



PLAYER Paraphernalia



#1



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PLAYER PARAPHERNALIA

By the Knotty-Works

Welcome to the first issue of Player Paraphernalia, a hodge podge of character ideas and alternate rules that may be used with the Pathfinder Roleplaying Game (Paizo, Inc®). In this issue a few well known feats are reworked for those of the arcane persuasion as well as a few new meta-magic feats.

New Feats

Wand Channeler

You can channel your own energies into an active wand.

Prerequisites: Casts arcane or divine spells and can use spell trigger items without the [Use Magic Device](#) skill

Benefit: You can sacrifice an unused spell slot to power the energies of a wand without expending a charge. The wand must contain a spell that you could normally cast based on your class and of a level you have access and have at least one charge. This feat expends a daily spell slot for the spell level of the spell generated by the wand. Higher level spell slots may be expended as desired. This ability does not alter the effective caster level of the wand.

Wand Meta-Mixer [meta-magic]

You have learned how to burn a wand up by applying your meta-magic feats to it.

Prerequisites: Wand Channeler, one or more [meta-magic feats](#)

Benefit: You can apply one of your known meta-magic feats to the energy of a wand's effect. This does not increase the effective level of the spell but does burn an additional number of charges equal to the effective spell level penalty required to use the meta-magic feat.

Spell Burn [meta-magic]

You have learned an alternate means of empowering your meta-magic abilities.

Prerequisites: One or more [meta-magic feats](#)

Benefit: Rather than paying the effective spell level for adding a meta-magic feat, you sacrificed additional spell slots of the same level for the spell being cast. This effect adds no additional time requirements if casting spontaneously but bonus spell slots from specialization or domains can not be used as part of the requirement for this effect.

Reworked Feats

Arcane Armor Training

Your armor is a second skin, not only do you find it easier to cast spells, wearing armor as a whole has become less burdensome.

Prerequisites: Proficiency with Armor of the appropriate type, Class ability allows casting spells without arcane spell failure chance for light or heavier armor

Benefit: If your class ability does not nullify the arcane spell failure for armor you are wearing, the chance is reduced by 10% (min 0%). If you may cast spells without suffering arcane spell failure for the armor worn, your armor check penalty is decreased by one (min 0) and your maximum Dexterity bonus is increased by one.

Arcane Armor Mastery

You feel naked without your armor and cannot understand why others would complain when wearing it.

Prerequisites: [Arcane Armor Training](#), 7th level caster

Benefit: If your class ability does not nullify the arcane spell failure for armor you are wearing, the chance is reduced by 20% (min 0). If you may cast spells without suffering arcane spell failure for the armor worn, your armor check penalty is decreased by two (min 0) and your maximum Dexterity bonus is increased by two.



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