

FEATS

These special abilities allow a mage to accomplish extraordinary things. They are acquired by class and character level as described in the Core Rulebook 1, and replace similar feats that appear in other sources.

ITEM CREATION FEATS

An item creation feat allows a mage to create magic items. They must also have the appropriate craft skills to create the item itself.

Regardless of the type or item they all share certain qualities.

XP Cost: The mage uses massive amounts of energy when making an item. The cost in XP is 1/25 of the base monetary cost. They can never spend so much that it would lose them a level. If, however they gain enough XP to achieve a new level, they can immediately use the XP to create an item instead of advancing that level.

Raw Materials Cost: The raw materials and spell components to make an item cost half of the items base price. These are consumed during the creation process.

Unless unusual circumstances apply to the creation process it is assumed that the mage has access to the laboratory or magical workshop they need to create an item.

Time: The time it takes to create a magic item depends on the cost of the item. It always takes at a minimum, one day.

Item Cost: The type, effect, or the CT or the given spell defines the cost of a magical item. (See the chapter on creating magic items for more information and specific item costs).

METAMAGIC FEATS

With study and practice, mages may learn ways to improve their casting abilities.

EFFECTS OF METAMAGIC FEATS ON A SPELL

Spells enhanced by a metamagic feat are harder to cast, having a higher CT, but operate as normal in all ways not directly altered by the feat. Saving throw modifiers are not changed, unless noted in the feat description.

A metamagic feat may only be used to enhance a spell cast directly by the mage, it will not work on magic items or scrolls.

MULTIPLE METAMAGIC FEATS ON A SPELL

If a mage wished too they can use multiple metamagic feats on a single spell, but the CT penalties are cumulative.

Blood Mage

You have taken to the path of sacrifice to fuel your spells.

Prerequisite: Magecraft

Benefit: You have learned to use blood to fuel your spells, either by injuring themselves or another individual according to the descriptions under the spellcasting rules.

Special: Most societies view the practice of blood magic with suspicion because it is often the first step in dealing with infernal powers.

Cabalistic Spellcasting

You have now progressed to the point that you can cast spells with a large group.

Prerequisites: Magecraft, Shared Spellcasting, Cooperative Spellcasting, Knowledge Arcana 14, Spellcraft 14.

Benefit: This is the maximum level at which you can cooperate with others to cast a spell. You can join with up to nine other mages who possess the same feat, or four who do not. Like the other spellcasting feats all of the participants must be willing and they must all have access the spell to be cast.

It is a standard action to start the process, and each mage who participates makes a spellcasting roll on their initiative, which is then applied towards the spell's CT total.

If for some reason one or more of the mages are unable to continue casting the spell, then those that are left may finish the spell as normal. It will activate on the initiative of the mage whose roll is equal to or greater than the CT total needed.

Special: The effects of this feat do not stack with either the Cooperative Spellcasting or Cabalistic Spellcasting feats.

Chain Spell

The spell now arcs from its primary target to a number of secondary targets.

Prerequisites: Magecraft

Benefit: When applied, this feat allows a spell to arc from target to target. Normally only ray or cone spells can be affected by the feat. When used on a cone spell, it is treated as if it were a ray spell instead. The GM can allow the feat to affect other types of spell if they wish.

If you succeed in your ranged touch attack, then the spell hits its primary target first. Then it will arc to hit a number of secondary targets. The number of secondary rays you create is equal to your mage level. Each additional target is designated by you, but must be within 30 feet of the primary target.

If they wish, the mage may choose to affect less than their maximum number of targets.

Only one ray can affect a single target, no matter how many the mage has available.

While the primary target is affected by the spell as normal, secondary targets will only suffer from half. If

the spell does something other than damage then the targets receive a +4 bonus to any saves.

Cost: Chained spells require an additional 45 CT to cast.

Concealed Spellcasting

You have the ability to disguise spellcasting so that others cannot determine the source.

Prerequisite: Dexterity 13+, Magecraft, Bluff 4+

Benefit: When you cast a spell, you may make a bluff check, opposed by the notice check of anyone watching, to disguise where the spell originated from. Somatic, verbal, and material components are still needed, but their use is disguised as normal gestures and sounds. Remember that the GM may rule that some spells, such as sheet lightning or fireball cannot be concealed.

Special: Using either Still Spell or Silent Spell grants a +2 synergy bonus to Bluff checks to use this feat. The bonuses stack; so using both would grant a +4 bonus.

Combat Casting

You have learned to cast in the most adversarial of situations.

Prerequisite: Magecraft

Benefit: You receive a +4 bonus on Concentration checks made to cast a spell or use a spell-like ability while on the defensive or while being grappling or pinned.

Cooperative Spellcasting

You have learned to cast spells with a small group.

Prerequisites: Magecraft, Shared Spell-casting, Knowledge Arcana 10, Spellcraft 10.

Benefit: By the time this feat is available you have learned to work in unison with larger groups. You can cast spells with up to four other mages who have this same feat, or one who does not. Like Shared Spellcasting, Cooperative Spellcasting can only be done with willing participants and they must all have access the spell to be cast.

The process starts as a free action, and each mage makes a spellcasting roll on their individual initiatives. All of the rolls count towards the spell's CT total.

If something happens that prevents one of the casters from continuing then the others may continue to cast as normal.

The spell activates on the initiative of the mage whose roll is equal to or greater than the spell's CT.

Special: The effects of this feat do not stack with either the Cooperative Spellcasting or Cabalistic Spellcasting feats.

Craft Charged Item

You can create a magic item that possesses charges. This allows you to duplicate multiple castings of a spell or spells.

Prerequisite: Magecraft, Craft Single Use Item, Craft Skill rank 4+

Benefit: Charged items are the next step up from single use items. They allow you to store a number of spells, usually 50, in a physical item. The most common are wands, rings or staves, but just about anything could be used.

Possession on this feat also lets you mend and recharge an item as long as it was one you could make in the first place.

See the Chapter on Magic Items for more details on making and recharging these items.

Craft Magic Arms and Armor

With this feat you can create magic weapons, armor and shields.

Prerequisite: Magecraft, Craft Single Use Item, Craft Charged Item, Craft Permanent Item, Craft Skill rank 6+

Benefit: Of all the item creation feats this is one of the most rare. It allows you to create enchanted weapons, armor or shields, potentially the most powerful forms of magic.

It would also allow you to repair mystical arms and armor so long as they could have conceivably made something similar yourself.

See the Chapter on Magic Items for more details on making and recharging these items.

Craft Permanent Item

You have progressed on to the level skill where you can now create items with permanent effects or unlimited uses of a spell.

Prerequisite: Magecraft, Craft Single Use Item, Craft Charged Item, Craft Skill rank 6+

Benefit: Permanent items are those whose effects do not need recharging or are active at all times. Just about any item can be enchanted with these effects, including clothing and other seemingly fragile items.

You can mend these items as long as they were within your abilities to create.

See the Chapter on Magic Items for more details on making and recharging these items.

Craft Single Use Item

With this feat you can create a single use magic item. This includes potions, oils and scrolls or any other item that duplicates a single casting of a spell.

Prerequisite: Magecraft, Craft Skill rank 2+

Benefit: A mage may create a single use item from any spell they know, but the storage medium must be consistent with the nature of the spell. Just what is and isn't appropriate to store a spell must be worked out between the player and GM.

See the chapter on Magic Item Creation for further details.

Empower Spell

You can channel additional energy to make a spell more effective.

Prerequisites: Magecraft

Benefit: All the numeric variables of an empowered spell are increased by one-half of its total. An attack does half again its normal damage, healing cures half again the number of hit points, or the spells can affect half again as many targets, and so forth. The saving throws or opposed check rolls are not affected in any way.

The feat cannot affect a spell without random variables.

Cost: Empowering a spell cost an additional 30 CT.

Enlarge Spell

Spells enhanced in this manner have a longer range than normally possible.

Prerequisites: Magecraft

Benefit: Only spells that have a range defined by distance can be enlarged. They have their ranges doubled, and spells that have an area determined by range has its total area increased proportionately.

Cost: Enlarging a spell cost 15 CT.

Eschew Materials

This feat means that you can cast magic even when you don't have the materials to do so.

Prerequisites: Magecraft

Benefit: You can now cast spells even if you don't have the appropriate materials. So long as they are not overly rare or expensive you can compensate for your lack by taking extra time.

Cost: Spells cast in this manner cost an additional 5 CT for every gold piece of needed materials value, up to 100 gold.

Extend Spell

This extends the duration of a spell.

Prerequisites: Magecraft

Benefit: Only spells with a timed duration may be affected by this feat, spells with a duration or instantaneous, permanent or concentration remain unaffected. All others have the duration doubled.

Cost: Extending a spell costs an additional 15 CT.

Extended Awareness

You can extend your senses farther when detecting active magic.

Prerequisite: Mystic awareness, spellcasting 5+

Benefit: This allows you to extend the distance your mystic awareness covers up to 500 kilometers, with the modifiers shown on the chart.

Gentle Blood

While the path of Blood magic is often the first step towards darker paths, you have managed to lessen the inherent dangers to both body and soul.

Prerequisite: Magecraft, Blood Mage, Knowledge Arcane +6, Healing +5

Benefit: You do not need to kill a subject to use their hit points to fuel your magic. Instead you can spread the damage out between a number of targets including yourself.

Special: This feat may be taken twice, the second time adding additional benefits. Most societies will still view blood mages with suspicion.

Geometer

Some traditions teach the study of line and form in their quest to understand the principles of magic. You have embraced the belief that any spell can be represented as a perfect geometric shape, the interplay of lines and angles replacing pages of complex formulas.

Prerequisite: Ability to cast spells, Knowledge Occult 6+, Knowledge Physical Sciences 6+, Spellcasting 6+, and Spellcraft 6+

Benefit: There are two benefits of becoming a geometer; one is that your unique system vastly reduces the space and cost of maintaining a spell book. Every spell in your book takes only 1 page, but they still take a full day to inscribe and at least \$100 per page.

The second benefit comes in security. The complex forms are extremely difficult for those who have not been trained to decipher. The spellcraft DC for someone without this feat to decipher or prepare a spell from a geometers spellbook is increased by 5.

Greater Awareness

You have mastered your mystic awareness, and can extend it to its furthest range.

Prerequisite: Mystic awareness, Extended Awareness, spellcasting 8+

Benefit: This allows you to extend the distance of your mystic awareness up to 5,000 kilometers, with the modifiers shown on the chart.

Magecraft

A character with this feat is one of the rare individuals to have the gift of magic.

Benefit: Spellcraft, Spellcasting and Knowledge Occult are always class skills. In addition, you must choose a magical tradition that you will follow throughout your life. This determines which ability score your Spellcasting Modifiers will be based on. The three traditions (and the key ability for each tradition) are Charismatic (Cha), Hermetic (Int), and Spiritual (Wis).

A character with the Magecraft feat can learn and cast spells with the , Universal school.

Normal: A character cannot cast spells without taking this feat.

Magical Attunement

You have the innate ability to sense and understand a particular form of magic.

Prerequisite: Magecraft, Wisdom 13+

Benefit: When this feat is selected you must choose a form of magic to gain the benefit. What types are available depends on the paradigm the system uses. For example, standard AD&D uses Arcane, Divine, Druidic, etc.

Form then on you will be able to detect this form of magic at will in a manner identical to the sense magic

spell. You may also make a knowledge arcana or spellcraft check to identify or learn the spell without having to cast sense magic first.

Special: This feat may be taken more than once but each time it must be a different form of magic.

Normal: Characters without the feat must use the sense magic spell to detect the presence of hidden magic or to use the Knowledge Arcana skill to identify specific effects.

Magical Improvement

Through strange rituals or natural gifts, your ability to work magic has improved even without your study.

Prerequisite: Ability to cast spells, Knowledge Occult 3+, Spellcasting 6+, and Spellcraft 6+

Benefit: You add a +1 to your level dependent caster rank.

Special: This feat may be taken multiple times but cannot raise your caster rank higher than your level.

Maximize Spell

This allows you to get the most out of your spells.

Prerequisites: Magecraft

Benefit: All the variable effects of the spell are maximized, including damage, healing, number of targets, etc. Spells that do not have random variables cannot be affected.

If it is combined with the effects of an empowered spell it gains the separate benefits of each. The normal results are maximized and one-half or the normally rolled results are added to it.

Cost: Maximizing a spell costs 45 CT.

Merciful Blood

This is the most benign form of blood magic; you no longer have to permanently injure your victims to use their life force to fuel your spells.

Prerequisite: Magecraft, Blood Mage, Gentle Blood, Knowledge Arcane +8, Healing +8

Benefit: You can now use subdual damage to fuel your spells at a ratio of 3 points of damage equaling 1 CT.

Special: This feat may be taken up to three times. Each additional time reduces the ratio of damage to CT by 1. So the second time it is taken a point towards the spells CT costs 2 points of damage, and at the third time it falls to a ratio of 1 to 1.

Even this relatively benign practice is looked on with suspicion and fear.

Mystic Awareness

Mystics have a greater awareness of the energy flows that surround them.

Prerequisite: Ability to cast magic.

Benefit: By making a successful spellcasting roll you can detect the presence of ley lines and nexuses. The power can also allow you to detect spells being cast nearby. The maximum distance at which you can use this sense is 10 kilometers, with the exact modifiers for distance shown on the table below.

The target DC for the check is 10 + distance modifier - manna points spent or available. A successful result will only tell you the distance and direction to the subject in the vaguest terms. It will, however, reveal the general type and power level of the source. (I.e. if it was a spell, what school and level, and if a ley line/nexus approximately how much manna is available.)

Distance	Mystic Awareness	Modifiers Extended Awareness	Greater Awareness
10m	-5		
50m	+0		
100m	+2		
500m	+4		
1k	+6		
5k	+8		
10k	+10		
50k		+15	
100k		+20	
500k		+30	
1,000k			+40
5,000k			+50

Mystic Trace

You have become adept at tracking magic through your mystic awareness.

Prerequisite: Mystic awareness, spellcasting 5+

Benefit: With a successful mystic Awareness check you may make a navigate check at the same difficulty. If it succeeds, then you learn the exact direction and distance to the energy source.

Normal: Without this feat you can only get a rough idea of the distance and direction of the active magic.

Obscure Spell

You may cast spells in such a way that the energies released in the casting become much harder to detect.

Benefit: An obscured spell imposes a DC modifier of +10 for anyone making a Magic Awareness check to detect the casting of the spell. In addition, the type of magic released by an obscured spell cannot be detected.

Cost: An obscured spell adds half again to the CT of a Spell.

Overload Spell

You can increase the effect of a damage-dealing spell at the cost of reflecting some of that damage back upon yourself.

Benefit: The final, variable, numeric, damage-dealing effects of an overloaded spell are increased by one-half.

It can be used in conjunction with any other feat that modifies damage, such as the Empower Spell feat.

Overloading a spell carries a price: half the additional damage is reflected back upon the caster. The caster does not benefit from a saving throw, spell resistance, or any form of energy resistance in this situation.

Cost: An obscured spell doubles the CT of a Spell.

Path Endurance

You have learned strange and esoteric secrets of your chosen tradition that allows you to lessen the dangers of spellcasting strain.

Prerequisite: Magecraft.

Benefit: You have mastered your tradition to the point that they may add your attribute modifier as a bonus to the Fortitude save for spell casting strain.

Special: This feat may only be taken once.

Quicken Spell

You have learned how to channel magic more effectively during casting, although it takes a greater physical toll than normal.

Prerequisites: Magecraft

Benefit: When you begin casting a quickened spell they receive a +5 bonus to your spellcasting roll each round until the spell is finished. Because of the exertion it takes they are considered to have automatically failed the Fortitude save vs. spell-casting strain each round and must take the damage.

Special: Once this ability is activated it cannot be turned off. Its effects, both good and ill last until the end of casting.

Second Wind

In taking this feat you are able to focus your thoughts so that they can rid yourself of fatigue.

Prerequisite: Magecraft

Benefit: They may reduce your total amount of subdual damage from spellcasting by a number equal to 1D6 + your Constitution modifier.

Special: This feat counts as a full round action and can only be attempted once per hour.

Shared Spellcasting

You have learned to cast spells with a partner.

Prerequisites: Magecraft, Knowledge Arcana 6, Spellcraft 6

Benefit: You and one other caster may cooperate to cast spells. Shared spellcasting can only be done with a willing partner who also has the feat. They must also each have access the spell to be cast.

The process is started as a free action. Each of you makes your spellcasting roll on your individual initiatives, and both rolls are applied towards the spell's CT. If for some reason one of the casters cannot continue then the remaining one may continue to cast the spell as normal.

The spell activates on the initiative when the roll is equal to or greater than the spell's CT.

Special: The effects of this feat do not stack with either the Cooperative Spellcasting or Cabalistic Spellcasting feats.

Silent Spell

This allows you to cast spells without making any sound.

Prerequisites: Magecraft

Benefit: You can cast spells without the use of verbal components or making any sounds at all. This feat may also be initiated at any time during casting if you become hampered in your ability to speak clearly.

Cost: Silent Spell adds 15 points to the spells CT.

Spell Focus

With this you have become so skilled in casting spell of a particular type that they are more difficult for the targets to resist.

Prerequisite: Magecraft

Benefit: A particular type of magic must be selected to benefit from this feat. They are more potent than normal and add a +2 to the DC of any saving throw made against them.

Special: This feat may be taken multiple times, but its effects do not stack. Each time it is taken the effects apply to a new category of magic.

Spell Mastery

You have learned a spell so effectively that it can be cast by rote.

Prerequisite: Magecraft, Spellcraft 5

Benefit: Each time you takes this feat you chose a spell known at Master level with a CT equal to or less than 10 + your level + Intelligence modifier. This spell can now be cast in one round as a standard action with no need for a spellcasting roll. It is always cast successfully, but you must still make a save vs. strain for the first round of casting.

Special: The feat may be taken multiple times, but a new spell must be chosen each time.

Spell Specialization

This feat lets you cast a spell as if you were a much more powerful caster.

Prerequisite: Magecraft, Spellcraft 5

Benefit: Every time this feat is taken you chooses one spell known at the master level. Every time you cast that spell it will be cast as if you were two levels higher in all respects, including casting bonus, range, duration, etc.

Special: The feat may be taken multiple times, but each time you must chose a new spell.

Spell Talent

Even though you are not officially a mage you have picked up a limited amount of spellcasting knowledge.

Prerequisite: Non-mage class, Intelligence 13+.

Benefit: The character knows a number of mastered spells that total CT does not exceed their Intelligence modifier x 5. None of the spells can have a CT of higher than 15. These spells are cast with a total bonus of +0.

You cannot learn any additional spells without taking levels in an actual mystic class. If they do then these spells count as part of your mastered spells for first level.

Special: This feat may only be taken once.

Spellcasting

You gain the ability to learn and cast spells of one of the eight basic schools of magic.

Prerequisites: Power Rank 3+, Magecraft

Benefit: When this feat is selected, you can learn and cast spells with one of the following components;

Abjurations, Conjunction (Basic), Conjunction (Summoning), Divination, Enchantment, Evocation (Basic), Evocation (Elemental), Illusion, Necromancy, Transmutation

Special: You may choose this feat more than once. Each time you do, you must choose a different component.

Still Spell

This allows you to cast spells without making any somatic gestures.

Prerequisites: Magecraft

Benefit: You can cast spells without the use of any gestures or movement. It may be initiated at any time during casting if you find your ability to move hampered.

Cost: Still Spell adds 15 points to the spells CT.

Special: You may cast a spell while immobilized or bound, but they must still have access to your material components.