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NEW FEATS

ADDITIONAL SPELL IGENERALI

You are able to cast one additional spell per day.

Prerequisite: Caster level 1st or higher

Benefit: You can cast an additional spell of a spell level you are already able to cast. The spell level chosen must be lower than the highest spell level you can cast. (*For example, if the highest-level spell you can currently cast is 5th level, you may choose to gain one additional spell slot of any level from 1st to 4th when you gain this feat.*) Once the additional spell level is chosen, it cannot be changed.

Special: You may gain this feat more than once.

ARCANE DISCIPLINE IGENERALI

Though your magic is more instinctual than a result of intense study you have been trained in magical theory and have benefited from your lessons.

Prerequisites: Prodigy, Ability to spontaneously cast spells

Benefit: You gain the ability to memorize spells into your daily spell slots, exactly as any caster who prepares spells may. However, once you have memorized a spell into a spell slot, that choice may not be changed until you next regain spells.

Should you choose, you may memorize a spell with a metamagic feat applied to it. Such spells do not have an increased casting time when cast in this way. Yet, as with any prepared spell, you may not apply additional metamagic feats spontaneously, nor may you swap any prepared spell for another if needed.

ARCANE DUALITY (GENERAL)

You may prepare your spells in such a way as to give you greater flexibility.

Written By Louis Porter Jr.

Prerequisites: Prodigy, Ability to prepare and cast spells

Benefit: When preparing spells, you may choose two spells of the same level, and memorize them into a single spell slot one level higher. You may then cast either one of these spells, but not both. The spell that is not cast is lost. For example, a 3rd-level wizard with this feat could memorize both magic missile and ray of enfeeblement using one of his 2nd-level spell slots. As soon as he casts one of the two spells from that slot, the other one fades away.

ARCANE INSIGHT IGENERALI

You are able to learn a few additional spells.

Prerequisite: Ability to cast spells.

Benefit: You may add any two spells from your class spell list to your spells known or to your spellbook. These spells must be at least one level lower than the highest-level spell that you can currently cast. Once the spells have been chosen, they cannot be changed. You do not have to pay any scribing costs for these spells if you are scribing them into a spellbook.

Special: You may gain this feat more than once.

ARCANE KINETICS IGENERALI

You can expend one of your spells to add an explosive quality to a thrown weapon.

Prerequisites: Base Attack Bonus +4, Any one metamagic feat, Ability to cast arcane spells

Benefit: As a swift action, you may expend one of your spells (*or spell slots*) of at least 1st level to "charge" a thrown weapon or projectile with arcane energy. (*The object is not considered a magic weapon due to this infusion*.) On a successful hit, the charged object does an extra 1d6 points of damage (*if the spell expended was a 1st through 3rd level spell*), 2d6 points of damage (*4th*



I: WIZARDS & SORCE



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through 6th level), or 3d6 points of damage (*7th through 9th level*). Whether the attack hits or misses, the charged object is destroyed by the release of arcane energy.

ARCANE MULTIPLICITY IGENERALI

You may prepare your spells in such a way to cast multiple spells at once.

Prerequisites: Arcane Duality or Arcane Discipline, Caster level 9th or higher

Benefit: You may prepare two spells of the same level in a single spell slot 4 levels higher, allowing you to cast both spells at once. Casting the spells from the affected spell slot requires a full-round action. For example, you may prepare two magic missile spells in a single 5th-level spell slot, allowing you to cast both magic missiles with a single full-round action. You may not choose to cast only one of the spells from the affected slot; you must cast them both if you cast either of them.

You make all necessary decisions (*such as target*) separately for each spell, exactly as if you had cast them using two separate actions. Each spell must penetrate spell resistance individually, even if you cast them at the same target, and if a saving throw is required, all targets receive a separate saving throw against each spell.

If someone attempts to counterspell you when you are casting the dual spells, the counterspell attempt follows the normal rules, but only one of the two spells may be countered.

ARCANE SHAPER IMETAMAGICI

You can shape a prepared spell into another effect.

Prerequisite: Quicken Spell

Benefit: You can change any prepared spell into another spell that you know (*but do not necessarily have prepared*). The new spell must be at least two levels lower than the spell you are shaping.

BINDSPELL IMETAMAGICI

You can cast spells that are bound to a ranged weapon.

Prerequisites: Postpone Spell, Caster level 10th or higher

Benefit: A spell that has been affected by this feat may be cast on a ranged weapon with which the caster is proficient. It is not necessary for the caster to be using the weapon, nor does he even have to be holding it; he must be merely proficient in its use. (*In other words, the caster can cast the spell on a ranged weapon and then hand the weapon to someone else who actually fires it.*) The spell may also be cast as a normal spell, sacrificing the benefits of this feat. Any spell with a range of Personal cannot be used in conjunction with this feat.

A bound spell only lasts for one round inside the weapon, and if the weapon is not fired before the caster's next turn the spell is lost. If the weapon is fired, the first successful hit in the round discharges the bound spell. If no attack made with the weapon hits before the round ends, then the spell is wasted. Only one character (*whether the caster or someone else*) may attempt to fire the weapon.

If an attack made with the weapon hits, the bound spell goes off. Single-target spells, rays, spreads, and bursts are centered on the target that was struck by the weapon. Cone effects are instead treated as a burst with a radius half their standard length. Multi-target spells where the caster chooses the targets (*such as slow*) are treated as singletarget spells and only affect the creature struck by the weapon.

A bound spell uses up a spell slot four levels higher than the spell's actual level.

BREW GREATER POTION [ITEM CREATION]

Prerequisites: Brew Potion, Caster level 7th or higher

Benefit: You may now use the Brew Potion feat to create potions of spells of up to 5th level. The costs and creation times are otherwise the same as the Brew Potion feat.

CRYPTICSCRIBING [GENERAL]

In an attempt to hide their spellbooks many wizards have learned how to hide their spells in other various types of written works.

Prerequisites: Int 13+, Knowledge (Arcana) 5 ranks

Benefit: You can encode a spell within any written work, which is then treated as a spellbook. A spell hidden in such a way requires double the page count (*which can be reduced to the standard 1 page per spell level through the Efficient Study feat*) and requires you to succeed on a Knowledge (*Arcana*) check (*DC 15 + spell level*).

If you possess the Scribe Scroll feat, you may also encode scrolls within written works. This requires an additional day and a successful Knowledge (*Arcana*) check (*DC 20* + *spell level*) in addition to the normal costs for scribing the scroll.

You gain a +2 bonus on your Knowledge (*Arcana*) checks when detecting or deciphering any other character's encoded spell or scroll.

Special: Any spellcaster may recognize an encoded spell by making an opposed Knowledge (*Arcana*) check against the original Knowledge (*Arcana*) check result of the caster

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who encoded the spell. A character who successfully encodes a spell can always read his own encoded spells without requiring a roll. If a character has reason to believe that a particular written work contains an encoded spell, he may take 10 on his Knowledge (*Arcana*) checks.

EFFICIENT STUDY IGENERALI

You are adept at taking quick notes, and can save space in spellbooks.

Benefit: When scribing spells into a spellbook, you may treat each spell as one level lower for determining page counts. Other spellcasters who do not also have the Efficient Study feat suffer a -5 penalty on their Spellcraft checks made to understand your spellbook.

Special: This feat may be taken as a bonus feat by wizards any time they qualify to take a bonus feat.

ELDRITCH SURVIVAL [GENERAL]

You are able to survive otherwise deadly injuries by supplementing your life force with arcane energy.

Prerequisite: Caster level 3rd or higher

Benefit: When an attack would reduce you to 0 or fewer hit points, you can instantly expend one of your spell slots for the day as a free action to reduce the damage. You suffer one less hit point of damage per spell level thus expended. The character may only do this once per day and cannot expend more than one spell slot at a time.

GHOST TOUCH SPELL [METAMAGIC]

You know how to cast spells that affect both material and ethereal creatures with equal strength.

Prerequisite: Knowledge (Planes) 10 ranks

Benefit: Casting a spell augmented with this feat causes the spell to manifest in the Ethereal Plane as well as the Material Plane. This causes it to affect all incorporeal and ethereal creatures in the area of effect in addition to all material creatures in the area of effect. This metamagic feat cannot be applied to summoning spells.

A ghost spell takes up a spell slot one level higher than normal.

METAMAGIC MASTERY IGENERALI

Prerequisites: Knowledge (*Arcana*) 10 ranks, Spellcraft 10 ranks, Caster level 10th, any three metamagic feats

Benefit: Choose one metamagic feat that you already know. The level cost of that metamagic feat is reduced by one (*to a minimum of* +1). For example, using Metamagic Mastery on the Maximize Spell feat would allow you to

cast a maximized fireball as a 5th level spell, instead of the normal 6th level spell slot it would take (+2 spell levels instead of +3 spell levels).

Special: This feat may not applied to metamagic feats that have a variable level cost, such as Heighten Spell.

POSTPONE SPELL IMETAMAGICI

You can cast spells that take effect a few seconds after casting.

Prerequisite: Knowledge (Arcana) 9 ranks

Benefit: Spells enhanced with this feat take effect on the caster's initiative on the following round. Spells that require a target must fulfill all normal requirements to achieve that target during casting. Range, line of sight, line of effect, etc. must be established as normal for the spell as it is being cast, and must remain valid when the spell goes off. If any target leaves the spell's maximum range after being successfully targeted when the spell is cast, then the spell fails to affect that target. Saving throws and spell resistance rolls, if any, are made when the spell goes off, not when it is cast.

A postponed spell has its normal magical aura, as if it were an ongoing spell. It can be dispelled by dispel magic before it takes effect and its target(*s*) will avoid all effects. Magical or mundane precautions taken after the casting, but before the spell's trigger, will provide full protection as if they were taken before the spell was cast. For example, suppose that the target of a postponed scorching ray makes a Spellcraft check and recognizes his danger. He casts a prepared protection from elements (*fire*) before the effects of the scorching ray are felt, and enjoys the full protection of the spell even though it was cast after the scorching ray.

All the caster's decisions must be made during the initial casting. Spells that require the caster to concentrate in order to maintain their effects may not be used in conjunction with this feat.

Effects that occur in a series, such as the initial damage and arcing damage of a chain lightning spell, do not begin until the spell takes effect. In the case of a postponed chain lighting, the initial target would take damage if it was still within range, then the spell would arc to the nearest applicable targets. If some of the creatures who were originally in range to be extra targets have moved away before the spell goes off, while other creatures have moved into range, the spell's additional targets are chosen randomly (*except for original targets who have remained in range*). If the original target had moved out of range of the chain lightning before it went off, then the entire spell would fail.

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Postponed spells take up a slot two levels higher than the modified spell's actual level.

PRODIGY IBACKGROUNDI

You were born with an inherent understanding of some of the powers of the world around you.

Prerequisite: Caster level 1st

Benefit: Once per day, you may increase your caster level by 2 for all purposes relating to a single spell you cast. This does not increase the spell's casting time. You may not exceed the normal maximum damage dice of the spell by means of this ability. This ability may only be used on whichever class you had at character creation.

QUICK STUDY IGENERALI

You are a quick study.

Prerequisites: Int 13+.

Benefit: The time it takes you to learn and scribe new spells is halved. In addition, you gain a +2 circumstance bonus on the Spellcraft checks made to learn and scribe new spells into your spellbook.

Special: Wizards may take Quick Study as a bonus feat when they have a bonus feat available from their class features.

REDUCE SPELL [METAMAGIC]

You gain amazing control over your spells area of effect.

Prerequisite: Enlarge Spell

Benefit: You can alter a burst, emanation, line, or spread shaped spell to decrease its area. Any numeric measurements of the spell's area are reduced by 50% (rounded down, but to a minimum of 5 feet in any dimension). Spells that do not have an area of one of these four sorts are not affected by this feat.

A reduced spell uses up a spell slot two levels higher than the spell's actual level.

READY SPELL IMETAMAGICI

You can cast a spell as a swift action.

Prerequisites: Quicken Spell, Knowledge (*Arcana*) 15 ranks, Spellcraft 15 ranks

Benefit: You can prepare a spell with a range of Personal or Touch and a casting time of 1 standard action or less to be cast as a swift action. To do so, the spell must be targeted on yourself, and all variables and options for the spell must be chosen at the time of preparation.

A readied spell uses up a spell slot 2 levels higher than the spell's actual level. You may not have more than one readied spell in memory at a time, nor can this metamagic feat be applied to spontaneously-cast spells.

READY SPELL, GREATER IMETAMAGICI

Prerequisites: Quicken Spell, Ready Spell

Benefit: This feat works exactly like Ready Spell does, save that you may cast the prepared spell as an immediate action instead of as a swift action. You may still only have one readied spell prepared at any time.

A greater readied spell takes a spell slot 4 levels higher than the spell's actual level.

SPELLSCHOOL SPECIALIZATION IGENERALI

Prerequisite: Spell Focus (any), Spellcraft 15 ranks

Benefit: Add +1 to your caster level when casting spells from the school of magic you selected when you took the Spell Focus feat.

Special: If you possess the Spell Focus feat more than once then you may gain this feat more than once. Each time you gain this feat you must choose a different school of magic for which you have the Spell Focus feat.

VENGEFUL DEATH IMETAMAGICI

Your soul is spiteful against those that would seek to cause you suffering or send you into the afterlife. You know how to make those that would end your life suffer one last stroke of vengeance in the hopes that they would perish for their transgression.

Prerequisites: Caster level 10th or higher, any other metamagic feat

Benefit: You may prepare any spell as your Vengeful Death spell. Once prepared, the Vengeful Death spell is "held in reserve" and you cannot regain or refill that spell slot. Spontaneous spell casters may still designate a spell to be a Vengeful Death spell, essentially losing a spell of that level. The Vengeful Death spell is tied to your life force (*or intellect in the case of undead casters*). If you are ever taken to -10 hit points or below (*or 0 hit points in the case of undead*), the Vengeful Death spell immediately triggers. It is centered or targeted upon the creature that struck the killing blow. The target is entitled to the normal saving throw for the spell (*if any*) but suffers a -2 penalty on the save as the spell is augmented by the energy of your death.

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