



SUS-3340

DEPARTMENT 7 ADVANCED CLASS

UPDATE

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'THE INNOCENT'

Dept. 7 Advanced Class Update:

The Innocent

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The Innocent

The other passengers didn't (and couldn't) see it: the red wyrm coiling around the Boeing 767's shredded fuselage, the hate in its millennia old amber eyes, the spear point talons that were shredding the wing's control surfaces like tissue paper. They didn't see the ritual scars that traced Kabalistic symbols on the dragon's steel scales, the glowing sigils that let it survive, barely, in an age not magical enough to sustain it.

The mortals just saw the flame, saw the oily black smoke pouring, and heard the screaming of the wind as the plane's oxygen was sucked out into the smoke grey void at the roof of the world. The mortals pissed themselves, and prayed to their new Christian God, and assumed that terrorists with shoe bombs were the worst threats the universe had to offer.

Casseopia saw the dragon clearly, felt the heat of the nuclear furnace in its belly and prayed to her brownie friends that the dragon wouldn't start breathing, at least not....

She glanced backward as she hummed the jump rope rhyme that activated her mystic shields. Frank Lifeld was pushing into the chaos of the business cabin, shouldering cowering passengers aside, the tiger striped fur growing over his muscular body as he called his sword and shield out of the other-dimensional warehouse he stored them in. Sister Rebeka was chanting something in old Aramaic, and before Callie's eyes, she could see the shredded metal of the fuselage knitting itself together again, rivets somehow taking the shape of tiny Stars of David, 'Bek's calling card.

Casseopia laughed loud at that, no matter how many times she saw....

Casseopia leapt clear at the last second, as a talon raked the air where she had been standing just a second before. The dragon's claws raked the shields on her belly, sending up a shower of rainbow sparks and a smell of burning bubblegum. She backflipped into a crouch, dodging a food cart as it came tumbling her way as the aircraft pitched suddenly, terrifyingly DOWN. She blocked out the screams, and sang her jump rope rhyme louder, extending her shields over the passengers closest to her.

The dragon roared, and the plane started a flat spin as it went down. Casseopia dodged falling luggage, carry on backpacks and laptops hitting her force field with a sound just like the music from Super Mario Brothers and the sticky-plastic smell of a new action figure. Somehow, the little mage grabbed her bag from the overhead compartment as the plane spiraled down.

She threw a spell blind, bolts of Skittles-colored forces-haped like Lite-brite pegs, hoping to distract the dragon. Behind her, Casseopia knew her team was covering her. She heard the roar of a shotgun somewhere far back, and wondered how Trevor had...

The dragon roared again, and the heat in the burning airplane exploded from intolerable to dangerous. Casseopia could smell burning plastic and faux leather from first class, and dug hurriedly in her satchel. She pulled out a handful of classic Transformers, throwing them towards the cockpit. A mental command told her miniature Autobots to do what they could to level out the plane, while she ordered her Barbie's and Dora the Explorer plush to help her fight the thermonuclear wyrm.

Casseopia could hear the laughter of the pixies wearing her toys as they went about her tasks, and she laughed too. This was a lot more interesting than the in-flight movie....

Profile of an Innocent

A child's laughter when she wins a game with her parents honestly for the first time, the joy of tearing into brightly wrapped packages at Christmas, a moment of helpless laughter, without care or reservation. The Innocent is empowered by all these things; an Innocent gains their power from joy itself.

Innocents are instinctive mages; their power doesn't come from study and rote memorization of arcane formula; instead it comes in a rush of inspiration as they play, as they teach children, and as they craft amazing toys that are almost alive. Some Innocents claim they learned their secrets from some long forgotten fey race, from changelings and elves hidden just behind mortal eyes; others believe themselves to be half kitsune. All Innocents share a heritage; they are all the children or students of supernatural tricksters and mischievous craftsmen.

The fastest path into the Innocent advanced class is through the Smart Hero basic class though other paths are possible.

The Innocent in the Campaign

The Innocent injects anime-inspired levity, innocence and a childlike sense of fun into the campaign, and may be out of place in certain games. In some groups, the Innocent might be a liability: they have poor defenses, pitiful combat skills and they cannot use damage dealing combat-magic, at least not often.

The Innocent

Level	Base				Special	Defense Bonus	Reputation Bonus
	Attack Bonus	Fort Save	Ref Save	Will Save			
1	+0	+0	+1	+2	Game of Magic, Soul Bound Familiar	+1	+1
2	+1	+0	+2	+3	Mischief Maker	+1	+1
3	+1	+1	+2	+3	Skydancer, Bonus Feat	+2	+1
4	+2	+1	+2	+4	Twilight Childhood, Second Familiar	+2	+2
5	+2	+1	+3	+4	Second Childhood	+3	+2
6	+3	+2	+3	+5	Toy Soldiers, Bonus Feat	+3	+2
7	+3	+2	+4	+5	Guardian Gift	+4	+3
8	+4	+2	+4	+6	Bonus Feat, Third Familiar	+4	+3
9	+4	+3	+4	+6	Burst of Joy	+5	+3
10	+5	+3	+5	+7	Adulthood's End	+5	+4

There are 10 levels to this class

And while the Innocent is probably a poor fit for a group of gun slinging antiheroes, she is an ideal partner for a team of good aligned heroes, especially those more focused on capturing and re-habilitating enemies rather than executing them. The Innocent is an excellent support and utility mage. She makes an excellent arial scout and environment manipulator. And once the Innocent reaches 7th level, if she doesn't spend a few days crafting Guardian Gifts for every member of the team, she's being played wrong.

Requirements:

To qualify to become an Innocent, a character must fulfill the following criteria.

Base Attack Bonus: +2

Skills: Craft: mechanical 6 ranks, Craft: visual arts 8 ranks, Knowledge: popular culture 4 ranks, Knowledge: arcane lore 8 ranks, Perform (any) 1 rank

Feats: Either Builder or Creative

Special: A prospective Innocent must never have killed a human being or had a sexual encounter prior to taking their first level in this class.

Class Information

The following information pertains to the Innocent advanced class.

Hit Die

The Innocent gains d6 hit points per level. The character's Constitution modifier applies. Innocents are magically gifted and agile, but most of their exercise comes from playing and dancing, rather than a disciplined physical training regimen.

Action Points

The Innocent gains a number of action points equal to 6 + one-half of her character level, rounded down every time she attains a new level in this class.

Class Skills

The Innocent's class skills are as follows.

Balance (DEX), Climb (STR), Concentration (CON), Craft (mechanical, visual art) (INT), Disable Device (INT), Escape Artist (DEX), Handle Animal (CHA), Jump (STR), Knowledge (arcane lore, art, popular culture, technology, theology & philosophy) (INT), Perform (any) (CHA), Read/Write Language, Repair (INT), Spot (WIS), Sleight of Hand (DEX), Speak Language, Tumble (DEX)

Skill Points at Each Level: 7 + INT Modifier

Bonus Feats: At 3rd, 6th and 8th level, the Innocent can select a bonus feat, which must be chosen from the following list:

Action Bank, Acrobatic, Athletic, *Animal Speech*, *Arcane Dancer*, *Beautiful Armor*, **Combat Micronization**, Defensive Martial Arts, **Diversity of Experience**, Dodge, Educated, **Fey Senses**, **Healing Presence**, **Illuminated Aura**, Improved Initiative, *Jinx*, Lightning Reflexes, *Mage of the Heart*, **Mage Scent**, Mobility, *Mystic Origami*, *Paper Defense*, *Playfighting*, **Serpentine Mane**, **Soul Bound Familiar**, Studious, **Sentient Familiar**, **Summoner**, **Templated Summoner**, *Totem Morph*, **Unsleeping**, Windfall

Bold feats detailed in Mega-Feats: New Paths to Victory

Italicized feats are described at the end of this product

Adulthood's End (SU): With a touch, the Innocent can wipe away years of age and pain. A number of times per day equal to her CHA modifier (minimum once daily), the Innocent may make a time-manipulating touch attack.

If successful, the touch removes one age category from the target, immediately and permanently altering their physical attributes to match their new age category. If the target is unwilling to change, he or she must succeed at a WILL save (DC 10 + the Innocent's CHA modifier) in order to remain at their current age. An unwilling victim must succeed at a second WILL save, at the same difficulty, or have their mental attributes change to confirm to their new age category as well.

In addition to the obvious physical and tactical consequences of this magic, if a person transformed by this powerful magic cannot prove their identity as an older person, their life as they knew it might be unrecoverable.

Burst of Joy (SU): The Innocent's presence is an emotional boost for her friends, and her joy is infectious. A number of times per day equal to her CHA modifier (minimum once daily), the Innocent may attempt a quick, DC 12 Perform check as a full round action. If successful, she radiates a burst of joyous energy.

Any allied creature within a 30 ft radius of the Innocent or one of her Toy Soldiers/Guardian Gifts receives a +2 morale bonus on saving throws, attack rolls, skill checks and weapon damage rolls. This bonus remains in effect for 1d4+1 rounds.

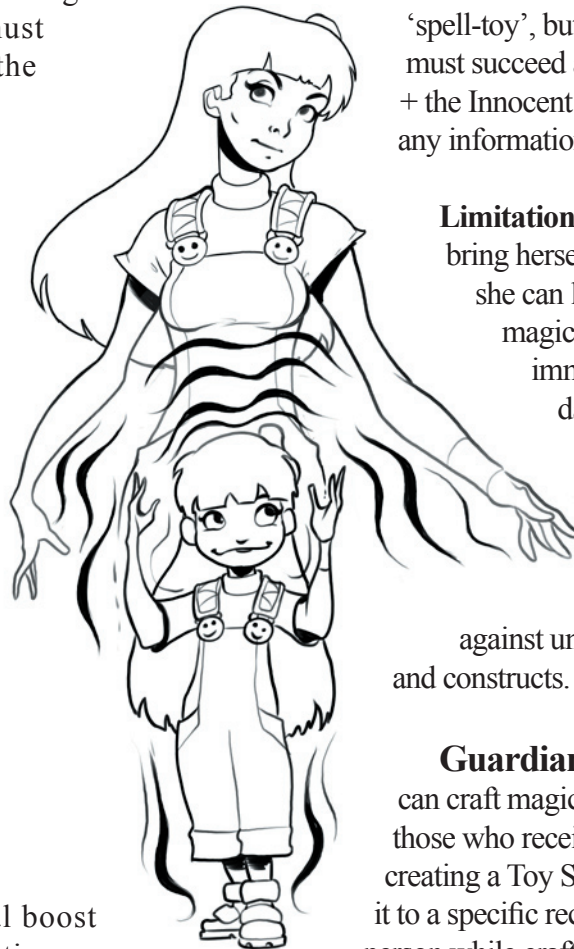
Game of Magic (SU): The seemingly flighty and childlike Innocent can cast spells as adeptly as any 'conventional' mage. The Innocent can select Arcane Skills and cast a daily allotment of Arcane Spells like a Mage of equivalent level. These class abilities are identical to those found in the description of the Mage advanced class, chapter nine of the *D20 Modern campaign setting*.

Instead of scribing spells into a book like other mages, and referencing this grimorie, the Innocent encodes a favorite toy or game with magical memories. Spending at least an hour playing with the toy allows the innocent to restore her daily allotment of spells. Other Innocents can 'scribe' and copy spells from an Innocent's 'spell-toy', but more conventional mages must succeed at a Spellcraft check (DC 15 + the Innocent's class level) in order to glean any information from this unusual spellbook.

Limitation: The Innocent cannot easily bring herself to kill using magic. Though she can learn and prepare combat magic, she must pay an action point immediately prior to casting any damage dealing spell (such as *magic missile* or *cloudkill*)
The Innocent can cast damage dealing spells without guilt (or spending an action point) at will against undead, unliving objects, robots and constructs.

Guardian Gift (SU): The Innocent can craft magical toys that protect and comfort those who receive them as a gift. When creating a Toy Soldier, the Innocent can attune it to a specific recipient by concentrating on that person while crafting the toy. The Innocent can present the Toy Soldier to that person, who can choose to bring it to 'life' by expending a token of 25 XP to attune to the toy.

Once created, the Guardian Gift will stay with the recipient and protect them to the best of its ability. The Guardian Gift responds to its owners commands exactly as if the recipient was the Techie/Innocent who created it. If the Guardian Gift is imbued with a spell, the only recipient can command that spell to activate. The Guardian Gift does not count against the limit of Toy Soldiers an Innocent can command at once.



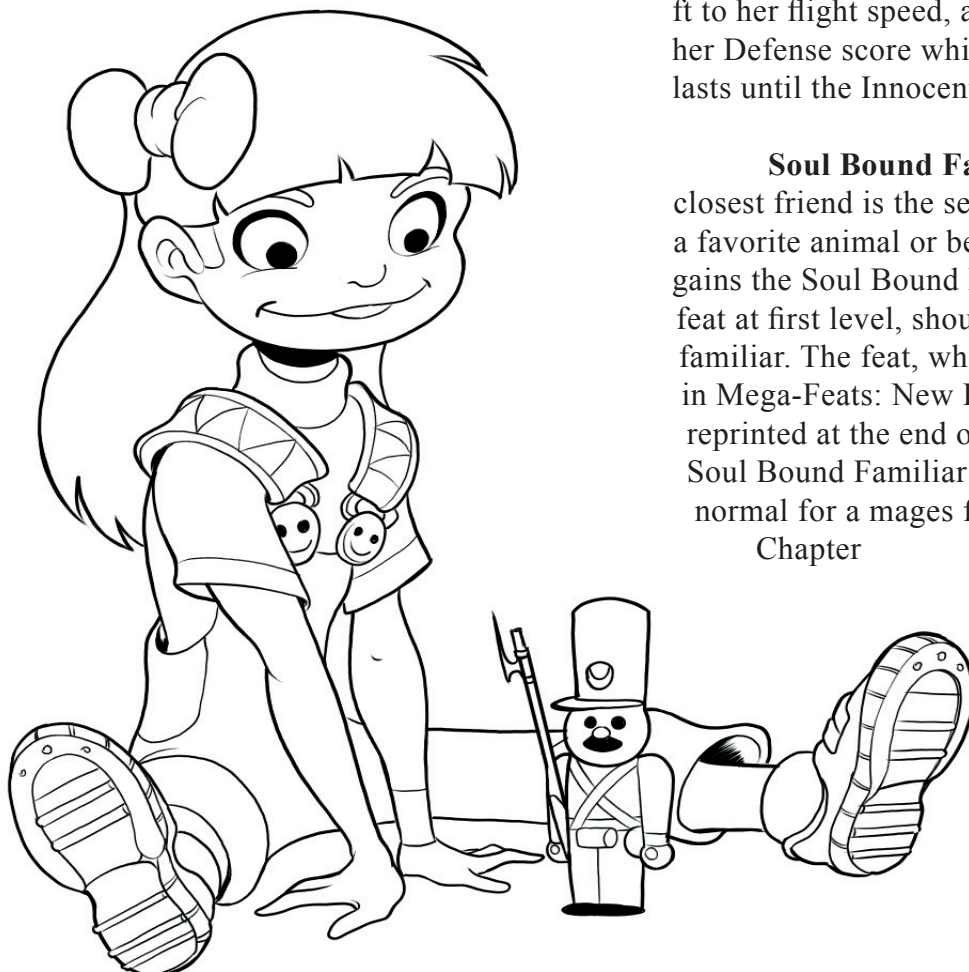
If the Guardian Gift is ever lost or destroyed, both the recipient and the original crafter must succeed at a DC 18 WILL save or be *shaken* for 1d4 hours, regardless of their distance from one another.

If the recipient of the Guardian Gift holds onto it, and is within sight of the Innocent who constructed it when she flies using her Skydancer class ability, the recipient can also fly, at the same speed and maneuverability category as the Innocent, and can remain airborne while she does.

Mischief Maker (SU): The Innocent are playful and inventive trouble makers and excellent tricksters. Starting at 2nd level, the Mischief Maker can add half her class level (rounded down) as a bonus on all Craft: Mechanical and Sleight of Hand checks.

The Innocent can cast either *mage hand* or *prestidigitation*, as a mage of her total character level, at will.

Second Childhood (SU): The playful innocence of childhood is never far from the Innocent's mind. As a full round action, the Innocent can switch between her current age category, the Adult, Young Adult and Child age categories at will. She immediately undergoes the physical changes associated with aging.



The Innocent appears as she did at earlier points in her history; her appearance remains constant each time she age-shifts. Against those unaware of her age shifting ability, the Innocent receives a +10 bonus on Disguise checks.

Skydancer (SU): The Innocent can leap into the sky and soar like a bird, one of her most fun, and most useful abilities. A number of times per day equal to her INT modifier (minimum once daily), the Innocent can take to the sky. The Innocent can remain airborne for a number of minutes equal to her class level with each activation.

The Innocent can only fly when wearing light armor or no armor, and when unencumbered. The Innocent's flight speed and maneuverability improve as she gains experience. Initially, the Innocent can only fly during daylight hours, but soon she learns to focus her mind and magic to allow her to fly at will.

Action Enhancement: By spending an action point while flying, the Innocent can push her maneuverability and speed to its limits. By spending an action point, the Innocent can add +30 ft to her flight speed, and gains a +2 dodge bonus to her Defense score while airborne. This enhancement lasts until the Innocent touches down.

Soul Bound Familiar (SU): The Innocent's closest friend is the semi-imaginary soul she imbues a favorite animal or beloved toy with. The Innocent gains the Soul Bound Familiar feat as a bonus feat at first level, should she choose to summon a familiar. The feat, which was originally presented in *Mega-Feats: New Paths to Victory*, and is reprinted at the end of this product. The Innocent's Soul Bound Familiar gains special abilities as normal for a mages familiar, as described in

Chapter

Nine: Campaign Models
of the *D20 Modern Core
Rulebook*.

An Innocent gains an additional Soul Bound Familiar at 4th level, and a third Soul Bound Familiar at 8th level.

Toy Soldiers (SU): The Innocent can craft amazingly detailed and cunning toy soldiers and magically enchant them with a semblance of life. This ability is nearly identical to the Techie's Build Robot class ability (*described in Chapter Six of the D20 Modern core rulebook*) with the following exceptions.

- The Innocent can program any of the following skills into the robot: Computer Use, Disable Device, Listen, Repair, Spot and Perform (any). Perform uses the Innocent's CHA modifier.
- The raw materials need to construct a toy soldier or mage-doll is Purchase DC 8 for a Tiny robot or Purchase DC 12 for a Diminutive robot.
- The Innocent can construct the toy soldier with a Craft: mechanical or Craft: visual arts check at her option.
- Programming a toy soldier with skills always requires as a Craft: visual arts check, rather than a Computer Use check. The check DC is 20 plus the number of ranks programmed into the toy soldier.
- By succeeding at a Spellcraft check (DC 12 + the spell's level), the Innocent can mystically 'charge' a toy soldier with any single spell she can cast. If the spellcraft check fails, the spell is simply lost. The spell then lies dormant within the toy until the Innocent chooses to activate it. Activating a spell stored in a toy soldier is a free action, which only requires a shouted command. The Innocent must have line of sight with the toy soldier to command it to activate its spell.
- The Innocent must imbue each toy soldier with a portion of her soul and a pleasant memory. She must sacrifice 50 XP per creation. Due to this close bond with her toys, if a Toy Soldier is ever lost or destroyed, the Innocent must succeed at a DC 18 WILL save or be *shaken* for 1d4 hours.

Twilight Childhood (SU): A 6th level Innocent gladly gives up her human nature and mortality so she can play forever as an immortal being. The Innocent becomes effectively immortal and ceases to age, though mental bonuses for age and experience continue to accrue.

The Innocent's type changes to Fey; she gains lowlight vision and is immune to effects that specifically target humans, such as *charm person*.

Toys, games, and cute little witches:

Inspired by anime and video games, the following new feats represent different, unconventional magical paths, and add something to *D20 Modern* that has been missing for too long: metamagic feats. The Innocent, and most other highly experienced modern mages can benefit from the new feats presented here. All metamagic feats have the obvious prerequisites of the ability to cast arcane or divine magic.

1. [Artillery Mage \(LW\)](#)
2. Animal Speech
3. Arcane Dancer
4. Arcane Fencer
5. Arcane Meltdown
6. Arcane Philosopher
7. Arcane Prodigy
8. Arcane Umbra
9. As Above, So Below
10. Astrology
11. Automage
12. Binding Counterspell
13. Beautiful Armor
14. Beyond the Fifth Circle
15. Blessing of Convenience
16. [Burning Counterspell \(MF\)](#)
17. Craft Name
18. [Cloudwalk Leap \(GS\)](#)
19. [Comforting Fetish \(F\)](#)
20. Darkling
21. Dazzling Arcana
22. Dragonic Fury
23. Elemental Dominance
24. Elemental Double-strike
25. Elemental Mercy
26. Focusing Stave
27. [Forward Horizon Mage \(LW\)](#)
28. [Irritant Cloud \(GS\)](#)
29. Improved Counterspell
30. [Insidious Illusion \(LW\)](#)
31. Instinctual Joybringer
32. Jinx
33. Life-force Conduit
34. Mage of the Heart
35. Mystic Origami
36. Paper Defense
37. Paper Razors
38. Place of Power
39. Playfighting
40. [Psionic Illusion \(LW\)](#)
41. Regenerative Blessings
42. [Scaled Perfection \(MF\)](#)
43. Seasonal Metamagic
44. Secret History
45. Skyclad Ritual
46. Soldier's Arcana
47. Soul Cloak
48. [Soul Bound Familiar \(MF\)](#)
49. Speed of Darkness
50. Spellpush
51. Spellweaver
52. [Tantric Wisdom \(F\)](#)
53. Totem Morph
54. Twinned Arcana
55. Warrior Mystic

Other Recommended Feats:

Many of the feats presented in Mega-Feats: New Paths to Victory are good fits for a modern magic campaign. Though designed for D20 Fantasy, a much 'higher magic' environment most of the feats presented in that book can be adapted to D20 Modern fairly and easily. Many of my favorite feats from that book offer new capabilities for clerics and holy-men, and can add flavor to modern divine casters, giving them the same new possibilities this PDF grants to their arcane counterparts.

The Mega-Feats are a good option for modern divine casters and spiritualists, such as the NeoWitch Guardian and Soul Collector bringing a sense of culture and history to these already unique classes.

Likewise, the new martial arts styles and combat options presented in Covert Ops Feats II (LPJ Designs) offer options for martially minded characters. Anime inspired characters like the Innocent might want to blend combat expertise with arcane talent and quasi-magical kung fu. Taken together, the two feat tomes, combined with the new magical talents in this PDF represent my ultimate vision for a high-power, cinematic action modern arcana campaign.

Enjoy.

CHRIS FIELD

February / March 2007

Artillery Mage (Metamagic) (from Lightweaver)

Magic missile may be the premier damage dealing spell, and your familiarity with this deadly combat magic enables you to push the spell past its normal limits.

Prerequisite: ability to cast *magic missile*

Benefit: Each time you fire magic missile, the number of missiles you project is doubled. You fire one missile per caster level, which may be concentrated on one target, or spread among up to 10 targets.

Normal: You can fire 1 missile for every two caster levels, up to a maximum of 5 missiles at your 10th caster level.

Animal Speech (General SU)

You can communicate as easily with animals as you can with other humans, sometimes even more easily.

Prerequisite: Handle Animal 4 ranks;
Knowledge: arcane lore 1 rank

Benefit: You can communicate verbally with any non-sentient animal, as well as non-sentient magical beasts that resemble animals. You may make a DC 12 INT check to attempt to comprehend the language of sentient creatures with animal-like characteristics, such as a sphinx or a moreau from another country.

You receive a +2 bonus on all Ride and Handle Animal checks as a result of your empathic connection to animals.

Arcane Dancer (Metamagic)

Your spells are things of beauty, incredible performances that blend classic dance and otherworldly magic, song and arcane chants.

Prerequisite: Perform: dance 4 ranks,
Concentration 4 ranks

Benefit: If you choose to cast a spell defensively, you may add ½ your ranks in Perform: dance as a bonus on your Concentration check. If you choose to cast any spell directly related to movement (such as *haste* or *enhance ability*, when cast to increase STR or DEX, among other spells) as a full round action, you cast these spells as if you were two levels higher, increasing their effectiveness, duration and the saving throws associated with them.

Arcane Fencer (Metamagic)

You have forged a deep with your blade, and you can channel mystic power into your weapon, giving you phenomenal combat skill.

Prerequisite: Arcane Prodigy, Weapon Focus (any one handed blade)

Benefit: Before making a melee attack roll with any Medium-sized or smaller one handed blade, you may 'burn' a prepared spell or spell to improve the results of that check. A prepared spell used in this manner is lost, as if you had cast it normally.

You receive a bonus on the attack roll equal to the level of the spell or spells you sacrifice. You may sacrifice any number of spells prior to an attack. Using the Arcane Fencer feat is a purely mental action which is considered part of the standard attack.

Arcane Meltdown (Metamagic)

You can push your spells past all known limits, a nearly suicidal desperation move that allows you to channel nearly nuclear levels of mystic force.

Prerequisite: Spell Push, Warrior Mystic, Iron Will

Benefit: By spending an action point, you can overload your spells with mystic force. Doing so is a dangerous prospect, and many mages have incinerated themselves from within during a particularly risky struggle. Overloading a spell is a standard action, which provokes attacks of opportunity.

When casting any spell that inflicts physical damage, you may overload the spell with additional mystic energy, vastly increasing the damage inflicted, at the cost of your own health.

You may sacrifice additional prepared spells of any level or school, ‘burning’ them as if they had been cast. Every five spell levels you sacrifice, you inflict an additional die of damage. Thus if you overload a lightning bolt that would normally inflict 3d6 damage, and you sacrifice any combination of ten spell levels, the overloaded spell would inflict 5d6 points of damage. There is no maximum cap on the damage you can inflict with this tactic. Sacrificed prepared spells / spell slots are lost, as if you had cast them normally. You may not sacrifice zero level spells or healing spells to power this feat.

For every additional die of damage you overload a spell with, you suffer 1 point of temporary CON drain. During each day of recovery, you must make a FORT save (DC 10 + the overloaded spell’s level) to recover the damage. If the save fails, that point of CON drain is permanent. If you reduce yourself to CON 0 using this tactic, you die immediately after completing the casting.

Arcane Philosopher (Metamagic)

You have committed yourself to a magical system that reflects your beliefs and obsessions.

Prerequisite: Spellcraft 8 ranks, Knowledge: arcane lore 8 ranks

Benefit: You may select any two schools of magic, choosing one school from each side of the table below. You cast spells from either of these schools at +1 caster level, increasing range, effectiveness and making your spells harder to resist. You receive a +2 bonus on caster level checks made to penetrate spell resistance using one of your favored schools.

Table: Arcane Philosophies

Favored School Alpha	Favored School Bravo
Conjuration	Abjuration
Evocation	Enchantment
Illusion	Divination
Transmutation	Necromancy

Limitation: Your magic reflects your beliefs, and you cast magic in a predictable manner. Anyone observing you cast any spell from either of your two chosen schools may make a Spellcraft check (DC 12 + the spell’s level); if successful, the viewer can determine your allegiances and your two favored schools of magic.

Arcane Prodigy (Metamagic)

You can channel your magic inward, stimulating muscles and firing neurons, turning raw magical talent into physical excellence.

Prerequisite: Concentration 4 ranks, Iron Will

Benefit: Immediately after failing any skill check or saving throw, you may ‘burn’ a prepared spell or spell to improve the results of that check, hopefully preventing disaster. A prepared spell used in this manner is lost, as if you had cast it normally. You receive a bonus on the failed check equal to the level of the spell or spells you sacrifice.

For example, if the mage fails a Climb check by six points, he could choose to sacrifice a 5th level prepared spell and a first level prepared spell, six first level prepared spells, or any other combinations of spell levels to avoid mishap.

You may sacrifice any number of spell levels necessary. Doing so is a purely mental action, which is considered part of the failed save or skill check. Zero level spells cannot be sacrificed to power this feat.

Arcane Umbra (Metamagic)

You can let the raw energy of your spells erupt randomly from your body, creating a chaotic field of mystic energy that protects you from dangerous magical energies.

Prerequisite: Arcane Prodigy, Spellcraft 4 ranks

Benefit: You may ‘burn’ off a spell or spells as a standard action to increase your resistance to energy and create a shimmering, anti-magical aura around yourself. A prepared spell used in this manner is lost, as if you had cast it normally.

You receive spell resistance equal to 12 + the sacrificed spell level. If the spell sacrificed inflicts or utilizes energy, you gain resistance to that form of energy equal to 10 + the sacrificed spell level. This benefit lasts for a number of rounds equal to your primary casting attribute modifier (minimum one round).

As Below, So Above (Metamagic)

Disorder in the cosmos is reflected in disorder on earth, and vice versa. A witch's emotions can have a powerful influence on the world around her, setting into motion unpredictable coincidences, bizarre accidents and even causing the occasional miracle. Taking this feat means the witch recognizes the hidden connections between herself and the divine and benefits from it, while at the same time ensuring that her actions leave the world a better place than before.

Prerequisite: Knowledge: Arcane Lore 4 ranks, Survival 4 ranks, Iron Will

Benefit: Since weather is often used as a symbol of divine will in literature and art, the type of benefit the witch receives is tied to the current weather conditions. The benefit applies continually, changing as the weather does.

All the benefits of this feat are considered morale bonuses, and normally only apply to the witch. However by spending an action point, and touching a willing recipient the witch can temporarily lose this feat, transferring its benefit to another person. The transfer lasts until the next sunrise, at which time the feat automatically returns to the witch.

Astrology (General SU)

Once per night, you can read the night sky and see omens there. You have learned the secrets of the horoscope, the rotations of the planets and the zodiac.

Prerequisites: INT 13, Knowledge (arcane lore) 4 ranks

Benefit: By spending an hour reading the stars, the astrologer can cast *augury* with a flat 75% chance of success, and which concerns events that may happen that same night. Obviously, the caster must be able to see the stars, so this feat ability is useless during daylight, underground, in a brightly lit city at night, or when indoors in a windowless building. This ability is usable once per night.

Automage (Metamagic)

You have merged man, magic and machine, incorporating stunt driving and police chase tactics into rituals that were ancient with the world was young.

Prerequisite: Spellcraft 8 ranks, Concentration 4 ranks, Drive 4 ranks, Vehicle Expert

Benefit: While driving any wheeled vehicle, any beneficial spells you cast with a personal range affect your vehicle, as well as you. Logical limitations apply. A non sentient vehicle would receive no benefit if you cast *comprehend languages*, though an AI-enhanced super-car might.

While driving, you may substitute your ranks in Drive for your ranks in Concentration. Behind the wheel, you enter a Zen state of intense focus and calm.

Beautiful Armor (General)

Despite your seeming delicacy, something not easily quantifiable protects you from harm. Your beauty softens your enemy's blows.

Prerequisite: CHA 13+

Benefit: When confronting an enemy that would find you sexually attractive, you may add your CHA modifier as a bonus to your Defense Score. You only gain the benefit of this feat when unarmored or wearing light armor.

This ability has no effect on non-sentient enemies with an INT score of less than 5, extremely alien creatures with a different sense of beauty, robots and constructs, as well as those simply not attracted to your gender.

Beyond the Fifth Circle (Metamagic)

You are among the most skilled mages on the planet, and among the first modern magic users to break the mystic 'glass ceiling' and cast truly world-shaking spells from an earlier and more magically potent time.

Prerequisite: Secret Historian, Spellcraft 12 ranks, primary casting attribute 18+

Benefit: You gain the ability to wield a specific spell from the *D20 Fantasy SRD*, or other source acceptable to your game master of 6th level or higher. You may wield this exceptionally potent magic as a

Table: As Above, So Below

Type of Weather	Type of Morale Bonus Gained
Intense Heat	+4 to Bluff and Diplomacy checks made for seduction
Intense Cold or Snow	+ 2 to WILL Saves; +2 to all Knowledge checks
Fog or Dust storm	+2 to Hide and Move Silently, +2 bonus on Bluff checks made to feint in combat
Rain or thunderstorms	+2 to Defense, +2 to resist fear effects

spell-like ability a number of times per day determined by the spell's level. The more powerful the spell, the less often it can be used, and the higher your primary casting attribute must be to wield the magic.

Wielding extremely high power spells is a risky proposition. Immediately after casting a spell, the caster suffers backlash damage, as unleashed magical energies scour her body and soul. The caster can attempt a WILL Save (DC 12 + the spell's level) to halve the damage inflicted.

Table: Beyond the Fifth Circle

Spell Level	Primary Caster Attribute Minimum Score	Day / Wkly Uses	APCost	Backlash Damage
6 th	18+	3X daily	-	1d6
7 th	19+	Once daily	-	2d6
8 th	20+	Once weekly	One	4d6
9 th	21+	Once weekly	Two	8d6

Special: Each time this feat is chosen, you may choose any 6th to 9th level spell you meet the prerequisites' for. You may select this feat multiple times; each time you do it applies to a new specific spell.

Binding Counterspell (Metamagic)

You are a skilled arcane trickster, capable of ensnaring your enemies in chains formed from the same magic they had intended to use against you.

Prerequisite: Improved Counterspell

Benefit: If you succeed at counterspelling an opposing caster's spell with any spell of the same school, the casting mage is considered *fatigued* for a number of minutes equal to the countered spell's level.

If you choose to counterspell a hostile spell with the exact same spell, the casting mage is *slowed* for 1d6 minutes. The casting mage can resist the *slow* effect with a WILL save (DC 12 + the targeted spell's level).

Blessing of Convenience (General SU)

You are incredibly lucky, and the petty inconveniences and ordinary disasters of modern life never seem to befall you.

Benefit: You gain a pool of bonus points equal to your total character level plus your CHA modifier (minimum 2 points) each day. You may use these bonus points to improve the results of any Craft, Diplomacy or Profession check, spending them as you see fit. You may spend a single point to enhance

multiple rolls, or spend the entire bonus to improve a single roll dramatically. You may spend your bonus pool after rolling the check, but before the results of that roll are revealed. Points unused by the end of the day are simply lost.

In addition, you may spend a single 'bonus point' to eliminate or mitigate some minor, in game annoyance. For example, you could spend a bonus point to catch a light just before it turns red, find the shortest teller line at the bank, or score similar minor blessings, subject to game master approval.

Burning Counterspell (Metamagic) (from Mega-Feats)

You are a veteran of deadly magical duels, capable of unleashing mystical assaults that burn through an enemy mage's arcane defenses.

Prerequisite: Improved Counterspell

Benefit: If you succeed at counterspelling an opposing caster's spell with any spell of the same school, the casting mage suffers 1d6 points of either fire, electrical, infernal or divine damage (chosen when this feat is first chosen, which thereafter can't be changed) per level of the counterspell.

If you choose to counterspell a hostile spell with the exact same spell, the enemy caster suffers 1d6 points of energy damage per level of the counterspell. The enemy caster can attempt a WILL save for half damage.

Craftname (Metamagic)

You have adopted a magical title that reflects your belief and celebrates your magical gifts.

Prerequisite: Renown, Knowledge: arcane lore or theology & philosophy 4 ranks

Benefit: A number of times per day equal to your CHA modifier (minimum once daily) when casting any spell, you can proudly proclaim your craft name, adding your reputation bonus as a bonus to any numerical effects caused by the spell. Healing spells restore an additional amount of HP equal to your Reputation score; fireballs burn for an additional number of points of damage equal to your Reputation score.

Limitations: Using your craft name is risky, in that it offers a way for a rival to conclusively identify you. Identifying a mage by her true name requires a Research, Knowledge: arcane lore/theology & philosophy or Spellcraft check equal to 20 + the caster's class level.

Cloudwalk Leap (General SU) (from Gravity Slinger)

You can perform amazing acrobatic feats, making jumps that even Olympic champions would find impossible.

Prerequisites: Jump 8 ranks, Acrobatic, Knowledge (arcane lore) 1 rank

Benefit: You may make a vertical leap without needing to make a running start. However, if you can make a running start of at least 20 ft, you receive a +4 bonus on the Jump check.

Normal: A running start is required to make a vertical leap.

Comforting Fetish (General) (from the Forbidden)

Your devotion to and enjoyment of a specific sexual fetish or paraphernalia gives you emotional strength and courage.

Prerequisite: Concentration 1 rank

Benefit: After spending at least one hour engaging in a sexual activity that involves your fetish, you may make a DC 12 Concentration check on a successful check, you receive enlightenment from the experience.

When exposed to any stimulus or status ailment that reduces your effectiveness, such as a stun grenade's blinding flash, tear gas's nauseating effects, or similar situations, the duration of the effects are reduced by 50%. Thus, if you are targeted by any condition that would normally *daze* you for two rounds, you are only *dazed* for a single round. The effects of this feat last for a number of hours equal to your CHA modifier, or until you next sleep, whichever period is shorter.

Darkling (General SU)

You are a creature composed of shadow as much as you are flesh and blood. You are the living embodiment of darkness, stealth and secrecy. Lights seem dimmer and sounds seem strange and muted in your presence.

Prerequisite: Hide 4 ranks, Move Silently 4 ranks, Stealthy

Benefit: All Spot, Listen and Sense Motive checks made within a 60ft radius of you have their DC increased by an amount equal to one plus your CHA modifier (minimum two point DC increase). These apply not only to checks made specifically against you, but all relevant skill checks made within range of your shadowy presence.

You gain lowlight vision, but when you use it your strange perceptions mean you suffer a –2 racial penalty on Diplomacy, Spot and Sense Motive checks.

Dazzling Arcana (Metamagic)

Your spells are eye-catching riots of noise and color and force, and those who see your spells up close find it difficult to tear their eyes away from the colorful afterimages that flicker for seconds after the magic is cast.

Prerequisite: Perform (any) 8 ranks, CHA 13+

Benefit: When any sentient creature with an INT score greater than 5 takes damage or fails his or her save against any of your spells, in addition to suffering the usual effects, that person is affected as if you cast *daze*, and must save against that spell normally.

If more than one creature is damaged by your spell (such as by a *dazzling fireball*) you may choose a number of victims equal to your CHA modifier. This 'bonus' casting of *daze* does not use up a prepared spell, nor does it count against your daily casting limit.

Dragononic Fury (Metamagic)

Like the long-vanished dragons you claim descent from, you can breathe deadly goutts of fire and force.

Prerequisite: Scaled Perfection, CON 13+

Benefit: Each day, rather than casting damage dealing spells in the usual manner, you can 'swallow' the magical energy of the spells, turning the spells inward, allowing you to unleash a deadly, magic-fueled breath weapon. You may swallow a number of spell levels each day equal to twice your CON modifier (minimum two spell levels). You may choose to do so at any time, as a full round action. Swallowed spell levels are lost for the day, as if you had cast them. A zero level spell counts as ½ a spell level for this purpose. Spells unused at the end of the day are simply lost.

Example: A dragon-mage with a CON score of 17 could choose to swallow up to 6 spell levels. She could swallow three 2nd level spells, with a 5th level spell and a first level spell, with six 1st first level spells or with any other combination of spell levels.

Once a spell is swallowed, the mage can breathe it at will, as a standard action, which does not provoke attacks of opportunity. Swallowed spells erupt from the dragon-mage's mouth in a 60 ft long, 5 ft wide line of magical fury.

Even if the swallowed spell only affects a single target, all targets within the area of affect are affected as if they had been specifically targeted. Each character saves individually against the swallowed spell. Any harmful or debilitating spell can be transformed into a breath weapon, including spells such as *confusion* and *command*, which hinder their victims without causing physical harm.

Elemental Dominance (Metamagic)

You have mastered the secrets of a single element, and can wield it with amazing skill and potency.

Prerequisite: Knowledge: arcane lore 8 ranks, earth & life sciences 4 ranks

Benefit: Select one of the following energy types: acid, cold, fire, electricity, sonic/concussion. When casting a damaging dealing spell involving your chosen energy type deals an additional point of damage per damage die. Thus a fire mage who casts *burning hands* as a first level spell would deal 1d4+1 points of fire damage, where a non-specialized mage would deal 1d4 points of fire damage.

A number of times per day equal to your INT modifier (minimum once daily), you may choose to substitute your chosen damage type for a spell's default energy type. Spells which deal pure force damage, such as *magic missile* cannot have their energy type altered.

Elemental Doublestrike (Metamagic)

You can coil tendrils of your chosen energy type within damage dealing spells you cast, vastly increasing your destructive potential.

Prerequisite: Elemental Dominance

Benefit: By spending an action point when casting any spell that inflicts energy damage, you may add an equal amount of your chosen energy damage. For example, an ice mage casting a 5th level *burning hands* spell would inflict 5d4 points of fire damage, plus 5d4 points of cold damage; if a fire mage cast the same spell at the same level, he or she would inflict 10d4 points of fire damage. An unspecialized mage casting a fifth level *burning hands* spell would inflict 5d4 points of fire damage.

Elemental Mercy (Metamagic)

You can precisely measure the energy your deadly spells unleash, and can use normally lethal magic to injure and subdue foes, rather than murder.

Prerequisite: Elemental Dominance

Benefit: You may precisely control how much damage your spells that utilize your chosen energy type inflict. Once damage is rolled, you may choose to inflict any lesser amount of energy damage, down to a single point.

A number of times per day equal to your primary casting attribute's modifier (minimum once daily), you may simply declare that a spell cast using your chosen energy type inflicts maximum damage.

Finally, you may choose to convert the damage from spells cast using your energy type to subdual damage without penalty.

Focusing Stave (Metamagic)

Like the wizards in the movies and the witches of legend, you focus your will and magical power through a potent phallic symbol like a staff or broom.

Prerequisite: Iron Will, Concentration 4 ranks, Spellcraft 4 ranks, Weapon Focus (any staff, spear or similar weapon), Primary Casting attribute 13+

Benefit: By conducting a day long mystical ritual that involves the sacrifice of magical incense and rare hallucinogens and oils with a collective Purchase DC 14, you can enchant a specific broom, staff, spear, cane, walking stick or similar object your chosen magical staff.

Each day, you rather than casting the spells in the usual manner, you may choose to imbue the Focusing Stave with a number of spell levels equal to twice your primary casting modifier (minimum two spell levels). You may choose to do so at any time, as a full round action. Imbued spell levels are lost for the day, as if you had cast them. A zero level spell counts as ½ a spell level for this purpose.

Example: A mage with an INT score of 17 could choose to imbue up to 6 spell levels into her Focusing Stave. She could imbue the stave with three 2nd level spells, with a 5th level spell and a first level spell, with six 1st level spells or with any other combination of spell levels.

Once a spell is imbued, the mage can cast it by touching the staff and issuing a mental command. Casting an imbued spell from a Focusing Stave is a free action that does not provoke attacks of opportunity, assuming the Stave is in hand. Spells not cast by the end of the day are simply lost.

The Focusing Stave gains additional Hardness equal to the caster's primary casting attribute modifier, and gains Hit Points equal to their caster class level. The Focusing Stave need not be magical or masterwork to be enchanted with this feat. If the original Focusing Stave is ever lost or broken, the mage can attune to a new staff by repeating the ceremony and spending an action point.

Forward Horizon Mage (Metamagic) (from Lightweaver)

You are one of the most skilled modern mages alive today, able to perform incredible magical feats. Your spells have incredible range.

Prerequisite: Ability to cast arcane or divine spells. Knowledge: arcane lore 12 ranks

Benefit: Any spell you cast with a range greater than touch has its range increased by 25%. You may also choose to an action point at the time of casting to increase any single spells range by 100%, doubling its effective range.

Irritant Cloud (General SU) (From Gravity Slinger)

A pinch of toxic dust becomes a deadly assassin's tool in your hands, particularly when used in conjunction with your natural psilocin or magical gifts.

Prerequisites: Craft: pharmaceutical or chemical 1 rank, ability to cast *mage hand*

Benefit: By throwing a dose of inhalation poison with your mage hand ability, you can direct the poison directly down the throat or into the nasal passages of a victim. Such precise application ensures that a victim rapidly succumbs to the effects. If you use a dose of inhalation poison this way, the FORT Save DC is increased by +4.

Improved Counterspell (Metamagic)

You understand the nuances of magic to such an extent that you can easily and efficiently defend yourself from magical assault.

Prerequisites: Spellcraft 4 ranks

Benefit: When you counterspell, you may use any spell of the same school as the spell targeted against you. If you choose to spend an action point when counterspelling, you receive a bonus on the counterspell attempt equal to your caster level.

Normal: Without this feat, you may only counter a spell with the same spell, or with a spell specifically designated as countering the target spell.

Insidious Illusion (General SU; Metamagic) (from Lightweaver)

You can craft illusions so compelling, startling or emotionally effecting that their effects are difficult even for disbelievers to shake.

Prerequisite: Psionic Illusion

Benefit: Once a target succeeds at a WILL save to disbelieve one of your illusions, he or she must make a second WILL save, at the same difficulty, or be considered *shaken* for a number of rounds equal to your WIS modifier.

Instinctual Joybringer (Metamagic)

You have dedicated your life to bringing pleasure and joy to a specific beloved, and you unconsciously shape yourself to their desires.

Prerequisite: Mage of the Heart

Benefit: The soul deep bond between you and your lover is deepened. You unconsciously find yourself adopting pleasing mannerisms and undergoing subtle physical changes to conform to their unconscious wishes and desires. The changes are minor, and take several weeks to manifest, but are obvious when seen in total.

Most importantly, your bond strengthens to the point where what affects your lover affects you as well. If either the Mage of the Heart or the chosen love is affected by any beneficial spell or ability, or benefits from any class ability or feat that temporarily increases their abilities (such as the Bodyguard's Sudden Action class ability, or a Barbarian's rage ability in D20 Fantasy), or receives magical healing, both parties benefit.

As long as the two can touch within one round of the spell's casting or ability's activation (a standard action for at least one of the two people), the mage and the lover can share beneficial effects. Each member of the symbiosis is affected identically; the effect's duration and benefits are identical and each recovers the same amount of HP.

Jinx (General SU)

You are naturally bad luck, and sometimes the quirky fate that seems to follow you like a little black rain cloud occasionally turns a sticky situation to your favor.

Prerequisite: Heroic Surge, CHA 13+

Benefit: Each day you receive a pool of 'jinx' points equal to your level plus your CHA modifier

(minimum two jinx points). You may use these points to worsen the luck of those around you. You may apply one or more jinx points to any die rolls (saves, skill checks, attack rolls, die rolls to determine random events) made within 30 ft. You may choose to apply as many 'jinx' points as you like, up to twice your CHA modifier on any single roll. Applying 'jinx' points is a purely mental free action.

Life-force Conduit (Metamagic)

You can transmute the raw energy of the soul into the refined, ethereal substances necessary to cast spells, and can use the elemental force of your magic to heal wounds.

Prerequisite: either Familiar Class ability, Soul Bound Familiar or Mage of the Heart plus Iron Will

Benefit: By touching your familiar or any other willing creature, you can siphon off fragments of their life force to increase the potency of your magic. If you cast a spell while touching a willing participant, you may make a Spellcraft check (DC 20 + the spells level); for every five Hit Points you siphon from the creature, you receive a +1 bonus on the check. Using the Life-force Conduit is considered a full round action, which provokes attacks of opportunity.

Using the Life-force Conduit in this manner always inflicts at least 1 HP worth of damage on the creature, plus however much energy you choose to drain to increase your spell craft check. The creature must be willing and not subject to any mundane or magical compulsion or deception; the creature receives no save against this effect and has no control over how much energy the caster drains using this feat.

If you succeed on the Spell Craft check, the spell is cast but is not removed from your daily allotment of prepared spells. You may use this feat only once per day to retain a particular spell.

You may also channel the raw magical energy of a spell into healing, but this is an inefficient 'lossy' process. You must touch the injured creature and expend one of your spell slots, which is a standard action which provokes attacks of opportunity. The injured creature recovers a number of hit points equal to the spell's level. Zero level spells and healing spells cannot be used to power a life force conduit.

Mage of the Heart (Metamagic)

Your magic is fueled and enhanced by the love and trust you have in a specific person- a parent, a mentor, a friend or lover.

Prerequisite: ability to cast arcane or divine magic

Benefit: You may choose a specific person with whom you have an intimate relationship; this person may be another PC or an NPC. This chosen love need not have this specific feat, and does not necessarily even need to know the depth of your feelings for them. You must declare one of your allegiances towards protecting this person or the cause they champion.

As long as you have friendly contact each day with this person (which can be as casual as an e-mail or phone call), and your relationship remains loving and mostly unstressed, the love you feel makes you a more effective spell caster.

Any protective effects or magical healing you cast on your chosen love have their numerical effects maximized; a healing spell that recovers 1d6 points of HP will always help your love recover 6 HP. You may cast beneficial spells with a range of touch upon your beloved, so long as that person is within 30 ft.

Once per day, you may alter your selection of prepared spells to directly benefit your beloved. You may swap out a number of prepared spells, of any level, equal to one plus your INT modifier (minimum two spells). If your beloved expresses a preference for specific spells or magical effects, you must load up those spells first during the swap. Swapping out prepared spells is a purely mental full round action which provokes attacks of opportunity.

Limitations: If that person ever dies, or if the relationship ends permanently, you suffer an emotional loss, and lose 50 XP per character level. If the relationship between you and your beloved is strained (by arguments, for example), you temporarily lose the benefit of this feat until your relationship warms, or until the relationship is damaged beyond repair. You may only have one beloved at any given time. You may apply this feat's benefit to a new beloved after at least one month of close contact with that person.

Mystic Origami (General SU)

With a few precise folds, you can create amazing works of paper art, and by imbuing them with magic, can summon tools, equipment, even animals to fight on your behalf.

Prerequisite: Concentration 8 ranks, Craft: visual arts 8 ranks, Knowledge: arcane lore 4 ranks

Benefit: Three times per day, you can attempt a Craft: visual arts check to create an origami figurine, which you can channel mystic force into to bring to life and solidity. You can create a variety of useful objects out of origami; when enchanted the origami figurine grows to full size and becomes incredibly durable. These origami duplicates function identical to the objects or creatures they emulate, but always retain the appearance of crisply folded stationary.

The paper used in mystic origami must be of the highest quality. A sheaf of 12 high grade sheets has a Purchase DC 9. If lower quality paper or scrap paper is used, increase the Visual Arts Check DC by +2. Creating an origami object consumes a single sheet of paper.

The Craft DC, time required and other information about various projects are described below. Certain objects require the artist to expend an action point to enchant. A created origami object remains in existence for a number of hours equal to the creator's INT modifier (minimum one hour). To craft an object, you must be familiar with a 'real' version of that same object; in the case of a highly complex item like an origami vehicle, you must have ranks in the appropriate Craft or Knowledge skill.

Animals created by using mystic origami have average statistics for creatures of their type. Origami objects have Hardness and Hit Points equal to a real version of the object, or Hardness equal to the crafter's INT modifier and HP equal to twice his total character level, whichever is less. Origami objects suffer double damage from fire and heat based attacks, or normal damage on a successful save.

Table: Mystic Origami

Object	Craft DC	Crafting Time	AP Cost	Additional Skill Requirements
Simple objects (clothing, melee weapons, parachutes)	Visual Arts DC 12	Full round action	-	-
Complex Objects (several moving parts, such as a revolver, plate-mail armor, skill and tool kits)	Visual Arts DC 18	1d4 minutes	-	Craft: mechanics 1 rank
Electronic Devices (Computers, TVs, masterwork kits)	Visual Arts DC 22	2d6 minutes	One	Craft: electronics 4 ranks
"Living" Animals	Visual Arts DC 22	2d6 minutes	One	Knowledge: earth & life sciences or Survival 6 ranks
Ground Vehicles (cars, trucks, dune buggies)	Visual Arts DC 24	4d6 minutes	Two	Knowledge: technology or Craft: mechanical 8 ranks

Paper Razors (General SU)

You can unleash a deadly storm of paper darts, which can shred the flesh off your adversary's bones.

Prerequisite: Mystic Origami

Benefit: As a standard action, you may make a DC 18 Craft: visual arts check to quickly fold a paper dagger. As you toss the dagger at your enemy, it transforms into a razor edged storm of paper.

The paper storm inflicts 1d6 points of damage, plus an additional 1d6 points of damage per point of your INT modifier (maximum 5d6) to all enemies within a 10 ft semicircular burst, centered on your hands. Opponents can attempt a REF save for half damage.

The paper used in mystic origami must be of the highest quality. A sheaf of 12 high grade sheets has a Purchase DC 9. If lower quality paper or scrap paper is used, increase the Visual Arts Check DC by +2. Firing a storm of Paper Razors consumes a single sheet of paper.

Paper Defense (General SU)

You can quickly improvise a shield of magical papers, which leaps to defend you.

Prerequisite: Mystic Origami

Benefit: As a standard action, you may attempt to quickly fold an origami shield, which explodes into a storm of paper that intercepts damage meant for you. By succeeding on a DC 18 Craft: visual arts check, you may summon the equivalent of *mage armor*, as cast by a mage of your total character level.

You may also choose to spend an action point to create an instinctive Paper *mage armor* or *featherfall* effect. This effect springs into being as a free reaction. You need not be consciously aware of the danger, for example you can activate this defense as proof against a sniper's bullet. However, cannot summon the paper defense while unconscious or otherwise completely helpless.

The paper used in mystic origami must be of the highest quality. A sheaf of 12 high grade sheets has a Purchase DC 9. If lower quality paper or scrap paper is used, increase the Visual Arts Check DC by +2. Summoning the Paper Defense consumes a single sheet of paper.

Place of Power (Metamagic)

You can draw power from the blood, love and fury that have seeped into the stones of certain mystical nexuses, and can draw magical power from places you have an emotional connection to.

Prerequisite: Iron Will, Knowledge: Arcane Lore or Theology & Philosophy 8 ranks

Benefit: You select one of the eight schools of magic, each of which has certain types of buildings and structures associated with it. When casting spells of this school within an associated place of power, you draw upon the ambient mystical potential of the place.

Spells of the school associated with a place of power are cast as a move equivalent action, which does not provoke attacks of opportunity. Potentially, a mage could cast two spells in a round by making a ‘double move’. You must be inside, touching or within 30 ft of the place of power to gain this benefit.

Special: The places of power only represent the most basic types of buildings associated with a particular school of magic. The game master should feel free to expand the list, particularly if a magic wielding PC can offer a good argument how a structure fits into their school of magic. You may select this feat multiple times; each time you do it applies to a new school of magic.

Playfighting (General)

Your combat style focuses on defeating your enemies with the most unusual weapons possible, and with no more permanent harm than a bruised ego.

Prerequisite: Simple Weapons Proficiency

Benefit: You may use improvised weapons to inflict subdual damage without penalty. When attacking with an unconventional, improvised weapon, you may multiply the subdual damage inflicted on a critical hit, as well as use precision based attacks, such as sneak attacks or similar tactics, to deliver additional non-lethal damage.

Limitation: You suffer a –2 penalty when using an improvised weapon to deal lethal damage.

Normal: You suffer a –4 penalty when attempting to use an improvised weapon. You suffer a –4 penalty when using a lethal weapon to inflict subdual damage, and you cannot use a sneak attack or similar tactic to deliver additional subdual damage.

Psionic Illusion (General SU; Metamagic) (from Lightweaver)

Your illusions skim the surface of your mark’s mind, using the mark’s subconscious expectations to make the deception more convincing.

Prerequisite: Psi talent or ability to cast spells from the illusion sub-school, knowledge: arcane lore 4 ranks, behavioral science 4 ranks

Benefit: Your illusions are very difficult to detect. Your victims suffer a –4 penalty on all Sense Motive, Spot, Search and WILL saves made to see through one of your illusions.

Table: Places of Power

School of Magic	Suggested types of buildings
Abjuration	Places associated with barriers, gates, and defense. Prisons, guard houses, police stations, military bases, city gates and fortifications.
Conjuration	Places associated with travel, healing and creation. Airports, rail yards, bus terminals, hospitals, clinics, ‘lovers lanes’, mechanics shops, farmland.
Divination	Places associated with thought, foresight and faith. Science labs, universities, schools, churches, fortunetellers, stock exchanges, media outlets.
Enchantment	Places associated with mental control and seduction. Political buildings, churches, schools, television stations and other media, whorehouses, strip clubs, monasteries.
Evocation	Places associated with energy. Nuclear reactors, power plants, electric substations, coal mines, refineries arson sites, accident sites, dams.
Illusion	Places associated with deception and art. Theaters, art galleries, stages, political buildings, concert halls, arenas.
Necromancy	Places associated with death and healing. Hospitals, cemeteries, hospices, places where people have died or been born en masse, accident sites, abandoned buildings and ruins.

Regenerative Blessings (Metamagic)

Your spells have been imbued with raw stuff of life itself. Any beneficial magics you cast heal wounds as well as enhancing the body and inspiring the soul.

Prerequisite: Treat Injury 8 ranks, WIS 13+, ability to cast divine spells

Benefit: All beneficial divine spells you cast restore a number of Hit Points equal to your WIS modifier (minimum one HP) in addition to their standard benefits. This feat applies both to beneficial spells you cast to aid others, as well as spells cast to aid yourself.

If more than one creature benefits from your spell (such as by a *regenerative remove fear*) you may choose a number of victims equal to your WIS modifier. This ‘bonus’ healing effect does not use up a prepared spell, nor does it count against your daily casting limit.

Scaled Perfection (General SU) (from Mega-Feats)

Your draconic heritage marks your body. Your skin is covered with smooth, gleaming scales that provides some of your dragon ancestor’s legendary arcane gifts and toughness, and grants you a strange beauty.

Prerequisite: CHA 13+, Knowledge: arcane lore 4 ranks

Benefit: Select one school of magic. Your scaled body grants you a +2 bonus on all saving throws made against hostile spells belonging to that school. In addition, you increase the saving throw DC of all spells from that school by a number equal to your CHA modifier.

As an example, if you choose the Illusion sub-school, you would receive a +2 bonus on all hostile saving throws, and assuming you have CHA 13 (+1 bonus), all your illusion spells would have their saving throw DCs increased by +1.

You receive a +4 bonus on Diplomacy checks made against others with this feat, as well as sentient dragons and dragon-born creatures.

Limitation: You receive a –4 racial penalty on disguise checks thanks to this obvious, colorful mutation. You may spend an action point to negate the Disguise check penalty for a number of hours equal to your CHA modifier; when you do so, your scales and tiny horns recede into your body, resembling intricate tattoo work.

Special: You may choose this feat multiple times. Each time you do, this feat applies to a new school of magic.

Seasonal Metamagic (Metamagic)

You are in tune with the subtle ebb and flow of magical tides, and can shape your spells to best take advantage of the season’s energy.

Prerequisite: As Above, So Below

Benefit: Certain types of magic are best cast at certain times of the year. During the each season, you gain a number of ‘bonus’ spell slots equal to one plus your primary casting attribute modifier (minimum two levels worth of spell slots). Each day, you may prepare additional spells with levels equal to your seasonal bonus, filling those slots with spells from that season’s favored schools.

For example, an acolyte with a Wisdom score of 15 (+2 bonus) had this feat, each day during the summer, he could prepare an additional three levels of Evocation and Enchantment spells. He could choose to prepare one additional 3rd level spell, three 1st level spells, or any other combination. Zero level spells count as ½ level spells for the purposes of this feat.

Table: Seasonal Metamagic

Season	Schools of Magic
Spring	Conjuration, Transmutation
Summer	Evocation, Enchantment
Fall	Divination, Illusion
Winter	Necromancy, Abjuration

Skyclad Ritual (Metamagic)

As a symbol of your faith, you often perform your magic nude, clad only in the sky.

Prerequisite: Knowledge: arcane lore 4 ranks

Benefit: When casting a spell nude or mostly unclothed, you may add your Dexterity modifier as a morale bonus on all Concentration checks and checks to penetrate spell resistance.

While nude or mostly so, you may sacrifice a single spell slot or prepared spell to help you adjust to temperature extremes. Each spell level sacrificed grants you a +4 bonus on FORT saves made to resist extreme environmental temperatures; this bonus lasts for an hour. The sacrificed spell is lost as if you had cast it. You must sacrifice two zero level spells to gain this benefit.

Secret Historian (General SU)

You are a student of both magic and history, and you can read between the lines of recorded fact, seeing the secret mystical truths that have shaped human culture.

Prerequisite: Knowledge: history 8 ranks, Knowledge: arcane lore 4 ranks, Spellcraft 4 ranks

Benefit: Just prior to making any Spellcraft check to decipher magical writing, learn new spells or copy a spell into your spellbook, you may make a DC 18 Knowledge: history check. If the check is successful, you remember some obscure historical fact that helps you with the task at hand. You receive a +2 bonus on the Spellcraft check, plus an additional +1 bonus per every three points you beat the Check DC by.

If the check is successful, you require only one day to copy the spell into your grimore, regardless of the spell's level.

Normal: It takes one day, plus one day per spell level, to copy a spell into your personal grimore.

Soul Bound Familiar (General SU) (from Mega-Feats: New Paths to Victory)

You have elected to imbue a living creature with a portion of your soul, forging a bond between man and animal that cannot easily be broken, and strengthens both halves of the partnership.

Prerequisite: WIS 13+

Benefit: By undergoing a private ceremony that requires a full day and involves a sacrifice of magical materials with a Purchase DC 14, you can bind your soul to a small, cunning creature. Your familiar is a magical beast that resembles a small animal, but is unusually tough and intelligent, and serves as a companion, scout and servant. You may temporarily merge your familiar into your body in order to conceal or protect it. When merged, the familiar takes the form of an ornate tattoo or brand of the appropriate animal. Absorbing or expelling your familiar is a full round action which can be preformed at will and provokes attacks of opportunity.

You may choose from any of the standard familiar options, or from the new animals presented below, or with GM approval from any CR ½ or weaker, non-sentient creature. You may not choose outsiders, humanoids or monstrous humanoids as a familiar. If you select an ooze, plant, vermin, undead or construct as a familiar the unique creature is considered to have an INT score of 3. Your familiar advances in power as described in chapter nine of the *D20 Modern core rulebook*.

If your familiar is slain, you must make a DC 15 FORT save. Failure indicates you lose 200 XP per character level, as a result of the trauma of your soul bonded familiar's demise. Success means you only lose half that amount. A slain or dismissed familiar cannot be replaced for a year and a day. A

Table: Secret Historian New possible familiars:

Familiar	Special Benefit
Animated Object (tiny)	Mistress gains +3 bonus on Hide checks in urban environments
Animated Toy (tiny)	Mistress gains a +3 bonus on Diplomacy checks made against Young Adults and Children
Bee (Giant)	Mistress gains +3 bonus on Knowledge (architecture) checks
Centipede (small, monstrous)	Mistress gains +3 bonus on Balance checks
Dog	Mistress gains +2 bonus on WILL saves
Dolphin/Porpoise **	Mistress gains +3 bonus on Swim checks
Eagle	Mistress gains +1 dodge bonus to AC
Gull **	Mistress gains +3 bonus on Survival checks while at sea or in costal regions
Mallard	Mistress gains +3 bonus on Navigate checks
Monkey	Mistress gains +3 bonus on Sleight of Hand checks
Octopus **	Mistress gains a +3 bonus on Hide checks when submerged
Opossum	Mistress gains a +3 bonus on stabilization checks
Rabbit	Mistress gains +3 bonus on Handle Animal checks
Raccoon	Mistress gains +3 bonus on Disable Device checks
Raven	Mistress gains +3 bonus on Knowledge: theology & philosophy checks
Robot (tiny)	Mistress gains a +3 bonus on Repair checks
Scorpion /Spider (monstrous, tiny)	Mistress gains +3 bonus on Survival checks in desert environments
Skeleton (human)	Mistress gains a +3 bonus on Profession (mortician) checks
Stirge	Mistress gains +3 bonus on Treat Injury checks
Squirrel	Mistress gains a +3 bonus on Climb checks
Swift (Peregrine)	Mistress gains +5 ft base land speed
Swan	Mistress gains +3 bonus on Concentration checks
** indicates an aquatic creature	

slain familiar can be raised from the dead, just as a character can be, and does not lose a level or Constitution point when this happy occasion occurs. If a character restores life to a slain familiar before 24 hours elapses, he can recover half the XP lost as a result of the creature’s death.

Special: The Innocent receive the Soul Bound Familiar feat for free as a class ability at first level, even if they do not meet this feat’s requirements. This feat modifies the standard Familiar class ability. If you select this feat multiple times, you may have multiple familiars.

Soldier’s Arcana (General SP)

Unknown to the general public, several elite military units incorporate ancient arcane secrets into their training regimen. While not a full spell caster by any means, you have several minor supernatural powers that keep you alive on the battlefield. **Prerequisite:** Base attack bonus +2, Concentration 4 ranks, Knowledge (arcane lore) 1 rank

Benefit: Once per day, you may cast any one of the following spells as a first level mage or acolyte: *create water, cure minor wounds, light, mage armor, power device, sleep*. Using this feat is a spell-like ability.

Soul Cloak (Metamagic)

You can unfurl your magical aura, the arcane talent bound to your soul like great wings of flame, or a sorcerer’s living cloak.

Prerequisite: Spellpush, Spellweaver

Benefit: You can manifest a spectacular display of arcane power, which takes the form of a roiling living cloak that unfurls behind you like great wings. You determine the appearance and behavior of your semi-animate cloak when you first select this feat; the cloaks appearance cannot then be changed easily.

You may manifest or dismiss your soul cloak at will as a standard action. While your cloak is manifest, you gain a fly speed of 40 ft (poor); you may always hover in place, regardless of your maneuverability class. If you already have a fly speed, it is increased by + 10 ft, and your maneuverability is improved by one category, to a maximum of perfect.

Your semi-living cloak grants you a +4 equipment bonus on Sleight of Hand and Escape Artist checks and a bonus on REF saves equal to your primary caster attribute modifier.

Speed of Darkness (General SU)

The quantum underpinnings of darkness, the dark-matter basis for the absence of light moves as quickly as speeding photons. You can borrow the speed of the dark itself.

Prerequisite: Darkling

Benefit: You receive a +10 ft bonus on your base land speed any time you are in an area of shadowy illumination or deeper darkness. If moving out of an area of darkness, and into a more brightly lit area, you retain the bonus movement until you complete your movement.

By spending an action point, the darkling can leap between any shadow large enough to contain the darkling’s body, covering up to 100 ft with each leap both ends of the shadow-jump must be made in an area that contains at least some shadow.

Spellpush (Metamagic)

You are a modern mage of consummate skill, able to push your spells past their normal limits, increasing their power, potency, and combat effectiveness.

Prerequisite: Knowledge: Arcane Lore 12 ranks, Spellcraft 8 ranks, Primary casting attribute 13+

Benefit: A number of times per day equal to one plus your primary caster attribute modifier (minimum twice daily), you may push the limits of your spells. Deciding to cast a Spellpush-enhanced spell is a free action, and is considered part of the standard action of casting the spell. No specific preparation is required to cast a Spellpush enhanced spell.

Table: Spellweaver

Lvl of the sacrificed spell	Benefit to the cast spell (cumulative)
Level 1 – 2	Spell is cast at +1 caster level
Level 3 – 4	Numerical effects of cast spell are maximized
Level 5 or higher	Spell is cast at +1 caster level (+2 caster level boost total)

You may choose any one of the following benefits to apply to your spells:

- **Enlarge:** Any spell you cast with this enhancement, assuming it has a range greater than touch, has its range increased by 100%.
- **Extend:** Any spell you cast with this enhancement, assuming it has a measurable duration, has its duration doubled.
- **Empower:** All variable, numerical effects of an empowered spells are multiplied by 1.5. Roll damage or effect for the spell normally, and multiply the result by 1.5.
- **Maximize:** All variable, numerical effects an empowered spell are maximized. Thus a 1st level magic missile spell enhanced by this feat would inflict 5 points of damage (since it normally would inflict 1d4+1 points of damage).
- **Quicken:** You can choose to cast a quicken spell as a free action, instead of a standard action.
- **Silent or Stilled:** You can choose to cast a spell stealthily, omitting either verbal or somatic components.
- **Widen:** You can alter the effective area of a shaped spell, increasing its numerical measurements by 100%. Thus, a *fireball* which normally produces a 20 ft radius spread produces a 40 ft radius spread when widened.

Special: You may select this feat multiple times. Each time you do, you double the number of times per day this feat is usable, and you may add one enhancement to a spell per time you've selected this feat. Thus if you choose this feat twice, you could choose to add two enhancements to any single spell you cast.

Spellweaver (Metamagic)

You can weave the threads of mystic energy that compose your spells, creating new patterns within the magic, and using your mystic power in new ways.

Prerequisite: Spellcraft 8 ranks, Knowledge: arcane lore or theology & philosophy 8 ranks

Benefit: By combining additional prepared spells with the spell you cast, you vastly increase that spells power. While casting a spell, you may make a Spellcraft check (DC 12 + the level of the spell you are casting). If the check is successful, you may sacrifice an additional prepared spell of the same or higher level and the school of magic to increase that spell's potency.

Once per day, you may also choose to 'break' a higher level prepared spell into a number of lower level spells. By making a Spellcraft check (DC 12 + the level of the spell to be broken) you may remove a single prepared spell from your daily spell list, and substitute any two lower level spells of the same school of magic. Breaking a spell is a purely mental full round action which provokes attacks of opportunity.

Tantric Wisdom (General) (from the Forbidden)

You have studied eastern sexual techniques and incorporated these erotic arts into your meditation. As a result, you have become both a more skilled lover and a more adept martial artist.

Prerequisite: WIS 15+, Concentration 4 ranks

Benefit: By spending at least an hour enjoying sex with a partner, who need not have this feat, you may make a DC 20 Concentration check. If the check is successful, your mind clears and petty distractions vanish. You receive a +2 insight bonus on WILL saves, Spot checks and Craft (any) and Knowledge (religion & philosophy) checks. This insight bonus lasts until you next sleep. Additionally, your tantric skills mean you can indulge in amazingly lengthy and varied experiences, and have full control over your fertility. You will not become pregnant or impregnate a woman unless you choose to.

Totem Morph (General SU)

You can shed your clothes and human skin, darting over the rooftops or diving under the sea as an animal.

Prerequisite: The Familiar class ability or the Soul Bound Familiar feat

Benefit: A number of times per day equal to your WIS modifier (minimum once daily), you can transform into an average member of your familiar's kind or species and back again. While shape-shifted you retain your INT, WIS and CHA scores, if they are higher than your transformed body's, as well as your base hit die. You gain the physical ability scores and extraordinary abilities of your new form.

You may remain in animal form as long as you wish. While transformed, your clothes, gear and weapons merge with your body, and become inert. Switching between forms is a standard action which provokes attacks of opportunity.

Twinned Aracna (Metamagic)

You have mastered the secrets of time and magical energy flow, and through intense inner focus, you can rewrite time, repeating the spell you have just cast.

Prerequisite: Concentration 15 ranks, Spellcraft ranks, Focused

Benefit: By spending an action point immediately after casting a spell, you may make a Concentration check (DC 22 + the spell's level). If the check is successful, you immediately 'double cast' that spell, in perfectly duplicating the effects of the first spell in all respects.

The target and effectiveness of the previous casting are unchanged. The target of the spell remains the same; the damage inflicted or HP recovered is identical each casting; if the target failed on their first save, they also fail their save against the repeated spell. The repeated spell is cast as part of the standard action used to cast the initial spell. The repeated spell does not require the expenditure of an additional spell slot or prepared spell.

For example, if a mage cast a lightning bolt that inflicts a total of 22 points of damage, and the target fails his REF save for half damage. Thus that same target would suffer an additional 22 points of damage when the spell is cast using Twinned Arcana.

Warrior Mystic (Metamagic)

You have trained extensively in arcane tactics, and know how to stay alive when confronting hostile mages.

Benefit: You receive a +4 bonus on all spellcrafts to counter or dispel hostile magic and a +4 bonus on level checks made to defeat spell resistance.

Converting Forge-Gifts & Other Item Creation Feats:

The Forge-Gift feats presented in Mega-Feats are balanced for a world where magic items are more than just common: they're omnipresent, and even low level adventurers have several techno-magical weapons and gadgets at their disposal. Most 'Modern Arcana' settings assume that magic is a relatively new 'recovered' phenomenon, something that's returning to the world after a long period of dormancy. Modern mages have lost the knowledge to create mystic artifacts. The few items they can create- scrolls and potions mostly- are limited in power and utility.

But what if modern spell-casters could produce artifacts equal to, if not superior to anything their ancient progenitors could? What if techno-magic was the cutting edge science of the 21st century? What if?

Once your gamemaster has decided to allow high-power techno-magic in the campaign, and once the 'look and feel' of the game world's ultra-tech is nailed down, the most difficult question is how to convert the Forge-Gift feats and their gold piece based creation costs to the D20 Modern wealth system. Here are a few possible conversions, each of which gives a different 'feel' to the magic system. The game master may select one, or allow different spell casting classes to follow different rules, depending on the type of campaign he wants to run.

Conversion One:

Expensive, but easy to produce magi-tech

This is perhaps the simplest conversion. Simply convert the raw gold piece cost of an item to dollars (or other currency) on a 1:1 basis. This should give you a price between 800 dollars (for a first level spell, cast by a first level mage) and 40,000 dollars (for a fifth level spell, cast by a tenth level mage), possibly more. Use the dollar value of the item to determine the XP cost as usual, with the creator paying 1/25th (or some other percentage) XP of the item's base price to create it.

Use the dollar to purchase DC conversion chart on pg 204 of the *D20 Modern core rulebook* to determine the approximate Purchase DC of the magic items raw materials.

Using this conversion option means that while magic items are extremely expensive, highly sought after items, it is no more difficult for the creator to build them, in terms of the sacrifice required, than for that mage's counterpart in a fantasy setting. The world's ultra-rich might have magic items; holy relics might be handed down for generations, and have price tags in the hundreds of millions of dollars. Though most effective magic is out of the reach of mainstream humanity, the heroes and villains can and do have magic items.

To use a published techno-magic setting as an example, the [Shadowrun](#) campaign world, with its nascent techno-magical disciplines might be a good example of a world that can be modeled using this conversion method.

Conversion Two:

Cheap, Available Magi-tech

If you want magic items to be omnipresent, simply lower their cost. When converting gold pieces to dollars, simply reduce the ratio. An exchange rate of 2 gp for 1 dollar means that the cost and the experience point penalty for crafting magic items is cut in half. Reducing the ratio even further, to say 4 gp : 1 dollar, or even 10 gp : 1 dollar will ensure that magic items are more common in your Modern Arcana setting than in most dragon slaying fantasy settings.

Again, using a published techno-fantasy setting as an example, [Rifts](#) would be an example of a campaign world where magic items are as common and inexpensive as their technological equivalents, and magic and science are competing disciplines.

Conversion Three:

Magic Beyond Price

If lowering the cost of a magic item increases its availability, the other holds true. Increasing the ratio, say to 1 gp: 2 dollars or more means that magic items are out the reach of most adventurers. A single magic sword can represent the wealth of a nation, and the existence of powerful artifacts is a closely guarded secret.

Conversion Four:

Great sacrifices required.

Regardless of which conversion method you choose, you may decide that crafting a magic artifact in the modern world is more than a matter of money and sacrificed memories (in the form of XP). Individual gamemasters might rule that additional sacrifices are required to create items of legend. Some suggestions:

- *The spell used to enchant an object is lost, erased from the mage's mind.* The gamemaster might rule that the neural pathways used to visualize that spell are lost forever. Others might rule that the mage must recopy the spell into his spellbook, and relearn the magic. A divine magi-crafter might find has access to the spell blocked by the gods for a period of time ranging from a week to a year and a day, at the gamemaster's discretion.

- *The crafting mage must sacrifice a part of himself.* Blood is required to enchant the item. Mages must carve their flesh and drip the blood on the item, or carve out an eye, or undergo the agonizing and dangerous Ghost Dance ritual, or something similar. Imbuing the magic item requires the mage to accept deformities, sacrifice skill ranks or attribute points. Depending on the ritual, the sacrifice can be temporary or permanent.
- *A death is required.* Blood and a living soul must be channeled into a newly forged magic item. Depending on the power of the artifact to be crafted, an animal's death may be enough. Other spells might require a human sacrifice, either an unwilling captive or fallen enemy. Perhaps the most powerful artifacts are imbued with the immortal soul of a willing sacrifice?

-END-

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