

Player Paraphernalia



FEATS OF ARCANE
TRADITION
KNOWLEDGE ESOTERICA

#104

PATHFINDER
ROLEPLAYING GAME COMPATIBLE

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PLAYER PARAPHERNALIA #104

BY THE KNOTTY-WORKS



Welcome to issue one hundred and four of the Player Paraphernalia series, short supplements designed to offer players new options for use with the Pathfinder RolePlaying Game (©Paizo, Inc.). This issue introduces Arcane Tradition feats. Based on the eight traditional schools of magic, these feats grant characters a taste of the powers normally reserved just for wizards. Fifty new feats ranging the gamut from abjuration through transmutation are presented along with two new advanced rogue talents as an added bonus.

ARCANE TRADITION FEATS

The following feats are categorized as Arcane Traditions, developed from the abilities and powers granted by intense study of one of the arcane schools of magic.

While available to any character class that meets the prerequisites, many of these feats replicate the effects of school powers of the traditional arcane schools of magic. As a result, the powers granted by these feats do not stack if they duplicate the exact power of the school. However, most of these feats represent diminished powers and a character that has access to the school power may also take the feat as long as they meet the prerequisites, each granted power is treated as distinct.

Schools of Opposition

Characters that have one or more schools of opposition may take arcane feats related

to those opposed schools. However, the character only counts $\frac{1}{2}$ their class level with the school of opposition feature for purposes of their total character level and any prerequisites for the feats related to the opposed school.

Note: The term total character level refers to the cumulative class levels for your character, specifically for those characters that become multi-classed or take prestige classes.

Abjuring Absorption [Su] (Arcane Tradition)

You are a living sponge for a specific type of energy.

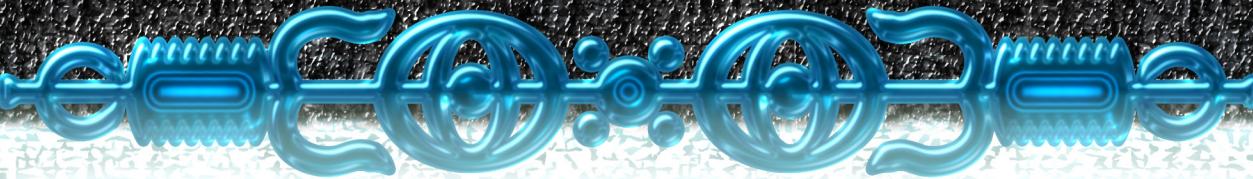
Prerequisites: Intelligence 16+, Arcane Initiate (abjuration), Minor Abjurant, Character Level 9th

Benefits: When you select this feat, choose one type of energy. You can now absorb that energy damage equal to twice your total character level per day. Any active energy resistance, immunity, or vulnerability is applied first, but then the rest is absorbed up to your daily total and has no effect.

Special: You may choose this feat more than once, selecting a different type of energy each time.

Abjuring Disruption [Su] (Arcane Tradition)

You may temporarily infect a spell-caster with a disruptive arcane ward.



Prerequisites: Intelligence 13+, Arcane Initiate (abjuration).

Benefits: You may make a melee touch attack as a standard action. If successful, the target must make a concentration check to cast any spell or use a spell-like ability with a DC equal to 15 + twice the spell's level, in addition to any other concentration checks that may be required. If the caster fails the check the spell or spell-like ability is lost. This arcane infection lasts for a number of rounds equal to your Intelligence modifier and you may use this feat 3 + your Intelligence modifier times per day.

Abjuring Ward [Su] (Arcane Tradition)

You may surround yourself and your allies with a mild protective ward.

Prerequisites: Intelligence 13+, Arcane Initiate (abjuration).

Benefits: You may create a 10 ft. radius mildly protective arcane shield around yourself as a standard action. Allies—including yourself—within range of the shield gain a +1 deflection bonus to their Armor Class. This shield lasts for a number of rounds equal to your Intelligence modifier and once initiated the shield itself does not move, though you may move outside of the area of effect as desired. However, once you leave the area of effect the shield immediately collapses. Once you reach 10th level, the deflection bonus increases to +2.

You may only have one such shield up at a time and you may create this shield a total number of times per day equal to 3 + your Intelligence modifier.

Arcane Initiate [Ex] (Arcane Tradition)

You have been taught the fundamentals of one type of arcane school.

Prerequisite: Intelligence 13+.

Benefits: You must choose one of the eight traditional schools of magic when you select this feat (abjuration, conjuration, divination, enchantment, evocation, illusion, necromancy, or transmutation). Once selected, you gain a +1 competence bonus to any saving throws from spells or spell-like abilities that originate from that school. In addition, if you participate in the invocation of an occult ritual, you gain a +1 competence bonus to any required skill checks you are responsible to make as part of the casting.

If you cast a spell belonging to the chosen school you're effective caster level increases by one, but only in regards to duration, range, or area of effect as applicable. This bonus does not stack with any other abilities that increase your effective caster level.

Special: You may choose this feat multiple times, selecting a different arcane school each time.

Arcane Scroll Mastery (Arcane Tradition)

Your arcane knowledge grants you the advantage when attempting to invoke the spell on a scroll.

Prerequisites: Use Magic Device 1 rank, Arcane Initiate (any).

Benefits: You gain a +4 competence bonus to any Use Magic Device checks when attempting to decipher a spell on a scroll or to activate the scroll once deciphered as long as you are an Arcane Initiate of the school that the spell belongs.

Rules regarding minimum ability score requirements for casting the spell by level still apply, but you may use your Intelligence for any scroll spell that belongs to a school in which you are an Arcane Initiate. In such cases you do not gain the +4 competence bonus if it was not written by a wizard.

Arcane Tradition Feats

Feat	Prerequisites	Description
Arcane Tradition Feats		
Arcane Initiate	Int 13+	Gain bonuses to saving throws and performing rituals from the chosen school.
Arcane Scroll Mastery	Use Magic Device 1 rank, Arcane Initiate (any)	Gain bonuses to your UMD when attempting to use a scroll associated with any school in which you are an Arcane Initiate.
Arcane Wand Mastery	Use Magic Device 1 rank, Arcane Initiate (any)	Gain bonuses to your UMD when attempting to use spell triggered items associated with any school in which you are an Arcane Initiate.
Abjuration based Arcane Tradition Feats		
Abjuring Absorption	Int 16+, Arcane Initiate (abjuration), Minor Abjurant, Character Level 9 th	Absorb a specific type of energy rather than taking damage.
Abjuring Disruption	Int 13+, Arcane Initiate (abjuration)	Cause touched opponent to make concentration checks to cast spells.
Abjuring Ward	Int 13+, Arcane Initiate (abjuration)	Provide a deflection bonus to allies within range of your shield.
Banishing Touch	Int 16+, Arcane Initiate (abjuration), Occlusive Disruption, Character Level 11 th	Your touch may force a summoned creature back to its home plane.
Minor Abjuration	Int 13+, Arcane Initiate (abjuration)	Immediately gain temporary resistance to one type of energy.
Occlusive Disruption	Int 13+, Arcane Initiate (abjuration)	Cause one summoned creature to become shaken and staggered.

Arcane Wand Mastery (Arcane Tradition)

Your arcane knowledge grants you the advantage when attempting to trigger a wand.

Prerequisites: Use Magic Device 1 rank, Arcane Initiate (any).

Benefits: You gain a +4 competence bonus to any Use Magic Device checks when attempting to trigger a wand whose spell belongs to a school in which you are an Arcane Initiate. If you attempt to trigger a staff or other spell trigger item to cast a spell or spell-like ability that belongs to a school you are an Arcane Initiate, you gain a +2 competence bonus to the User Magic Device check.

Assailing Phantoms [Su] (Arcane Tradition)

You perplex your enemies with visions of shadowy assailants.

Prerequisites: Intelligence 16+, Arcane Initiate (illusion), Phantom Flanker, Character Level 9th.

Benefits: You may generate a 30 ft. aura about yourself as a free action that causes your enemies the sense of being surrounded by foes. Those affected are allowed a Will save with a DC equal to $10 + \frac{1}{2}$ your total character level + your Intelligence modifier. Those with more levels or Hit Dice than your total character level are unaffected. Otherwise, those that fail the saving throw are unable to take attacks of opportunity.

Arcane Tradition Feats

Feat	Prerequisites	Description
Conjuration based Arcane Tradition Feats		
Conjure Acid Rain	Int 13+, Arcane Initiate (conjuration)	Summon a light rain of caustic acid.
Conjure Tool	Int 15+, Arcane Initiate (conjuration), One other Conjuration based Arcane Tradition feat	Summon a simple piece of equipment.
Fog Cloak	Int 13+, Arcane Initiate (conjuration)	Create a non-movable bank of fog.
Minor Summoner	Int 13+, Arcane Initiate (conjuration)	Summon one creature from the Summon Monster I spell list.
Phase Step	Int 16+, Arcane Initiate (conjuration), One other Conjuration based Arcane Tradition feat, Character Level 9 th	Teleport short distances.
Sure-Footed Steed	Int 15+, Arcane Initiate (conjuration), One other Conjuration based Arcane Tradition feat, Character Level 9 th	Summon mount that can move over nearly any type of surface.
Divination based Arcane Tradition Feats		
Cosmic Cognizance	Int 16+, Arcane Initiate (divination), Character Level 9 th	You are always aware of anyone scrying on you.
Fortune's Aid	Int 16+, Arcane Initiate (divination), One or more Divination based Arcane Tradition feats, Character Level 9 th	Grant luck bonuses to allies that can hear you.
Greater Presentient Sense	Int 15+, Arcane Initiate (divination), Presentient Sense	Make a free d20 roll and use it to substitute for any other roll made before your next turn.
Objective Compass	Intelligence 13+, Arcane Initiate (divination)	Always know the direction of an object or place that you became attuned.
Presentient Sense	Int 13+, Arcane Initiate (divination)	Take an action during the surprise round and gain an insight bonus to your initiative roll.
Presentient Touch	Int 13+, Arcane Initiate (divination)	Grant an ally an insight bonus to an attack roll, ability or skill check, or saving throw.

against you or any ally within range of the aura and such enemies are treated as if they are flanked while they remain within the effect of the aura. You may use this aura a total number of rounds per day equal to your total character level, though they do not need to be consecutive. This is a mind-affecting fear based effect.

Augmenting Touch [Sp] (Arcane Tradition)

You can physically enhance either yourself or another by touch.

Prerequisites: Intelligence 13+, Arcane Initiate (transmutation).

Benefits: You can grant either a +2 enhancement bonus to a single physical

Arcane Tradition Feats

Feat	Prerequisites	Description
Enchantment based Arcane Tradition Feats		
Charismatic Aura	Int 13+, Arcane Initiate (enchantment)	Gain +2 enhancement bonus to all Charisma based skill checks.
Distracting Touch	Int 13+, Arcane Initiate (enchantment)	Your touch may cause your opponent to become dazed.
Exuberant Aura	Int 16+, Arcane Initiate (enchantment), One or more enchantment based Arcane Tradition feats, Character Level 9 th	You may create an aura that grants your allies a morale bonus versus enchantments and fear based effects are lessened.
Seductive Touch	Int 15+, Arcane Initiate (enchantment), Character Level 5 th	Your touch may cause the target to become friendly to you, regardless of its previous attitude.
Shaken, Not Stirred	Int 16+, Arcane Initiate (enchantment or necromancy), Character Level 9 th	You may generate an aura of dread, causing others to become shaken.
Utter Domination	Int 16+, Arcane Initiate (enchantment), One other Enchantment based Arcane Tradition feat, Character Level 11 th	You may temporarily dominate another person, becoming their puppet master for a few rounds.
Evocation based Arcane Tradition Feats		
Blade of Force	Int 13+, Arcane Initiate (evocation)	Temporarily create a dagger sized blade made of force energy.
Dazzling Burst	Int 13+, Arcane Initiate (evocation)	Cause a burst of light that may dazzle or even blind others.
Energizing Touch	Int 13+, Arcane Initiate (evocation)	Create a small burst of energy at the tip of your fingers.
Energy Shield	Int 16+, Arcane Initiate (evocation), One or more Evocation Arcane Tradition feats, Character Level 9 th	You sheathe yourself in energy that protects you from the same type or others take damage when they strike you in melee.
Short Range Broadcaster	Int 16+, Arcane Initiate (evocation), One or more Evocation Arcane Traditions, Character Level 11 th	Communicate with designated allies within a mile through short verbal messages.
Tripping Foot	Int 15+, Arcane Initiate (evocation), Character Level 5 th	Create a disembodied foot of force that may trip an opponent.

ability score or a +1 natural armor bonus (which does stack with any other natural armor bonuses) by touch as a standard action. This bonus lasts for a number of rounds equal to $\frac{1}{2}$ your total character level. Enhancement bonuses granted from other magical effects do not stack with the enhancement of this feat.

You may use this feat $3 +$ your Intelligence modifier times per day, but only one

application of the bonus may be active at a time. If you enhance another individual with a bonus, the previous effect immediately ends.

Arcane Tradition Feats

Feat	Prerequisites	Description
Illusion based Arcane Tradition Feats		
Assailing Phantoms	Int 16+, Arcane Initiate (illusion), Phantom Flanker, Character Level 9 th	Nearby enemies are harried by phantom menaces.
Cloak of Invisibility	Int 15+, Arcane Initiate (illusion), Lesser Cloak of Invisibility, Character Level 9 th	Turn invisible as the Greater Invisibility spell.
Lesser Cloak of Invisibility	Int 13+, Arcane Initiate (illusion)	Turn invisible, but attacking causes you to become visible.
Phantom Flanker	Int 13+, Arcane Initiate (illusion)	An opponent is flanked by a phantom ally.
Ray of Darkening	Int 13+, Arcane Initiate (illusion)	Blind an opponent with a dark ray.
Step Through Shadows	Int 15+, Arcane Initiate (illusion), One other Illusion based Arcane Tradition feat, Character Level 9 th	Step through the Shadow Plane to move quickly between physical space.
Necromancy based Arcane Tradition Feats		
Aura of Exhaustion	Int 15+, Arcane Initiate (necromancy), One or more Necromancy based Arcane Tradition feats, Character Level 9 th	You may generate an aura that causes others to become fatigued or exhausted.
Fearful Touch	Int 13+, Arcane Initiate (necromancy)	Your touch causes others to become shaken or frightened.
Shaken, Not Stirred	Int 16+, Arcane Initiate (enchantment or necromancy), Character Level 9 th	You may generate an aura of dread, causing others to become shaken.
Shared Essence	Int 13+, Arcane Tradition (necromancy), subject to nonlethal damage	You transfer some of your energy to another as temporary hit points while taking nonlethal damage.
Undead Enhancement	Int 13+, Arcane Initiate (necromancy)	Your touch temporarily makes an undead hardier.
Undead Initiate	Int 13+, Arcane Initiate (necromancy)	You may command an undead minion.

Aura of Exhaustion [Su] (Arcane Tradition)

You may draw forth the vitality of all those around you.

Prerequisites: Intelligence 15+, Arcane Initiate (necromancy), One or more Necromancy based Arcane Tradition feats, Character Level 9th.

Benefits: You may generate a mild wave of negative energy as that causes all living creatures within 30 ft. to become exhausted or fatigued. Living creatures within 30 ft. must make a Fortitude save with

a DC of $10 + \frac{1}{2}$ your total character level + your Intelligence modifier. Those with levels or Hit Dice equal to or less than your total character level become **exhausted** for 1d4 rounds and then **fatigued** for an additional 1d4 rounds if they fail the saving throw. Those that make a successful save just become **fatigued** for 1d4 rounds. Those with more levels or Hit Dice than your total character level become **fatigued** for 1d4 rounds if they fail the saving throw and are not affected if their saving throw succeeds.

Arcane Tradition Feats

Feat	Prerequisites	Description
Transmutation based Arcane Tradition Feats		
Augmenting Touch	Int 13+, Arcane Initiate (transmutation)	
Burdensome Relief	Int 13+, Arcane Initiate (transmutation)	
Ever-Changing Mask	Int 14+, Arcane Initiate (transmutation), Character Level 5 th	
Natural Devolution	Int 13+, Arcane Initiate (transmutation)	
Self-Perfection	Int 15+, Arcane Initiate (transmutation, Augmenting Touch, Character Level 9 th)	
Telekinetic Distraction	Intelligence 15+, Arcane Initiate (transmutation), Character Level 9 th	
Other Feats		
School Empowerment	Arcane school power or arcane tradition feat limited to a specific number of times per day	Gain two additional uses of a arcane school power or arcane tradition feat per day.

You may use this feat 3 + your Intelligence modifier times per day and you are not affected by this feat when you initiate it. Those that become **fatigued** or **exhausted** by this feat are not susceptible to the same effect from you for 24 hours.

Banishing Touch [Su] (Arcane Tradition)

You can send the unnatural summoned beasts back to the realm from which they came.

Prerequisites: Intelligence 16+, Arcane Initiate (abjuration), Occlusive Disruption, Character Level 11th.

Benefits: You may make a melee touch attack as a standard action against a summoned creature (including an eidolon) and attempt to force it to return to the plane from which it was called. The creature is allowed a Will save with a DC equal to 10 + ½ your total character level + your Intelligence modifier. A failed save causes it to be banished while a successful save causes the creature to be staggered

for a number of rounds equal to your ½ total character level. You may use this feat 3 + your Intelligence modifier times per day.

Blade of Force [Sp] (Arcane Tradition)

You cause a short blade of invisible force to spring from your hand.

Prerequisites: Intelligence 13+, Arcane Initiate (evocation).

Benefits: You may manifest and wield an invisible blade of force in either hand as a dagger as a swift action. The blade lasts for a number of rounds per day equal to your total character level, but they do not need to be consecutive. You cannot throw the weapon, and once it leaves your grasp, it immediately dissipates. Incorporeal creatures are not immune from the attack as it is composed of force and the blade is treated as magical in regards to overcoming damage reduction.

Burdensome Relief [Su] (Arcane Tradition)

You have learned how to lighten your load when going the distance.

Prerequisites: Intelligence 13+, Arcane Initiate (transmutation).

Benefits: You gain a +4 enhancement bonus to your Strength, but only in regards to determining your load carrying capacity. This bonus does not affect your encumbrance when it comes to wearing armor and it does not stack with any other spells that increase your Strength or carrying capacity (such as *Ant Haul*). If you have at least 10 total character levels, this bonus increases to +6.

Charismatic Aura [Su] (Arcane Tradition)

You ooze with charm and guile.

Prerequisites: Intelligence 13+, Arcane Initiate (enchantment).

Benefits: You gain a +2 enhancement bonus to any Charisma based ability or skill checks. If you have 10 or more total character levels, this bonus increases to +4.

Cloak of Invisibility [Sp] (Arcane Tradition)

You have mastered the secret of invisibility from your arcane training.

Prerequisites: Intelligence 15+, Arcane Initiate (illusion), Lesser Cloak of Invisibility, Character Level 9th.

Benefits: You may turn yourself invisible as the Greater *Invisibility* spell as a swift action. You use your total character level as your effective caster level for the effect. You may use this feat a total number of rounds per day equal to your total character level, but they need not be consecutive.

Conjure Acid Rain [Sp] (Arcane Tradition)

You can call forth a light rain of caustic acid.

Prerequisites: Intelligence 13+, Arcane Initiate (conjunction).

Benefits: You may cause a light acid rain in a 5 ft. radius up to 30 ft. away by spending a standard action. The rain only lasts until the end of your turn, and anyone within the area of effect must make a Reflex save with a DC equal to $10 + \frac{1}{2}$ your total character level + your Intelligence modifier or suffer 1d4 points of acid damage. This rain is not susceptible to spell resistance, but anti-magic, energy resistance, and immunity applies. You may use this feat 3 + your Intelligence modifier times per day.

Conjure Tool [Su] (Arcane Tradition)

You have the knack of pulling out the required piece of equipment from a pocket, sack, or pack.

Prerequisites: Intelligence 15+, Arcane Initiate (conjunction), One other Conjunction based Arcane Tradition feat.

Benefits: You may conjure a single piece of mundane non-magical equipment or weapon that weighs no more than 10 pounds and costs no more than 1 gp per total character level as a standard action. The item conjured only remains for 10 minutes then fades to nothingness. The item may be made of wood, stone, glass, or metal (but not precious metal) and be solid in form and function. You may use this feat 3 + your Intelligence modifier times per day.

Cosmic Cognizance [Su] (Arcane Tradition)

You get a tingly sensation when you believe someone is spying on you from afar.

Prerequisites: Intelligence 16+, Arcane Initiate (divination), Character Level 9th.

Benefits: You are aware when someone is using magic to observe or locate you as the *Detect Scrying* spell and you gain a +2 insight bonus to any saving throws granted to resist being observed. This feat does not grant you the ability to know who is attempting to spy on you.



Dazzling Burst [Su] (Arcane Tradition)

You can cause a burst of bright light that may temporarily blind others.

Prerequisites: Intelligence 13+, Arcane Initiate (evocation).

Benefit: You can cause a burst of bright light centered on you as a move action. Everyone within 30 ft. must make a Reflex save with a DC equal to $10 + \frac{1}{2}$ your total character level + your Intelligence modifier. Those that fail the saving throw and rely on sight are dazzled for 1d4 rounds. Those with light sensitivity that fail the save become blinded for 1 minute, then dazzled for 1d4 rounds, such creatures are still dazzled for 1d4 rounds even if they successfully make their saving throw. While you are not

affected, allies within range are affected by the burst. Creatures that do not rely on sight are not affected by the flash.

You may use this feat $3 +$ your Intelligence modifier times per day.

Distracting Touch [Sp] (Arcane Tradition)

You can drive another to a frenzied moment of distraction just by lightly caressing them.

Prerequisites: Intelligence 13+, Arcane Initiate (enchantment).

Benefits: You may make a melee touch attack as a standard action, and if successful the target may become dazed for 1 round. Creatures with less levels or Hit Dice than your total character level are immediately dazed while creatures



with equal or greater levels or Hit Dice are allowed a *Will* save with a DC equal to $10 + \frac{1}{2}$ your total character level + your Intelligence modifier. This is a mind-affecting effect. You may use this feat $3 +$ your Intelligence modifier times per day.

Energizing Touch [Su] (Arcane Tradition)

With a snap of your fingers you can generate a spark, flame, or wintry breeze.

Prerequisites: Intelligence 13+, Arcane Initiate (evocation).

Benefits: You may snap your fingers to generate an intense but small burst of cold, electrical, or fire energy as a standard action. You may make a melee touch attack causing $1d3$ points of energy damage (chosen when this feat is initiated). You may also apply the effects of this feat to start a fire as if using a flint and steel (regardless of the weather), instantly cool a drink or burn, or jump start an electrical device. You may use this feat a number of times per day equal to $\frac{1}{2}$ your total character level + your Intelligence modifier.

Energy Shield [Su] (Arcane Tradition)

You surround yourself with the nimbus of arcane energy.

Prerequisites: Intelligence 16+, Arcane Initiate (evocation), One or more Evocation Arcane Tradition feats, Character Level 9th.

Benefits: You may surround yourself with either a cold, electrical, or fire energy as a standard action. This energy protects you from the same energy, reducing any damage to half (or no damage if a *Reflex* is allowed to reduce the damage by half). If anyone successfully strikes you with a non-reach melee weapon, natural attack, or unarmed strike, it also suffers $1d6$ points of energy damage from the shield. The energy shield lasts for a number of rounds equal to your Intelligence modifier and you may create this shield $3 +$ your Intelligence

modifier times per day. You may only have one active shield from this feat at a time.

Ever-changing Mask [Sp] (Arcane Tradition)

You have learned to magically alter your appearance to that of any small or medium sized humanoid.

Prerequisites: Intelligence 14+, Arcane Initiate (transmutation), Character Level 5th.

Benefits: You may change your general appearance as the *Alter Self* spell for a number of minutes equal to your Intelligence modifier as a standard action. You may use this feat $3 +$ your Intelligence modifier times per day, even expending another use while currently so altered.

If you have at least 10 total character levels, you may also alter another willing individual as long as they are your size or smaller and a humanoid. This requires a standard action and physical contact with the individual. You may only have one active use of this feat at a time, and if you alter another while it is currently in use, the previous alteration immediately ends.

Exuberant Aura [Su] (Arcane Tradition)

You can send out waves of pensive excitement, causing your allies to acts of exultation.

Prerequisites: Intelligence 16+, Arcane Initiate (enchantment), One or more enchantment based Arcane Tradition feats, Character Level 9th.

Benefits: You can generate an aura of expectant exuberance within a 30 ft. radius as a free action. Allies (as well as yourself) gain a +4 morale bonus versus mind-affecting spells and effects (including fear based effects) and any fear based conditions are lessened by one degree as long as the ally is within range of the aura. Thus, *panicked* becomes *frightened*, *frightened* becomes *shaken*, and *shaken* as no effect. You may use this feat a total number of rounds per day equal to your



total character level, but they do not need to be consecutive.

Fearful Touch [Sp] (Arcane Tradition)

Your touch causes your enemies to quake in their boots.

Prerequisites: Intelligence 13+, Arcane Initiate (necromancy).

Benefits: You may make a melee touch attack as a standard action that causes a living creature whose level or Hit Dice are less than your total character level to gain the shaken condition for 1d4 rounds. If you successfully touch a creature with the shaken condition, it gains the frightened condition for 1 round as long as its level or Hit Dice does not exceed your own total character level. This is a mind-affecting fear based effect. You may use this ability 3 + your Intelligence modifier times per day.

Fog Cloak [Sp] (Arcane Tradition)

You cause a mild fog cloud to form and billow about you, obscuring your position from others.

Prerequisites: Intelligence 13+, Arcane Initiate (conjunction).

Benefits: You may cause a vaporous condensation to completely envelope a 10 ft. radius about you as a standard action. The fog is stationary once created, and lasts for 1 minute, though it can be expelled by wind or spell as the Obscuring Mist spell. Those within the fog have total concealment unless within 5 ft of another, in which case the fog only provides concealment. All non-magical forms of vision are blocked.

You may use this feat 3 + your Intelligence modifier times per day.

Fortune's Aid [Su] (Arcane Tradition)

You have learned to voice your predictions of the immediate future to your allies, giving them a slight advantage.

Prerequisites: Intelligence 16+, Arcane Initiate (divination), One or more Divination based Arcane Tradition feats, Character Level 9th.

Benefits: You may make a verbal prediction of the immediate future as a free action. This grants your allies that can hear you a +2 luck bonus on attack rolls, ability or skill checks, or saving throws for a number of rounds equal to your Intelligence modifier. You may use this feat 3 + your Intelligence modifier times per day.

Greater Presentient Sense [Su] (Arcane Tradition)

Your flashes of the near future tends to overwhelm you at times.

Prerequisites: Intelligence 15+, Arcane Initiate (divination), Presentient Sense.

Benefits: You may roll a single d20 at the beginning of your turn as a free action. You may use that roll as a substitute for any other d20 roll before it is made. You must use the result by the start of your next turn, otherwise it is lost. You may spend two of your daily uses to substitute the roll for a d20 that you already rolled, taking the pre-rolled value instead. You may use this feat 3 + your Intelligence modifier times per day.

Lesser Cloak of Invisibility [Sp] (Arcane Tradition)

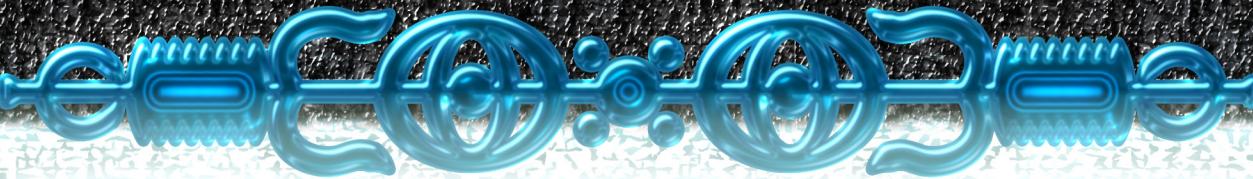
You have learned the secret of invisibility from your arcane training.

Prerequisites: Intelligence 13+, Arcane Initiate (illusion).

Benefits: You may turn yourself invisible as the Invisibility spell as a move action, lasting until the end of your next turn. You use your total character level as your effective caster level for the effect. You may use this feat 3 + your Intelligence modifier times per day.

Minor Abjuring [Ex] (Arcane Tradition)

You have learned how to bolster your body against certain energy effects.



Prerequisites: Intelligence 13+, Arcane Initiate ([abjuration](#)).

Benefits: You may immediately bolster your fortitude against a specific type of energy (acid, cold, electricity, fire, or sonic) as an immediate action. Your resistance is equal to $\frac{1}{2}$ your character level (minimum of 1) and lasts for a number of rounds equal to your Intelligence modifier. You may use this feat $3 +$ your Intelligence modifier times per day. You must choose the specific energy type when this effect is initiated and you may only have one type of energy resistance at a time.

Minor Summoner [Sp] ([Arcane Tradition](#))

You can call forth the aid of an extra-dimensional ally.

Prerequisites: Intelligence 13+, Arcane Initiate ([conjuration](#)).

Benefits: You may spend a standard action to summon one creature from the *Summon Monster I*. The summoned creature may have the celestial or fiendish template based upon your own alignment and it remains for a number of rounds equal to your Intelligence modifier. Spells that limit or block summoned creatures will affect your summoned ally in the same fashion and others may attempt to dismiss the ally, using your $\frac{1}{2}$ total character level as your effective caster level. You may use this ability a number of times per day equal to your Intelligence modifier (minimum of 1), though only one ally may be summoned at a time.

Natural Devolution [Su] ([Arcane Tradition](#))

You have learned how to devolve certain body parts to gain more animalistic features.

Prerequisites: Intelligence 13+, Arcane Initiate ([transmutation](#)).

Benefits: You may transform a body part to take on a more bestial feature as a standard action. You gain a number of

eidolon evolution points equal to your Intelligence modifier and may use them to purchase 1-point extraordinary eidolon evolutions, gaining all the benefits for a number of rounds equal to $\frac{1}{2}$ your total character level. If you are 10th levels you may also purchase 2-point extraordinary evolutions. You may only use this feat once per day.

Objective Compass [Su] ([Arcane Tradition](#))

You gain a sense of direction of an object or location when you become attuned to it.

Prerequisites: Intelligence 13+, Arcane Initiate ([divination](#)).

Benefits: You may become attuned to a specific object or location by spending a minute of physical contact. Once the connection is made, you automatically gain a sense of direction to that object or location as long as the total distance does not exceed a number of miles equal to your total character level. The connection only lasts for 24 hours and it may be disrupted by an anti-magic field or other magics that disrupt scrying or [divination](#) effects. You cannot use this feat to become attuned to a living (or undead) creature or animated object.

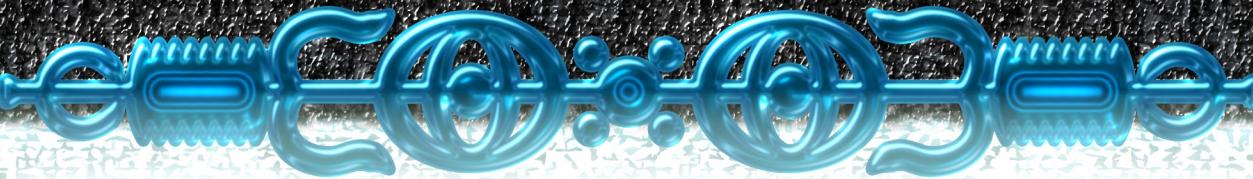
You may only condition yourself to one object or location at a time, but you may voluntarily dismiss that connection to forge another with another object or location. This feat does not grant you the ability to judge distance to the object or location so attuned, only direction.

Occlusive Disruption [Su] ([Arcane Tradition](#))

Your touch may interfere with the inherent psychic connection between the summoner and the summoned.

Prerequisites: Intelligence 13+, Arcane Initiate ([abjuration](#)).

Benefits: You may make a melee touch attack on a summoned creature (including



an eidolon) as a standard action. If successful, the creature is both staggered and shaken for a number of rounds equal to your Intelligence modifier (minimum of 1). You may use this feat 3 + your Intelligence modifier times per day.

Phantom Flanker [Su] (Arcane Tradition)

You may infect an opponent with a vision of a phantom attacker.

Prerequisites: Intelligence 13+, Arcane Initiate (illusion).

Benefits: You may make a melee touch attack as a standard action. If successful and the target has less levels or Hit Dice than your total character level, it becomes distracted by a fleeting glimpse of another shadowed presence always at its back. As a result, you and your allies may treat the target as flanked for a number of rounds equal to $\frac{1}{2}$ your total character level. This is a mind-affecting effect. Individuals of equal or greater levels or Hit Dice than your total character level are not affected by this feat.

You may use this feat 3 + your Intelligence modifier times per day. You may only have one active phantom flanker active at a time, using it on another target immediately dismisses the previous phantom. Once an individual is affected by this feat's effect, it is immune for 24 hours from your particular phantom. This is a mind-affecting fear based effect.

Phase Step [Sp] (Arcane Tradition)

You have learned the nebulous process of stepping through the unseen.

Prerequisites: Intelligence 16+, Arcane Initiate (conjunction), One other Conjunction based Arcane Tradition feat, Character Level 9th.

Benefits: You can teleport up to 30 ft. away as a standard action without provoking an attack of opportunity. You can use this ability 3 + your Intelligence modifier times

per day. You may take another individual of your size or smaller, but it consumes one additional use from your daily limit.

Presentient Sense [Su] (Arcane Tradition)

Your catch glimpses into the near future.

Prerequisites: Intelligence 13+, Arcane Initiate (divination).

Benefits: You may always take a single action in a round you are otherwise surprised (even if you failed the Perception check). You also gain a +1 insight bonus to your Initiative check. At 10th level, this insight bonus increases to +2.

Presentient Touch [Sp] (Arcane Tradition)

Your empyrean connection allows you to give an ally the edge for their next action.

Prerequisites: Intelligence 13+, Arcane Initiate (divination).

Benefits: You can touch an ally as a standard action and give it a +1 insight bonus on all of its attack rolls, skill or ability checks, and saving throws until the beginning of your next turn. At 10th level, this bonus increases to +2. You may use this feat 3 + your Intelligence modifier times per day.

Ray of Darkening [Sp] (Arcane Tradition)

You may launch a ray of dark energy to envelope an enemy's senses in utter darkness.

Prerequisites: Intelligence 13+, Arcane Initiate (illusion).

Benefits: You may fire a black ray up to 30 ft. distant as a standard action, making a ranged touch attack against one creature. If the target has less levels or Hit Dice than your total character level, the creature is blinded for 1 round. Targets of equal or greater level or Hit Dice to your total character level become dazzled for 1 round instead. You fire this ray 3 + your Intelligence modifier times per day.



School Empowerment

You have learned to access the energies of a specific school power.

Prerequisite: Arcane school power or arcane tradition feat limited to a specific number of times per day.

Benefits: You choose one arcane school power that has a limited number of uses per day less than your character level. You add two additional uses per day when you take this feat.

Special: You may take this feat more than once, choosing another arcane school power or arcane tradition feat to gain additional uses.

Seductive Touch [Sp] (Arcane Tradition)

You entice others with your touch.

Prerequisites: Intelligence 15+, Arcane Initiate (enchantment), Character Level 5th.

Benefits: You may improve the attitude of a single humanoid creature to friendly by touch as a standard action. Those with more levels (or Hit Dice) than your total character level are unaffected as are those that are currently hostile towards you. The target is allowed a Will save with a DC equal to $10 + \frac{1}{2}$ your total character level + your Intelligence modifier. The effect lasts for an hour unless you (or an ally) do something that may be considered hostile to the individual that failed the save, at which point, the effect immediately ends.

The affected individual will not act against its nature, though it may be swayed to assist you as a friend to a certain degree and you may use Bluff or Diplomacy to garner the desired result. The recipient of the effect must be able to understand you in order to make requests.

This feat may be used $3 +$ your Intelligence modifier times per day with only one active effect at a time. If you attempt to use this on another individual while it is still in effect, the previous individual immediately reverts back to its original attitude. This is a mind-affecting effect.

Self-Perfection [Su] (Arcane Tradition)

You have learned how to unlock your inner reserves through your studies of transmutation.

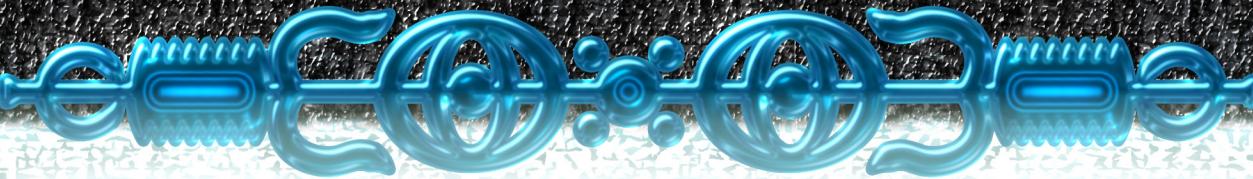
Prerequisites: Intelligence 15+, Arcane Initiate (transmutation, Augmenting Touch, Character Level 9th).

Benefits: You may grant yourself a +4 enhancement bonus to a single ability score as a swift action. This bonus lasts for a number of rounds equal to your Intelligence modifier. This bonus does not stack with other magical enhancement bonuses to that same ability score.

You may use this feat $3 +$ your Intelligence modifier times per day, but you may only have one enhancement bonus from this feat at a time. Enhancing another ability score with this feat immediately ends any previously granted enhancement bonuses. If you are at least 15th level, you may gain an additional +2 enhancement bonus beyond the initial +4 by expending another daily use at the same time. Once you reach 20th level, you may expend all three daily uses to gain a +8 enhancement bonus to the chosen ability score.

Shaken, Not Stirred [Su] (Arcane Tradition)

You can evoke a sense of dread in those around you.



Prerequisites: Intelligence 16+, Arcane Initiate (enchantment or necromancy), Character Level 9th.

Benefits: You may evoke an aura of dread as a move action and maintain it a total number of rounds per day equal to your total character level (though they need not be consecutive). Anyone within 30 ft. of you while this aura is active gains the shaken condition, suffering a -2 penalty on all attack rolls, ability and skill checks, and saving throws. This is a mind-affecting fear based effect and creatures with more levels or Hit Dice than your total character level are allowed a Will save to ignore the effects. The DC for the save is equal to $10 + \frac{1}{2}$ your total character level + your Intelligence modifier.

Shared Essence [Sp] (Arcane Tradition)

You may transfer some of your own life energy to another.

Prerequisites: Intelligence 13+, Arcane Tradition (necromancy), subject to nonlethal damage.

Benefits: You may take a standard action and touch a living creature, transferring some of your own energy to the recipient. You suffer 1d6 points of nonlethal damage and the recipient gains the same amount as temporary hit points. The nonlethal damage cannot exceed your current hit point total and the temporary hit points last for a number of minutes equal to your total character level. You may use this feat 3 + your Intelligence modifier times per day.

Short Range Broadcaster [Sp] (Arcane Tradition)

You can send and receive short messages to designated allies.

Prerequisites: Intelligence 16+, Arcane Initiate (evocation), One or more Evocation Arcane Traditions, Character Level 11th.

Benefits: You may designate a number of allies equal to your Intelligence modifier by touch, taking a standard action per

individual. As long as the targeted individual is conscious, has an Intelligence of 3 or greater, and understands your language, you may send and receive short (10 word or less) messages from them each round as long as you are within a mile of each other.

You must verbally speak the message, and the individual you are sending the message to is not obligated to reply. This can be distracting as some level of concentration is required in sending the message, provoking attacks of opportunity from any opponents that currently threaten you or the other individual replying to the message. Those chosen to share this effect may also initiate messages as well as replying to you or each other. Only one individual may be so messaged at a time.

Once you designate the individuals for the day, they cannot be changed until you get 8 hours of rest, at which point the original selection ends.

Step Through Shadows [Sp] (Arcane Tradition)

Shadows provide a virtual highway to you.

Prerequisites: Intelligence 15+, Arcane Initiate (illusion), One other Illusion based Arcane Tradition feat, Character Level 9th.

Benefits: You can step into the shadow plane and exit up to 60 ft. away as a standard action. However, travel through the shadow plane is precarious and you have a 50% chance of being off target when you step out. If you do not land in your desired location, use the splash rules for thrown weapons to determine which area you appear in. If the area is occupied, you move into the next available 5 foot area space. You are treated as concealed once you step out of the shadow plane, but this effect immediately ends at the beginning of your next turn.

If you do not leave the shadow plane on the same turn you initiated this ability, you are expelled at a random location anywhere

along the path you were intending on taking.

You can use this ability 3 + your Intelligence modifier times per day. You may take another individual of your size or smaller, but it consumes one additional use from your daily limit and they are likewise cloaked when they leave the shadow plane.

Sure-Footed Steed [Su] (Arcane Tradition)

You can conjure a large horse-like creature that can move quickly and surely over most surfaces.

Prerequisites: Intelligence 15+, Arcane Initiate (conjuration), One other Conjunction based Arcane Tradition feat, Character Level 9th.

Benefits: You conjure a large mount that is identical in effect to the *Phantom Steed* spell. You use your total character level to determine your effective caster level of the spell, but the creature only exists for one hour, but you may call it forth after 1 minute of casting the ritual to summon it.

Telekinetic Distraction [Su] (Arcane Tradition)

You may telekinetically distract, steal, or trip others.

Prerequisites: Intelligence 15+, Arcane Initiate (transmutation), Character Level 9th.

Benefits: You can use a standard action to perform one of the following maneuvers against an opponent within your threat range without provoking an attack of opportunity: dirty trick, disarm, steal, or trip. If you have at least 10 total character levels, you may use your total Hit Dice to calculate your CMB rather than your base attack bonus when using this feat.

If you have *Combat Expertise*, any penalties caused from the *Combat Expertise* feat are ignored if you use this feat to perform the maneuver. If you have the Improved version of the combat maneuver used, you

gain an additional +2 enhancement bonus to your CMB when using the maneuver.

You may use this feat 3 + your Intelligence modifier times per day.

Tripping Foot [Sp] (Arcane Tradition)

You may cause a disembodied foot to appear and trip another.

Prerequisites: Intelligence 15+, Arcane Initiate (evocation), Character Level 5th.

Benefits: You may cause a medium sized disembodied foot to appear within 30 ft. and make a free trip maneuver as a standard action that does not provoke attacks of opportunity (though initiating the effect of this feat will provoke attacks of opportunity if you are in the threat range of nearby opponents). The CMB of the trip attempt is equal to your total character level + your Intelligence modifier. The foot immediately disappears after making the trip attempt. You may use this feat 3 + your Intelligence modifier times per day.

Undead Enhancement [Sp] (Arcane Tradition)

You may touch an undead creature and infuse with a smattering of negative energy.

Prerequisites: Intelligence 13+, Arcane Initiate (necromancy).

Benefits: You may touch a corporeal undead creature as a standard action to infuse it with negative energy. The recipient undead gains a +1 profane bonus to all attack rolls, and saving throws and 1 temporary hit point per Hit Die of the undead for a number of rounds equal to 1/2 your total character level. If the undead creature enters an area of a *Consecrate* spell, the effect immediately ends. You may use this feat 3 + your Intelligence modifier times per day.

Undead Initiate [Su] (Arcane Tradition)

You have learned how to channel your will over lesser undead.



Prerequisites: Intelligence 13+, Arcane Initiate ([necromancy](#)).

Benefits: You may attempt to enslave a corporeal undead creature whose Hit Dice is less than or equal to your total character level within 30 ft. as a [standard action](#). The undead creature is allowed a [Will](#) save with a DC equal to $10 + \frac{1}{2}$ your total character level + your Intelligence modifier. Channel resistance applies as well. If the creature fails its saving throw, you may control it as the [Control Undead](#) spell, treating your total character level as your effective caster level. If the creature is under the control of another, you must make an opposed Charisma check to determine who gains control of the undead.

You may use this ability $3 +$ your Intelligence modifier times per day, though you may only control one undead at a time through the use of this feat. Attempting to control another undead immediately releases your control over any previously controlled creature. If you 10th level, you may attempt to control multiple undead-equal to your Charisma modifier (minimum of 1)-as long as the total Hit Dice do not exceed your total character level.

Utter Domination [Sp] ([Arcane Tradition](#))

You can dictate your will on another through extreme concentration and focus.

Prerequisites: Intelligence 16+, Arcane Initiate ([enchantment](#)), One other Enchantment based Arcane Tradition feat, Character Level 11th.

Benefits: You can attempt to force another to do your bidding. As a standard action, you may attempt to dominate a humanoid creature as the [Dominate Person](#) spell. The targeted individual is allowed a [Will](#) save with a DC equal to $10 + \frac{1}{2}$ your total character level + your Intelligence modifier and anyone with more levels or Hit Dice than your total character level is not subject to the effect. You must spend a [standard action](#) each round to continue the

domination effect and if the victim moves more than 60 ft. from you the domination immediately ends. You may use this feat a total number of rounds per day equal to $\frac{1}{2}$ your total character level. This is a mind-affecting effect.

ADVANCED ROGUE TALENTS

In addition to feats, the following advanced rogue talents may be taken by any rogue that meets their requirements.

Arcane School Adept

You have unlocked the secrets of a single arcane school.

Prerequisites: Advanced talents, major magic talent, minor magic talent.

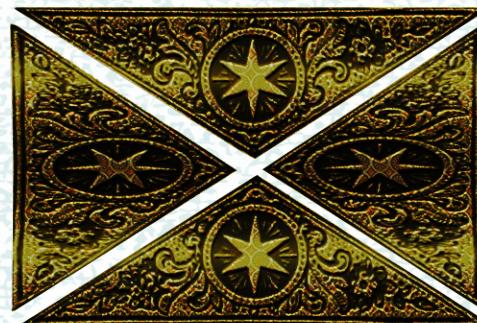
Benefit: You may choose one arcane school and gain the powers granted to first level wizards that choose that school. Your effective caster level when initiating such powers is equal to $\frac{1}{2}$ your rogue class level. You may choose a sub-school if applicable.

Arcane School Master

You have mastered the secrets of your chosen arcane school.

Prerequisites: Advanced talents, arcane school adept, major magic talent, minor magic talent, character level 20th.

Benefit: You gain the higher level power of the arcane school you chose for the Arcane School Adept. You treat your effective caster level equal to $\frac{1}{2}$ your rogue class level.



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