

Smart Hero

Mage Talent Tree

Arcane Talent: You also can cast Arcane spells. You receive a spellbook from a training source of your choice with all Cantrips and three(3) 1st level spells chosen from the Urban Arcana Spell list. You are limited to a certain number of spells of each spell level per day according to your mage class level. You also receive bonus spells based on your intelligence score. You gain two new spells of any level that you can cast at each new level. You can add spells to your spellbook by copying from other spellbooks. You have access to the Arcane skills Concentration, Craft (Alchemy), spellcraft.

Summon Familiar: A familiar is magically linked to its master. In some sense, the familiar and the Mage who controls it are practically one being. That's why, for example, the Mage can cast a personal range spell on a familiar even though normally you can only cast such a spell on himself. A familiar is a magical beast, similar physically to the normal creature it resembles. However, a familiar grants special abilities to its master, as described below. A special ability granted by a familiar only applies when the Mage and the familiar are within 1 mile of each other. For all familiar special abilities based on the master's level count only Mage levels. Any levels from classes other than Mage are not included in this calculation unless specifically stated otherwise. Depending on what kind of creature the familiar is, the master gains a special benefit. See Core Book Pg 320

Prerequisite: Arcane Talent

Scribe Scroll: you can create scrolls from which you or another spellcaster can cast a scribed spell. You can create a scroll of any spell you know. Scribing a scroll takes one day. The purchase DC for the raw materials to scribe a scroll is 13 + the scroll's spell level + the scroll's caster level. you make a Craft (writing) check. The DC for the check is 10 + the spell level + the caster level of the scroll. If the check fails, the raw materials are used up. The Mage can try scribing the scroll again as soon as you purchase more raw materials. A scroll can be written on a sheet of paper or parchment, or it can be saved as a file on a computer or PDA.

Prerequisite: Arcane Talent, Spellcraft rnk 5

Brew Potion: At 3rd level, a Mage can create potions, which carry spells within themselves. The Mage can create a potion of any spell of 3rd level or lower that he knows. The spell must target a character or characters.

Brewing a potion takes 24 hours. When the Mage creates a potion, he sets the caster level. The caster level must be sufficient to cast the spell in question and no higher than the Mage's class level. The caster level has an effect on the purchase DC of the raw materials to brew the potion, the skill check to create the potion, and the DC of a saving throw (if applicable) to resist the effect of the potion.

The purchase DC for the raw materials to brew a potion is 15 + the potion's spell level + the potion's caster level.

Finally, the Mage makes a Craft (chemical) check. The DC for the check is 10 + the spell level + the caster level of the potion.

Prerequisite: Arcane Talent, Spellcraft rnk 5

Scribe Tattoo: you can create tattoos on his body or someone else's. Tattoos function similarly to scrolls, and are created in the same way (see the scribe scroll ability), except that the pertinent skill is Craft (visual arts).

Prerequisite: Arcane Talent, Scribe Scroll, craft (visual arts)

Spell Mastery: each time, you choose a number of spells that he already knows equal to his Intelligence modifier. From that point on, the Mage can prepare these spells without referring to a spellbook. The Mage is so intimately familiar with these spells that he doesn't need a spellbook to prepare them anymore. This can be taken twice.

Prerequisite: Arcane Talent, Spellcraft rnk 8

Combat Casting: you become adept at casting spells during combat. He gets a +4 bonus on Concentration checks made to cast a spell while on the defensive.

Prerequisite: Arcane Talent, Spellcraft rnk 8

Maximize Spell: you learn to cast some of his spells to maximum effect. All variable, numeric effects of a maximized spell automatically achieve their maximum values. A maximized spell deals the most possible points of damage, affects the maximum number of targets, and so forth, as appropriate. Saving throws and opposed checks are not affected. Spells without random variables are not affected.

When a maximized spell is prepared, it is treated as a spell of three levels higher than the spell's actual level. Therefore, a Mage can only maximize 0-, 1st-, or 2nd-level spells—a maximized 1st-level spell is treated as a 4th-level spell when you decide what spells you will have available for the coming day, so it limits the number of other 4th-level spells you can prepare. Likewise, a maximized 2nd-level spell is treated as a 5th-level spell.

Prerequisite: Arcane Talent, Spellcraft rnk 8

Dedicated Hero

Acolyte Talent Tree

Divine Talent: You also can cast Divine spells. must decide if your faith allegiance leans toward the positive energy or negative energy. You receive a holy symbol from a training source of your choice that will provide access to all Cantrips and six(6) 1st level spells chosen from the Urban Arcana Spell list. You are limited to a certain number of spells of each spell level per day according to your Acolyte class level. You also receive bonus spells based on your wisdom score. See Core book Pg 324.

You gain two new spells of any level that you can cast at each new level. You can add spells to your repertoire by studying with other acolytes of similar allegiance.

You have access to the Arcane skills Concentration, Craft (Alchemy), spellcraft.

Turn or Rebuke Undead: you gain the supernatural ability to affect undead creatures, such as zombies, skeletons, ghosts, and vampires. Your allegiance (good or evil) determines the effect you have on these unholy abominations. A character of good allegiance can turn undead, driving them away or perhaps destroying them. One of the evil allegiance can use negative energy to rebuke undead, causing the creatures to cower in her presence. (In the text that follows, up to the section on Effect and Duration of Turning, “turning” refers to turning or rebuking, whichever is appropriate for a particular Acolyte.) See Core pg 324

Prerequisite: Divine Talent, Spellcraft rnk 5

Spontaneous Casting: you can channel stored energy into spells she has not prepared ahead of time. you “lose” a prepared spell to cast another spell of the same level or lower. a good allegiance can spontaneously cast cure spells (spells with “cure” in their name). An Acolyte with an evil allegiance can spontaneously convert prepared spells into inflict spells (spells with “inflict” in their name).

Prerequisite: Divine Talent, Spellcraft rnk 5

Combat Casting: you become adept at casting spells during combat. She gets a +4 bonus on Concentration checks made to cast a spell while on the defensive.

Prerequisite: Divine Talent, Spellcraft rnk 8

Turn or Rebuke Magical Beast:you gain the supernatural ability to affect magical beasts. This ability works just like turning undead, except the creature type is a magical beast. Magical beasts, unlike undead creatures, can’t be destroyed or commanded, they flee or cower as appropriate. All other rules pertaining to turning apply. The number of times per day the Acolyte can make a turning attempt (3 + Cha modifier) does not increase.

Prerequisite: Divine Talent, Turn or Rebuke Undead, Spellcraft rnk 8

Turn or Rebuke Outsider: you gain the supernatural ability to affect outsiders. This ability works just like turning undead and magical beasts, except the creature type is outsider. Outsiders, unlike undead creatures, can't be destroyed or commanded, they flee or cower as appropriate. All other rules pertaining to turning apply. The number of times per day the Acolyte can make a turning attempt (3 + Cha modifier) does not increase.

Prerequisite: Divine Talent, Turn or Rebuke Undead, Spellcraft rnk 8

Maximize Spell: you learn to cast some of his spells to maximum effect. All variable, numeric effects of a maximized spell automatically achieve their maximum values. A maximized spell deals the most possible points of damage, affects the maximum number of targets, and so forth, as appropriate. Saving throws and opposed checks are not affected. Spells without random variables are not affected.

When a maximized spell is prepared, it is treated as a spell of three levels higher than the spell's actual level. Therefore, an Acolyte can only maximize 0-, 1st-, or 2nd-level spells—a maximized 1st-level spell is treated as a 4th-level spell when you decide what spells you will have available for the coming day, so it limits the number of other 4th-level spells you can prepare. Likewise, a maximized 2nd-level spell is treated as a 5th-level spell.

Prerequisite: Divine Talent, Spellcraft rnk 8