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ABANDONED ARTS® PRESENTS:

CLASS ACTS: WIZARDS

THIRTY-TWO NEW ARCANES DISCOVERIES FOR USE WITH THE PATHFINDER® ROLEPLAYING GAME

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ARCANE DISCOVERIES

As described in the *Pathfinder® Roleplaying Game: Ultimate Magic™* sourcebook, arcane discoveries are abilities that a wizard may learn in place of a regular feat or in place of one of the wizard's bonus feats earned at 5th, 10th, 15th, and 20th levels.

ANIMATOR (Ex): Add *animate objects* to your wizard spell list as a 6th-level spell. Whenever you use that spell to grant a semblance of life to one or more objects, each animated object gains 1 additional Construction Point. You must be at least an 11th-level wizard in order to select this discovery.

ARCANE SIGNET (Ex): Your *arcane mark* spell conveys a symbol of testament to your vast arcane powers. As long as you display your *arcane mark* on your person, or on some object in your possession, you gain a bonus on Diplomacy and Intimidate skill checks equal to half your class level when dealing with arcane spellcasters who recognize your *arcane mark*. Generally, any arcane spellcaster with at least 1 rank in either the Knowledge (arcana) or Spellcraft skills recognizes the significance of your *arcane mark*. You must be a 20th-level wizard in order to select this discovery.

ARTIFICIAL CONDUIT (Su): You can drain the magic properties from a magic item that you wear or wield and that has a cost of at least 500 gp as a free action in order to power a staff or wand for 1 round. If you do, you may activate a staff or wand as though you had expended 1 charge in the usual way. Items so depleted remain inert for 1 week. Cursed items may not be affected by this discovery. You must be at least a 5th-level wizard in order to select this discovery.

DEDICATED FAMILIAR (Ex): You may use your character level, not your class level, to determine the base statistics and special abilities of your familiar. Additionally, you may treat your character level as your spellcasting class level for the purposes of qualifying for the Improved Familiar feat. You must have a familiar in order to select this discovery.

DUAL SLOT (Ex): Each day, you may prepare two spells belonging to the same school in a single spell slot. When you cast either spell, the other leaves your memory as though you had cast it. If either spell should become unavailable to you by any other means (such as by being stripped from your memory as the result of your being subject to an energy drain effect), the second spell does as well. These two spells may be of any spell level that you can cast. You must be at least a 9th-level wizard in order to select this discovery.

ENDOW WAND (Su): Once per day, you may spend 10 minutes endowing a wand with a temporary charge. If you do not spend the temporary charge before 24 hours have passed, the charge dissipates and is wasted. You must be at least a 5th-level wizard in order to select this discovery.

FORCEFUL COUNTERSPELL (Su): Whenever you successfully counter an opponent's spell, that opponent receives an amount of nonlethal damage equal to the spell level of the spell countered.

ILLIMITABLE POWER (Ex): Select one arcane school power that you gained at 1st level that is normally usable a number of times per day equal to 3 plus your Intelligence modifier. You may use that ability a number of times per day equal to your class level (if greater than 3) plus your Intelligence modifier instead.

IMPERIOUS FAMILIAR (Ex): Your familiar gains the ability to use *dominate animal* as a spell-like ability three times per day. This ability may only target other animals of its kind. The caster level for this ability is equal to your wizard caster level. You must be at least a 9th-level wizard with a familiar in order to select this discovery, and your familiar must have the speak with animals of its kind special ability.

INSIGHTFUL PREPARATION (Su): Whenever you prepare arcane spells, you may choose to gain one of the following benefits, as long as you have at least one spell of the highest spell level that you can cast prepared from the school of magic specified below. Each time that you prepare arcane spells, you may choose a different benefit.

Abjuration: You gain DR 1/magic.

Conjuration: You gain a +4 armor bonus.

Divination: You gain a +4 bonus on Perception skill checks.

Enchantment: You gain a +2 resistance bonus on Will saving throws.

Evocation: You gain a +2 bonus on initiative checks.

Illusion: You gain a +2 bonus on Bluff and Intimidate skill checks.

Necromancy: You gain 2d4 temporary hit points.

Transmutation: Your natural armor bonus is increased by +2.

Universal: You gain a +4 bonus on Spellcraft skill checks.

You must be at least an 11th-level wizard in order to select this discovery.

IOUN BOND (Ex): You can affix *ioun stones* to your bonded object, rather than setting them into orbit around your head. An *ioun stone* so affixed cannot be attacked or stolen separately. Each *ioun stone* affixed to your bonded object adds 2 temporary hit points to that object, and confers the usual benefits of the *stone* to both you and your bonded object, as long as those benefits could affect an object. You must have a bonded object in order to select this discovery.

LIVING SPELLBOOK (Su): Your spellbook becomes an intelligent magic item with a caster level, and Intelligence, Wisdom, Charisma, and Ego scores equal to your class level. Its alignment matches your own, and it gains the empathy, telepathy, read languages, and read magic special abilities. You must be at least an 11th-level wizard in order to select this discovery.

MIND OVER MATTER (Ex): You gain Diehard as a bonus feat, and you die when your negative hit point total is equal to or greater than your Intelligence score, not your Constitution score. You must be at least a 5th-level wizard in order to select this discovery.

NONE DARE SPEAK HIS NAME (SU): You gain a strange, supernatural awareness that alerts you whenever your name is willingly spoken by a creature with an Intelligence score of 3 or higher, as long as that creature exists on the same plane of existence that you do. You learn the distance to and direction of the speaker, but no other details. You may activate or suppress this ability as a free action once per round. You must be a 20th-level wizard in order to select this discovery.

OBFUSCATION (EX): You can cast arcane spells in such a way that they become difficult to identify. Add half your class level to the DCs of Spellcraft skill checks made to identify arcane spells that you cast.

PERMANENT MAGIC (EX): You can use the *permanency* spell to greater effect. When you cast *permanency* to render permanent the duration of a spell with a range of "personal" that you cast, you may ignore up to 10,000 gp worth of the required material components. You must be a 20th-level wizard in order to select this discovery.

POWER STAFF (SU): Any magical staff that you wield gains a +1 enhancement bonus on attack and damage rolls. You must be at least a 5th-level wizard in order to select this discovery.

READ MAGIC (SP): Your familiarity with the *read magic* spell is such that you can cast *read magic* as a spell-like ability usable at will.

RESERVOIR FAMILIAR (EX): When you prepare spells, you may choose to commit the memorization of one of your spells to your familiar. As a swift action, you may touch your familiar to recall the spell you committed to its mind, instantly gaining access to the stored spell as though it had been prepared within your own mind all along. Your familiar gains no ability to cast any spell committed to it. You must have a familiar in order to select this discovery.

SCHOLAR'S SHORTHAND (EX): When you scribe a new spell into your spellbook, that spell takes up one page less than it otherwise would (minimum 1 page per spell). Furthermore, the writing costs of spells that you record into your spellbook are reduced by twenty-five percent.

SENSE ARTIFACTS (SU): You gain a powerful supernatural sense that alerts you to the presence of artifacts. You can focus your senses as a standard action to learn the direction of (but not the distance to) the nearest artifact on your plane of existence within 100 miles, if any artifact exists within that range. Using this discovery is an intensely overwhelming experience, and causes you to become stunned for 1 round (no save) whenever you activate it. If the nearest artifact is within a mile of your location when you activate this sense, you take 2d10 points of nonlethal damage in addition to becoming stunned. You must be a 20th-level wizard in order to select this discovery.

SPELL BATTERY (SU): You may use a magical staff or wand that you wield to power your spells. You can recall any spell of up to 1st level (when you drain a wand) or 5th level (when you drain a staff) that you had prepared and cast on the same day. Doing so drains the object of a number of charges equal to twice the level of the spell that you recall, and causes the item to gain the broken condition. A broken staff or wand is destroyed instead. If the object does not hold the required number of charges, your spell is not recalled. You must be at least an 11th-level wizard in order to select this discovery.

SPELL THESIS (EX): Your studies have unlocked the secrets of one arcane spell. When you gain this discovery, choose one spell that you can cast. You automatically identify your thesis spell whenever it is cast. Furthermore, you gain a +2 bonus on concentration checks and caster level checks made with respect to or in conjunction with that spell. Finally, as long as you have your thesis spell prepared, you gain a +2 insight bonus on Spellcraft skill checks made to identify spells belonging to the same school of magic.

STATELY SPELLCRAFT (EX): You are practiced at a courtly form of ritualized spellcasting. You may choose to cast any arcane spell with a casting time of 1 standard action or less as though the casting time were 1 round instead. If you do, you may treat your caster level as though it were two levels higher for the purposes of determining the duration and range of the spell (but not for any other purpose). You must be at least a 5th-level wizard in order to select this discovery.

SYMBOL MASTERY (EX): Your *symbol* spells are more difficult to bypass, destroy, or remove. Any creature attempting to remove one of your *symbol* spells with an *erase* spell must succeed on a DC 25 caster level check in order to do so. Additionally, the DCs of Disable Device, Perception, and Spellcraft skill checks to locate, identify or thwart your *symbol* spells are increased by +2. You must be at least a 9th-level wizard in order to select this discovery.

TRACE BOND (SP): You can use *locate creature* or *locate object* as a spell-like ability at will, but only to locate your bonded object or your familiar. You must be a 5th-level wizard and have either a bonded object or a familiar in order to select this discovery.

VOICE OF REASON (EX): Diplomacy is always a class skill for you, and you may apply your Intelligence modifier on Diplomacy skill checks.

WAND TRANSFER (SU): You can transfer charges from one wand to another wand with an equal or lesser caster level, and containing a spell of an equal or lesser spell level. Each such transfer requires one minute of uninterrupted concentration per charge transferred. You must be at least a 9th-level wizard in order to select this discovery.

WIZARD'S TRICKS (EX): You may add the *prestidigitation* and *ventriloquism* spells to your spellbook at no cost, and the durations of those spells become "1 hour per level."

WIZARD'S WHISPERS (EX): You may add the *comprehend languages* and *message* spells to your spellbook at no cost, and the durations of those spells become "1 hour per level."

WIZENED (EX): You gain a +2 bonus to your Wisdom score. You must be at least a 9th-level wizard in order to select this discovery.

WREST SUMMONS (SU): You can attempt to wrest the control of a summoned monster from its controller as a full round action, as long as you have a *summon monster* spell prepared of sufficient level to summon that monster. The creature to be affected must be within 30 feet of you, and it must be able to see and hear you clearly (though it need not understand you). If you succeed on an opposed Charisma check against the summoned creature, it serves you for 1 minute, or for the remainder of the duration of the effect that summoned it.

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