

The Genius Guide to:

THE MAGISTER



PATHFINDER
ROLEPLAYING GAME COMPATIBLE

Revised

THE GENIUS GUIDE TO THE MAGISTER

The magister is a hybrid spellcaster, combining arcane spells drawn from power within herself and the faith needed to also call upon divine spells. A magister may be a church wizard, a priestess of magic who has studied the arcane arts, or a dynamic spiritualist who sees no difference in the two traditional forms of magic. Magisters may be called bruxa, church mages, ecclesiathurges, ovates, spell lords, thaumaturges, white wizards, or other titles that suit the needs of your campaign.

A magister is considered both an arcane and divine spellcaster and can count as either for purposes of requirements and prerequisites. The magister is similar to a sorcerer in that she draws spell power from within herself, casting a limited list of spells known with no need for advanced preparation. Unlike a sorcerer, a magister can draw from both arcane and divine spell lists when selecting spells known, allowing magisters to be prepared for a broader range of circumstances. This is important as the magister's focus is spells to the exclusion of nearly everything else, even more so than other spellcasting classes. Depending on the mystic bond a magister makes, she may not have powers beyond her spells, but instead she'll learn new ways to use the spells she knows to maximum benefit.

Many magisters belong to orders within or associated with churches. Much as paladins are seen as warriors of the church, magisters are often seen as mages of the church and, for religions worshipping arcane magic, magisters may be as revered as clerics. Such magisters often study arcane magic

in their youth but find themselves called to serve the god of magic more directly as they grow older. But groups of magisters outside of religion also exist, and in some lands they are common as sages and wise women, with master-to-student traditions stretching back for generations.

Role: The role filled by a magister is heavily dependent on what spells she selects. While this is true for any spellcaster, it is especially true for magisters because they can draw from nearly any spell list. A magister that selects spells almost exclusively from the spell list of one class can easily execute the most common roles that class is called on to fill. Magisters have a very small selection of spells known, but can be experts at getting the most out of the spells they do know. In that regard, the magister could be merely another minor variety of arcane or divine spellcaster, similar to how sorcerers and wizards can both be built to fill the highdamage or broad utility functions of spellcasters. Of course, treating the class this way ignores one of the magister's greatest assets—the ability to learn spells from different class lists. The more a magister takes advantage of her ability to know disparate kinds of spells, the less she is able to fill the role normally taken by a given type of dedicated spellcaster. While a magister concentrating on wizard spells won't become useless by taking *cure light wounds* as a single 2nd level spell, the fact that a magister knows so few spells makes each spell chosen significantly affect the character's focus. However, a broad-

based magister makes an excellent backup spellcaster, and may be the best option for a "third caster" in a group that already has the primary roles covered.

A magister is also very useful for filling in gaps in a group's abilities. Even if a party includes a cleric and wizard, those two casters may not always have access to spells that augment other party members and remove common afflictions. Because a magister can draw from any spell list, she is well equipped to cover any gaps in the abilities of her allies. This pushes a magister towards a varied list of spells known, and as she gains levels her role within the party is unlikely to resemble those of the more traditional spellcasting classes.

Alignment: A magister may be of any alignment. If a magister worships a deity, her alignment must be within one step of her deity's along either the law/chaos axis or the good/evil axis.

Hit Die: d6

Starting Wealth: At 1st level a magister begins play with 4d4 x 10 gp.

Class Skills: The magister's class skills are Appraise (Int), Bluff (Cha), Craft (Int), Fly (Dex), Knowledge (arcana)(Int), Knowledge (history)(Int), Knowledge (local)(Int), Knowledge (planes) (Int), Knowledge (religion)(Int), Perform (oratory)(Cha), Perform (sing)(Cha), Profession (Wis), Spellcraft (Int), and Use Magic Device (Cha).

Skill Ranks per Level: 4 + Int modifier.

HEY, WASN'T THIS THE MAGUS?

When this class was originally released in early 2010 in a product called *The Genius Guide to the Magus*, the class was presented the magus. Then, more than a year later, the book *Ultimate Magic* was released, with an "official" class named the magus – which looked nothing like our class of the same name. Sometimes picking an awesome name means other people will use it too!

To avoid confusion, we've decided to rename our magus "the magister." As we update our backstock of products we'll make the name change when referencing this class, but you should be aware that process takes time. For anything released in 2013 or later, a reference to the magus means the class from *Ultimate Magic*, and any reference to the class from this book will use the name "magister." For books released before that, you'll need to check context to know if a *Super Genius Games* book talking about the magus really means a magus – the class from *Ultimate Magic* – or if it is actually talking about our class, the magister.

CLASS FEATURES

All of the following are class features of the magister.

Weapon and Armor Proficiency: Mastering two sources of magic leaves little time for weapon training—a magister is proficient with only the club, dagger, light crossbow, and quarterstaff. A magister is also proficient with light armor, but not with any shields. Due to her mix of arcane and divine power

sources, a magister can cast class spells while wearing light armor without incurring the normal arcane spell failure chance (even if casting a spell from an arcane spell list). However, a magister wearing medium or heavy armor incurs a chance of spell failure if the spell in question has a somatic component (even if casting a spell from a divine spell list). A multiclass magister still incurs the normal arcane spell failure chance for arcane spells she casts as another class.

Spells: A magister casts arcane and divine spells drawn from any class' spell list (see "Choosing Spells," below). She can cast any spell she knows without preparing it ahead of time. To learn or cast a spell, a magister must have a Wisdom score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a magister's spell is 10 + the spell level + the magister's Charisma modifier.

Like other spellcasters, a magister can cast only a certain number of spells of each spell level per day. Her base daily spell allotment is given

on "Table 1: The Magister."

In addition, she receives bonus spells per day if she has a high Charisma score. A magister need not prepare her spells in advance. She can cast any spell she knows at any time, assuming she has not yet used up her allotment of spells per day for the spell's level.

The magister's potential range of spells is extremely broad, but she may only know a limited total number of spells. A magister begins play knowing four 0-level spells and two 1st-level spells of the magister's choice (see "Choosing Spells," below). At each new magister level, she gains one or more new spells, as indicated on "Table 2: Magister Spells Known."

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells Per Day								
						1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1	+0	+0	+0	+2	Mystic bond	3	-	-	-	-	-	-	-	-
2	+1	+0	+0	+3		4	-	-	-	-	-	-	-	-
3	+1	+1	+1	+3	Mystic talent	5	-	-	-	-	-	-	-	-
4	+2	+1	+1	+4		6	3	-	-	-	-	-	-	-
5	+2	+1	+1	+4	Bonus feat	6	4	-	-	-	-	-	-	-
6	+3	+2	+2	+5		6	5	3	-	-	-	-	-	-
7	+3	+2	+2	+5	Mystic talent	6	6	4	-	-	-	-	-	-
8	+4	+2	+2	+6		6	6	5	3	-	-	-	-	-
9	+4	+3	+3	+6	Bonus feat	6	6	6	4	-	-	-	-	-
10	+5	+3	+3	+7		6	6	6	5	3	-	-	-	-
11	+5	+3	+3	+7	Advanced mystic talent	6	6	6	6	4	-	-	-	-
12	+6/+1	+4	+4	+8		6	6	6	6	5	3	-	-	-
13	+6/+1	+4	+4	+8	Bonus feat	6	6	6	6	6	4	-	-	-
14	+7/+2	+4	+4	+9		6	6	6	6	6	5	3	-	-
15	+7/+2	+5	+5	+9	Advanced mystic talent	6	6	6	6	6	6	4	-	-
16	+8/+3	+5	+5	+10		6	6	6	6	6	6	5	3	-
17	+8/+3	+5	+5	+10	Bonus feat	6	6	6	6	6	6	6	4	-
18	+9/+4	+6	+6	+11		6	6	6	6	6	6	6	5	3
19	+9/+4	+6	+6	+11	Advanced mystic talent	6	6	6	6	6	6	6	6	4
20	+10/+5	+6	+6	+12		6	6	6	6	6	6	6	6	6

Upon reaching 3rd level, and at every other magister level after that (5th, 7th, and so on), a magister can choose to learn a new spell in place of one she already knows. In effect, the magister “loses” the old spell in exchange for the new one. The new spell’s effective level (see “Choosing Spells”, below) must be the same as that of the spell being exchanged, and it must be at least one level lower than the highest-level class spell the magister can cast. A magister may swap only a single spell at any given level and must choose whether or not to swap the spell at the same time that she gains new spells known for the level.

A magister applies metamagic feats to her spells as if she were a sorcerer (unless she has metamagic points—see the metamagic pool mystic bond, below).

A magister functions as both an arcane and a divine spellcaster, qualifying as either for purposes of prerequisites and magic effects (but only counts as one of the two for any specific requirement). Similarly, a magister’s spells can act as either arcane or divine spells (but not both at the same time). For example, while both a cleric 3/magister 4 and a magister 4/wizard 3 qualify for the mystic theurge prestige class, a magister 7/sorcerer 1 does not. (In no case should a GM allow things clearly designed for multiclass arcane/divine spellcasters to apply to a single-class magister character in a disruptive or unbalancing manner.)

Choosing Spells: Choosing spells is a more complex process for the magister than for other spellcasting classes. To begin with, there is no set “magister spell list.” As a practitioner of both arcane and divine magic, a magister

will be able to choose spells from the list of any base class (though not spells available only to prestige classes). However, a magister’s choices begin with her primary spell list.

Primary Spell List: A magister must designate the class spell list of a devoted spellcasting class as her primary list. Devoted spellcasting classes are those that receive spells at 1st level, and have 0–9th level spells on their spell lists. (This includes the cleric, oracle, death mage, druid, sorcerer, witch, and wizard.) At least half of all the spells a magister knows at each spell level must come from her primary spell list. Even if a magister chooses to learn a new spell in place of one she already knows, she must maintain this ratio at every spell level. Some mystic bonds (see below), can also add bonus spells to a magister’s primary spell list. A magister can select spells from her primary spell list as known spells with no penalties or restrictions.

Other Devoted Spellcasting Classes: A magister may select spells known from the list of any devoted spellcasting class other than her class list. If that class draws from the same magic source as the magister’s primary spell list—arcane or divine—she may choose these spells with



no penalties (though she is still under the restriction that at least half the spells she knows at each spell level must come from her primary spell list). So, for example, a magister who has selected the cleric spell list as her primary spell list could, upon reaching 7th level, decide to make *flame blade* her new known 2nd-level spell, since it is from the druid spell list—a devoted spellcasting class with the same magic source. However, the magister can only do this if both her other known 2nd-level spells are from the cleric spell list (her primary spell list).

A magister may also select spells known from a devoted spellcasting class that draws from the magic source opposite to that of her primary spell list. However, for the magister, such spells have an effective spell level one higher than usual. Thus the magister from our example above (who selected the cleric spell list as her primary spell list) may select *acid arrow* as a spell known. But, because that is a 2nd-level spell from the sorcerer/wizard spell list—a devoted spellcasting class with a different magic source—this magister must count it as a 3rd-level spell known. For her, *acid arrow* is treated in all ways as a 3rd-level spell.

Non-Devoted Spellcasting Classes: A magister may also select spells known from the spell list of a non-devoted spellcasting class (a class that either does not receive spells at 1st level, or that does not include 0-level through 9th level spells on its spell list).

For the magister, such spells have an effective spell level two higher than usual, regardless of their magic source. Thus, a magister could, upon reaching 7th level, decide to select *bless weapon* as a spell known. Since this is from the

paladin spell list (nondevoted spellcasting class), the magister counts it as a 3rd-level spell known. For her, *bless weapon* is treated in all ways as a 3rd-level spell.

If a spell appears on more than one class spell list, the magister may treat it as being from whatever class list is most beneficial to her. For purposes of using magic items and meeting prerequisites, a magister's spell list is considered to include all spells from her primary spell list, plus any other spell that the magister currently knows. Thus a magister can use a *wand of magic missiles* freely if she has taken the sorcerer/wizard spell list as her primary spell list or if she has a different primary spell list but has selected *magic missile* as a spell known. Otherwise, she must make a Use Magic Device check to use the wand.

Chaotic, Evil, Good, and Lawful Spells: A magister can't cast or choose to know spells of an alignment opposed to her own (even if they are arcane spells). Spells associated with particular alignments are indicated by the chaotic, evil, good, and lawful descriptors in their spell descriptions.

Cantrips/Orisons: Magisters learn a number of cantrips and orisons, or 0-level spells, as noted on "Table 2: Magister Spells Known". These spells are cast like any other spell, but they do not consume any slots and may be used again.

Mystic Bond (Ex): At 1st level, a magister forms a bond with the powers of magic. This bond can take one of eight forms listed below.

Arcane Pool: The magister gains an arcane pool, as if she was a magus of the same level as her magister level. The magister does not naturally gain any magus arcana, but may select magus arcana instead of a bonus feat

Table 2: Magus Spells Known										
Character Level	Maximum Spells Known From Primary Spell List (+ From Any Spell List)									
	0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1	2 (+2)	1 (+1)	-	-	-	-	-	-	-	-
2	3 (+2)	1 (+1)	-	-	-	-	-	-	-	-
3	3 (+2)	2 (+1)	-	-	-	-	-	-	-	-
4	3 (+3)	2 (+1)	1	-	-	-	-	-	-	-
5	3 (+3)	2 (+2)	1 (+1)	-	-	-	-	-	-	-
6	4 (+3)	2 (+2)	1 (+1)	1	-	-	-	-	-	-
7	4 (+3)	3 (+2)	2 (+1)	1 (+1)	-	-	-	-	-	-
8	4 (+4)	3 (+2)	2 (+1)	1 (+1)	1	-	-	-	-	-
9	4 (+4)	3 (+2)	2 (+2)	2 (+1)	1 (+1)	-	-	-	-	-
10	5 (+4)	3 (+2)	2 (+2)	2 (+1)	1 (+1)	1	-	-	-	-
11	5 (+4)	3 (+2)	3 (+2)	2 (+2)	2 (+1)	1 (+1)	-	-	-	-
12	5 (+4)	3 (+2)	3 (+2)	2 (+2)	2 (+1)	1 (+1)	1	-	-	-
13	5 (+4)	3 (+2)	3 (+2)	2 (+2)	2 (+2)	2 (+1)	1 (+1)	-	-	-
14	5 (+4)	3 (+2)	3 (+2)	2 (+2)	2 (+2)	2 (+1)	1 (+1)	1	-	-
15	5 (+4)	3 (+2)	3 (+2)	2 (+2)	2 (+2)	2 (+2)	2 (+1)	1 (+1)	-	-
16	5 (+4)	3 (+2)	3 (+2)	2 (+2)	2 (+2)	2 (+2)	2 (+1)	1 (+1)	1	-
17	5 (+4)	3 (+2)	3 (+2)	2 (+2)	2 (+2)	2 (+2)	2 (+1)	2 (+1)	1 (+1)	-
18	5 (+4)	3 (+2)	3 (+2)	2 (+2)	2 (+2)	2 (+2)	2 (+1)	2 (+1)	1 (+1)	1
19	5 (+4)	3 (+2)	3 (+2)	2 (+2)	2 (+2)	2 (+2)	2 (+1)	2 (+1)	2 (+1)	1 (+1)
20	5 (+4)	3 (+2)	3 (+2)	2 (+2)	2 (+2)	2 (+2)	2 (+1)	2 (+1)	2 (+1)	2 (+1)

when she gains magister bonus feats. The magister treats her magister level as her magus level for all magus arcana, and must meet their prerequisites. The magister does not gain any other magus class feature (such as spell combat, spellstrike, or recall spell), and cannot select magus arcana that affect or depend on these abilities.

Arcane Specialization: This represents a strong connection to one kind of magic, granting the magister a wizard school or elemental school specialization of her choice. The magister gains the granted powers of this specialization. When determining the powers granted by this specialization, the magister's effective wizard level is equal to her magister level. A magister that selects this option receives no additional spell slots to prepare spells of her specialization (unlike a wizard), and does not have to pick opposition schools.

Divine Heritage: This represents a close tie to the divine supernatural world, granting the magister one of the following cleric domains (or one of its subdomains): Air, Artifice, Charm, Chaos, Darkness, Destruction, Earth, Evil, Fire, Good, Knowledge, Law, Luck, Magic, Nobility, Rune, Sun, Travel or Water. The magister gains the granted powers of this domain. When determining the powers granted by this domain, the magister's effective cleric level is equal to her magister level. A magister that selects this option receives no additional domain spell slots (unlike a cleric), and does **not** receive the domain's spells as bonus spells known. However, the domain's bonus spells are added to the magister's primary spell list (see "Choosing Spells," above).

Divine Inspiration: This represents some force of the universe has taken an interest in the magister and her actions. This grants the magister one of the following oracle mysteries: Ancestor, Bones, Dark Tapestry, Flame, Heavens, Lore, Nature, Time, Waves, Wind, or Wood. The magister gains the class skills of the selected mystery. A magister that selects this option does **not** receive the mystery's spells as bonus spells known (unlike an oracle). However, the mystery's bonus spells are added to the magister's primary spell list (see "Choosing Spells," above). When she gains bonus magister feats, she may select them from the normal list of bonus magister feats, or take a revelation from her selected mystery. She must meet the revelation's prerequisites. For purposes of the revelation's effect and prerequisites, she treats her magister level as her oracle level.

Martial Bond: The magister's studies have shown her that martial skill is its own kind of magic. The magister receives one less spell known and spell per day of each spell level. Her base attack bonus, Fortitude saves, and hit points are determined as if she were a cleric of the same level as her magister class level. If she later selects the Second Bond advanced mystic talent, she has additional options of what choices to take with some bonds, as noted on the following list. Divine Heritage: Magister may select the Destruction, Glory, Strength, or War domain. Divine Inspiration: Magister may select the Battle or Mettle mystery. Sorceress Bloodline: The magister may select the Aberrant, Deep Earth, Destined, Draconic (any), Orc or Pestilence

bloodline. Patron: The magister may select the Agility, Endurance, or Vengeance patron.

Sorcerous Bloodline: This represents an affinity for arcane power, which may be part of the magister's background or may have been bestowed by a ritual when the magister first gained magic powers. This grants the magister one of the following sorcerous bloodlines: Abyssal, Aquatic, Arcane, Celestial, Djinni, Dreamsun, Efreeti, Elemental (air, earth, fire, or water), Infernal, Maestro, Marid, Oni, Shadow, Starsoul, or Stormborn. The magister gains the class skills, bloodline arcana, and bloodline powers of the selected bloodline. When determining the powers granted by this bloodline, the magister's effective sorcerer level is equal to her magister level. A magister that selects this option does **not** receive the bloodline's spells as bonus spells known (unlike a sorcerer). However, bloodline's bonus spells are added to the magister's primary spell list (see "Choosing Spells," above). When she gains bonus magister feats, she may select them from the normal list of bonus magister feats, or from the bonus feats of her sorcerous bloodline.

Metamagic Pool: A magister selecting this option gains a bonus feat at 1st level (which must be a metamagic feat that shifts the level of a spell's required spell slot by no more than 1) and has a pool of metamagic points equal to her magister class level. A magister regains her metamagic points when she regains her spells for the day.

When casting a spell, a magister may use her metamagic points to add metamagic effects from feats she knows to the spell without

increasing the spell slot required to cast it. She expends one metamagic point for each extra level of spell slot the metamagic feat would normally require her to use. A magister may not partially reduce the cost of a metamagic feat, nor reduce the cost of only some of multiple metamagic effects added to a spell—she must



spend enough metamagic points to counteract **all** metamagic changes to the spell's spell slot. The magister may apply multiple metamagic feats to the same spell as long as she reduces the spell slot cost of each with metamagic points. The total (before reduction) of the level of a spell cast plus all metamagic points used may never exceed the highest level spell the magister can cast. A spell cast with metamagic points has its normal casting time, rather than the increased casting time a magister normally requires when adding metamagic to her spells.

A magister with the metamagic pool mystic bond may select metamagic feats as magister bonus feats. A magister with a metamagic pool may still choose to use metamagic feats normally, casting spells as full-round actions and using a higher-level spell slot.

Patron: The magister forges a bargain with a vague and mysterious force, granting the magister power for reasons that she might not entirely understand. The magister gains a familiar, treating her magister level as her witch level for purpose of the familiar's advancement and any familiar-related prerequisites. The magister also selects one of the following patron themes; ancestors, animals, death, elements, enchantment, light, moon, occult, portents, shadows, spirits, stars, time, water, winter, or wisdom. The magister adds the bonus spells from this patron theme to her primary spell list (see "Choosing Spells," above).

Mystic Talents: As a magister gains experience, she learns a number of talents that assist her in manipulating spells and other forms of magic. At 3rd level, and again at 7th, a magister gains one mystic talent. A magister cannot select an individual talent more than once. Talents marked with an asterisk add effects to a magister's spellcasting ability. Only one of these talents can be applied to an individual spell and the decision must be made before the spell is cast.

Dazzling Spell (Su):* As a swift action, the magister adds an element of bright energy to a spell she is casting. Only spells with a casting time of 1 standard action that allow a saving throw may be augmented in this way. Any target that fails its save against the spell is dazzled for 1 round per level of the spell. The magister may use this ability a number of times per day equal to 3 + her Wisdom modifier.

Mystic Accuracy (Ex):* When the magister casts a spell with an area and an instant duration, as a free action she may exclude a single target that would normally be affected. The magister must be able to see the target to exclude it. She may do this a number of times per day equal to 3 + her Wisdom modifier.

Mystic Training: The magister may select a bonus feat from her list of available magister bonus feats.

Spell Guard (Su):* Whenever the magister casts a spell with a casting time of 1 standard action, she may instead cast it as a full round action. The magister channels some of the energy of the spell into a defensive shield around her, giving her a deflection bonus to her AC equal to the level of the spell being cast. This bonus lasts until the beginning of the magister's next turn.

Spell Lore (Ex): The magister adds her level to all Spellcraft checks made to identify a spell being cast. (This is most often useful when attempting to counterspell.)

*Spell Restraint (Ex)**: Whenever the magister casts a spell with an area described as a radius, she may decide to make the radius smaller. She may reduce the radius down by any number of 5-foot increments, to a minimum of a 5-foot-radius.

Spell Sage (Ex): When the magister attempts a Use Magic Device check to use a scroll or to activate a wand, staff, or other spell trigger item, she gains a +4 competence bonus to the check.

Bonus Feats: At 5th, 9th, 13th and 17th level, a magister gains a bonus feat. The magister must meet all the prerequisites for a bonus feat, including caster level minimums. These bonus feats are in addition to the feats that a character of any class gets from normal advancement. A magister's bonus feats must be selected from the following list: Any feat with 'Arcane' in the title, Armor Proficiency (medium), Augment Summoning, Combat Casting, Cooperative Crafting**, Effective Caster*, Eschew Materials, Expanded Arcana**, Extra Spells Known*, Far Caster*, Greater Spell Focus, Greater Spell Penetration, Improved Counterspell, Lasting Caster*, Magister's Channel Energy*, Magister's Companion*, Magister's Eidolon, Magister's Familiar*, Magister's Focus*, Magister's Hex, Magister's Performance*, Magical Aptitude, Parry Spell**, Plait Incantation*, Spell Focus, and Spell Penetration.

*New feat, detailed below.

**Indicates a feat found in the *Advanced Player's Guide*.

A magister's choice of mystic bond may also expand her bonus feat options.

Advanced Mystic Talents: At 11th, 15th, and 20th level, a magister learns further talents to assist her in manipulating spells and other forms of magic. She may gain one of the abilities described in the "Mystic Talents" entry or, if she prefers, one of the abilities described below. Advanced mystic talents follow the same rules as mystic talents.

*Augment Spell (Ex)**: Any spell the magister knows that has a variable that increases by caster level, and for which that variable has a maximum, that maximum is increased by the equivalent of one additional caster level per point of the magister's Charisma bonus. Thus, a magister with this talent and a 16 Cha heals a maximum of 1d8+8 hit points with *cure light wounds*, and deals a maximum of 13d6 fire damage with *fireball*.

Metamystic (Su): A magister must have the metamagic pool mystic bond to select this advanced talent. The magister gains additional metamagic points equal to her Wisdom bonus.

*Mystic Counter (Su)**: When the magister uses *dispel magic* or *greater dispel magic* to counterspell, she gains a +4 competence bonus to her dispel check. A magister must know *dispel magic* or *greater dispel magic* to select this talent.

Mystic Discovery: The magister selects one wizard's arcane discovery for which she meets the prerequisites (see *Ultimate Magic* for more information on arcane discoveries). For purposes of this discovery's effects and prerequisites, the magister's effective wizard level is equal to her magister level.

*Mystic Focus (Su)**: When the magister casts a spell with an area, as a free action she may choose to focus the entire might of the spell on a single target within that area. The spell's save DC is increased by +2, but only one target is affected by the spell. She may do this a number of times per day equal to 3 + her Wisdom modifier.

Mystic Power: The magister may learn two additional spells known. One must be from the magister's primary spell list, and neither can be of the highest level spell she can cast.

Second Bond: The magister selects a second mystic bond, though she cannot select a mystic bond she already has.

*Spell Diligence (Su)**: As a swift action, the magister may focus all her attention on casting a single spell. Only spells with a casting time of 1 standard action and a range of personal or touch may be cast in this way. The magister adds her level to any concentration check made to cast a spell when using spell diligence. The magister may use this ability a number of times per day equal to 3 + her Wisdom modifier.

Steal Spell (Su): The magister can attempt to gain the benefit of a spell currently active on another creature. The magister must successfully dispel the spell to be stolen, using the *mage's disjunction*, *dispel magic*, or *greater dispel magic* spells. If the spell is lower level than the highest level spell the magister could cast, has a duration greater than 1 round, and the magister could theoretically have selected it as a spell known (it does not have prerequisites the magister does not meet and is not available only to a prestige class the

magister does not belong to), the magister gains the benefit of the spell. It lasts for one round per 2 magister levels or until its original duration expires, whichever comes first. A magister may attempt this a number of times per day equal to 3 + her Wisdom modifier.

*Transfer Spell (Ex)**: The magister can cast some spells with a range of “personal” and a target of “you” as if they had a range of “touch” and a target of “1 willing creature.” Only spells that do not increase the target’s attack bonus or armor class and have a duration longer than 1 round may be cast in this way. The magister can only use this talent on spells with a spell level no greater than half of the highest level spell the magister knows. The magister may use this ability a total number of times per day equal to 3 + her Wisdom modifier.

NEW FEATS

The following feats are designed to work particularly well with magisters, and are all included in the list of magister bonus feats. Because a magister may be called upon to fill the traditional role of another spellcasting class, several of these are class-power feats designed to give a magister more of the tools needed to do so. In some campaigns these feats may not be appropriate, and a GM can exclude most of these kinds of feats (such as Magister’s Channel Energy, Magister’s Companion, Magister’s Familiar, and Magister’s Focus) and still allow a magister as a generalist spellcaster, well-balanced against other core classes.

While at first glance it may seem a magister could use these feats to take on all the traditional spellcaster roles at once, this is not actually the case. First, it is difficult for a magister to qualify for more than one or two of these feats due to the requirement of spells known from specific spell lists. Because half a magister’s spells known must come from a single spell list, a magister trying to qualify for more than one of these feats must carefully focus what spells she knows (potentially foregoing useful spells simply because they come from the wrong spell lists).

Second, even if a magister qualifies for more than one of these class-power feats, she never becomes as adept at using them as members of the classes the powers come from. This is because the magister has a penalty to her effective level built into the feats, must spend a feat to gain the power (and thus has fewer available to augment it), and is very likely to be trying to assist with multiple roles rather than mastering just one.

Even so, these feats can allow a magister to encroach on another spellcaster’s bailiwick, which can irritate other players. Because the interpersonal dynamics of different groups of players is impossible for anyone not familiar with the groups to predict, this section is designed to point out this potential issue to GMs, but leaves it to each GM to decide how to resolve the question. There is clearly a tradition of multiple classes having access to the same powers (such as rangers’ animal companions and paladins’ channel energy), and these feats are designed to follow in that

tradition. However, if you would discourage a rogue from taking 4 levels in fighter to gain Weapon Specialization with a shortsword because it eclipses the party’s fighter, you may similarly wish to disallow or limit access to these magister feats.

EFFECTIVE CASTER

Your spells affect more targets and bigger areas than others of your power level.

Prerequisites: Ability score that determines bonus spells 17, caster level 1.

Benefit: When determining the number of targets your spell can affect, or the size of its effect or area, you treat your caster level as if it were two higher.

EXTRA SPELL SLOTS

You have a great capacity for spellcasting.

Prerequisite: Caster level 3.

Benefit: You gain two additional spells slots for one spellcasting class you have levels in. You may never use this feat to have more spell slots at any level than you know at each level below it.

Special: You can gain Extra Spell Slots multiple times. Its effects stack.

FAR CASTER

You can send spells farther than others of your power level.

Prerequisites: Ability score that determines bonus spells 13, caster level 1.

Benefit: When determining the maximum range of your spells, you treat your caster level as if it were two higher.

LASTING CASTER

Your spells last longer than others of your power level.

Prerequisites: Ability score that determines bonus spells 15, caster level 1.

Benefit: When determining the duration of your spells, you treat your caster level as if it were two higher.

MAGISTER'S CHANNEL ENERGY

Your ties to divine energy have granted you the ability to channel energy.

Prerequisite: Magister 5, 9 or more spells known from the cleric/oracle spell list.

Benefit: You gain the supernatural ability to channel energy, as the cleric class feature. You channel positive energy if good aligned, negative energy if evil-aligned, and may choose which to channel when you select this feat if neutrally-aligned. Your effective cleric level for channeling energy is your magister level -4.

MAGISTER'S COMPANION

Your ties to nature have attracted a guardian companion to assist you.

Prerequisite: Magister 5, 9 or more spells known from the druid spell list.

Benefit: You gain an animal companion. You may select from the following list: badger, bird, camel, cat (small), dire rat, dog, horse (heavy) or, if appropriate for the campaign, you may choose shark instead. This animal is a loyal companion that accompanies you on your adventures. This feat functions like the druid animal companion ability (which is part of the nature bond class feature), except that your effective druid level is equal to your magister level -4.

MAGISTER'S EIDOLON

Your ties to the outer planes have bonded a powerful extraplanar being to you.

Prerequisite: Magister 5, 9 or more spells known from the summoner spell list.

Benefit: You gain an eidolon, as if you were a summoner. You do not gain any other features of the summoner (not even life link). Your effective summoner level is equal to your magister level -2. In addition, your eidolon has 4 fewer evolution points and two fewer maximum attacks than normal.



MAGISTER'S FAMILIAR

Your ties to arcane magic have attracted a guardian familiar to assist you.

Prerequisite: Magister 5, 9 or more spells known from the sorcerer/wizard/witch spell list.

Benefit: You gain a familiar. You may select from the following list: bat, cat, hawk, lizard, monkey, owl, rat, raven, viper, toad, and weasel. This feat functions like the familiar ability (which is part of the arcane bond class feature), except that your effective class level for all calculations regarding the familiar is equal to your magister level -4.

You cannot use this feat to gain a second familiar, if you already have one from another source.

MAGISTER'S FOCUS

You have a strong affinity from a group of spells outside your primary spell list.

Prerequisite: Magister 1.

Benefit: Select one level of spells for one class with a class spell list. Any spell known that you select from this level of this class spell list as a magister has an effective spell level one closer to its true spell level.

Example: Xasha is a magister who has selected cleric as her primary spell list. She takes Magister's Focus, selecting 1st level paladin spells. Now when she selects 1st level paladin spells as spells known, they have an effective spell level just one higher than their normal spell level (rather than two levels higher, as would be normal).

Special: You may select this feat more than once. Each time you select a different level of spells from a class spell list.

MAGISTER'S HEX

Your ties to the magic of a mysterious patron-like force have granted you hex abilities.

Prerequisite: Magister 5, 7 or more spells known from the witch spell list.

Benefit: Select one hex (not major hex or grand hex). You can use this hex a number of times per day equal to your Wis bonus (minimum 1/day). Your effective witch level for this hex is equal to your character level 2.

Additionally, you are vulnerable to the plans and machinations of your patron, the identity of which may not even be known to you. Select one of the following creature types: aberration, dragons, fey, humanoids, magical beasts, monstrous humanoids, outsiders, or undead. Your patron has plans regarding you that involve this creature type. All creatures of this type gain a +2 bonus to Bluff and Sense Motive checks made against you.

Special: You may take this feat more than once, but not more often than once per 4 levels. Each time you take it, you may select one additional hex you may use a number of times per day equal to your Wis bonus. Each additional time you take this, creatures of the type you select gain an additional +1 to Bluff and Sense Motive checks made against you.

MAGISTER'S PERFORMANCE

Your ties to the magic of song and story have granted you magic performance abilities.

Prerequisite: Magister 9, 7 or more spells known from the bard spell list.

Benefit: You gain the bardic performance abilities of countersong, distraction,

fascinate, and inspire courage. Your effective bard level for these abilities is equal to your magister level -4. While you do gain additional rounds of performance per day, the ability to begin performances more easily, and the improved effect of fascinate and inspire courage based on your effective bard level, you never gain new forms of bardic performance (such as inspire competence, suggestion, or dirge of doom).

PLAIT INCANTATION

You can weave your spells together with another caster, augmenting their mystic power.

Prerequisites: Spell Focus (any), caster level 1.

Benefit: As a standard action, you can ready an action to plait one of your spells into that of a second spellcaster, weaving the mystic energies of the two spells together. When the allied spellcaster casts a spell, you take your readied action to cast your spell in response. Rather than have its normal affect, your spell grants your allied spellcaster a +2 enhancement bonus to his caster level for the spell that triggered your readied action. The spell you use to plait with your ally's must be within 2 levels of the spell cast by your ally, and cannot be a 0-level spell (which lacks the power to plait).

THE MAGISTER IN YOUR CAMPAIGN

Magic, and the people who master it, are two of the linchpins of fantasy gaming. The feel of any fantasy RPG campaign is heavily affected by who has magic, what kind of magic they have, and how common that magic is. In the



Pathfinder Roleplaying Game, magic is broken into two camps, arcane and divine, with very little overlap between the two. Though it is possible for a character to access both sources of magic (through multiclassing), it is difficult to be effective with both types.

This works well for game balance and enforces some strong genre conventions. But not every fantasy campaign matches those conventions, and players often wish to create characters with broader access to more kinds of magic. In many fantasy stories white wizards are the best healers, and priests are different from mages more in attitude than magical abilities. Neither of these concepts—the healing wizard or the church mage—is handled well by the standard spellcaster rules. But, they are popular and reasonable fantasy character concepts. It should be possible to create a framework to allow such characters while retaining game balance and without invalidating the standard division between arcane and divine power sources.

When adding the magister to an existing campaign, the class can easily be introduced as part of a small cult that PCs have never heard of before, or a powerful tradition of spellcasters from a faroff land to the east (for some reason, rare and powerful mystics always seem to come from the east). An evil magister makes a crafty and versatile villain, while a good magister can become an ally with broad resources (to fill in any holes in the PCs' own spellcasting options).

If using magisters as a small group of foreign spellcasters, it's useful to have a rough idea of what culture they come from and how their training differs from other spellcasting groups in your campaign. For example, magisters may come from cultures based on Arabic legends, with each magister being the hand-picked apprentice of an older magister (taught individually but in keeping with traditions centuries old). Perhaps magisters prefer to convert their enemies into magister apprentices rather than kill them. Some magister councils may have long traditions of selecting only street urchins, young criminals, and members of enemy armies to be new magisters. Of course this means that many magisters come from nations (and even races) sworn to destroy the magister's homeland. Because of this, magisters may be seen as sinister and suspicious by commoners.

If magisters are more common, they may still have an unsavory reputation. Within churches and other religious organizations, magisters could be seen as a necessary but dangerous group who require constant watching. Senior church officials might trust the magisters, giving them vast leeway in interpreting the vows and following the commands of the religious hierarchy, or there may be a powerful traditional cleric who wishes to see the magisters' order end. The effect of either of these ideas is to make church magisters very independent, but also frequently mistrusted and resented by other priests.

The magister class also lends itself well to campaigns that need competing classes of spellcasters. Magisters could be divided into different groups, each related to but mistrustful of the others. For example, all magisters with cleric domain mystic bonds might be good-aligned (dawn magisters), all those with sorcerous bloodline mystic bonds evil-aligned (night magisters), and all those with metamagic pools neutrally-aligned (dusk magisters). To further complicate matters, a GM could decide that all three classes are aware of, and have worked together to defeat, some ancient threat from the earliest days of their order. This creates a situation where the three orders of magisters do not trust one another, but each knows that they may need the other two groups if a final confrontation with the ancient threat ever arises.

WE ERR ON THE SIDE OF AWESOME!

CREDITS

Designer:

Owen K.C. Stephens

Editor:

Jeremy Miller

Creative Director:

Stan!

Cover Art:

Joseph J. Calkins and Cerebus Illustrations

Interior Art:

Shaman Stockart and Peter Szabo Cabor

Graphic Design and Typesetting:

Hyrum Savage and Lj Stephens

Produced by:

Super Genius Games

www.supergeniusgames.com

Contents Copyright ©2012 Owen K.C. Stephens

Used with permission

For more information about Super Genius Games, and our upcoming products, follow us on

Facebook: www.facebook.com/SuperGeniusGames, via Twitter: Owen: @Owen_Stephens,

Stan!: @Stannex, and/or Super Genius Games: @SuperGeniusRPG,

or at our Yahoo Group: <http://Games.Groups.Yahoo.com/Group/Super-Genius/>

All logos are the trademark of Super Genius Games All rights reserved.

Published Under the SRD, OGL, and d20 (v 3) License ©2000, Wizards of the Coast, Inc.

Compatibility with the Pathfinder Roleplaying Game requires

the Pathfinder Roleplaying Game from Paizo Publishing, LLC.

See <http://Paizo.com/PathfinderRPG> for more information on the Pathfinder Roleplaying Game.

Paizo Publishing, LLC does not guarantee compatibility, and does not endorse this product.

Pathfinder is a registered trademark of Paizo Publishing, LLC, and the Pathfinder Roleplaying Game

and the Pathfinder Roleplaying Game compatibility logo are the 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.

DESIGNATION OF PRODUCT IDENTITY

The Super Genius Games (SGG) and OtherWorld Creations (OWC) company, names and logos; the "Genius Guide to the Magister" name and logo; all artwork, backgrounds, and logos; all trade dress, and graphic design elements.

DECLARATION OF OPEN CONTENT:

All game mechanics, proper names of classes, prestige classes, archetypes, feats, skills, spells, magic items, monsters, rituals, artifacts AND/OR the names of abilities presented within this book are open game content as described in Section 1(d) of the License.

Open Game Information

The material in this document utilizes the Open Gaming License, available at www.wizards.com and reprinted below:

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.

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 3 Copyright 2000, Wizards of the Coast, Inc.

Designation of Product Identity: All artwork, photos, logos, and maps are Product Identity. All other material is considered Open Content.

System Reference Document. Copyright 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 Reference Document. Copyright 2011, Paizo Publishing, LLC; Author: Paizo Publishing, LLC.

Pathfinder RPG Core Rulebook. Copyright 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 GameMastery Guide. © 2010, Paizo Publishing, LLC; Author: Cam Banks, Wolfgang Buar, Jason Bulmahn, Jim Butler, Eric Cagle, Graeme Davis, Adam Daigle, Joshua J. Frost, James Jacobs, Kenneth Hite, Steven Kenson, Robin Laws, Tito Leati, Rob McCreary, Hal Maclean, Colin McComb, Jason Nelson, David Noonan, Richard Pett, Rich Redman, Sean K Reynolds, F. Wesley Schneider, Amber Scorr, Doug Seacat, Mike Selinker, Lisa Stevens, James L. Sutter, Russ Taylor, Penny Williams, Skip Williams, Teeuwynn Woodruff.

Pathfinder Roleplaying Game Bestiary 2. © 2010, Paizo Publishing, LLC; Authors Wolfgang Baur, Jason Bulmahn, Adam Daigle, Graeme Davis, Crystal Frasier, Joshua J. Frost, Tim Hitchcock, Brandon Hodge, James Jacobs, Steve Kenson, Hal MacLean, Martin Mason, Rob McCreary, Erik Mona, Jason Nelson, Patrick Renie, Sean K Reynolds, F. Wesley Schneider, Owen K.C. Stephens, James L. Sutter, Russ Taylor, and Greg A. Vaughan, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

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.

Pathfinder Roleplaying Game Ultimate Combat. © 2011, Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, Benjamin Bruck, Jason Bulmahn, Brian J. Cortijo, Jim Groves, Tim Hitchcock, Richard A. Hunt, Colin McComb, Jason Nelson, Tom Phillips, Patrick Renie, Sean K Reynolds, and Russ Taylor.

Pathfinder Companion: Cheliah, Empire of Devils. Copyright 2009, Paizo Publishing, LLC; Authors: Jonathan H. Keith, Colin McComb, Steven E. Schend, Leandra Christine Schneider, and Amber E. Scott.

The Genius Guide to the Magister. Copyright 2012, Super Genius Games, LLC; Author: Owen K.C. Stephens