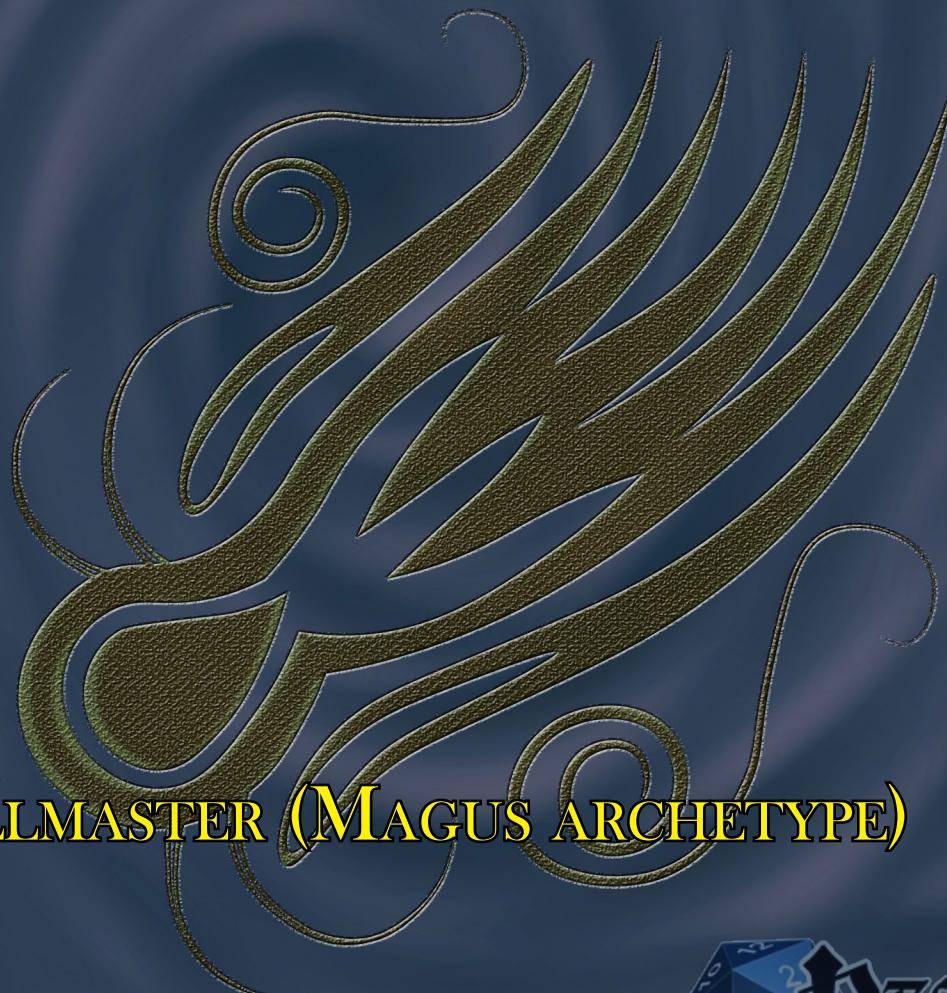




# PLAYER Paraphernalia



SCROLLMASTER (MAGUS ARCHETYPE)



#3

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# PLAYER PARAPHERNALIA #3

## By the Knotty-Works

Welcome to the third issue of Player Paraphernalia, a hodge podge of character ideas and alternate rules that may be used with the Pathfinder Roleplaying Game (Paizo, Inc©). In this issue a new Magus Archetype is introduced.

### Scroll Master (Magus Archetype)

The scroll master has mastered the ability to integrate his fighting style with that of the scroll. This ability does not come without sacrifice and the scroll master lacks much of the arcane weapon training normally associated with their class but he does gain several advantages compared to his contemporaries when it comes to handling and using scrolls.

**Scroll Armor (Sp):** The scroll master may take an arcane scroll and convert it to a deflection bonus equal to the highest level spell on the scroll as a move action that does provoke attacks of opportunity. The spell on the scroll is consumed in this process and the effect last for 1 minute per level of the scroll master. If the spell is of a higher level than the scroll master can currently cast, he may attempt to use this ability with a successful [Use Magic Device](#) check as if casting the spell from the scroll. At 7<sup>th</sup> level the scroll master may perform this as a swift action and is treated as 2 levels higher in regards to spells that may be converted. At 13<sup>th</sup> level the scroll master no longer provokes attacks of opportunity while initiating this ability and may freely use any scroll containing an arcane spell whose level is no higher than half his class level.

This ability replaces the magus [proficiency with armors](#) and the abilities associated with it including [Medium armor](#) and [Heavy armor](#) gained at 7<sup>th</sup> and 13<sup>th</sup> level. The scroll master may wear armor but suffers all effects associated with it and must take the armor proficiency feats.

**Scroll Training (Ex):** The scroll master gains [Scribe Scroll](#) at a bonus feat at 1<sup>st</sup> level. The scroll master may also spend a number of points from his [arcane pool](#) for one of two effects when

casting a spell from a scroll to avoid having to make a [Use Magic Device](#) check. By spending a single point he may cast an arcane spell that is not on the magus spell list from a scroll as long as it is no higher than the highest level spell the scroll master may cast. The second effect allows the scroll master to cast a spell up to one level higher than the highest level spell the scroll master may cast from the Magus spell list by expending one point. This ability replaces [Knowledge Pool](#) gained at 7<sup>th</sup> level.

**Scroll Caster Extraordinaire (Ex):** The scroll master spends much of his time learning to cast from scrolls in the thick of combat. As a result, when casting a spell from a scroll defensively he may add his base attack bonus to the [concentration check](#) (with a minimum of +1 at first level). In addition, the scroll master gains a dodge bonus to his AC of +2 while casting from a scroll until the beginning of his next turn. At 8<sup>th</sup> level the scroll master's dodge AC while casting from a scroll increases to +4 and he gains a sixth sense in his immediate area and cannot be caught flat footed from melee attacks made from within five feet of the scroll master. At 14<sup>th</sup> level the scroll master gains the effects of the rogue's [evasion](#) class feature during any round he is casting a spell from a scroll.

This ability replaces [Spell Combat](#), [Improved Spell Combat](#), and [Greater Spell Combat](#) magus abilities.

**Scroll Sword (Su):** At 2<sup>nd</sup> level the scroll master may take an arcane scroll and with a swift action convert it into a weapon of force energy equivalent to a short sword without provoking an attack of opportunity. The weapon gains an enhancement bonus equal to the highest level of spell on the scroll which is consumed in the process. If the spell level is higher than the highest level spell the scroll master may cast, he must make a successful [Use Magic Device](#) check in order to trigger this ability. Regardless of the spell level consumed, the bonus cannot be increased beyond +5, but additional bonuses may be converted to a



special ability though this will cost a point from the scroll master's arcane pool to select the ability (otherwise additional bonuses are lost). The weapon lasts for a number of rounds equal to the scroll master's class level and if dropped the effect is automatically ended.

In addition, the scroll master may only use his [Spellstrike](#) feature while employing this ability, he cannot cast spells through normal weapons. But, he does gain a DC bonus to any spells cast through the scroll sword equal to the enhancement of the sword.

This ability modifies the [Spellstrike](#) feature as listed. The scroll master may expend a point from his arcane pool to choose another one handed simple or martial weapon when this ability is initiated.

**Scroll Empowerment (Su):** At 4<sup>th</sup> level, the scroll master may empower a scroll by spending a number of points from his arcane pool equal to the spell on the scroll. As a result, the spell on the scroll is not consumed in the casting. This ability does not function with the scroll master's abilities including Scroll Armor and Scroll Sword. This ability replaces [Spell Recall](#).

**Greater Scroll Empowerment (Su):** At 11<sup>th</sup> level, the scroll master only has to expend half the points of the spell level being cast from the scroll. In addition, the scroll master may use this ability to keep a spell from being consumed from the Scroll Armor or Scroll Sword abilities, though the number of points from the arcane pool spent will equal to the spell level of the spell that would have been consumed. This ability replaces [Improved Spell Recall](#).



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