



Player Paraphernalia

#67.5

ADDITIONAL
ARCANE POTENTIALS
FOR THE INEXORANT



OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc. ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product Identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.
2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.
3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.
4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.
5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.
6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.
7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.
8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.
9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.
10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.
11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.
12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.
13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

Compatibility with the Pathfinder Roleplaying Game requires the Pathfinder Roleplaying Game from Paizo Inc.. See <http://paizo.com/pathfinderRPG> for more information on the Pathfinder Roleplaying Game. Paizo Inc. does not guarantee compatibility, and does not endorse this product.

Open Gaming License Copyright © 2007 Wizards of the Coast. All rights reserved, Pathfinder is a registered trademark of Paizo Publishing, LLC, and the Pathfinder Roleplaying Game and the Pathfinder Roleplaying Game Compatibility Logo are trademarks of Paizo Publishing, LLC, and are used under the Pathfinder Roleplaying Game Compatibility License. See <http://paizo.com/pathfinderRPG/compatibility> for more information on the compatibility license. Some rights reserved.

14 Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15 COPYRIGHT NOTICE

Open Game License v 1.0a ©2000, Wizards of the Coast, Inc.
System Reference Document. © 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.
Pathfinder RPG Core Rulebook. © 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.
Advanced Player's Guide. Copyright 2010, Paizo Publishing, LLC; Author: Jason Bulmahn.
Pathfinder Roleplaying Game Ultimate Combat. © 2011, Paizo Publishing, LLC; Authors: Jason Bulmahn, Tim Hitchcock, Colin McComb, Rob McCreary, Jason Nelson, Stephen Radney-MacFarland, Sean K Reynolds, Owen K.C. Stephens, and Russ Taylor.
Pathfinder Roleplaying Game Ultimate Magic. ©2011, Paizo Publishing, LLC; Authors: Jason Bulmahn, Tim Hitchcock, Colin McComb, Rob McCreary, Jason Nelson, Stephen Radney-MacFarland, Sean K Reynolds, Owen K.C. Stephens, and Russ Taylor.
The Book of Experimental Might. © 2008, Monte J. Cook. All rights reserved.
Tome of Horrors. © 2002, Necromancer Games, Inc.; Authors: Scott Greene, with Clark Peterson, Erica Balsley, Kevin Baase, Casey Christofferson, Lance Hawvermale, Travis Hawvermale, Patrick Lawinger, and Bill Webb; Based on original content from TSR.
Anger of Angels. ©2003, Sean K Reynolds.
Book of Fiends. ©2003, Green Ronin Publishing; Authors: Aaron Loeb, Erik Mona, Chris Pramas, Robert J. Schwalb.
The Book of Hallowed Might. ©2002, Monte J. Cook.
Monte Cook's Arcana Unearthed. ©2003, Monte J. Cook.
Path of the Magi. ©2002 Citizen Games/Troll Lord Games; Authors: Mike McArtor, W. Jason Peck, Jeff Quick, and Sean K Reynolds.
Skreyn's Register: The Bonds of Magic. ©2002, Sean K Reynolds.
Angel, Monadic Deva from the Tome of Horrors, Revised. ©2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by E. Gary Gygax.
Angel, Movanic Deva from the Tome of Horrors, Revised. ©2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by E. Gary Gygax.
Brownie from the Tome of Horrors, Revised. ©2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by E. Gary Gygax.
Daemon, Ceustodaemon (Guardian Daemon) from the Tome of Horrors, Revised. ©2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by E. Gary Gygax.
Daemon, Derghodaemon from the Tome of Horrors, Revised. ©2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by E. Gary Gygax.
Daemon, Hydrodaemon from the Tome of Horrors, Revised. ©2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by E. Gary Gygax.
Daemon, Piscodaemon from the Tome of Horrors, Revised. ©2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by E. Gary Gygax.
Frogemoth from the Tome of Horrors. ©2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by E. Gary Gygax.
Ice Golem from the Tome of Horrors. ©2002, Necromancer Games, Inc.; Author: Scott Greene.
Iron Cobra from the Tome of Horrors. ©2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Philip Masters.
Marid from the Tome of Horrors III. ©2005, Necromancer Games, Inc.; Author: Scott Greene.
Mihstu from the Tome of Horrors, Revised. ©2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by E. Gary Gygax.
Nabasu Demon from the Tome of Horrors. ©2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by E. Gary Gygax.
Necrophidius from the Tome of Horrors, Revised. ©2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Simon Tillbrook.
Sandman from the Tome of Horrors, Revised. ©2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Roger Musson.
Scarecrow from the Tome of Horrors, Revised. ©2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Roger Musson.
Shadow Demon from the Tome of Horrors. ©2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Neville White.
Wood Golem from the Tome of Horrors. ©2002, Necromancer Games, Inc.; Authors: Scott Greene and Patrick Lawinger.
Player Paraphernalia #67 The Inexorant (Base Class) ©2016, The Knotty-Works; Author: John Buckley
Player Paraphernalia #67.5 Additional Arcane Potentials for the Inexorant ©2016, The Knotty-Works; Author: John Buckley
d20psrd.com. Copyright 2010, John Reyst.

PLAYER PARAPHERNALIA #67.5

BY THE KNOTTY-WORKS



Welcome to issue sixty-seven and a half of the Player Paraphernalia series, short supplements designed to offer players new options for use with the Pathfinder RolePlaying Game (©Paizo, Inc.). This promotional issue presents several new arcane potentials for the Inexorant that was introduced in issue #67.

Arcane Potentials

Arcane potentials are spell-like abilities granted to the inexorant. He chooses his first arcane potential at 2nd level and gains an additional arcane potential every even level thereafter.

The inexorant must meet any requirements for the arcane potential, some being limited to specific levels or requiring the accessibility to another potential. At 4th level and every four levels thereafter, the inexorant may choose to replace an existing potential for a new one as long as the previous potential was not a requirement for another chosen arcane potential. Only one potential may be replaced at a time, and the inexorant may also choose a new potential for attaining the new class level.

The inexorant uses his class level as the effective caster level for any potential he possesses and the DC for saving throws triggered by use of a potential is equal to $10 + \frac{1}{2}$ the inexorant's class level + his Intelligence modifier. Arcane Potentials used against others is subject to spell resistance. They may be dispelled, treating the inexorant's class level as the effective caster level of the potential. If an arcane potential comes into contact with a *Globe of Invulnerability*, the potential's effective spell level is equal to $\frac{1}{2}$ the inexorant's class level.

Using an arcane potential requires a free hand and takes a standard action to complete unless the potential's description

states otherwise. Use of an arcane potential does provoke an attack of opportunity, though the inexorant may take a defensive stance while triggering the potential. In such cases a concentration check is required, with a DC equal to $10 + \frac{1}{2}$ the inexorant's class level. The Combat Casting feat may be used to increase the inexorant's chances of successfully using the potential.

The inexorant may use metamagic feats with any potential that is a spell-like ability. However, employing the effects of the feat(s) require the inexorant to expend an additional number of arcane points equal to the additional effective levels normally added to the spell cast based on the metamagic feat.

Transformations and Enhanced Skin Coatings:

The inexorant may only apply the effects of one potential at a time in regards to arcane potentials that allow him to modify or change his form or outer skin. If the inexorant initiates another potential that transforms or modifies his body, the benefits of the previous potential are immediately dismissed.



Adhesive Coating (Sp): The inexorant may spend 1 point from his arcane pool as a standard action to produce a thin layer of glue. This grants him a +4 circumstance bonus to his CMD against bull rush, disarm, steal, and trip maneuvers. He also gains a +4 circumstance bonus to grapple checks while suffering a -2 penalty to his own CMD versus grapple and grab attacks. The tar like substance lasts for a number of rounds equal to the inexorant's class level.

If struck by a melee weapon, natural weapon, or unarmed attack, the opponent making the attack must make a Reflex save (DC $10 + \frac{1}{2}$ the inexorant's class level + his Dexterity modifier) or the weapon or appendage become stuck to the inexorant.



The opponent may attempt to dislodge the stuck weapon or appendage with a Strength check (or Escape Artist skill check) as a standard action with the same DC required to avoid having the attack stick to the inexorant. Attempting to pry loose a stuck weapon or appendage does provoke an attack of opportunity from the inexorant and any allies that threaten the opponent.

Universal solvent or oil may be used to free a stuck weapon or appendage, but it doesn't impact the other bonuses granted to the inexorant.

☀ **Battle Hardened (Sp):** The inexorant may spend 1 point from his arcane pool as a standard action to gain a +2 morale bonus to his attack rolls, saving throws, and skill checks for 1 minute per class level. At 10th level, the inexorant may spend 2 points from his arcane pool to gain a +4 morale bonus to his attack rolls, saving throws and skill checks for 1 minute per class level.

The inexorant may spend 1 additional point when initiating this potential to change the bonus type from morale to circumstance.

☀ **Battle Rager (Sp):** The inexorant must have the Battle Hardened potential before he may choose this arcane potential. The inexorant may spend 1 point from his arcane pool to gain the effects of the Rage spell, but lasts 1 round per class level. At 12th level, the inexorant may spend 2 points from his arcane pool to increase the rage effects for a +4 morale bonus to his Strength and Constitution and a +2 morale bonus for his Will saves.

☀ **Call of the Wild (Sp):** The inexorant may call upon the spirits of the natural world to gain animalistic capabilities as the *Animal Aspect* spell. As a standard action and spending 1 point from his arcane pool, the inexorant may choose one animal aspect to manifest for 1 minute per class level.

At 8th level, the inexorant may spend 2 points from his arcane pool to gain the aspects from two animals or improved capabilities from a single animal as the *Greater Animal Aspect* spell.

☀ **Cloak of Free-falling (Sp):** The inexorant automatically gains the benefits of the *Feather Fall* spell as long as he has at least 1

point in his arcane pool. The inexorant may spend 1 point from his arcane pool as a free action to direct his fall as if using the *Glide* spell.

☀ **Crawling Manifestation (Sp):** The inexorant must have the Wild Manifestation potential and be at least 8th level before he may choose this arcane potential. By spending 1 point from his arcane pool as a standard action, the inexorant may transform himself in to a small or medium creature of the vermin type as the *Vermin Shape I* spell. The inexorant may maintain the vermin form for 1 minute per class level, but loses the ability to communicate with others or initiate any additional arcane potentials (though currently active potentials are retained during the transformation) unless the chosen form has the ability to communicate with normal speech and has sufficient digitated appendages for somatic gestures.

At 12th level, the inexorant may spend 2 points from his arcane pool to gain the benefits of the *Vermin Shape II* spell.

☀ **Elastic Coating (Sp):** The inexorant must have the Adhesive Coating potential before he may choose this arcane potential. By spending 1 point from his arcane pool as a standard action, the inexorant gains a layer of elastic covering that grants him damage reduction 10/magic versus ranged weapons for 1 minute per class level.

At 6th level, the inexorant may spend 2 points from his arcane pool to also gain most of the benefits of the *Resinous Skin* spell, with damage reduction 5/piercing, +4 circumstance bonus to his CMD versus disarm and sunder maneuvers, and a +2 circumstance bonus to his CMB while grappling. Weapons striking the inexorant do not become stuck; however, from this potential.

The damage reduction granted by this effect does not stack with the damage reduction versus ranged weapons.

☀ **Energy Ammo (Sp):** The inexorant may spend 1 point from his arcane pool as a move action to infuse any ranged weapon he uses with energy (acid, cold, electricity, fire, or sonic) for a number of rounds equal to his

class level. The type of energy must be chosen when this potential is initiated and cannot be changed unless the inexorant spends another point from his arcane pool as a *move action*.

The energy adds an additional 1d6 points of damage to the attack. At 6th level and every four levels thereafter, the inexorant may spend an additional point to cause a number of d6 damage equal to the number of points spent.

If the inexorant uses his arcane pool to enhance his weapon and grant it special properties that cause energy damage, the damage caused by this potential does stack, but the inexorant must make a *Fortitude* save for the weapon (DC equal to 10 + the number of points spent for this potential) or it gains the broken condition. If used with a broken weapon, use of this arcane potential destroys the weapon.

☀ *Gigantic Transformation (Sp)*: The inexorant must be at least 14th level and have the Nefarious Transformation potential before he may choose this arcane potential. By spending 2 points from his arcane pool as a *standard action*, the inexorant assumes the form of a large humanoid of the giant subtype. He gains the bonuses and benefits granted by the *Giant Form I* spell for 1 minute per class level. Items and clothing in contact with the inexorant also alter their size to reflect the new form of the inexorant. Items dropped or handed off automatically return to their normal size.

At 16th level, the inexorant may spend 3 points from his arcane pool to gain the benefits of the *Giant Form II* spell.

☀ *Heavy Blade (Sp)*: The inexorant must have the Heavy Shot potential before he may choose this arcane potential. The inexorant may spend 1 point from his arcane pool as a *standard action* to cause a one-handed or two-handed melee weapon to significantly increase its size while not affecting his ability to wield it. The weapon is treated as one size larger for a number of rounds equal to the inexorant's class level. This arcane potential has no effect on natural weapons including unarmed attacks.

☀ *Heavy Shot (Sp)*: The inexorant may spend 1 point from his arcane pool as a

standard action to cause a ranged weapon to increase in size just before it impacts the target, causing damage as if it was one size larger. This potential lasts for a number of rounds equal to the inexorant's class level. The weapon immediately returns to its normal size upon impact with any surface.

☀ *Nefarious Transformation (Sp)*: The inexorant must be at least 6th level before he may take this arcane potential. By spending 1 point from his arcane pool as a *standard action*, the inexorant gains the effects of the *Monstrous Physique I* spell. He may choose the form of any small or medium monstrous humanoid for 1 minute per class level.

At 8th level, the inexorant may spend 2 points from his arcane pool to gain the benefits of the *Monstrous Physique II* spell. At 10th level, the inexorant may spend 3 points from his arcane pool to gain the benefits of the *Monstrous Physique III* spell, and 4 points at 12th level to gain the benefits of the *Monstrous Physique IV* spell.

Items and clothing in contact with the inexorant also alter their size to reflect the new form of the inexorant. Items dropped or handed off automatically return to their normal size.

☀ *Nature's Kiss (Sp)*: The inexorant must have the Wild Manifestation potential before he may choose this arcane potential. The inexorant may spend 2 points from his arcane pool to transform into a small or medium sized creature of the plant type as a *standard action*. This potential grants the effects of the *Plant Shape I* spell. The inexorant may maintain the plant form for 1 minute per class level, but loses the ability to communicate with others or initiate any additional arcane potentials (though currently active potentials are retained during the transformation) unless the chosen form has the ability to communicate with normal speech and has sufficient digitated appendages for somatic gestures.

At 12th level, the inexorant may spend 3 points from his arcane pool to gain the benefits of the *Plant Shape II* spell. At 16th level, 4 points from the arcane pool may be spent to gain the benefits of the *Plant Shape III* spell.

☀ *Protective Breath (Sp)*: The inexorant must have the Enduring Field potential (see Player Paraphernalia Issue #67) before he may choose this arcane potential. The inexorant may spend 1 point from his arcane pool as a standard action to gain the benefits of the *Air Bubble* spell about his head for a duration of 10 minutes per class level.

At 6th level, the inexorant may spend 2 points to increase the duration to 1 hour per class level.

☀ *Powerful Punch (Sp)*: The inexorant may spend 1 point from his arcane pool to telekinetically enhance his unarmed strike as a swift action. The punch causes 2d4 points of lethal bludgeoning damage and does not provoke attacks of opportunity if the inexorant does not have *Improved Unarmed Strike*. The punch also has the ability to push opponents back as the *Force Punch* spell, using the inexorant's class level as the effective caster level.

The inexorant may spend 1 additional point at 4th level and every four levels thereafter to increase the damage by 2d4 per point spent.

☀ *Skirmisher's Gait (Sp)*: The inexorant may spend 1 point from his arcane pool as a standard action to gain a 30 foot enhancement bonus to his speed while traveling on the ground. This potential lasts for a number of rounds equal to the inexorant's class level. While this potential is active, the skirmisher may spend an additional point from his arcane pool as an immediate action if his movement would provoke an attack of opportunity to prevent the attack.

☀ *Smashing Success (Sp)*: The inexorant may spend 1 point from his arcane pool as a standard action for one of two effects. The inexorant may either gain a +4 circumstance bonus to any Sunder attempts for a number of rounds equal to the inexorant's class level or the inexorant may attempt to smash one object as the *Break* spell, though it requires a touch attack to successfully break the item. When used in this fashion, the potential automatically ends.

☀ *Stone Transformation (Sp)*: The inexorant may spend 1 point from his arcane pool as a standard action to gain a thin rock like crust

to his skin. This grants him a +1 natural armor class bonus and his unarmed strikes cause lethal damage and do not provoke attacks of opportunity. This effect lasts for 1 minute per class level.

At 6th level, the inexorant may spend 2 points from his arcane pool to gain a +3 natural armor class bonus and his unarmed strikes cause 1d6 points of damage (small characters cause 1d4 and large characters cause 1d8).

At 10th level, the inexorant may spend 3 points from his arcane pool to gain the benefits of the *Stoneskin* spell in addition to the natural armor class bonus and unarmed strike damage.

☀ *Warding Weapon (Sp)*: The inexorant may choose one of his weapons and cause it to defend him as the *Warding Weapon* spell by spending 1 point from his arcane pool as a standard action. Once activated, the weapon continues to harass threatening opponents for 1 round per class level.

☀ *Wild Manifestation (Sp)*: The inexorant must have the Call of the Wild potential before he may choose this arcane potential. By spending 1 point from his arcane pool as a standard action, the inexorant may transform himself in to a small or medium animal as the *Beast Shape I* spell. The inexorant may maintain the animal form for 1 minute per class level, but loses the ability to communicate with others or initiate any additional arcane potentials (though currently active potentials are retained during the transformation) unless the chosen form has the ability to communicate with normal speech and has sufficient digitated appendages for somatic gestures.

At 8th level, the inexorant may spend 2 points from his arcane pool to gain the benefits of the *Beast Shape II* spell. At 12th level, 3 points from the arcane pool may be spent to gain the benefits of the *Beast Shape III* spell. And at 16th level the inexorant may spend 4 points from his arcane pool to gain the benefits of the *Beast Shape IV* spell.

OTHER KNOTTY WORKS PATHFINDER COMPATIBLE PRODUCTS

If you enjoyed this product, please check out these other Pathfinder supplements produced by the Knotty Works.

Each of the Spell Works Compendiums offer over fifty new and unique spells. Advancing with Class supplements offer new abilities for existing classes or introduce a new class with unique mechanics for the Pathfinder game.

