

Player Paraphernalia

KNOTTY
WORKS

KEEPING IN FOCUS
CONCENTRATION IS KEY

#95

PATHFINDER
ROLEPLAYING GAME COMPATIBLE

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Welcome to issue ninety-five of the Player Paraphernalia series, short supplements designed to offer players new options for use with the Pathfinder Roleplaying Game (©Paizo, Inc.). This issue focuses on concentration, or concentrates on focusing. New spells and feats to aid the arcane caster in times of danger or catastrophe.

Focusing on the Matter at Hand

Spellcasters are at the most vulnerable while actually casting their spells of defense or destruction. Requiring a high degree of concentration is a must for any caster that finds himself facing an opponent, harsh weather, or even a bumpy ride. Any sort of aid that grants the spellcaster the ability to concentrate effectively while casting is invaluable. While there are a few spells and feats that were designed to aid the caster in successfully working through the distractions, the following options expand your character's ability to successfully cast a spell while dealing with almost any sort of distraction.

New Spells

Arcane Equilibrium

School abjuration

Level magus 2, sorcerer / wizard 2, witch 2

Casting Time 1 standard action

Components V, S, M (wax coated berry)

Range personal

Target you

Duration 1 minute/level

Saving Throw none

Spell Resistance no

You gain a +1 **competence bonus** to any concentration checks, or +2 when casting a spell defensively. The **competence bonus** increases by +1 (+2 while casting defensively) at 5th level and every five levels thereafter.

Focus

School abjuration

Level magus 0, sorcerer / wizard 0, warpriest 0, witch 0

Casting Time 1 standard action

Components V

Range touch

Target one living creature

Duration 1 minute or until discharged

Saving Throw Will negates (harmless)

Spell Resistance yes

You grant a +1 **competence bonus** to a single concentration check for the person touched for the duration of the spell. A recipient of the spell is only effected by one such use of this spell at a time, casting the spell on the same individual while

under the effects of *Focus* will only extend the duration of the spell based on the last time the spell was cast on the recipient.

New Feats

The following feats may be used in conjunction with the [Uncanny Concentration](#) or [Combat Casting](#) feats or other effects that grant a bonus to a caster's concentration check as long as the bonus type is different or undefined. The wizard may choose any of these feats as one of his bonus feats as long as he meets the prerequisites for the feat.

Arcane Focus

You have trained extensively in focusing your mind and spirit regardless of the physical reality about you.

Prerequisites: Minor Arcane Focus, Cast 1st level or higher arcane spells, Constitution 13+

Benefit: You gain arcane focus as a [standard action](#), granting a +2 [competence bonus](#) to any concentration checks, and lasts until the focus is spent. You may spend your arcane focus as a [swift action](#) to automatically succeed a single concentration check regardless of the situation.

Arcane Focus Specialization

Choose a spell that you have applied the [Spell Specialization](#) feat. You easily concentrate while casting that spell while you have arcane focus.

Prerequisites: Arcane Focus, [Spell Specialization](#)

Benefit: You automatically make any concentration checks while casting the spell chosen for this feat as long as you have arcane focus.

Special: You may take this feat multiple times. You must choose a different spell each time.

Arcane School Focus

Choose one school of magic for which you have applied the [Spell Focus](#) feat. You also have the ability to bolster your concentration while casting spells of that school.

Prerequisites: Arcane Focus, [Spell Focus](#)



Benefit: You gain a +2 [competence bonus](#) to any concentration checks while you have arcane focus from the chosen school when this feat is selected. This bonus does stack with the bonus from Arcane Focus.

Special: You may select this feat multiple times, but it does not stack with itself for the same school. Each time you take this feat, it applies to a different school of magic that you have the requisite [Spell Focus](#) feat.

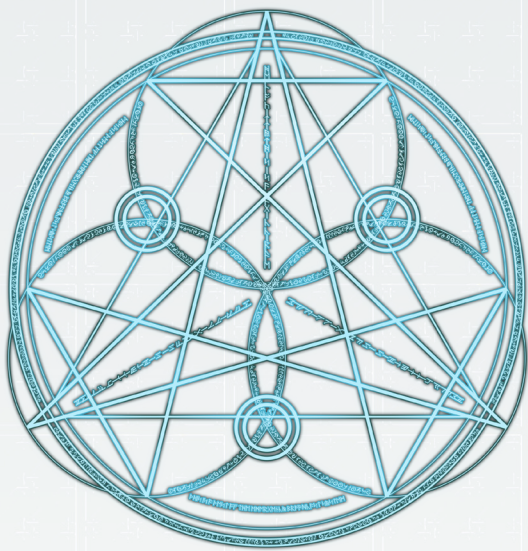
Greater Arcane School Focus

Choose one school of magic for which you have applied the [Greater Spell Focus](#) feat and the Arcane School Focus. You also have the ability to bolster your concentration while casting spells of that school.

Prerequisites: Arcane Focus, Arcane School Focus, [Greater Spell Focus](#)

Benefit: You gain a +2 [competence bonus](#) to any concentration checks while you have arcane focus from the chosen school when this feat is selected. This bonus does stack with the bonus from Arcane Focus and Arcane School Focus.

Special: You may select this feat multiple times, but it does not stack



with itself for the same school. Each time you take this feat, it applies to a different school of magic that you have the requisite **Greater Spell Focus** feat.

Greater Metamagic Focus

You can apply one known metamagic effect by expending your arcane focus.

Prerequisites: Arcane Focus, Metamagic Focus, at least one metamagic feat with a +2 effective level increase, **Spellcraft** 10 or more ranks.

Benefit: You may expend your arcane focus to spontaneously apply one known metamagic feat with an effective level increase of +2 to a spontaneous or prepared spell without having to pay for the effective spell level increase. The spell takes more time to cast similarly to applying a metamagic feat to a spontaneously cast spell.

Note: You may apply other metamagic feats to prepared spells as normal before applying this feat as long as the effect is not the same. You may not use this feat while applying a metamagic feat to a spontaneously cast spell.

Metamagic Focus

You can apply one known metamagic effect by expending your arcane focus.

Prerequisites: Arcane Focus, at least one metamagic feat with a +1 effective level increase, **Spellcraft** 5 or more ranks.

Benefit: You may expend your arcane focus to spontaneously apply one known metamagic feat with an effective level increase of +1 to a spontaneous or prepared spell without having to pay for the effective spell level increase. The spell takes more time to cast similarly to applying a metamagic feat to a spontaneously cast spell.

Note: You may apply other metamagic feats to prepared spells as normal before applying this feat as long as the effect is not the same. You may not use this feat while applying a metamagic feat to a spontaneously cast spell.

Minor Arcane Focus

You have learned to momentarily look past your situation to gain clarity while harnessing arcane energies.

Prerequisites: Cast 1st level or higher arcane spells, Constitution 11+

Benefit: You gain arcane focus as a **swift action**, granting you a +2 **competence bonus** on a single concentration checks made that round.

Quickened Arcane Focus

You can achieve arcane focus more quickly through extended training.

Prerequisites: Arcane Focus, Constitution 15+

Benefit: You can achieve arcane focus as a **move action** and expend it as a **free action**.

Smooth Spellcasting [Metamagic]

You can cast your spells while avoiding the blows of your opponent.

Prerequisites: Dexterity 13+

Benefit: You do not provoke **attacks of opportunity** while casting a spell enhanced with this metamagic effect.

Level Increase: +2 (a spell cast with smooth spellcasting uses a spell slot two levels higher than the spell's actual level).

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