

Tovenaar

Tovenaar are mystic warriors who can combine magic and combat, but without depending on spells. Instead tovenaar gain a broad range of mystic powers they can use to empower themselves, hinder their foes, augment their allies, and divine the future.

Alignment: Any.

Hit Die: d8.

Starting Wealth: 4d6 × 10 gp (average 140 gp.) In addition, each character begins play with an outfit worth 10 gp or less.

Class skills: Climb (Str), Craft (Int), Fly (Dex), Intimidate (Cha), Knowledge (religion) (Int), Knowledge (dungeoneering) (Int), Knowledge (planes) (Int), Profession (Wis), Ride (Dex), Sense Motive (Wis), Swim (Str), and Use Magic Device (Cha).

Skill Ranks per Level: 4 + Int modifier.

Level	BAB	Fort Save	Ref Save	Will Save	Special
1st	+0	+2	+0	+2	Mystic Pool, Mystic Combat
2nd	+1	+3	+0	+3	Mystic Strike
3rd	+2	+3	+1	+3	Tovenaar Arcana
4th	+3	+4	+1	+4	Mystic Recall
5th	+3	+4	+1	+4	Bonus Feat
6th	+4	+5	+2	+5	Tovenaar Arcana
7th	+5	+5	+2	+5	Heavy Armor
8th	+6/+1	+6	+2	+6	Improved Mystic Combat
9th	+6/+1	+6	+3	+6	Tovenaar Arcana
10th	+7/+2	+7	+3	+7	Fighter Training

11th	+8/+3	+7	+3	+7	Bonus Feat
12th	+9/+4	+8	+4	+8	Tovenaar Arcana
13th	+9/+4	+8	+4	+8	Improved Mystic Recall
14th	+10/+5	+9	+4	+9	Greater Mystic Combat
15th	+11/+6/+ 1	+9	+5	+9	Mystic Arcana
16th	+12/+7/+ 2	+10	+5	+10	Counterstrike
17th	+12/+7/+ 2	+10	+5	+10	Bonus Feat
18th	+13/+8/+ 3	+11	+6	+11	Tovenaar Arcana
19th	+14/+9/+ 4	+11	+6	+11	
20th	+15/+10/ +5	+12	+6	+12	True Tovenaar

Weapon and Armor Proficiency

A tovenaar is proficient with all simple and martial weapons. A tovenaar is also proficient with light and medium armor.

Inquisitions

The tovenaar gains two inquisitions (inquisitor domains with no spells) at 1st level. (A tovenaar can instead take the granted powers from two cleric or druid domains, but this is often a sub-par choice as the tovenaar does not gain the domain spells, and is not a spellcaster). The tovenaar uses his magus level as his inquisitor/cleric/druid level when determining the effects of his inquisitions. The tovenaar gains an additional inquisition at 2nd, 4th, 7th, 11th, and 19th level. Tovenaar never gain any spellcasting ability. Possessing abilities from such disparate divine sources forces tovenaar to constantly spend mental effort to remain focused on their situation and needs. This leaves them with less mental resolve to deal with external threats. A tovenaar always takes a -2 penalty on Will saves.

Mystic Combat (Ex)

This functions as spell combat, but allows the tovenaar to take a full-round action to make all his weapon attacks and use one spell-like or supernatural ability gained from an inquisition. As with spell combat, all the tovenaar's attacks suffer a -2 penalty. The tovenaar however does not need to keep one hand free and is limited only to melee weapons when using this ability. He uses his Wisdom modifier for taking an attack roll penalty to gain a circumstance bonus to his concentration check to cast a spell-like ability defensively. If the spell-like or supernatural ability requires a melee touch attack, he can deliver the ability through any weapon he is wielding as part of a melee attack. Unlike with Spellstrike, this attack is NOT a free attack and the ability must be channelled through an attack which is part of the tovenaar's normal full-attack. When the Tovenaar reaches level 7 he may use two spell-like or supernatural abilities from his inquisitions as part of Mystic Combat; he cannot channel more than one inquisition ability on a single melee attack. Mystic Combat counts as the Spell Combat class feature for the prerequisite purposes of any feats or other abilities.

Mystic Pool (Su)

At 1st level, the tovenaar gains a reservoir of mystical mystic energy that he can draw upon to fuel his powers and enhance his weapon. This mystic pool has a number of points equal to $\frac{1}{3}$ his tovenaar level (minimum 1) + his Wisdom modifier. The pool refreshes once per day after 8 hours rest.

At 1st level, a tovenaar can expend 1 point from his mystic pool as a swift action to grant any weapon he is holding a +1 enhancement bonus for 1 minute. For every four levels beyond 1st, the weapon gains another +1 enhancement bonus, to a maximum of +5 at 17th level. These bonuses can be added to the weapon, stacking with existing weapon enhancement to a maximum of +5. Multiple uses of this ability do not stack with themselves.

At 5th level, these bonuses can be used to add any of the following weapon properties: dancing, flaming, flaming burst, frost, icy burst, keen, shock, shocking burst, conductive, speed, or vorpal.

Adding these properties consumes an amount of bonus equal to the property's base price modifier. These properties are added to any the weapon already has, but duplicates do not stack. If the weapon is not magical, at least a +1 enhancement bonus must be added before any other properties can be added. These bonuses and properties are decided when the mystic pool point is spent and cannot be changed until the next time the tovenaar uses this ability. These bonuses do not function if the weapon is wielded by anyone other than the tovenaar.

A tovenaar can only enhance one weapon in this way at one time. If he uses this ability again, the first use immediately ends. Mystic Pool counts as the Arcane Pool class feature for the prerequisite purposes of any feats or other abilities.

Mystic Strike (Su)

At 2nd level, whenever a tovenaar uses an inquisition ability with a range of “touch”, he can deliver the spell through any weapon he is wielding as part of a melee attack. Instead of the free melee touch attack normally allowed to deliver the spell, a tovenaar can make one free melee attack with his weapon (at his highest base attack bonus) as part of casting this ability. If successful, this melee attack deals its normal damage as well as the effects of the ability. If the tovenaar makes this attack in concert with mystic combat, this melee attack takes all the penalties accrued by mystic combat melee attacks and the tovenaar does not get an extra free attack from using an inquisition ability. This attack uses the weapon’s critical range (20, 19–20, or 18–20 and modified by the keen weapon property or similar effects), but the ability effect only deals ×2 damage on a successful critical hit, while the weapon damage uses its own critical modifier. An inquisitor ability delivered in this manner is only affected by a critical if it deals energy or weapon damage.

Tovenaar Arcana

As he gains levels, a tovenaar realizes mystic secrets tailored to his specific way of blending martial skill and mystic puissance. Starting at 3rd level, a tovenaar gains one magus arcana. He gains an additional magus arcana for every three levels of tovenaar attained after 3rd level. Unless specifically noted in a magus arcana’s description, a tovenaar cannot select a particular tovenaar arcana more than once. Unlike a normal magus, a tovenaar uses the number of inquisitions he possesses for determining the power of arcana abilities based on Intelligence. A tovenaar cannot select any magus arcana related to spellcasting. Tovenaar Arcana counts as the Magus Arcana class feature for the prerequisite purposes of any feats or other abilities.

Mystic Recall

At 4th level the tovenaar may expend one point from his mystic pool as a swift action to regain one expended use of an ability from an inquisition that has a limited number of uses per day.

Bonus Feats

At 5th level, and every six levels thereafter, a tovenaar gains a bonus feat in addition to those gained from normal advancement. He must meet the prerequisites for these feats as normal.

Heavy Armor (Ex)

At 7th level, a tovenaar gains proficiency with heavy armor.

Improved Mystic Combat (Ex)

At 8th level when the tovenaar uses his mystic combat ability, his attack rolls suffer only a -1 penalty.

Fighter Training (Ex)

Starting at 10th level, a tovenaar counts 1/2 his total tovenaar level as his fighter level for the purpose of qualifying for feats. If he has levels in fighter, these levels stack.

Improved Mystic Recall

At 11th level, the tovenaar's use of mystic recall becomes more efficient. When he regains the use of an ability from an inquisition with mystic recall, regains two uses per mystic pool point spent.

Greater Mystic Combat (Ex)

At 14th level when the tovenaar uses his mystic combat ability, his attack rolls do not suffer a penalty.

Counterstrike (Ex)

At 16th level, whenever an enemy within reach of the tovenaar uses a supernatural or spell-like ability, that enemy provokes an attack of opportunity from the tovenaar after the ability is complete. This attack of opportunity cannot disrupt the ability.

True Tovenaar

At 20th level the tovenaar is a master of mystic combat, able to use his inquisition powers as easily as weapon attacks. When the tovenaar takes a full-attack action, he may choose to make one attack at his highest attack bonus and use three spell-like or supernatural abilities from inquisitions, or make two attacks at his highest two attack bonuses and use two spell-like or supernatural abilities gained from inquisitions.

A tovenaar also has access to the following magic arcana:

Mystic Healing (Su)

Prerequisite: Tovenaar level 6

The tovenaar may expend 2 points from his mystic pool as a standard action to cast Cure Moderate Wounds or Inflict Moderate Wounds as a standard action.