

# Player Paraphernalia

KNOTTY  
WORKS

ARCANE SPECIALISTS  
WIZARD ARCHETYPES

#97

**PATHFINDER**  
ROLEPLAYING GAME COMPATIBLE

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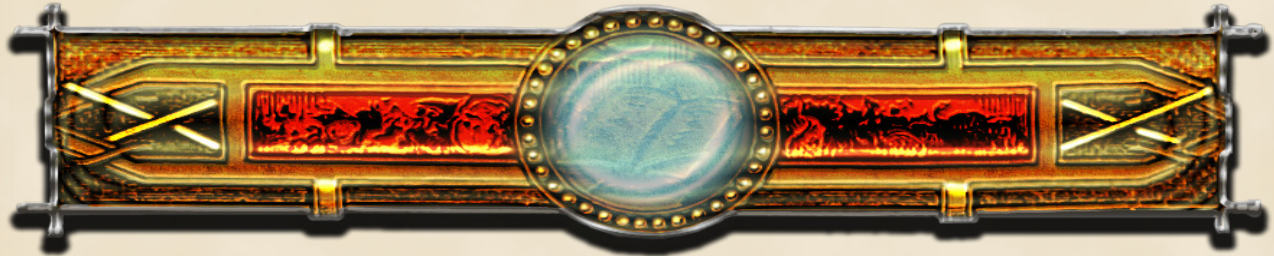
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# PLAYER PARAPHERNALIA #97

## BY THE KNOTTY-WORKS



Welcome to issue ninety-seven 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 a couple new wizard archetypes focusing on a specific aspect of the wizard class features.

### **The Bondsman (Wizard Archetype)**

Talismans and trinkets, oiled wood, or refined silver. Items used by many wizards to focus their energies while casting spells. The bondsman takes this connection to the next level, drawing additional strength from the possession of his bond. And—unlike their peers—the bondsman learns to focus his energies through multiple objects over time, increasing his arsenal of arcane tools to meet any situation as needed.

#### **Arcane Bond**

At 1<sup>st</sup> level, the bondsman may use his arcane bond to either cast a spell from his spell book without preparing it or he may gain a temporary bonus based on the type of arcane bond.

**Amulet:** The amulet grants the bondsman a +1 enhancement bonus to saving throws for a total number of rounds per day equal to the bondsman's class level. This bonus increases by +1 at 5<sup>th</sup> level and every 5 levels thereafter. The rounds do not need to be used consecutively and may be initiated as an immediate action that lasts until the beginning of the wizard's next turn, though it may be maintained as a free action.

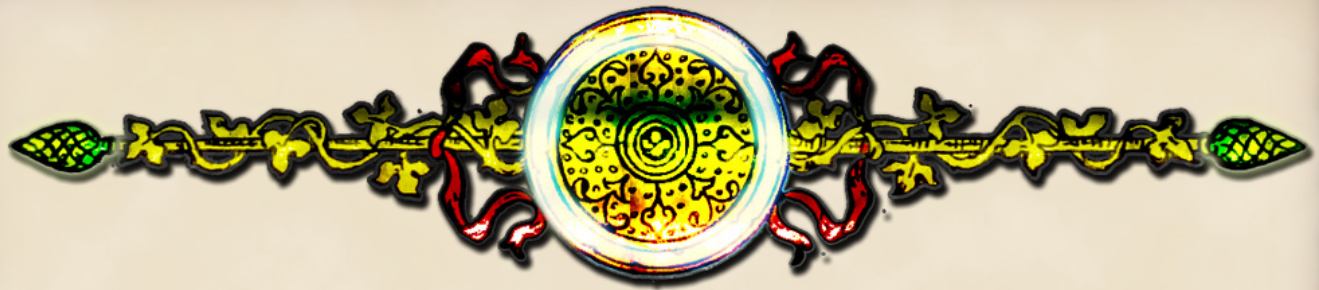
**Ring:** The ring grants the bondsman a +1 deflection bonus to armor class for a total number of rounds per day equal to the

wizard's class level. This bonus increases by +1 at 5<sup>th</sup> level and every 5 levels thereafter. The rounds do not need to be used consecutively and may be initiated as an immediate action that last until the beginning of the wizard's next turn, though it may be maintained as a free action.

**Staff:** The bondsman may store 1 charge in his staff at 1<sup>st</sup> level, plus an additional charge at 5<sup>th</sup> level and every 5 levels thereafter. The bondsman may store a total number of spells within the staff equal to the charges available. He may then cast the spell as desired with a standard action. The bondsman stores the spell by sacrificing the required spell slot while preparing spells for the day. Once charged, the staff maintains the spell indefinitely, though if broken (or if the bondsman changes his bond to another object, see below) the staff loses 1 charge per day.

**Wand:** The bondsman may use his wand as a focus, granting the effects of any metamagic feat possessed by the bondsman with an effective spell level increase of +1 or less. The effects of the metamagic feat do not increase the spell's actual level when cast using the wand as a focus, but it does increase the casting time of the spell as if the bondsman were casting it spontaneously. The bondsman may only use this effect once per day. At 5<sup>th</sup> level and every 5 levels thereafter the effective spell level granted by this effect increases by +1.

**Weapon:** The bondsman gains a +1 enhancement bonus to attacks and damage caused by the weapon for a total number of rounds per day equal



to the bondsman's class level. This bonus increases by +1 at 5<sup>th</sup> level and every 5 levels thereafter. The bondsman may initiate this bonus as an **immediate action** and it lasts until the beginning of the bondsman's next turn, though it may be maintained as a **free action**.

This bonus can be used even if the weapon is actually enchanted with an **enhancement bonus**, though the total attack and damage bonus cannot increase beyond +5. At 8<sup>th</sup> level, the bondsman may grant the weapon a special ability instead by spending the **enhancement bonus** for the special ability, though the weapon must have at least a +1 **enhancement bonus**. Possible special abilities include corrosive, corrosive burst, countering, dancing, defending, flaming, flaming burst, frost, ghost touch, grounding, icy burst, limning, nullifying, phase locking, planar, shock, shocking burst, and thundering.

#### **Alternate Bonded Items**

**Clothing:** The bondsman may choose to make an article of clothing his bonded object. The article must be something that may be easily removed and visible while worn. Typical items include scarves, hats, cloaks, etc. These items consume the same body slot as magical clothing (or other magical item that consumes that slot). If the bondsman has a bonded piece of clothing in the same body slot as another magic item, he is treated as if not having access to his bonded object. Bonded clothing may be granted magical properties through the same process as enchanting other types of arcane bonds.

If the bondsman decides to create an effect from his bonded clothing rather than casting a spell from his spell-book he may treat any spell cast on himself that does not directly cause damage to others as if it was cast from a spell-caster of 1 level higher. Only one

spell may be affected by the clothing bond at a time and the bondsman may only use this affect once per day, plus an additional time per day at 4<sup>th</sup> level and every 4 levels thereafter.

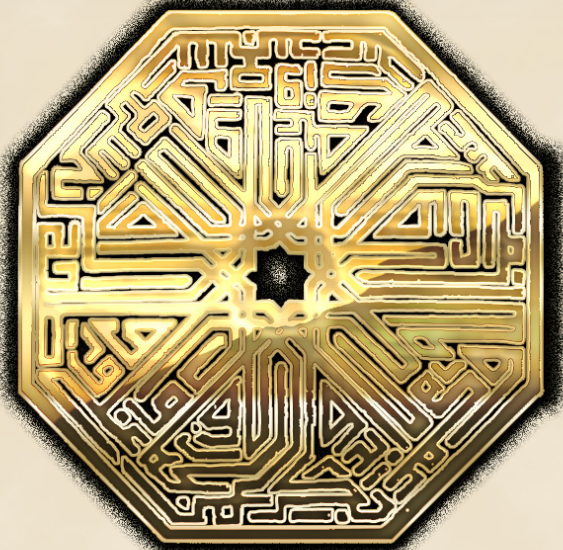
**Alternate jewelry:** The bondsman may choose to use a piece of jewelry (other than rings and amulets) as his bonded object. This may include ear rings, bracelets, anklets, necklaces, body piercings, etc. The object must be visible while adorned and consumes the same body slot as a magical version of the object. The bondsman cannot gain the benefits of more than one piece of jewelry (or other magical item in the same spot) with his bonded jewelry. If the bondsman has a bonded piece of jewelry in the same body slot as another magic item, he is treated as if not having access to his bonded object. Bonded jewelry may be granted magical properties through the same process as enchanting other types of arcane bonds.

The bondsman may use the bonded piece of jewelry to gain a +1 **enhancement bonus** to a single Intelligence based skill check rather than casting an unprepared spell from his spell-book. The bondsman may gain this bonus a total number of times per day equal to his Intelligence modifier, the bonus increases to +2 at 5<sup>th</sup> level and every 5 levels thereafter.

This modifies the wizard's Arcane Bond class feature.

#### **Versatile Bond**

At 1<sup>st</sup> level, the wizard may choose his bonded object while he prepares his spells for the day. He begins with a single bonded object, but may add more objects to his retinue of arcane bonded inventory as long as the item is masterwork and he performs the small ceremony of initiation that consumes 200 gp per wizard level. The wizard



may only have one active bonded item at a time. He may change his active bond as desired, though the process takes ten minutes (and this can be included as part of the hour of preparation of his daily spell selection).

Regardless of the number of times the bondsman changes his bond each day, he may only cast a single unprepared spell from his bonded objects per day. If the bonded object's alternate power is used, he may initiate the powers as desired, but the total limits placed on the type of object still apply, even if the actual objects are different.

This feature replaces the *Scribe Scroll* feat the wizard gains at 1<sup>st</sup> level and bonus feat gained at 5<sup>th</sup> level.

## The Familiarist (Wizard Archetype)

For some, the desire to share their power and potency with a loyal friend goes much deeper than acquiring a pet of special temperament. While the familiar can be both a tool and a companion, the familiarist sees his tiny or small friend as a natural extension of himself.

### Arcane Bond

The familiarist must choose a familiar as his arcane bond at 1<sup>st</sup> level. The familiar must be of the animal type. The animal is a normal familiar, granting the familiarist the normal bonuses based on its animal type as well as the *Alertness* feat, the empathic

link, the ability to share spells, and granting the animal improved evasion. In addition, if the familiar is reduced to 0 or more hit points and within 100 ft of the familiarist, the familiarist may sacrifice 1d4 + 1 hit point per class level as an immediate action to heal the familiar by the same number of points (up to its maximum hit points allowed). If the familiar dies from wounds (either from a death effect or reaching a number of negative hit points equal to its Constitution score) this sacrifice in hit points will have no effect.

At 3<sup>rd</sup> level, the familiar gains the *Familiar Focus* feat as a bonus feat.

At 10<sup>th</sup> level, the familiarist may instantly transport his familiar to his own space as an immediate action once per day as long as the familiar is within 1 mile of the familiarist. This is a *spell-like ability* whose effective level is equal to ½ the familiarist's class level.

At 15<sup>th</sup> level, the familiarist may instantly summon his familiar to his own space regardless of distance as long as the familiar is on the same plane of existence.

This class feature modifies the wizard's arcane bond class feature and the abilities granted to the familiar based on the wizard's class level. In addition, the wizard loses the bonus feats gained at 10<sup>th</sup> and 15<sup>th</sup> level.

### Helping Hand (Sp)

At 1<sup>st</sup> level, the familiarist may cast *Anthropomorphic Animal* on his familiar once per day as the spell, using his class level as the effective caster level to determine the duration. The familiarist may also dismiss the effect by touch as a standard action.

At 5<sup>th</sup> level, the familiarist may cast *Animal Growth* as the spell on his familiar either in conjunction with the *Anthropomorphic Animal* or separately, though either effect is limited to once per day. Unlike the spell, the duration of the enlarged familiar lasts 1 hour/level.

This class feature replaces the *Scribe Scroll* feat the wizard normally gains at 1<sup>st</sup> level and the bonus feat gained at 5<sup>th</sup> level.

### Fully Familiar (Su)

At 20<sup>th</sup> level, the familiarist fully transform his familiar into the same species as the familiarist as a full round action as long

as the familiar is within 100 ft of the familiarist. The effect is indefinite, though the familiarist may change his familiar back to its original form as a **standard action** as long as it is within 100 ft of him. The familiar gains any bonuses for an increase in size as appropriate and appears as normal member of the familiarist's race. The familiar will radiate strongly of **transmutation (polymorph)** magic. The familiar retains all of its abilities as a familiar, as well as the ability to speak at least one language known by the familiarist (determined when the effect is initiated), and additional languages based on the bonus granted by the familiar's Intelligence score. The effect immediately ends if either the familiar or the familiarist becomes **unconscious** or dead.

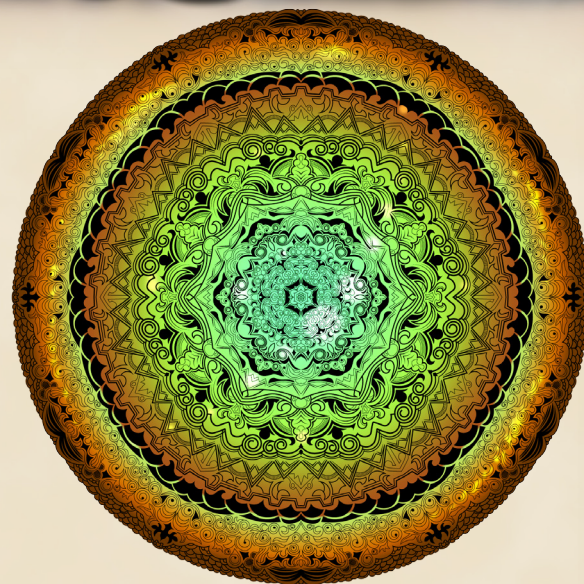
This class feature replaces the bonus feat gained by the wizard at 20<sup>th</sup> level.

## **The Secundus (Wizard Archetype)**

Wizards tend to be academic in nature, classifying magical energies into different schools of arcane thought. Then as they progress in their mastery of the arcane arts, these initiates of the eldritch mysteries choose one of these schools over the others, foregoing the in-depth study of others in order to perfect their arts of the one school. However, some students of the mystic skills prefer to split their focus over more than one school, never completely mastering a single school of magical matter. These wizards in training are often given the moniker of secundus as a derogatory term of failing to master their art. But in truth, these special individuals are quite adroit in their study of the magical arts, eventually gaining a more flexible system of mastery compared to their peers and proudly take the term meant to mock their abilities as a badge of honor.

### **Arcane Unspecialization (Sp)**

The secundus does not select a school to specialize in, but instead may choose from one of the eight traditional schools (he may not choose the Universal school) while preparing his spells each day beginning at 1<sup>st</sup> level. The secundus gains a bonus spell for that school for each spell level he has access. The



secundus may change the chosen school each day during his daily preparation.

This replaces the wizard's selection for specializing in a particular school through the arcane school class feature, including any powers associated with school specialization.

### **Spell Focus**

The secundus gains **Spell Focus** as a bonus spell at 1<sup>st</sup> level. He gains this feat again at 3<sup>rd</sup> level and every three levels thereafter, choosing a different school for the feat each time. Beginning at 9<sup>th</sup> level, the wizard may choose **Greater Spell Focus** rather than **Spell Focus** as his bonus feat, choosing a school that he has already selected for a previous **Spell Focus** feat.

This feature replaces the wizard's bonus feats including **Scribe Scroll** and those gained at 5<sup>th</sup> level and every 5 levels thereafter.

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