

Feats for Specialist Wizards

Arcane Kinship [General, Magic]

Prerequisite: Enchantment specialist or the feats Spell Focus and Greater Spell Focus Enchantment.

Benefit: Your enchantment spells that target Humanoids also can affect Monstrous Humanoids and Giants.

Body Serves Mind [General, Magic]

Prerequisite: Transmutation specialist or the feats spell focus & greater spell focus with Transmutation. You must know either *alter self* or *polymorph*.

Benefit: You gain a +2 bonus to your saves against transmutation spells. When you successfully save against an offensive transmutation spell or affect of 4th level or higher that attempts to alter your form (such as baleful polymorph, prettification, etc), you are affected as if you had cast *alter self* or *polymorph self* (if the spell/affect was at least 7th level) on yourself. This takes no time on your part to initiate.

Calculator [General, Magic]

Prerequisite: Divination Specialist or Spell Focus: Divination and Greater Spell Focus: Divination

Benefit: Your work with information has enabled you to process information quickly, efficiently and precisely. You can get precise information on variables such as distance between two places you can see, the weight of an object you are holding and similar questions the information about which you can directly perceive through sensory experience.

Concentrate Energy [General, Magic]

Prerequisite: Evocation specialist or Spell Focus: Evocation & Greater Spell Focus: Evocation

Benefit: You can concentrate the energy of your area of effect spells from the evocation school. Your evocation area of effect spells can deal 1.5 times the normal damage to a single target, but cause only half damage to all other targets in the area of effect.

Concentrated Explosion [Metamagic]

Prerequisite: Evocation specialist or Spell Focus: Evocation, and either Greater Spell Focus: Evocation or Sculpt Spell.

Benefit: You focus your area effect evocation spell so that the majority of the energy is centered on a single target in exchange for weakening the remaining area of effect. Make a ray attack to strike a target – if hit, the target takes 50% more damage, though normal saves and spell resistance still applies. Whether or not the ray attack strikes the target, the chosen area inflicts 50% less damage than normal to all targets in the area of effect – and no additional damage to a target struck by the ray attack. For example, a fireball is targeted at a goblin shaman among a group of orcs within the area of effect of the fireball. If the ray strikes the goblin, he takes 150% normal damage while the orcs take 50%. If the ray attack misses, all creatures in the area, including the

goblin, take only 50% of the damage. Unlike normal ray attacks, a critical hit may not be achieved with this ray attack. This meta-magic increases the spell level by +1.

Countermand [General, Magic]

Prerequisite: Abjuration specialist and Improved Counterspell.

Benefit: You may add together separate spells so that the total of their levels exceed the spell you wish to counter. Only ½ of the levels or more must be of the appropriate school.

Diplomancer [General, Magic]

Prerequisite: Enchantment specialist or Spell Focus: Enchantment and either Skill Focus: Diplomacy or Greater Spell Focus: Enchantment.

Benefit: A rushed Diplomacy check can be made as a full-round action with a –5 penalty to the check, rather than –10.

Eye of the Storm (General, Magic)

Prerequisite: Evocation specialist or the feats Spell Focus & Greater Spell Focus with Evocation.

Benefit: When you are caught in the area of effect of evocation spells you cast, you save for ¼ damage and take ½ upon a failed save. Even evocation spells that do not allow saves (such as Ice Storm, 4th level evocation) allow a Reflex save. This does not apply to evocation spells cast by others or from those cast by magic items or special abilities.

Fake Death [General, Magic]

Prerequisite: Necromancy specialist or Spell Focus: Necromancy & Greater Spell Focus: Necromancy

Benefit: You can convincingly fake death as a move action. The cause of death you fake is your choice but it must be plausible. For example, if you can successfully fake death from a stroke from the stress of combat, or you can fake death from an arrow if an arrow hits you, but you cannot fake death from a being pierced by a sword if there is nobody fighting you and no sword in sight. A subsequent investigation of your body will not reveal that you are alive. While faking death you are in a stupor-like state and remain unaware of your surroundings, but you 'awaken' if something deals damage to your body or if you are in any way dying (such as suffocating after being thrown into a lake). You can fake death for as long as you like, but although physical functions, such as breathing or metabolism do not manifest themselves you can still die from lack of air, water or food after the normal amount of time, so if such processes set in you awaken automatically. Under normal circumstances you 'awaken' after the time you specified before faking death +/- 1d6 minutes.

Gatekeeper [General, Magic]

Prerequisite: Either an Abjuration or Conjuration specialist, Spell Focus in either Abjuration or Conjuration, and a caster level of 7 or higher.

Benefit: By expending a spell, you can make summoning in a stationary 30' radius difficult, requiring caster level checks to avoid spell failure. Summons requires a caster LV check against DC (10 + 2 * LV of spell expended) or else the spell is lost. This effect lasts for 2 R per LV of the spell expended. For example, a 10th level wizard expends a 4th level spell using this feat - creating a 30' radius field that requires a DC 18 (10 + 2 * 4) to cast a summons spell or else the spell fails and is lost. This field lasts for 8 R (2 R * 4th).

Erecting the field is a standard action, it is non-mobile and centered on your position when erected, affects your spells as well, and you may not dismiss it. This field affects both the use of spell and supernatural abilities that duplicate summon spells.

Greater Fake Death [General, Magic]

Prerequisite: Fake Death Feat

Benefit: Your ability to fake death improves. You no longer exhibit any metabolic functions when faking death and can therefore remain in that state indefinitely. Mundane means (heal checks) can no longer identify you as alive, though spells such as deathwatch still work on you if you fail your will saving throw (you make the save at +5 bonus for this purpose alone).

You can also choose to remain [semi-]conscious and [partially] aware of your surroundings while faking death. If your eyes are closed you obviously cannot see at all, but you can still use other senses normally. [All senses all get -5 to their checks while you are faking death.] Because you are [semi-]conscious and [partially] aware you no longer 'wake up' within 1d6 minutes of a pre-set time, but rather 'awaken' when you choose to do so. Restarting your metabolism is a full-round action.

The ability to fake death convincingly has brought you closer to knowing the secrets of your own death. Instead of taking a free action to fake your death you can also will yourself dead as a free action should you for any reason desire to escape this world.

Lingering Enchantment [General, Magic]

Prerequisite: Enchantment Specialist or Spell Focus: Enchantment

Benefit: Your Enchantment spells can have lingering effects after they expire. If you treated the subject of the spell well during the enchantment and did not make unreasonable demands you gain a +1 bonus to all charisma based rolls/checks against the subject. The bonus increases to +2 if the subject was under enchantment for an hour, +3 if the subject was under enchantment for a day, to +4 if the subject was under enchantment for a week, +5 if the subject was under enchantment for a month and a maximum of +6 if the subject was under enchantment for a year.

Lingering Enchantment [General, Magic] (Variant)

Prerequisite: Enchantment Specialist or Spell Focus: Enchantment

Benefit: Subjects of your mind affecting enchantment spells that failed their saves remain partially subject to you for 1 day per level of the enchantment spell cast – these subjects begin 1 step friendlier when dealing with you. For

example, a guard who fails his save against a charm monster spell cast by you (a 4th level spell), will be 1 step friendlier when dealing with you for the next 4 days.

Master of the Dead [General, Magic]

Prerequisite: Necromancy specialist or the feats Spell Focus and Greater Spell Focus Necromancy

Benefit: As a full round action you may rebuke or command undead by sacrificing a necromancy spell, but instead of using your charisma modifier, you use ½ the level of the spell sacrificed. The sacrificed spell must be of 1st level or higher. This does not count as channeling, nor can the usage be used with any feats that require channeling. For example, sacrificing a 4th level spell gives a +2 modifier to the turn undead attempt. In place of a holy symbol, a skull from a creature of your race is used.

My Strengths Define Me [General, Magic]

Prerequisite: Transmutation Specialist or Spell Focus: Transmutation

Benefit: You can keep your ability score adjustments above or below average when you shift into a new form, but do not have to do so. For example, a Human Transmuter with Str. 8, Dex. 14 and Con. 15 changes into a Half-Orc. He can opt to keep his ability score adjustments relative to average in his new form (which would then have Str. 10, Dex 14 and Con 17) or to become an average Half-Orc (Str. 12, Dex. 10, Con 12.).

My Word is Your Deed [General, Magic]

Prerequisite: Conjuration specialist or the feats spell focus & greater spell focus with Conjuration, able to speak 2 of the following languages from the following list; any elemental tongue, infernal, celestial.

Benefit: While you may not understand the language spoken by creatures you summon, those able to understand any language always understand your spoken commands.

Part is the Whole [General, Magic]

Prerequisite: Illusion specialist or the feats spell focus & greater spell focus with illusions.

Benefit: the addition of a material component, a piece/sample of what the illusion you are creating is (a red dragon scale to create an illusion of that red dragon) increases the save DC by +1 (cumulative with spell focus feats) and doubles the duration. This only applies to shadow magic and figments.

Reduce Spell Area [General, Magic]

Prerequisite: Sculpt Spell meta-magic or any 2 other meta-magic feats.

Benefit: After declaring the target area, you may make a spell-craft check to reduce the area of effect as a free action as part of casting a spell. A DC 20+2/5' reduction in the spells area of effect. The area to be reduced to is decided prior to rolling, and a failed roll results in the spell being cast to full normal area of effect. You can not make holes with this ability; you reduce the spells scale, not its shape. Example – a wizard casts fireball and does not wish the it to reach its full 20' radius spread, so attempts a DC 20+4 to reduce it to a 10' radius spread. Before rolling for success,

the spell target or center point is chosen prior to rolling for success.

Separate Fake & Real [General, Magic]

Prerequisite: Illusion Specialist or Spell Focus: Illusion and Greater Spell Focus: Illusion

Benefit: Your work with illusions enables you to have a firmer grasp on what is real and what is illusory. Treat illusions targeted against you or interacting with you as having 10% lower reality. This only applies to illusions that have a base reality listed.

Shaper's Gift [General, Magic]

Prerequisite: Transmutation Specialist or Spell Focus: Transmutation, 4+ ranks in the craft or profession of sculpting.

Benefit: You optimize the forms you take, such as by alter self and polymorph, increasing the physical statistics of the new form by a total of 1 point per 3 caster levels (i.e. a 6th level caster can adjust the statistics of the form he takes by 2 points, increasing strength by 2, or +1 to dexterity and constitution).

Shrink Area [General, Magic]

Prerequisite: Evocation specialist or Spell Focus: Evocation & Greater Spell Focus: Evocation

Benefit: You can shrink the radius of your evocation spells to a minimum of half the normal radius.

Sixth Sense [General]

Your thumbs get all prickly.

Prereq: Spell Focus (Divination), Spot 5+ ranks, Listen 5+ ranks (or Alertness).

Benefit: You *know* when you are being watched, even by foes with full cover, those who are incorporeal and within solid objects, invisible & silent foes, those who are on other planes (ethereal / astral / shadow / etc.) -- so long as the foe can perceive you, you *know*. A foe scrying you, using clairvoyance/clairaudience, etc. counts as perceiving you, as does blindsight, blindsense and tremorsense.

Smoke Born [General, Magic]

Prerequisite: Evocation specialist or the feats spell focus & greater spell focus with Evocation; able to cast (and know) at least 3 fire spells of at least 6+ total levels (such as a 1st, 2nd, and 3rd level spell).

Benefit: Smoke does not impair your breathing nor cause nausea, and you can see 5' deeper through smoke (typically smoke limits vision to 5'). You do not ignite when exposed to fire (such as by alchemical fire) unless you choose to.

Subconscious Coherence [General, Magic]

Prerequisite: Illusion specialist or the feats spell focus & greater spell focus with illusions.

Benefit: figments you create gain an additional sensory factor and shadow spells gain an additional 10% reality (only if they have a base reality listed).

The Master's Voice [General, Magic]

Prerequisite: Necromancy specialist or Spell Focus Necromancy, also Master Class Level of 5+ with a familiar.

Benefit: The language you share with your familiar is understood by undead you command and followed as if you yourself had issued the command.

Usurp Authority [General, Magic]

Prerequisite: Conjuration specialist or the feat Spell Focus Conjuration and Improved Counterspell. Bluff or Diplomacy 4+ ranks.

Benefit: You may attempt a special counterspell against a summons spell, using any conjuration spell of equal or higher level. Instead of preventing the spell from being cast, you take over the spell and the summoned creature treats you as the summoner.

Wheat from the Chaff [General, Magic]

Prerequisite: Illusion specialist or the feats spell focus & greater spell focus w illusion

Benefit: Your work with illusions enables you to have a firmer grasp on what is real and what is illusory. Your figments gain +1 DC, you when attacked with a spell with a % of reality; you reduce it by 20%. If this is enough to drop it to 0 or below, you treat the spell as an Illusion (Figment), incapable of causing you harm.

Withstand Magics Tide [General, Magic]

Prerequisite: Abjuration specialist or the feat Spell Focus Abjuration

Benefit: If you fail a save against a magic spell or effect that has duration, you may attempt a 2nd save on the following round, but doing so requires the sacrifice a spell of equal or higher level than the spell currently active against you. If made, treat the remaining duration of the effect as if you had made your initial save.