

Player Paraphernalia

KNOTTY
WORKS

WARRIOR
WIZARDRY SCHOOLS
THREE NEW ARCANE SCHOOLS

#102

PATHFINDER
ROLEPLAYING GAME COMPATIBLE

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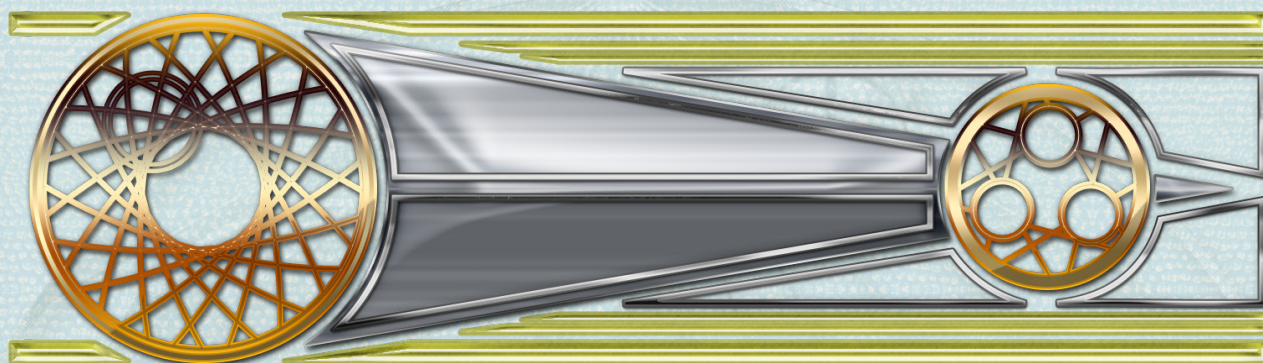
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PLAYER PARAPHERNALIA #102

BY THE KNOTTY-WORKS



Welcome to issue one hundred and two of the Player Paraphernalia series, short supplements designed to offer players new options for use with the Pathfinder RolePlaying Game (©Paizo, Inc.). This issue introduces warrior wizardry schools, alternate schools for wizard that mix martial prowess with eldritch power.

WARRIOR WIZARDRY SCHOOLS

While most wizards seek to master one of the eight classical schools of magic or learn to become a general practitioner, a handful choose to harness their arcane knowledge while pursuing a martial discipline instead. While rare, enclaves of warrior wizardry may be sought out, and those that manage to pass the strenuous tests to ensure they can endure the rigors of such training may find an alternate means of practicing their arts.

These wizard adepts spend nearly as much time learning to handle their weapon of choice as they do delving into the secrets of eldritch power. Many of the students find their path resides more with the discipline of steel and flesh than magic and become magi. But a few go on to become full wizards, having unique abilities to channel their energies through their chosen discipline.

A wizard chooses a warrior wizardry school at 1st level in lieu of a normal arcane school. She gains bonus spells as listed for each school and powers related to the weapon chosen. The wizard must choose one other

school as an opposition school, and spells from that school consume two spell slots while being prepared and cast. However, she only suffers a -2 penalty on any skill checks when attempting to craft items involving spells from that school.

Students of the warrior wizardry school are rewarded a bonus school spell when they achieve a class level that grants access to a new spell level, including 1st level. Students of the warrior wizardry school also gain one additional spell slot per day per spell level that have access, though it must be filled with the bonus school spell.

While most wizards gain access to discoveries and metamagic or item creation feats as bonus feats, at 5th level and every five levels thereafter, students from the warrior wizardry school choose from feats associated with their school. Students never learn Scribe Scroll as their 1st level bonus feat, but are taught a feat associated with their discipline. The wizard does not need to meet the prerequisites for the 1st level feat, but does need to meet any prerequisites for any higher level bonus feats.

Schools of warrior wizardry provide students with martial skills with a specific weapon that works both as a focus and implement for spell casting. As a result, each school grants the student proficiency with a distinct weapon not normally granted to wizards. While students learn how to handle their signature weapon, they are still limited to the need of making complex gestures so they



gain no proficiencies with standard armors or shields. Wizards that don armor or heft shields suffer the penalties for non-proficiency as well as the normal chance of arcane spell failure while casting spells with somatic components.

If the student from the warrior wizardry school may choose either an arcane bond with a familiar or an object. But, if an object is chosen, it must be with her chosen weapon based on the warrior wizardry school.

Arcane Archery

The student of arcane archery learns that magic must be focused on hitting the target, regardless of the obstacles in the way. Students spend hours of target practice in a variety of situations both with spell and bow, learning how to meld their style to use both as one.

Weapon Proficiency

Students must choose one type of bow at 1st level, gaining martial proficiency with that weapon. The wizard's Base Attack Bonus for the chosen weapon is equal to $\frac{3}{4}$ her class level.

Bonus Feats

1st level Feat

Point-Blank Shot

Every 5th Level Thereafter

Clustered Shots, Craft Magic Arms and Armor, Deadly Aim, Enlarge Spell, Far Shot, Focused Shot, Improved Precise Shot, Manyshot, Precise Shot, Rapid Shot, Reach Spell, Weapon Focus (must be the chosen bow type).

Bonus Spells

1st level: *Gravity Bow*, 3rd level: *Protection from Arrows*, 5th level: *Flame Arrow*, 7th level: *Named Bullet*, 9th level: *Interposing Hand*, 11th level: *Greater Named Bullet*, 13th level: *Walk Through Space*, 15th level: *Stormbolts*, 17th level: *Meteor Swarm*

School Powers

The wizard of the arcane archery school gains the following powers.

Magic Arrows (Su)

At 1st level, when the wizard fires an arrow from her bow, it immediately gains a +1 **enhancement bonus**. This bonus will stack with any enhancement bonuses from her bow to a maximum of +5. This bonus does not stack with any enhancement bonuses on the actual arrow.

At 5th level, the wizard may also grant the arrow an elemental weapon special ability: **flaming**, **frost**, or **shock**. At 10th level, the wizard adds **flaming burst**, **icy burst**, or **shocking burst** to the list of weapon special abilities. At 15th level the wizard adds **bane**, lesser designating, and **seeking** to his list of weapon special abilities. The wizard may grant a total number of weapon special abilities per day equal to $\frac{1}{2}$ her class level + her Intelligence modifier. Arrows may have multiple special abilities but duplicate abilities do not stack.

Charge Arrow (Su)

At 1st level, the wizard may place a spell that has a range of touch or close on an arrow before firing it, using the arrow to deliver the effects of the spell as part of the spell casting as long as the casting time is a **standard action** or less. If the arrow misses or is not fired the round the spell is cast, the spell is lost.

Rain of Terror (Su)

At 8th level, the wizard may take a single shot as a **standard action** to attack a number of targets up to her class level. Each attack is made separately, using the wizard's highest base attack bonus. Opponents may only be targeted by one arrow and opponents may not be more than 30 ft. apart from each other. Special abilities possessed by the arrow are included in each individual attack, but spells cannot be transferred in this fashion. The wizard may use this ability a number of times per day equal to 3 + her Intelligence modifier.

Arcane Swordsmanship

The student of arcane swordsmanship learns that combat is more than brute strength and raw power. True masters use finesse and intuition, not just reacting to those around him but anticipating the



opponent's moves and having the means to counter it while effectively bypassing the opponent's defenses to deliver the true strike.

Weapon Proficiency

Students must choose one weapon from the following list at 1st level, gaining proficiency with that weapon: bastard sword, falchion, great sword, khopesh, longsword, rapier, scimitar, short sword, and temple sword. If the campaign allows eastern weapons, the student may choose from the katana, nine ring broadsword, nodachi, pata, seven-branched sword, or wakazashi as well. The wizard's Base Attack Bonus for the chosen weapon is equal to $\frac{3}{4}$ her class level.

Bonus Feats

1st Level

Combat Expertise

Every 5th Level Thereafter

Craft Magic Arms and Armor, Dazing Spell, Empower Spell, Greater Disarm, Greater Feint, Greater Trip, Improved Disarm, Improved Feint, Improved Trip, Piercing Spell, Tripping Strike, Weapon Focus (must be the chosen weapon granted by the school's weapon proficiency).

Bonus Spells

1st level: *Magic Weapon*, 3rd level: *Silk To Steel*, 5th level: *Greater Magic Weapon*, 7th level: *Dimension Door*, 9th level: *Hostile Juxtaposition*, 11th level: *Battlemind Link*, 13th level: *Mage's Sword*, 15th level: *Moment of Prescience*, 17th level: *Foresight*

School Powers

The wizard of the arcane swordsmanship school gains the following powers.

Empower Sword (Su)

At 1st level, the wizard may grant her chosen weapon a +1 **enhancement bonus** as a **swift action**. This bonus does stack with other enhancement bonuses possessed by the sword, though the maximum bonus is restricted to +5. She may maintain the **enhancement bonus** as a **free action**, but if the weapon ever leaves her hand, the enhancement immediately ends.

The wizard may only enhance one weapon at a time, even if she is wielding two weapons.

At 5th level, the wizard may add one of the following weapon special abilities to her sword: **defending**, **flaming**, **frost**, or **shock**. At 10th level, the wizard may also choose from these weapon special abilities as well: **flaming burst**, **icy burst**, **shocking burst**, or **wounding**. And at 15th level, the following weapon special abilities may be selected: **dancing**, **speed**, **vorpals**. The wizard may add the chosen special ability to a weapon that already has a special ability, but duplicating effects do not stack.

Imbue Sword (Su)

At 1st level, the wizard may cast a spell through her chosen sword similar to the magus' Spellstrike class feature. The spell must have a range of "touch" and can only be done with a spell whose casting time is a **standard action** or less. If the wizard is wielding her chosen weapon, she uses a **swift action** to make a single attack at her highest base attack bonus after the spell is cast. She must roll to strike the target and if the weapon misses its mark, the spell is lost unless it normally allows the caster to retain it until discharged. A successful attack results in the target suffering damage from the weapon, any special abilities of the weapon, and the spell's effects. If the wizard successfully makes a critical strike against the target and the spell does damage, it is doubled. The critical damage for the weapon is determined normally.

Whirling Strike (Su)

At 8th level, the wizard learns how to strike all opponents at once in a single round as part of a **standard action**. The wizard may make a single attack at each opponent within reach using her highest base attack bonus. Each attack causes normal damage, including any special abilities empowering the weapon. The effects of this power cannot be combined with the Imbue Sword school ability. The wizard may use this ability 3 + her Intelligence modifier times per day.



Arcane Battery

The best way to deal with a problem is head on. Students of the arcane battery learn techniques both with their spells and their weapons to brutally handle any problem that comes their way.

Weapon Proficiency

Students must choose from dire flail, flail, great club, heavy flail, heavy mace, light hammer, light mace, morning star, and warhammer at 1st level, gaining proficiency with that weapon. If the campaign allows eastern weapons, the student may choose bo staff, dan bong, hanbo, jutte, nine-section whip, nunchaku, sai, sansetsukon, tetsubo, or tonfa as well. The wizard's Base Attack Bonus for the chosen weapon is equal to $\frac{3}{4}$ her class level.

Bonus Feats

1st Level Feat

Power Attack

Every 5th Level Thereafter

Cleave, Craft Magic Arms and Armor, Craft Staff, Greater Bull Rush, Great Cleave, Improved Bull Rush, Improved Sunder, Intensified Spell, Maximize Spell, Sundering Strike, Vital Strike, Weapon Focus (must be the chosen weapon granted by the school's weapon proficiency).

Bonus Spells

1st level: *Unerring Weapon*, 3rd level: *Kinetic Reverberation*, 5th level: *Versatile Weapon*, 7th level: *Telekinetic Charge*, 9th level: *Telekinesis*, 11th level: *Transformation*, 13th level: *Grasping Hand*, 15th level: *Clenched Fist*, 17th level: *Wooden Phalanx*

School Powers

The wizard of the arcane battery school gains the following powers.

Arcane Bludgeoning (Su)

At 1st level, the wizard can expend a spell slot and increase the damage of her chosen weapon by one die per spell level of the expended slot as a *swift action*. The damage bonus remains in effect

until the wizard makes a successful strike with the weapon or a number of rounds equal to his Intelligence modifier, whichever comes first.

If the weapon is not magical, it is treated as such as far as overcoming *damage reduction* when this power is in effect. At 5th level, the weapon is also treated as silver and cold iron in regards to overcoming *damage reduction*. At 10th level, the wizard may also choose to treat his weapon as aligned that matches one aspect of his own alignment.

At 15th level, the wizard may also treat the weapon as adamantine to overcome *damage reduction* and bypassing hardness.

Repeating Beating (Su)

The wizard may recall the moves of her physical attack the previous round and repeat the attack on the same opponent or another adjacent foe at 1st level. The wizard is limited to a standard attack action and uses the same roll used the previous round. If the roll was a critical threat, the wizard must re-roll to confirm the threat. The wizard may use this ability 3 + her Intelligence modifier times per day.

Power Blast (Su)

At 8th level, the wizard may forcefully strike the ground with her chosen weapon as a *standard action*. This strike releases a wave of energy determined at the time the ground is struck and may be cold, electricity, or sonic. Everyone within 10 ft. other than the wizard must make a *Reflex* save with a DC equal to 10 + $\frac{1}{2}$ the wizard's class level + her Intelligence modifier. If anyone within range fails their saving throw, they suffer 10d6 points of damage based on the energy chosen and they fall prone. Anyone that makes a successful saving throw only suffers $\frac{1}{2}$ damage and remains on their feet.

The wizard may use this ability 3 + her Intelligence modifier times per day.



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