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The previous 1 2 3 4 next (only 65 points) , the previous 1 2 3 4 next (total 65 points) This article needs additional quotes to check. Please help improve this article by adding quotes to reliable sources. Non-sources of materials can be challenged and removed. Find sources: Full Magician - News Newspaper Book Scientist JSTOR (March 2014) (Learn how and when to delete this template message) Full Mage AuthorSkip Williams, Penny Williams, Ari Marmell and Kolya Raven LiqueetteGenreRole-gamePublisherWizards from CoastPublication dateOcher 2006Media typePrint (Hardback)Pages160ISBN0-7869-3937-0 Full Magician is an additional rule book for the 3.5 edition of *Dungeons and Dragons* role-playing. This is actually a sequel to *Full Arcane*. The contents of the book provides feats, prestige classes, and other options for characters interested in magic. Unlike *Complete Arcane*, *Complete Mage* does not contain new core classes, but contains alternative class features for existing classes. The *Advanced Complete Mage* class features 13 new alternative class features. Arcane Hunter Rangers learn to track and hunt creatures of a certain type when choosing a favored opponent. Some rangers care less about what a creature is and more about what it does. These rangers learn to identify the signs of mystery and make it their business to fight those who use secret magic in opposition to their goals. Arcane's trick Every swashbuckler relies on her agility and quick wit to get her out of scratches. Some take it a step further, learning magic tricks that enhance their mobility or defense. Armored Magician Rare is a fighter who is not envious of the bag master magic tricks. Although even the most basic secret spell remains beyond the abilities of the fighter, those who aspire to such talents can, with practice, learn to give out simple secret spells, wearing light armor. This alternative function does not give any benefit to a classmate; only in combination with one or more levels of sorcerer, wizard or similar secret class of spells this ability comes into play. Curse breaker Most paladins use their divinely granted powers to fight diseases that haunt their allies. Paladins, interested in mystery, especially those who fight necromance, sometimes prefer to learn to counteract the effects of magical curses. Divine counterspell Although the ability to transform the undead may be the defining characteristic of the clergyman, some clergymen (and paladins) believe they can be even more effective crusaders by pitting evil charmers. The ability to deny the magic of enemy spells gives the character an unexpected advantage. wizard deities influence the world through divine spells that they bestow upon their believers. Some clerics, however, have decided to explore magical powers beyond usually provided by the gods. By giving some of their divine power, these clergy have access to spells that usually go beyond their abilities. Elementary satellite Every druid reveres nature, but some pay more attention to the fundamental building blocks of the natural world than to its flora and fauna. By making a connection with the animal kingdom, the druid can instead take on the elementary being as its companion. A focused specialist Every magician who calls himself a specialist is proud to own his preferred form of magic. Those who are exceptionally pure aim to take this specialization to a whole new level, despising the breadth of craftsmanship in favor of even greater attention. Soulwarp strike a traditional monk seeks balance in body, mind and soul, and through this balance acquires various fighting talents. A monk who learns the secret of soulwarp strikes masters the secret talent of necromance that infects his enemy's ki, producing an effect akin to a terrible disease. Spell reflection Many stealth masters share a signature talent to avoid explosive explosions of magical energy. It only takes a bit of preparation, however, to twist this defensive talent into the ability to repel magical attacks back on their creator. Spell meaning Most barbarians and crooks have a supernatural awareness of danger, whether it's the threat of a nearby invisible intruder or the hidden danger of a spear trap. Some, however, fine-tune this ability to focus on magical attacks, giving them the ability to dodge the balls, rays and eldritch blasts of their enemies. Spellbreaker song Bards are proud to be masters of language and sound. Rare learn to use their voices to interfere with enemy spells, twisting words and sound to defeat spells before they are cast. Stalwart sorcerer Most sorcerers hide behind walls of steel, slinging spells on enemies safely distant. You have no patience for such cowards and you prefer to be near the front line. Your breadth of magical knowledge may not compare to those craven wimps, but you are proud to dive into battle with the fighter. Complete Mage's story was written by Skip Williams, Penny Williams, Ari Marmell and Kolya Raven Litet, and was published in October 2006. The cover was matt Kavotta, and interior art by Miguel Coimbra, Eric Deschamps, Wayne England, Carl Frank, Randy Gallegos, Ralph Horsley, Jim Nelson, Eric Polak, Mike Slay, Ron Spencer, Anne Stokes, Arnie Swekel, Eva Widermann, and Kieran Janner. Andy Collins explains how this book relates to the complete Arcane: Both books cover similar themes - how to enhance your character's magical (secret) abilities. However, they do not follow exactly the same format (although both spells, feats and prestige classes, as one might expect), so the range of the subject varies a bit. A complete magician, for example, does not new classes like Full Arcane made, although it provides some new options (feats, spells, and so on) for new classes from Full Arcane. Shannon Appelkline identified Complete Mage as one of the books that changed the way DD's dramatic work and may have influenced the design of the 4th edition of D'D. You can help by adding to it. (January 2011) Reviews This section is empty. You can help by adding to it. (January 2011) Inquiries - Williams, Skip; Penny Williams; Ari Marmell; Litet, Kolya Raven; Full Magician p32-36 (Wizards of the Coast, 2006). Bart Carroll (October 5, 2006). Product Spotlight: Full Magician. The Wizards of the Coast. Received on August 16, 2013. Shannon Appelkline (2011). Designers and dragons. Mongoose Publishing. page 294. ISBN 978-1-907702-58-7. External References Review to d20zines.com extracted from Content (Full Magician, p. 37) Reserve You can direct magical energy into acid balls. PrerequisiteEdit Ability to throw level 2 spells, BenefitEdit As long as you have an acid spell of level 2 or above available for a throw, you can throw a ball of acid as in the touch attack range. The attack has a range of 5 feet to level the highest level of acid spell you have available to throw and deals ld6 damage points to that acid spell level. As a secondary advantage, you get a bonus of 1 euro for competence up to the level of caster when playing acid spells Alacritous CogitationEdit (Complete Mage, p. 37) You can leave the prepared spell slot open for a spontaneous spell. PrerequisiteEdit should prepare secret spells, BenefitEdit If you leave the secret spell slot open while preparing spells, you can use this open slot to cast any secret spell you know of the same level or below. Casting a spell requires a full round of action. You can only use this feat once a day, regardless of the number of slots you leave open. SpecialEdit Master can choose this feat as a master bonus feat of Aquatic BreathEdit (Full Magician, p. 39) Reserve Your Magic Reservoir allows you to breathe normally even underwater. PrerequisiteEdit Ability to throw Level 3 spells, BenefitEdit As long as you have a water spell of level 3 or higher available for the cast, you can normally breathe in the air and water. This supernatural quality does not require activation. As a secondary advantage, you get a bonus of 1 euro for competence to the level of the caster when playing water spells. Battlecaster DefenseEdit (Full Magician, p. 39) You have mastered the techniques in order to make full use of spells in close combat, remaining unscathed. Combat Casting (PH), Basic Attack Bonus No.1, Caster Level 1, BenefitEdit Battlecaster Defense feat allows you to use three tactical maneuvers during spell spells Melee. Defensive Targeting: To use this maneuver, you must use the defensive casting option to hand out a spell with a range of touches. If you successfully deliver a spell (i.e., you will succeed in a melee touch attack) to an enemy that threatens you while you have thrown it, you will receive a bonus of 2 pounds on any touch attack you make against that enemy on your next turn. Practiced defense: When you have successfully cast a spell defensively in 2 consecutive rounds, you get a bonus of 10 pounds on any concentration test made to cast a spell defensively in the next round. Safe retreat: When you successfully spell defensively, your movement to the next turn does not provoke attack opportunities from any creatures that threatened you when you are thrown in defense. (The movement still provokes attack capabilities from other creatures normally.) Battlecaster OffenseEdit (Full Magician, p. 40) (Tactical) You tricky mix melee and spells to enhance the potency of both. PrerequisiteEdit Spellcraft 4 ranks, Basic Attack Bonus No.1, Combat Casting or Warm Edge, BenefitEdit Battlecaster Assault feat allows you to use two tactical maneuvers. Spell and sword: If you damage the enemy with a spell, you get a bonus of 1 euro on your first melee attack roll made against that enemy in the next round. Sword and Spell: If you make a melee attack on the enemy, you will get a bonus of 1 euro to save the DC first spell you use against that enemy in the next round. This bonus only applies to the enemy or enemies you have attacked, and not against any other creatures affected by the Blade of ForceEdit spell (Full Magician, page 40) You can surround the weapon with a short-lived aura of force. PrerequisiteEdit Ability to throw 3rd level spells, BenefitEdit As long as you have a level 3 or higher force spell available to throw, you can surround a melee weapon or one piece of ammunition with a thin field of force. Activating this ability is a quick action; You have to touch the weapon that will be touched as part of the action. The next attack with this weapon, if committed before the end of the next turn, will cause an additional 1 point of damage for the level of the highest level of force spell that you can distribute. In addition, this weapon ignores the chance to miss the usually granted unincorporated creature. If the next attack with this weapon misses, this benefit is lost. As a secondary advantage, you get a bonus of 1 euro for competence up to your caster level when playing Borne AloftEdit power spells (Complete Mage, p. 40) You can direct the magic of the winds to briefly provide you with a flight. PrerequisiteEdit Ability to throw Level 5 spells, BenefitEdit As long as you have a 5 level air spell or higher available for throwing, you can fly up to 30 feet (perfect maneuverability) as an action move once per round. You have to start and finish this flight firmly supported, or you fall. You Are You Use this ability if you are carrying heavy armor or carry a heavy load. As a secondary advantage, you get a bonus of 1 euro for competence to your caster level while playing the Spells of The Captivating MelodyEdit (Full Magician, page 40) you can spend some of your musical abilities to increase the potency of your charm or illusion of spells. PrerequisiteEdit's ability to cast secret spells, bard music, BenefitEdit As a quick action before casting a spell, you can try to perform a check (DC 15 - the level of spell you're about to cast). If you succeed, you can donate one of your daily use of bard music to increase the save DC's next spell or illusion spell you cast in the same round at 2. If perform fails, you still lose one daily use of bard music, but don't get any benefit. You can only apply Captivating Melody to spells cast by the same class that your bard musical abilities provide you. For example, if you're a multi-class bard/magician, you can apply this feat to bard spells, but not to the spells you cast as the wizard Clap of ThunderEdit (Complete Mage, p. 41) Reserve you can deliver a thunderous roar with a touch. PrerequisiteEdit Ability to throw Level 3 spells, BenefitEdit As long as you have a 3rd level sound spell or above available to the cast, you can deliver a melee touch attack as standard action. This attack has ld6 point of sound damage to level the highest level of sound spell you have available to throw. In addition, the subject must excel on the resilience to maintain or be deafening during Round 1. As a secondary advantage, you get a bonus of 1 euro for competence to your caster level when playing cloudy Spells Cloudy ConjunctionEdit (Complete Mage, p. 40) (General) You conjuring creations and caused creatures appear in a puff of sickening black smoke, and you disappear into the cloud of the same when you teleport. PrerequisiteEdit Spell Focus (spell) or sorcerer level 1, BenefitEdit When you cast a spell of witchcraft, you can choose to have a 5-foot radius of a cloud of sickening smoke manifested. The cloud may appear in your space, near you, or in space or near your target (if any). The cloud lasts 1 round. Any living being vomits while inside it (but not after exit). The cloud in all other respects acts as a small area of fog cloud spell. Creatures that are immune to poison are immune to the sickening effect. The cloud appears in conjunction with the entry of a spell in the (not before or after). Any creature that you call or call with a spell is immune to the sickening effect of the cloud. A SpecialEdit sorcerer can choose this feat as a master bonus feat of Clutch EarthEdit (Full Magician, p. 40) Reserve You briefly increase the Attraction of earth to the target creature. PrerequisiteEdit Opportunity to throw Level 2 spells, BenefitEdit As long as you have a ground spell of Level 2 or higher available available Cast, you can spend standard action to reduce the speed of any land-bound creature within 30 feet of you. The normal land speed of the creature as well as its burrows and climbing speed, dropping by 5 feet to the level of the highest ground level spell you have available to throw, to a minimum speed of 5 feet. This effect lasts 1 round. Successful resilience negates this effect and makes the goal immune to the effect of a feat within 24 hours. Creatures that currently swim or fly are immune to this effect. As a secondary advantage, you get a bonus of 1 euro for competence to your caster level while casting earthly spells Dazzling Illusion (Full Magician, p. 41) General Casting Illusion evokes air about you to be filled with flashing colors that dazzle your enemies. PrerequisiteEdit Spell Focus (illusion) or stage 1 illusionist, BenefitEdit When you cast the illusion of a spell, you can choose to make all enemies within 30 feet blinded for round 1. Blind creatures are immune to this effect. SpecialEdit Illusionist can choose this feat as a master of the bonus feat of Defending SpiritEdit (Full Magician, p. 41) (General) Your watchful spirit helps keep you safe in battle. PrerequisiteEdit Vigilant Spirit Class feature (see Wu Jen Class in Full Arcane), BenefitEdit Your Watchful Spirit will help you protect yourself. If you take the initiative by rolling out your watchful spirit function, you will receive a bonus of 2 pounds for the duration of this meeting. In addition, you get one additional initiative to re-select from your attentive spirit class feature Delay PotionEdit (Full Magician, p. 41) General You can drink the potion and postpone its effects. PrerequisiteEdit Knowledge (arcana) 1 rank, BenefitEdit You can drink the potion and postpone its effects for a number of hours, equal to your Constitution modifier (minimum 1 hour). At any time during this period, you can activate the potion effect as a quick action. If the potion expires before the potion is activated, it is wasted. You can only put aside one potion at a time. You have to activate the deferred potion before you can postpone another size JauntEdit (Full Magician, p. 41) Reserve With one step, you can cross the entire room. PrerequisiteEdit Ability to throw level 4 spells, BenefitEdit As long as you have a teleportation spell of level 4 or above available to the cast, you can spend the standard action to teleport yourself and exercised objects up to your heavy load distance of 5 feet to the level of high level teleportation spell you have available to throw. You can only teleport to a place you can see (including the one you are currently scrying). You can't take another creature (except a friend). As a secondary advantage, you get a bonus of

1 euro for competence up to your caster level when casting teleportation of Incarnations of Incarnations Of Reach DimensionalEdit (Complete Mage, p. p. No, no, no, no, you can transport small objects to you with an act of will. PrerequisiteEdit Ability to throw Level 3 spells, BenefitEdit As long as you have a spell of witchcraft (challenge) level 3 above available to the cast, you can transport small items directly into your hand as standard action. You have to have a line of sight to the point you want to transport this way and it should be unattended. This ability runs in a range of up to 5 feet to level the highest level of spell call you have available to throw, and the item can weigh up to 2 pounds per level of that spell. As a secondary advantage, you get a bonus of 1 euro for competence to your caster level when curing (call) spells Drowning GlanceEdit (Full Magician, p. 42) Reserve Look, you create a small but incapacitated amount of water in the subject's lungs. PrerequisiteEdit Ability to throw level 4 spells, BenefitEdit As long as you have a water spell of Level 4 or above available to the cast, you can use standard action to convert a small portion of air into the lungs of a living creature into water, making it difficult for the creature to breathe. The object must be within 30 feet. The goal becomes exhausted within 1 round; if it succeeds on the recovery of durability, it instead tires for one round. Whether or not the target creature is successful saves, it is immune to any further use of your sinking gaze within 24 hours. Creatures that can breathe water (or who are not breathing) are immune to this effect. As a secondary advantage, you get a bonus of 1 euro for competence to your caster level while casting water spells Elementary AdeptEdit (Full Magician, page 42) You can spontaneously hand out a spell of an element that you have mastered. PrerequisiteEdit Elementary MasterClass feature (see Wu Jen's class in Full Arcane), BenefitEdit Select one spell item that you have chosen for your elementary masterclass feature. You can now spontaneously spell this by sacrificing an equal or higher-level spell. The spell you choose must be in your book of spells. When you get the level, you can change the spell you can spontaneously cast by selecting a new element spell that you have chosen for the Elementary Mastery of Energy AbjurationEdit (Full Mag, page 42) General Casting of the abyster spell provides you with protection from energy damage. PrerequisiteEdit Spell Focus (PH) (Abjuration), Level Abjurer 1, BenefitEdit When you cast a spell of re-ion, you can choose to get a special energy resistance equal (1 - spell level) x 5. Energy resistance lasts throughout the abyster spell period you cast or until you are struck by any type of energy damage (acid, cold, fire, electricity, or sound). Resistance applies to the first energy damage you are subjected to, and then you lose energy stability until you drop another disgust of disgust SpecialEdit An abjurer can choose this feat as a master of the bonus feat of energy GestaltEdit (Full Magician, p. 42) Tactical You have learned to combine several energy effects with great advantage. PrerequisiteEdit Spell Focus (PH) (evocation), caster level 3, BenefitEdit Energy Gestalt feat allows you to use three tactical maneuvers. Either way, you have to damage one or more items with a couple of energy spells you throw in 2 consecutive rounds. acrid Fumes: You threw an acid spell followed by spells of fire. Flames of your second spell turn some of the lingering acid into choking, sickening fumes. Any living creature damaged by both spells is sickening during Round 1. Those who make a successful Fortitude Save (DC based on second spell) are rooting for Round 1 rather than. Treat this as a poisonous effect in order to preserve bonuses and immunity. Fragile Explosion: You cast a cold spell followed by sound spells. Any object or structure damaged by both spells does 50% damage from the sound spell because its physical structure has been made of brittle cold. Improved conductivity: You throw a cold snap followed by a spell of electricity. The lingering cold conducts electricity more efficiently, temporarily skimming the creatures. Damaged by both spells, living creatures slow down during Round 1 (like a slow spell). Creatures that make successful fortitude saves (DC based on second spell) are tired during round 1 of Face-ChangerEdit (Full Magician, p. 42) Reserve Your mastery of illusions allows you to subtly change your appearance on a whim. PrerequisiteEdit Ability to cast Level 3 spells, BenefitEdit As long as you have a glamer spell of level 3 or above available to the cast, you can change your appearance as a spell of self camouflage, except that the duration lasts 1 minute to the level of the glamour spell. This illusory transformation requires full-scale action to activate. As a secondary advantage, you get a bonus of 1 euro for competence to your caster level while casting the spells of Glamer Favored Magic FoeEdit (Full Magician, p. 42) (General) Through research, you learned how best to protect yourself from the spells of your favorite enemies and how best to influence them yourself. PrerequisiteEdit Knowledge 6 series (in relevant skills; see below) or favored enemy class feature, BenefitEdit Select the type of creature for which you have a favored enemy class function, or one related to skill knowledge in which you have at least 6 ranks (see below). If you choose a humanoid or an outsider, you should also choose a subtype from the table Ranger favored enemies (PH 47). You get a bonus of 1 euro on caster level checks to overcome the resistance of the spell of the chosen type of creature, and such creatures accept a -1 fine per saves from your spells and abilities similar to spells. Skills of knowledge of the related type of creature creature Aberration Dungeoneering Animal Nature Build Arkana Dragon Arkan Elementary Planes Fey Nature Giant Nature Humanoid (any) Local Magical Beast Arkan Monstrous Humanoid Nature Ooze Dungeoneering Outsider (Anyone) Planes Plant Nature Undead Religion Vermin Nature SPECIAL: You can take this feat several times. Every time you accept this feat, you choose a new type of being (or subtype, in the case of humanoids or outsiders) Scary NecromancyEdit (Full Magician, p. 42) (General) Creatures exposed by your necromantic spells to feel the cold of fear. PrerequisiteEdit Spell Focus (necromance) or necromantic level 1, BenefitEdit Any enemy needed to save from a spell of necromancy you threw shaken during Round 1, regardless of the result save. This mind-blowing ability of fear does not fit with any other effect of fear (it cannot make the enemy worse than shaken). A SpecialEdit necroman can choose this feat as a master bonus feat of Faye HeritageEdit (Full Magician, p. 43) Legacy You Descended from Creatures Hailing from the Fairies of the Worlds. You are naturally resistant to the most common effects produced by your ancestors. PrerequisiteEdit Unlawding alignment, Required for Adit Fey Legacy (CM), Fey Power (CM), Fey Presence (CM), Fairy Skin (CM) , BenefitEdit You will receive a bonus of 3 pounds on will savings throws against the enchantment effects of Faye LegacyEdit (Full Magician, p. 43) Legacy Magical Powers of your ancestors manifested in you. PrerequisiteEdit Fey Heritage (CM) , character level 9th, illegal alignment, BenefitEdit You get the following spells as abilities, each of which can be used once a day: confusion, door size, and cause ally nature V. Your level of charm equals your level of character Fey PowerEdit (Full Magician, p. 43) Legacy Your fairy heritage increases the power of certain types of magic. PrerequisiteEdit Fey Heritage (CM) , Illegal Alignment, BenefitEdit Your Caster Level and Save DCs for the charms and appeals of sorcerers to increase by 1 Fey PresenceEdit (Full Magician, p. 43) Legacy You share the ability of your ancestors to play tricks on the minds of others. PrerequisiteEdit Fey Heritage (CM), character level 6th, illegal alignment, BenefitEdit You get the following spells as abilities, each of which can be used once a day: monster charm, deep sleep, and disguise yourself. Your charmer level is equal to your Fey SkinEdit character level (Full Magician, p. 43) Legacy Your Fairies Legacy protects you from all kinds of weapons except those made of terrible cold iron. PrerequisiteEdit Fey Heritage (CM) , Illegal Alignment, BenefitEdit Benefit: You get damage reduction (overcome cold iron) equals 1 - exploits you have this list of fey heritage as a precondition (including the kind of feats that you take after receiving this). For example, if you have Fey Skin and Fey Presence, you you Reduce damage to 3/cold iron. This value stacks with any similar damage reduction you may have from your type, subtype, race or class, but not from other sources such as spells or magical elements of Fiendish HeritageEdit (Full Magician, page 43) Legacy You descended from creatures hailing from Lower Planes. You share the natural resistance of your ancestors to poison, and you are resistant to the magic of good enemies. PrerequisiteEdit Not-Good Alignment, required for Edit Fiendish Legacy (CM), Fiendish Power (CM), Fiendish Presence (CM), Fiendish Resistance (CM), BenefitEdit You will receive a bonus of 4 pounds on the resilience of saving throws against poison. You also get a bonus of 1 euro for keeping throws against spells or other effects produced by good creatures Fiendish LegacyEdit (Full Mag, p. 43) Legacy The magical powers of your ancestors are manifested in you. PrerequisiteEdit Fiendish Heritage (CM), the level of the character 9th, not-good alignment, BenefitEdit You get the following spells as abilities, every year once a day: teleport (itself plus 50 pounds of objects only), cause monster V (only devilish creatures), and wicked decline. Your charmer level is equal to your level of Fiendish PowerEdit character (Full Magician, p. 43) Legacy Your diabolical heritage increases the power of certain types of magic. PrerequisiteEdit Fiendish Heritage (CM), Non-Good Alignment, BenefitEdit Your Caster Level and Save DCs for Evil Spells and Calls of Sorcerers to Increase by 1 Fiendish PresenceEdit (Full Mag, p. 43) Legacy You share the ability of your ancestors to interfere with the minds of the faint fools. PrerequisiteEdit Fiendish Heritage (CM), character level 6th, non-good alignment, BenefitEdit You get the following spells as abilities, each of which can be used once a day: cause fear, discover thoughts, and suggestion. Your charmer level is equal to your level of character Fiendish ResistanceEdit (Full Mag, p. 43) Legacy Your pedigree inures you from corrosion and fire. PrerequisiteEdit Fiendish Heritage (CM), Non-Good Alignment, BenefitEdit You get resistance to acid and fire equals three times the number of feats you have this list of Devil's Heritage as a precondition (including the kind of feats that you take after receiving this). These values stack up with any acid resistance or fire you may have from your type, subtype, race or class, but not from other sources such as spells or magical elements of Fiery BurstEdit (Full Magician, p. 43) Reserve You direct your magical talent into the explosion of fire. PrerequisiteEdit Ability to throw Level 2 spells, BenefitEdit As long as you have a fire spell of Level 2 or above available to the cast, you can Standard action to create a 5-foot flash radius of fire in a 30-foot range. This explosion deals ld6 fire damage points to the highest level of fire spell you have available Successful Reflex save half the damage. As a secondary advantage, you get a bonus of 1 euro for competence to your caster level while playing the fiery spells of Hasty SpiritEdit (Full Magician, page 44) (General) Your watchful spirit gives you a burst of speed in times of great need. PrerequisiteEdit Vigilant Spirit Class feature (see Wu Jen's Class in Full Arcane), BenefitEdit If you use the initiative to move on from your attentive spirit class function, you can take extra action to move on one of your turns during this meeting. In addition, you get one additional initiative to reroll from your attentive spirit class feature Hurricane BreathEdit (Full Magician, p. 44) Reserve Power of Elementary Air you keep in your mind allowing the wind to exhale. PrerequisiteEdit Ability to throw level 2 spells, BenefitEdit As long as you have an air spell of Level 2 or above available for the cast, you can try to knock down one creature within 30 feet back with a burst of wind. This requires standard action and functions just like a bull rush; Roll ld20 - The level of air spells of the highest level that you have to throw against your opponent's force check. If you succeed, you push the creature back 5 feet. As a secondary advantage, you get a bonus of 1 euro for competence to your skill level when casting the spells of insightful DivinationEdit (Full Mag, p. 44) (General) Casting a divination spell gives you an uncanny understanding of danger. PrerequisiteEdit Spell Focus (divination) or diviner level 1, BenefitEdit When you cast a divination spell, you get an understanding bonus equal to the level of the No.1 spell on the initiative of the check and equal understanding of the bonus on the first save you make over the next 24 hours. Once you roll down this saving throw, you will lose the advantage of both bonuses until you have thrown another divination spell. If you cast a second divination spell when the first advantage is still active, you choose whether to keep the existing bonus or take a new one given by the second spell. SpecialEdit Divine can choose this feat as a master bonus feat invisible NeedleEdit (Full Magician, page 44) Reserve You can create a tiny power dart. PrerequisiteEdit Ability to throw level 3 spells, BenefitEdit As long as you have the power of a 3rd level spell or above available to the cast, you can use standard action to throw tiny needle-shaped projectiles created from sheer force. This attack requires a successful roll attack range (not in the touch attack range), and the dart has a range of 5 feet per force level. The needle inflicts ld4 damage points for the maximum level level spells that you have. Because it consists of force, the needle can strike intangible beings. As a secondary advantage, you get a bonus of 1 euro for competence up to your caster level when playing Magic Device AttunementEdit power spells (Full Magician, p. 44) 44) there is a skill to activate familiar magical objects. PrerequisiteEdit Using Magic Device 1 series, BenefitEdit If you successfully activate an item using the Magic Device skill, you can take free action to tune yourself into an item. Over the next 24 hours, you can activate this item without further Magic Device checks. You can only set yourself up for one item at a time. If you've set yourself up for the second element, the previous setting ends with Magic DisruptionEdit (Full Magician, page 44) you can use your disengagement powers to interfere with the spells of other actors. PrerequisiteEdit Ability to cast Level 3 spells, BenefitEdit As long as you have a 3rd level thums spell or above available to the cast, you can try to interrupt another character's spell with a tiny burst of magic. As an immediate action, you can force any character within 30 feet of the current casting spell to do a concentration check (DC 15 - the level of the highest level of abyster spell you have available to cast); if the check fails, the DC spell and the speller level are reduced by 2 (to the minimum speller level of the 1st). As a secondary advantage, you get a bonus of 1 euro for competence to your caster level when playing magic SensitiveEdit spells (Full Mag, page 44) Reserve You literally see the emanations of magic around you. PrerequisiteEdit Ability to throw Level 3 spells, BenefitEdit As long as you have a divination spell of level 3 or above available to the cast, you can feel the magical aura (as if you've been cast to discover magic). The detection range is 5 feet per level of divination of the highest level you can give away. Activating or concentrating on this ability requires a standard action. As a secondary advantage, you get a bonus of 1 euro for competence to your caster level while playing the divination of the spells Master UndeathEdit (Full Magician, page 44) You can control the undead that you create . . . for a while. PrerequisiteEdit Knowledge (religion) 5 ranks, BenefitEdit When you create an undead creature, you may decide that it is not considered against your normal limit controlled by undead beings. In this case, you still control the creature, but only for a few days, equal to your speller level. When this duration ends, the undead immediately become hostile to you (although you can control it by other means). You can only have one creature of this kind at a time, melodic CastingEdit (Full Magician, page 44) (General) You can weave your music and magic together in a single perfect voice. PrerequisiteEdit Perform 4 Spellcraft 4 rows, bard music class function, BenefitEdit Whenever concentration check will be necessary to hand out a spell or use a spell as an ability (e.g. when you are cast defensively or distracted or injured or injured during casting), you can do check instead. You can also create spells and activate magical elements with a command word or end a spell using the bard's musical ability. Bardical musical abilities requiring concentration are still taking standard measures to perform. NormalEdit Bard cannot cast spells or activate magic elements by command word or end a spell when using Bard Music Edit (Complete Mage, p. 45) You are extraordinarily experienced in changing the effects of a particular school of magic. PrerequisiteEdit Spell Focus (selected school) or master specialist in the selected school BenefitEdit Choose a school of magic for which you have the feat spell Focus, or the school in which you specialize. Three times a day, you can reduce by one level the cost of the metamahac feat applied to the spell of the chosen school. If you prepare spells, you can only have up to three such low-cost spells prepared at any time. SpecialEdit Master can choose this feat as a master bonus feat. This feat can be taken more than once. Every time you take it, it refers to another magic school. Edit (Full Magician, page 45) You can apply the metamagical feats you know to spell the effects of magical elements that you activate with the trigger of the spell. PrerequisiteEdit Use a magic device of 15 ranks, any metamahac feat, BenefitEdit You can apply any metamagic feat that you know to the spell generated by the spell trigger element (such as a wand or staff) that you activate. You spend one extra fee for each change level change spell meta-abragic feat usually requires. If adjusting the metamagic feat usually increases the slot of the chosen spell above the 9th, you cannot apply the metamagical effect to the spell. For example, you can't apply the quiken spell to the anti-mage area generated by the staff (because it will require a level 10 spell slot). If the item does not have enough charges to power the use of metamagic feats (or if the item does not use charges), the item is not activated or charged, but the action used to activate the item is expended on Editing (Complete Mage, p. 45) Tactical energy, which you pour into the power of your spells, returns to yourself in a constantly increasing cycle. PrerequisiteEdit Two or more metamagic feats, BenefitEdit Metamagia Vigor feat allows you to use two tactical maneuvers. Metamagic intensity: If you cast spells affected by the same metamahac feat in 2 consecutive rounds, you will receive a bonus of 1 euro to the level of the second caster Metamagic Versatility: If you cast spells affected by two different meta-amagic feats in 2 consecutive rounds, you will receive a bonus of 1 euro for a second spell to save DC. SpecialEdit You can't benefit from both of these maneuvers (or either maneuver more than once) in one round; if you have the right to use both, choose the one you want. Only actual metamagical feats allow this to be Function. The metamagic effect of a spell produced by a metamagic rod or other magical object or external device does not give you the right to use this feat minor ShapeshiftEdit (Complete Mage, p. 45) Reserve Your skill of magic shape change allows you to change your flesh in small but significant ways. PrerequisiteEdit Ability to throw Level 4 spells, BenefitEdit As long as you have a polymorphic spell of level 4 or above available to the cast, you can spend quick action to provide yourself with one of the following BENEFITS: Can: Bonus No. 2 on melee damage rolls. Mobility: a competency bonus of 2 euros for balance, lifting, jumping and swimming checks. Wildness: The primary attack claw deal ld6 damage points (provided medium size). Speed: A 5-foot bonus to any mode of movement you already have. Vigor: Temporary hit points are equal to your HD. The chosen advantage lasts for several rounds, equal to the level of polymorphic spell of the highest level that you can give away. If you activate this feat a second time, while the previous allowance is still valid, the first benefit ends immediately. As a secondary advantage, you get a bonus of 1 euro for competence up to the level of caster when playing polymorphic spells. See page 91 for details on the new polymorphic sub-school of Mystic BacklashEdit (Full Mag, p. 45) Reserve With a touch, your magic corrupts your enemy's spells. PrerequisiteEdit Ability to throw Level 5 spells, BenefitEdit As long as you have a spell of 5th level or above available to the cast, you can make the spell of another creature harmful to yourself. Using this feat requires melee to touch an attack that does not provoke attack capabilities. As a standard action, with a successful touch you can infuse another creature with baneful magic over a series of rounds, equal to the level of high-level abyster spell you have. Successful savings will save this duration up to Round 1. Throughout the action, each time the target completes the casting of the spell, it accepts damage equal to the level of the exchange spell that determines the duration of the effect. Since the casting of the spell has already been completed, this is not considered damage done during casting. As a secondary advantage, you get a bonus of 1 euro for competence to your caster level when casting spells that permeate EvocationEdit (Full Mag, p. 46) (General) Your evocation spells ignore the amount of energy resistance. PrerequisiteEdit Spell Focus (evocation) or evoker level 1st, BenefitEdit When you cast a spell which causes energy damage (acid, cold, fire, electricity or sound), you can choose for 10 points of energy damage caused by the spell to become atypical damage to which energy stability and immunity are not applied. If the spell causes several types of energy damage, you choose how much each type is converted by this feat after the Damage. SpecialEdit Calls can choose this feat as a master bonus feat Ranged RecallEdit (Full Magician, page 46) (General) Your magical range attacks rarely miss. PrerequisiteEdit Point Blank Spell (PH), Weapon Focus (PH) (range spell) , Spellcraft 4 rows, BenefitEdit When you miss with a spell or spell, as the ability has fluctuated attack against a target within 30 feet, you can spend quick action to roll the attack with -5 penalties. You can use this ability three times a day Edit (Full Magician, page 46) (General) You possess the supernatural skill of your magic, allowing you to change spells on the fly much faster than others can. PrerequisiteEdit Spellcraft 12 ranks, the ability to spontaneously cast spells, BenefitEdit When you apply a metamagic feat to spontaneous spell, the spell takes only its usual casting time. NormalEdit Spontaneous casters applying metamagic should either take full action (if the spell usually requires standard action or less) or add full action on casting time (if the spell takes 1 full round or more to cast) Residual MagicEdit (Full Magician, p. 46) Tactical You can use the lingering energy from the spell you cast to increase the effect of later spells. PrerequisiteEdit Spellcraft 12 ranks, any metamahac feat, BenefitEdit Residual magic feat allows you to use two tactical maneuvers. Enduring Potency: If you spell away your daily selection spells and then throw the same spell out of a scroll or wand in the next round, you may consider the second casting as if it came from your daily selection spells with the aim of caster level, save DC, and any other effect of the spell. For example, if a Hennet 10th-level sorcerer throws a magic rocket and then activates a wand magic rocket (level 5 caster) in the next round, he can treat a magic rocket wand as if he threw it (giving him a longer range, a number of missiles, and so on). Protracted metamagic: If you unwrap a spell affected by one or more metamagic feats, and then unwrap the same spell in the next round, you can apply any of the metamagic effects from the first casting to the second casting, but without any changes at the spell level. The second spell is not considered to be a metamagic feat for the purpose of obtaining this benefit (i.e. it does not give you the right to apply a metamagical feat to the spell that you can hand out in the next round). Only the spells you cast using your own metamagic feats (as opposed to the meta-amic effects of magical elements) allow this option to function. For example, if Hennet Level 5 slot to throw authorized lightning, in the next round he can use the level 3 slot to throw another authorized lightning bolt. If the first spell was a silent lightning commissioner, it could apply the effect of either Silent Spell or Empower Spell to the second casting Bolt, but not both Retributive SpellEdit (Full Magician, p. 47) Metamagic You can keep the spell in reserve to use when the enemy hurts you. PrerequisiteEdit BenefitEdit When you cast a spell altered by this metamagic feat, the spell has no immediate effect. Every time you do damage as a result of a melee attack for the next 24 hours (or until you next prepare or prepare your spells), you can choose to spell out this attacker as an immediate action. Once activated, the retribution spell disappears (this can only affect one attacker). You can only apply this feat to a spell that is aimed at the creature. The retaliate spell can only be aimed at the attacker who provoked it, even if the spell usually allows you to target multiple creatures. You can only have one retributive spell cast at a time. Casting the second spell of retribution cancels the first (eliminating it without effect). If you are preparing or ready spells while you have a retribution spell, the spell dissipates without effect. Retributive Spell uses up spell slot one level higher than the actual level of the Shadow VeilEdit (Full Mag, p. 47) Reserve You draw bundles of darkness through the enemy's eyes, obscuring the world around him. PrerequisiteEdit Ability to throw level 2 spells, BenefitEdit As long as you have a darkness spell of level 2 or above available for throwing, you can hide the subject's vision within 30 feet as a standard action. If an object fails to save, it treats all other creatures and objects as if they were concealing and takes a -5 fine on Spot checking for Round 1. As a secondary advantage, you get a bonus of 1 euro for competence up to the level of caster when playing the darkness of spells. The sickening GraspEdit (Full Magician, p. 47) Reserve You wreak havoc with the internal organs of the target, causing it to get sick. PrerequisiteEdit Ability to throw Level 3 spells, BenefitEdit As long as you have a spell of necromancy level 3 or above available to the cast, any living creature you hit with a melee touch attack becomes sickened for a number of rounds, equal to the level of high-level necromantium spell you have available to throw. The subject can reduce this duration to Round 1 with a successful fortitude save. As a secondary advantage, you get a bonus of 1 euro for competence to your caster level while casting necromantium spells SomatcryryEdit (Full Magician, page 47) You skillfully perform components of somatic spells while your hands are busy. PrerequisiteEdit Concentration 5 Ranks, Spellcraft 5 Rangi, When carrying a weapon (or an object of comparable size) in one or both hands, you can use this element to track the somatic component of the spell rather than with your fingers. This allows spells with somatic components, even if your hands are full or busy, as long as at least one hand holds the item item proper size. This feat prevents you from using somatic components during combat, regardless of the size of your enemy. NormalEdit You must have a hand free casting of the somatic components of Storm BoltEdit (Full Magician, p. 47) Reserve The electrical energy contained in your magic rages inside you, begging to be released. PrerequisiteEdit Ability to throw Level 3 spells, BenefitEdit As long as you have an electricity spell of Level 3 or above available to the cast, you can shoot a 20-foot electricity line as standard action. This bolt deals ld6 power damage points to the level of the highest level of electricity spell you have available to throw. As a secondary advantage, you get a bonus of 1 euro for competence up to the level of caster when casting spells on electricity. Call ElementalEdit (Full Magician, page 47) You can direct the calling power you hold to briefly give birth to an elementary servant. PrerequisiteEdit Ability to throw level 4 spells, BenefitEdit As long as you have a 4th level call spell or above available to the cast, you can cause a small elementary (air, earth, fire, or water; your choice) within 30 feet. Elementary actions, as if caused by a monster call spell (PH 285). The call lasts to 1 round for the highest-level spell level you can give away. You can only have one elementary called from this feat at a time; if you use this ability a second time, the first element disappears. Also, you should stay close to the elementary you are calling. If at the end of your queue you are more than 30 feet away from the elementary, it disappears. If you have a spell of witchcraft (call) level 6 or higher available for throwing, you can trigger the average elementary instead. If you have a spell of witchcraft (call) level 8 or higher available for throwing, you can call The Big Elementary instead. As a secondary advantage, you get a bonus of 1 euro for competence to your spell level at the spell (call) I write Sunlight EyesEdit (Full Magician, p. 48) Reserve Bright magic inside you allows you to see through the darkest shadows. PrerequisiteEdit Ability to cast level 2 spells, BenefitEdit As long as you have a light spell of level 2 or above available to the cast, you can take quick steps to allow yourself to see normally in any lighting conditions (shadow lighting, darkness, and magical shadows or darkness). The range of this vision is 10 feet to the level of the highest level of light spell you have available to throw, and the effect lasts for 1 round. As a secondary advantage, you get a bonus of 1 euro for competence to your caster level while playing Light Spells Touch of DistractionEdit (Full Mag, p. 48) Reserve Your touch briefly clouding the mind of the enemy, attacking his efforts. PrerequisiteEdit Ability to throw toss Spells, BenefitEdit As long as you have a spell spell of the 3rd level or above available to the cast, you can cloud the mind of a creature within 30 feet as a standard action. The goal takes a -2 penalty on its next one roll attack or reflex save throw. If the goal does not make any attacks or Reflex saves for several rounds, equal level spell spells of the highest level that you can throw, the effect ends. Several uses of this feat don't stack up. It is a charm (coercion), mind-affecting effect. As a secondary advantage, you get a bonus of 1 euro for competence up to your caster level while casting the spell of Tightening TransmutationEdit (Full Magician, p. 48) (General) Casting a transmutation spell briefly turns your skin or that ally into a sterno of things. PrerequisiteEdit Spell Focus or Transmuter Level 1, BenefitEdit Whenever you cast a spell of transmutation, you can choose to provide yourself or any creature whose target is to reduce the damage from the 5/magic spell. If a creature already has a damage reduction (of any type) from another source, you increase that damage reduction by 5 instead. This effect lasts 1 round. SpecialEdit Transmuter can choose this feat as a master bonus feat of disturbing EnchantmentEdit (Full Magician, p. 48) (General) Your enchantment cloud minds even those who would otherwise resist their effects. PrerequisiteEdit Spell Focus (charm) or enchantment level 1st, BenefitEdit Any enemy needed to save from the spell you threw takes -2 penalties on attack rolls and AC during Round 1, regardless of the result save. It's a umoid effect. SpecialEdit Wizard can choose this feat as a master bonus feat of The Vengeful SpiritEdit (Full Magician, page 48) (General) Your vigilant spirit takes revenge on enemies who have harmed you. PrerequisiteEdit Vigilant Spirit Class feature (see Wu Jen's Class in Full Arcane), BenefitEdit If you use the initiative to roll out your attentive spirit class function, the first creature to harm you in a collision immediately takes half the damage it has inflicted on you. This damage is non-pipistim, so damage reduction and resistance or immunity are not applied. In addition, you get one additional initiative to reroll from your attentive spirit class feature Wind-Guided ArrowsEdit (Full Magician, p. 48) Reserve Your Wind Skill allows you to change the flight of a long-range weapon. PrerequisiteEdit Ability to throw level 3 spells, BenefitEdit As long as you have an air spell of level 3 or above available to the cast, you can spend immediate action to slightly change the course of the arrow, crossbow bolt, spear, or other range weapons already in flight. You can't change the goal But you can apply a bonus of 2 pounds or -2 fine for his roll attack. You and the goal couldn't be further Than 10 feet to the level of the highest level of air spell you have, since the guide takes place at the end of the weapon flight. This feat only works for abandoned or missile weapons; it can't affect spells, forces, energy attacks and the like. As a secondary advantage, you get a competency bonus of 1 euro up to your caster level when playing Winter's BlastEdit (Complete Mage, p. 48) Reserve Frozen magic inside you can burst in the hail of frost. PrerequisiteEdit Ability to throw level 2 spells, BenefitEdit As long as you have a cooling level 2 or higher available for the cast, you can create a 15-foot cone-shaped splash of cold. This cone has ld4 points of cold damage to the level of the highest level of cold spell you have available to throw. Successful Reflex save half the damage. As a secondary advantage, you get a bonus of 1 euro for competence up to the level of caster when you spell cold spells complete mage 3.5. complete mage 3.5 ita. feats in complete mage 3.5. d&d 3.5 complete mage prestige classes. d&d 3.5 complete mage spells. complete mage d&d 3.5 ita

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