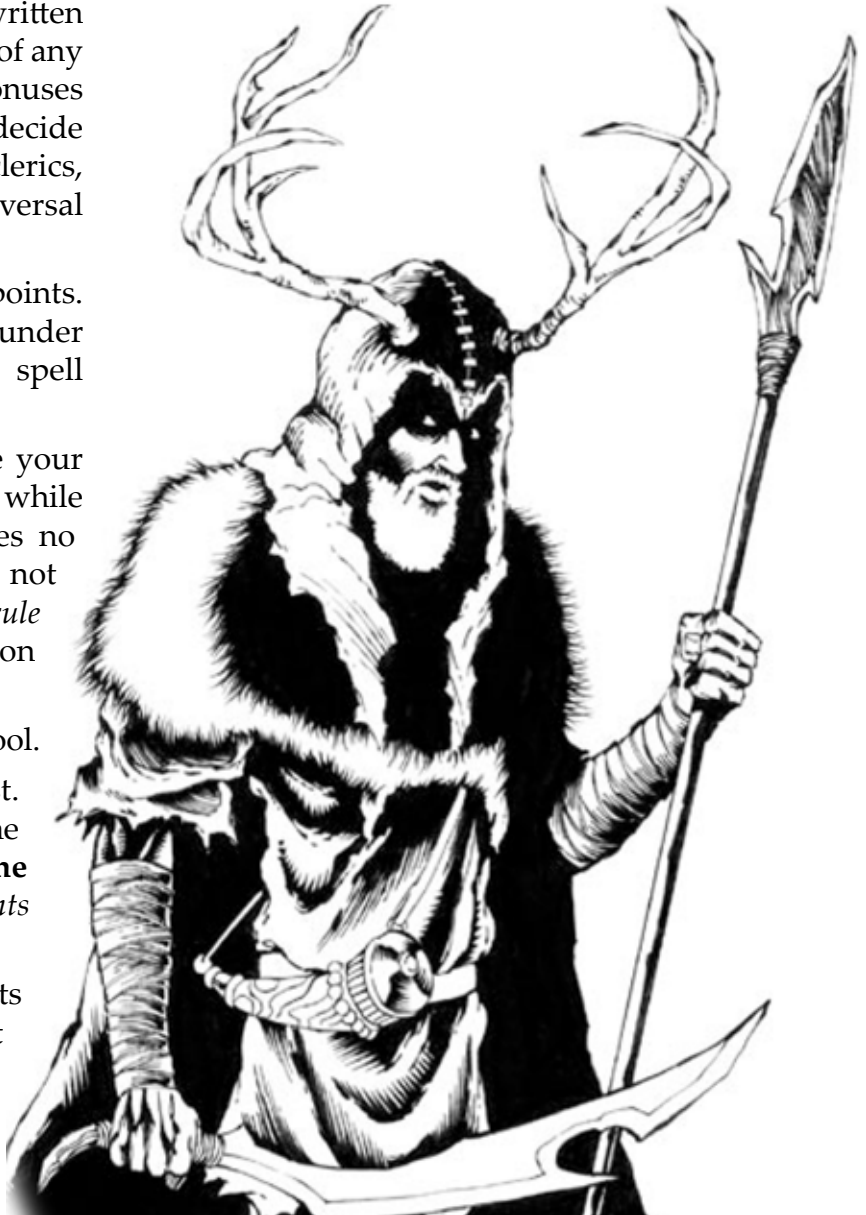
Inquisitor: Gain a +1/4 bonus to Will saves made to prevent fatigue or exhaustion when you cast spells using your reserve pool.

Oracle: You gain a mystery pool of spell points, which function like a cleric's domain pool (see clerics in *Houserule Handbooks: Spell Points*) but are used to cast spells gained from your mystery. This pool has 0.75 spell points for each level you select this benefit.

Paladin: Add +0.75 spell points to your reserve pool.

Ranger: You gain a favored enemy pool of spell points, which function like a cleric's domain pool (see clerics in *Houserule Handbooks: Spell Points*) but are used to cast spells that have one or more favored enemies as the only targets. This pool has 0.75 spell points for each level you select this benefit.

Summoner: You gain an eidolon pool of spell points, which function like a cleric's domain pool (see clerics



in *Houserule Handbooks: Spell Points*) but are used to cast spells that have your eidolon as the only target. This pool has 0.75 spell points for each level you select this benefit.

Sorcerer: You gain a bloodline pool of spell points, which function like a cleric's domain pool (see clerics in *Houserule Handbooks: Spell Points*) but are used to cast spells gained from your bloodline. This pool has 0.75 spell points for each level you select this benefit.

Wizard: Select one spell from your favored school or favored element. (If you do not have a favored school or element, this spell may be from any school or element, but once you choose a school or element you must pick spells from the same school or element every time you take this bonus.) 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). (See **Eldritch Dissonance** in *Houserule Handbooks: Spell Points* for more information on increasing spell point costs).

Witch: You gain a patron pool of spell points, which function like a cleric's domain pool (see clerics in *Houserule Handbooks: Spell Points*) but are used to cast spells gained from your patron. This pool has 0.75 spell points for each level you select this benefit.

SPELL POINT FEATS

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. For yet more feats designed specifically to work with the spell points system, you can also pick up *Houserule Footnotes: Spell Point Feats*.

Eldritch Insight

You can increase the effectiveness of your senses and hunches by drawing on your spell power.

Prerequisites: Wis 17, 1 level in a class that grants bonus spell points based on your Wis modifier.

Benefit: When you make a Wis check, or Wis-based skill check, you may call upon eldritch instincts to assist you by spending spell points. You receive a competence bonus to the check equal to the number of spell points spent. You cannot spend more spell

points than half your level (rounding up) on a single check. If you spend points from your reserve pool to gain a bonus to a skill check you must make a Will save to avoid fatigue, exhaustion, or unconsciousness just as if you had used the points to cast a spell.

Eldritch Intellect

You can increase the effectiveness of your thinking by drawing on your spell power.

Prerequisites: Int 17, 1 level in a class that grants bonus spell points based on your Int modifier.

Benefit: When you make an Int check, or Int-based skill check, you may call upon eldritch knowledge to assist you by spending spell points. You receive a competence bonus to the check equal to the number of spell points spent. You cannot spend more spell points than half your level (rounding up) on a single check. If you spend points from your reserve pool to gain a bonus to a skill check you must make a Will save to avoid fatigue, exhaustion, or unconsciousness just as if you had used the points to cast a spell.

Eldritch Intensity

You can increase the effectiveness of your personality by drawing on your spell power.

Prerequisites: Cha 17, 1 level in a class that grants bonus spell points based on your Cha modifier.

Benefit: When you make a Cha check, or Cha-based skill check, you may call upon eldritch intensity to assist you by spending spell points. You receive a competence bonus to the check equal to the number of spell points spent. You cannot spend more spell points than half your level (rounding up) on a single check. If you spend points from your reserve pool to gain a bonus to a skill check you must make a Will save to avoid fatigue, exhaustion, or unconsciousness just as if you had used the points to cast a spell.

Infused Arcana

You can increase the power of your arcane abilities by infusing them with spell power.

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

Benefit: You can spend spell points to temporarily gain access to a magus arcana you meet the prerequisites for, but have not taken. Each time you use this ability you may select one such arcana, and gain access to it for one minute. The first time each day you use this ability it costs 1 spell point, and each additional use in the same day has a spell point cost 1 higher (2 spell points the second time you use it, three

spell points the third time, and so on). If you use this ability while the duration of an arcana you gained earlier is still running, you immediately lose access to the earlier arcana.

You may not spend more spell points to gain access to an arcana than half your caster level (rounding up). If you spend points from your reserve pool to gain access to an arcana you must make a Will save to avoid fatigue, exhaustion, or unconsciousness just as if you had used the points to cast a spell.

Infused Aspect

You can increase the power of your arcane link to your eidolon by infusing it with spell power.

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

Benefit: You can spend spell points to temporarily gain access to a 1-point evolution your eidolon has. You must meet the evolution's prerequisites, and cannot select the skilled evolution. Each time you use this ability you may select one such evolution, and gain access to it for one minute. The first time each day you use this ability it costs 1 spell point, and each additional use in the same day has a spell point cost 1 higher (2 spell points the second time you use it, three spell points the third time, and so on). If you use this ability while the duration of an evolution

you gained earlier is still running, you immediately lose access to the earlier evolution.

You may not spend more spell points to gain access to an evolution than half your caster level (rounding up). If you spend points from your reserve pool to gain access to an evolution you must make a Will save to avoid fatigue, exhaustion, or unconsciousness just as if you had used the points to cast a spell.

Infused Bomb

You can increase the effectiveness of your bombs by infusing them with spell power.

Prerequisites: Int 13, 1 level in a class that grants an extract pool, bomb class feature.

Benefit: When you throw a splash weapon (including bombs from the bomb class feature), you may also spend extract points from your open or reserve pool to increase the weapon's damage by 1 point for every 1 spell point spent to do so.

You may not spend more extract points to augment a single splash weapon than half your caster level (rounding up). If you spend points from your reserve pool to infuse a bomb you must make a Will save to avoid fatigue, exhaustion, or unconsciousness just as if you had used the points to create an extract.

Infused Channel

You can increase the effectiveness of your channeled energy by infusing it with spell power.

Prerequisites: Wis 13, 1 level in a class that grants a spell point pool, channel energy class feature.

Benefit: When you channel energy, you may also spend spell points from your open or reserve pool to increase the effect of the channeled energy, as outlined below.

*You may increase the radius of the channel energy by +5 ft. for every 2 spell points spent to do so.

*You may increase the total damage dealt or healed by the channeled energy by 1 point for every 1 spell point spent to do so.

*You may cause the channeled energy to both heal living creatures and harm undead (for positive energy) or heal undead and harm living creatures (for negative energy) for 5 spell points.

You may not spend more spell points to augment a single use of channel energy than half your caster level (rounding up). If you spend points from your reserve pool to infuse channeled energy you must make a Will save to avoid fatigue, exhaustion, or unconsciousness just as if you had used the points to cast a spell.



Infused Heritage

You can increase the influence of your bloodline by infusing it with spell power.

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

Benefit: You can spend spell points to temporarily gain access to a bloodline feat you meet the prerequisites for, but have not taken. Each time you use this ability you may select one such feat, and gain access to it for one minute. The first time each day you use this ability it costs 1 spell point, and each additional use in the same day has a spell point cost 1 higher (2 spell points the second time you use it, three spell points the third time, and so on). If you use this ability while the duration of a feat you gained earlier is still running, you immediately lose access to the earlier feat.

You may not spend more spell points to gain access to a feat than half your caster level (rounding up). If you spend points from your reserve pool to gain access to a bloodline feat you must make a Will save to avoid fatigue, exhaustion, or unconsciousness just as if you had used the points to cast a spell.

Infused Hex

You can increase the effectiveness of your hexes by infusing them with spell power.

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

Benefit: When you use a hex, you may also spend spell points from your open or reserve pool to increase the effect of the hex, as outlined below.

*If the hex normally has a 30-foot range, you may increase the range of the hex by +5 ft. for every spell point spent to do so.

*You may increase the total damage dealt or healed by

the hex by 1 point for every 1 spell point spent to do so. This has no impact on hexes that do not normally deal or heal damage.

*You may use the hex a second time on a target you are normally only allowed to use it once per day on for 5 spell points.

You may not spend more spell points to augment a single hex than half your caster level (rounding up). If you spend points from your reserve pool to infuse a hex you must make a Will save to avoid fatigue, exhaustion, or unconsciousness just as if you had used the points to cast a spell.

Infused Judgment

You can increase the effectiveness of your judgments by infusing them with spell power.

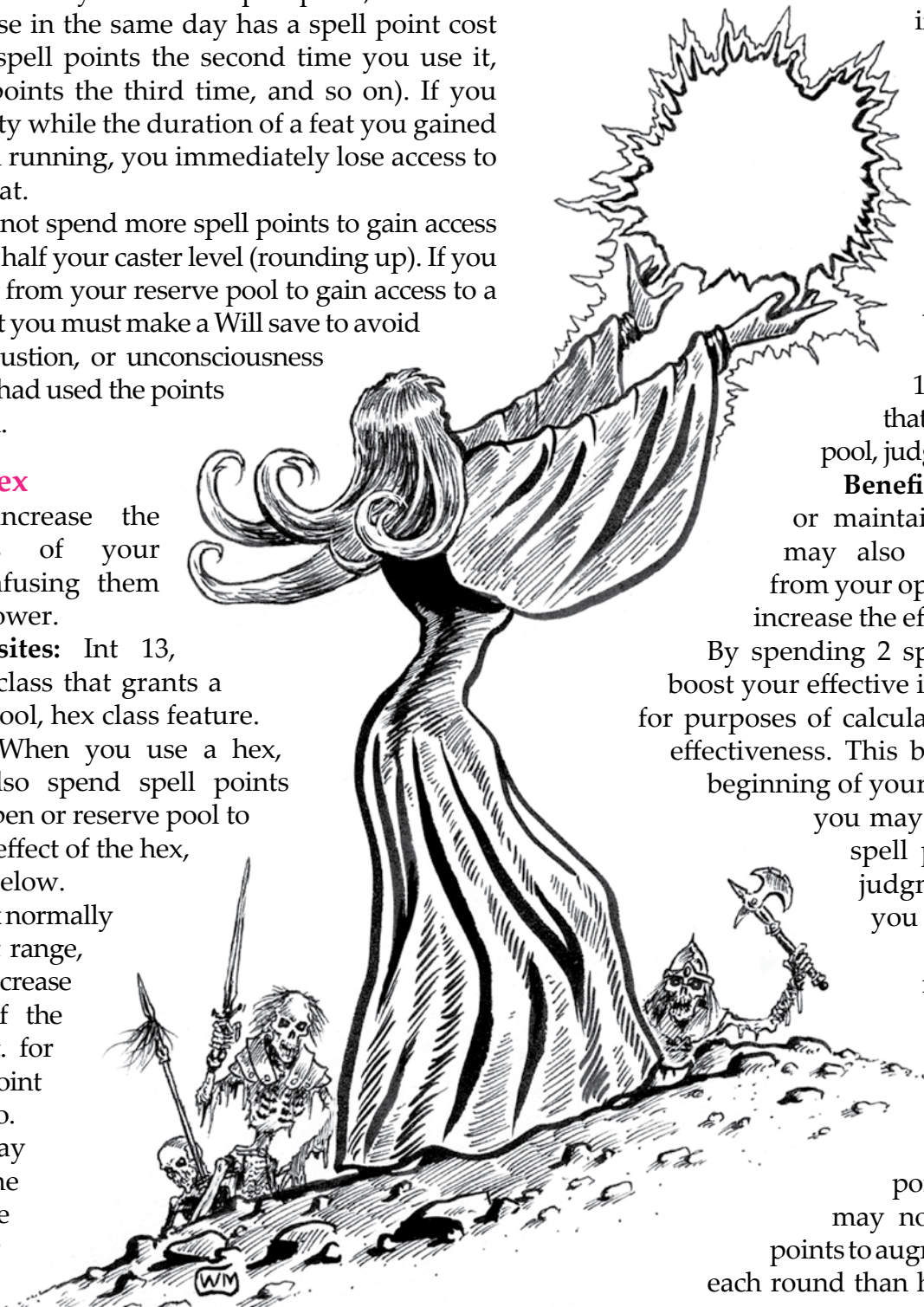
Prerequisites: Wis 13, 3 levels in a class that grants a spell point pool, judgment class feature.

Benefit: When you initiate or maintain a judgment, you may also spend spell points from your open or reserve pool to increase the effect of the judgment.

By spending 2 spell points you may boost your effective inquisitor level by +4 for purposes of calculating the judgment's effectiveness. This bonus lasts until the beginning of your next round (though you may continue to pay the spell points to infuse the judgment each round, if you wish).

If you can maintain more than one judgment at a time you may infuse each judgment separately, paying the spell point cost for each. You

may not spend more spell points to augment your judgments each round than half your caster level



(rounding up). If you spend points from your reserve pool to infuse a judgment you must make a Will save to avoid fatigue, exhaustion, or unconsciousness just as if you had used the points to cast a spell.

Infused Performance

You can increase the effectiveness of your bardic performance by infusing it with spell power.

Prerequisites: Cha 13, 3 levels in a class that grants a spell point pool, bardic performance class feature.

Benefit: When you initiate or maintain a bardic performance, you may also spend spell points from your open or reserve pool to increase the effect of the performance. By spending 2 spell points you may boost your effective bard level by +4 for purposes of calculating the bardic performance's effectiveness. This bonus lasts until the beginning of your next round (though you may continue to pay the spell points to infuse the performance each round, if you wish).

If you can maintain more than one performance at a time you may infuse each performance separately, paying the spell point cost for each. You may not spend more spell points to augment your bardic performances each round than half your caster level (rounding up). If you spend points from your reserve pool to infuse a performance you must make a Will save to avoid fatigue, exhaustion, or unconsciousness just as if you had used the points to cast a spell.

Infused Revelation

You can increase the power of your mystery by infusing it with spell power.

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

Benefit: You can spend spell points to temporarily gain access to one revelation you meet the prerequisites for, but have not taken. Each time you use this ability you may select one such revelation, and gain access to it for one minute. The first time each day you use this ability it costs 1 spell point, and each additional use in the same day has a spell point cost 1 higher (2 spell points the second time you use it, three spell points the third time, and so on). If you use this ability while the duration of a revelation you gained earlier is still running, you immediately lose access to the earlier revelation.

You may not spend more spell points to gain access to a revelation than half your caster level (rounding

up). If you spend points from your reserve pool to gain access to a revelation you must make a Will save to avoid fatigue, exhaustion, or unconsciousness just as if you had used the points to cast a spell.

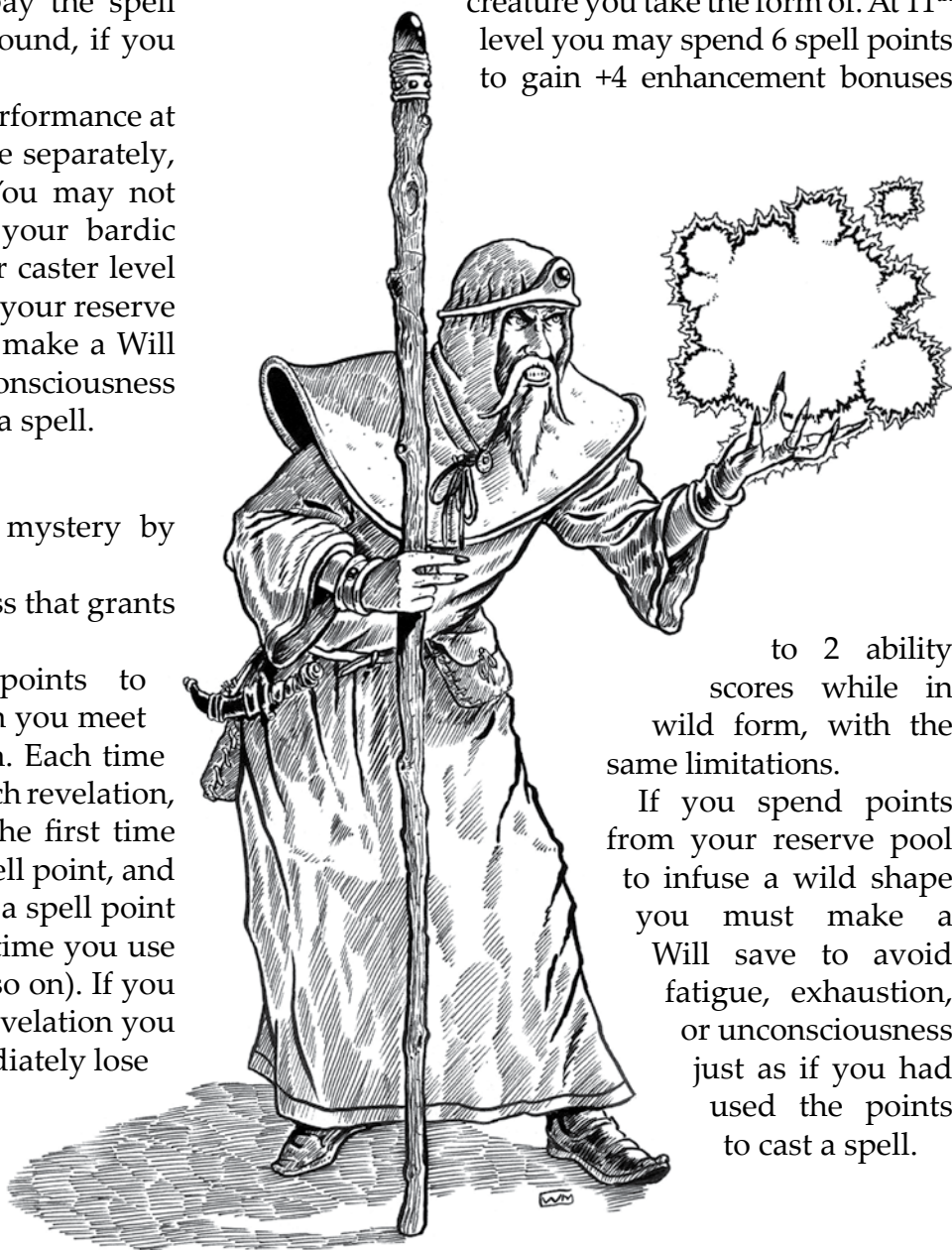
Infused Wild Shape

You can increase the effectiveness of your wild shape by infusing it with spell power.

Prerequisites: Wis 13, 5 levels in a class that grants a spell point pool, wild shape class feature.

Benefit: When you use your wild shape, you may also spend spell points from your open or reserve pool to increase the ability scores of the form you take. By spending 3 spell points you may gain a +4 enhancement bonus to Str, Dex, or Con while in the wild shape form. Your total ability score (including any size bonuses)

cannot exceed the ability score of the creature you take the form of. At 11th level you may spend 6 spell points to gain +4 enhancement bonuses



to 2 ability scores while in wild form, with the same limitations.

If you spend points from your reserve pool to infuse a wild shape you must make a Will save to avoid fatigue, exhaustion, or unconsciousness just as if you had used the points to cast a spell.

Metamastery

You are adept at altering the effects of your spells quickly.

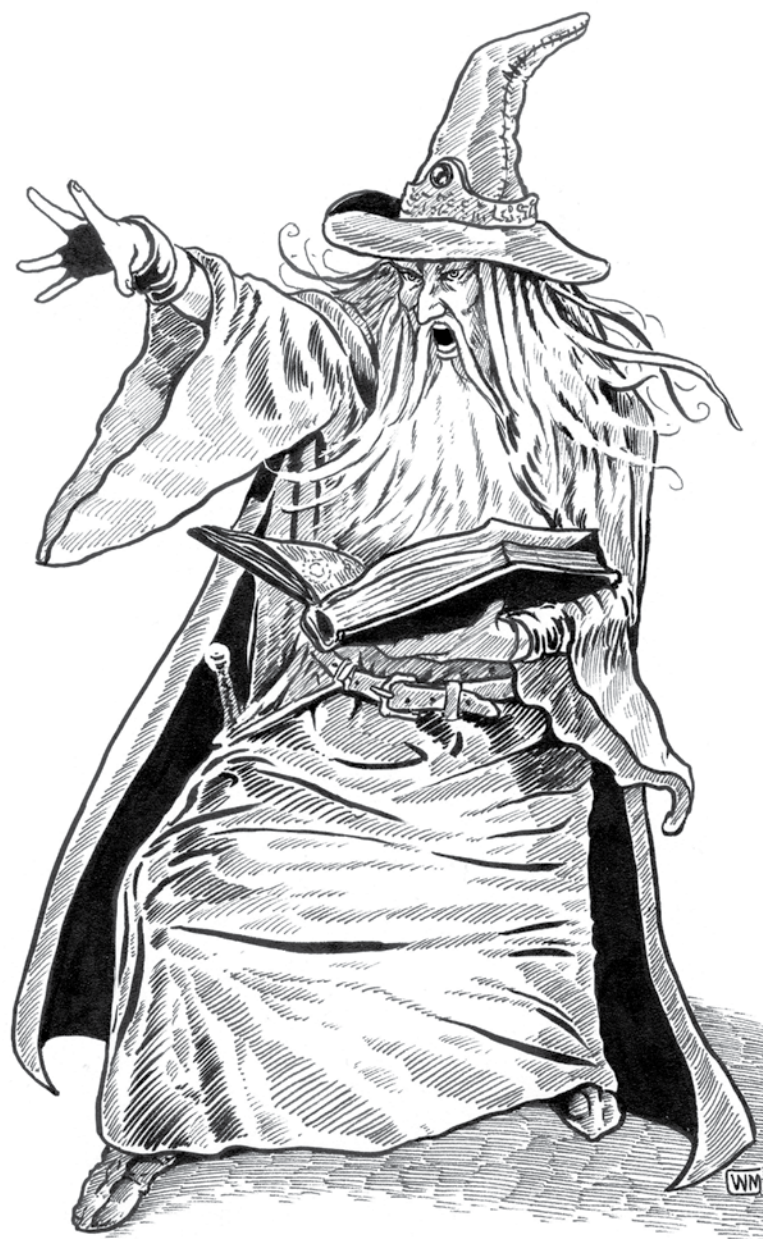
Prerequisites: Int 13, 1 level in a class that grants a spell point pool.

Benefit: You do not increase the casting time of spells you cast with spell points when adding a metamagic effect.

Normal: When applying metamagic to a spell cast using spell points, spells with a casting time of a standard action become a full-round action and those with a longer casting time take an extra full-round action to cast.

NEW RULES

In addition to having spell points work with, and gain options as part of, various class-related rules, it's possible to use the spell point system to create



entirely new options. The new rules below should be considered "optional," even in a campaign using spell points. Players should assume these rules are not in use unless their GM specifically says otherwise.

OVERCASTING

Overcasting is an optional rule that allows spellcasters to cast spells even after they are out of spell points. While this does expand the total power available to spell point spellcasters, it comes with a heavy cost (see below), and allows for the kinds of heroic sacrifices common in fantasy fiction. It's worth noting that GMs must be careful with systems like this. If a PC manages to keep casting without killing himself, he can bring much, much more power to the table. If he dies off on his first effort, the player can feel cheated. And of course for high-level games, a *resurrection* or *true resurrection* may be considered just the cost of getting off another couple of *meteor swarms*, which can throw off the balance.

The first time a character overcasts he is automatically fatigued if not already suffering the condition. The second time, he is automatically exhausted. Each time a caster casts a spell with no spell points available (including the first two), the character must make a Fort save or die, with a DC of 15 + spell points spent beyond the spellcaster's pool + number of spells he's cast since running out of spell points. This is considered a death effect for purposes of returning the character to life.

For exactly the right game and right group of player's, the tension and dynamics are a great addition to the game. For many groups, it's a hassle and more likely to lead to resentment than additional fun.

REDUCED CASTING LEVEL

Sometimes a spellcaster wants to conserve spell points, and doesn't need the full power of a spell. Reduced casting level is an alternate rule to give spell point spellcasters a way to not use their spells to full effect and not pay their full cost.

When casting a spell with a reduced caster level, the spell's save DC (if any) is reduced by one, and all spell calculations are made with only half the spellcaster's caster level – including how easily the spell is affected by such things as *dispel magic*. (A spellcaster must be at least 2nd level to use reduced casting level).

Only spells that have some numerical calculation (such as range, duration, number of targets, or damage dealt) based on caster level may be cast at reduced caster level. Such spells have their spell point cost reduced by 1, to a minimum cost of 1.

For many groups reduced casting level is a logical extension of the spell point

rules, but it also allows savvy players to only reduce their caster level when there is very little chance doing so will have reduction in the spell's effectiveness. This in turn increases the number of spells they can cast each day, which can have an unbalancing effect. A GM who wants to allow reduced casting level as an option, but not give it as a free ability to all spellcaster, may decide to allow characters to have access to this rule if they spend a feat to do so.



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Designer:

Owen K.C. Stephens

Editor:

The Geniuses

Project Manger:

Lj Stephens

Cover Art:

RedPeggy

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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