

Varnai – Abilities & Gear

Adroit Strike Feat

You are trained in using your agility in melee combat, as opposed to brute strength.

Benefit: With a light weapon, rapier, whip, or spiked chain made for a creature of your size category, you may use your Dexterity modifier instead of your Strength modifier on damage rolls. If you carry a shield, its armor check penalty applies to your damage rolls.

Special: Natural weapons are considered light weapons.

Combat Casting Feat

You are adept at spellcasting when threatened or distracted.

Benefit: You get a +4 bonus on concentration checks made to cast a spell or use a spell-like ability when casting on the defensive or while grappled.

Cosmopolitan (Bluff, Diplomacy) Feat

Living in large, exotic cities has put you in touch with many diverse civilizations, cultures, and races.

Benefit: You can speak and read two additional languages of your choice. In addition, choose two Intelligence-, Wisdom-, or Charisma-based skills. Those skills always count as class skills for you.

Note: The skills to select from are NOT currently restricted to INT, WIS, and CHA skills and allow all skills as choices. You should be careful to select a proper skill.

Appears In : Advanced Player's Guide

Improved Initiative Feat

Your quick reflexes allow you to react rapidly to danger.

Benefit: You get a +4 bonus on initiative checks.

Power Attack -2/+4 Feat

You can make exceptionally deadly melee attacks by sacrificing accuracy for strength.

Prerequisites: Str 13, base attack bonus +1.

Benefit: You can choose to take a –1 penalty on all melee attack rolls and combat maneuver checks to gain a +2 bonus on all melee damage rolls. This bonus to damage is increased by half (+50%) if you are making an attack with a two-handed weapon, a one handed weapon using two hands, or a primary natural weapon that adds 1-1/2 times your Strength modifier on damage rolls. This bonus to damage is halved (–50%) if you are making an attack with an off-hand weapon or secondary natural weapon. When your base attack bonus reaches +4, and every 4 points thereafter, the penalty increases by –1 and the bonus to damage increases by +2. You must choose to use this feat before making an attack roll, and its effects last until your next turn. The bonus damage does not apply to touch attacks or effects that do not deal hit point damage.

Skill Focus (Bluff) Feat

Choose a skill. You are particularly adept at that skill.

Benefit: You get a +3 bonus on all checks involving the chosen skill. If you have 10 or more ranks in that skill, this bonus increases to +6.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new skill.

Appears In : Not Consolidated Skills

Weapon Finesse Feat

You are trained in using your agility in melee combat, as opposed to brute strength.

Benefit: With a light weapon, rapier, whip, or spiked chain made for a creature of your size category, you may use your Dexterity modifier instead of your Strength modifier on attack rolls. If you carry a shield, its armor check penalty applies to your attack rolls.

Special: Natural weapons are considered light weapons.

Armor Expert Trait

You have worn armor as long as you can remember, either as part of your training to become a knight's squire or simply because you were seeking to emulate a hero. Your childhood armor wasn't the real thing as far as protection, but it did encumber you as much as real armor would have, and you've grown used to moving in such suits with relative grace. When you wear armor of any sort, reduce that suit's armor check penalty by 1, to a minimum check penalty of 0.

Appears In : Character Traits Web Enhancement, Advanced Player's Guide Traits

Touched by the Sea Trait

You've always felt the call of the sea and your blood surges with the ebb and flow of the tides. Perhaps one of your parents was a sailor or pirate, or maybe one of your ancestors had a bit of aquatic elf or undine blood in them. Whatever the reason, you're as comfortable in the water as you are on land. You gain a +1 trait bonus on Swim checks and Swim is a class skill for you. In addition, penalties on attack rolls made underwater are lessened by 1.

You came to Port Peril in search of your destiny, and after a few drinks at a tavern called the Formidably Maid, you went down to the docks to take in a view of the sea. The last thing you remember is a blow to the back of your head and the waves rushing up to meet you.

Appears In : Skull & Shackles

Elf Blood Racial Ability (Half-Elf)

Half-elves count as both elves and humans for any effect related to race.

Elven Immunities Racial Ability (Half-Elf)

+2 racial bonus on saving throws against enchantment spells and effects.

Elven Immunities - Sleep Unknown

You are immune to magic sleep effects.

Energy Resistance, Cold (5) Unknown

You have the specified Energy Resistance against Cold attacks.

Low-Light Vision Racial Ability, Senses

A creature with low-light vision can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of dim light. It retains the ability to distinguish color and detail under these conditions.

Swimming (30 feet) Unknown

You have a swim speed.

You gain a +8 racial bonus to swim checks to perform a special action or avoid a hazard. You may take 10 on swim checks, even when distracted or endangered.

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Accurate Strike (Ex) Class Ability (Magus)

The magus can expend 2 points from his arcane pool as a swift action to resolve all of his melee weapon attacks until the end of his turn as melee touch attacks. The magus must be at least 9th level before selecting this arcana.

Appears In : Ultimate Combat

Aquatic Class Ability (Sorcerer)

Your family traces its heritage back to the ocean depths, whether scions of undersea empires left in the wake of nomadic sea-tribes, or the spawn of creeping ichthyic infiltrators into remote seaside villages. The song of the sea hums in your blood, calling the waves and all those within to your command.

Bloodline Arcana : Whenever you cast a spell of the water type, your effective caster level is increased by one, and summoned creatures with a swim speed or the aquatic or water type gain a +1 morale bonus on attack and damage rolls.

Bloodline Powers : Your seaborne magical talents awaken changes in you, both mystical and physical, as you develop your powers.

Appears In : Advanced Player's Guide

Aquatic Blindsight (30 ft) (Ex) Class Ability (Magus, Sorcerer)

At 9th level, you gain Blindsight 30 feet while immersed in water.

At 15th level, you gain Blindsight 60 feet while immersed in water.

At 20th level, you gain Blindsight 60 feet or Blindsight 120 feet while Immersed in water.

Aquatic Telepathy - Suggestion (6/day) (S) Class Ability (Magus, Sorcerer)

At 9th level, you gain telepathy (100 feet) and can communicate with creatures with a swim speed or the aquatic or water types regardless of intelligence. You may cast *suggestion* on such creatures a number of times per day equal to your Charisma modifier. This ability is telepathic and does not require audible or visual components.

Arcane Pool +3 (6/day) (Su) Class Ability (Magus)

At 1st level, the magus gains a reservoir of mystical arcane energy that he can draw upon to fuel his powers and enhance his weapon. This arcane pool has a number of points equal to 1/2 his magus level (minimum 1) + his Intelligence modifier. The pool refreshes once per day when the magus prepares his spells.

At 1st level, a magus can expend 1 point from his arcane 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*, *speed*, or *vorpal*. Adding these properties consumes an amount of bonus equal to the property's base price modifier (see Table 15-9 on page 469 of the *Core Rulebook*). 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 arcane pool point is spent and cannot be changed until the next time the magus uses this ability. These bonuses do not function if the weapon is wielded by anyone other than the magus.

A magus can only enhance one weapon in this way at one time. If he uses this ability again, the first use immediately ends.

Cabalist Spell Shield +6 (Su) Class Ability (Magus)

Appears In : Dostkastic Houserules

Dehydrating Touch (9/day) (Sp) Class Ability (Magus, Sorcerer)

Starting at 1st level, you can make a melee touch attack as a standard action that inflicts 1d6 points of nonlethal damage + 1 for every two sorcerer levels you possess and sickens the target for 1 round. Oozes, plants, and creatures with the aquatic or water subtypes suffer lethal damage instead. You can use this ability a number of times per day equal to 3 + your Charisma modifier.

Enduring Blade (Su) Class Ability (Magus)

Whenever the magus enchants his weapon using his arcane pool, he may spend 1 additional point from his arcane pool to increase the duration to 1 minute per magus level. The magus must be at least 6th level before selecting this arcana.

Appears In : Ultimate Combat

Improved Spell Combat (Ex) Class Ability (Magus)

At 1st level, a magus learns to cast spells and wield his weapons at the same time. This functions much like two-weapon fighting, but the off-hand weapon is a spell that is being cast. To use this ability, the magus must have one hand free (even if the spell being cast does not have somatic components), while wielding a light or one-handed melee weapon in the other hand. As a full-round action, he can make all of his attacks with his melee weapon at a -2 penalty and can also cast any spell from the magus spell list with a casting time of 1 standard action (any attack roll made as part of this spell also takes this penalty). If he casts this spell defensively, he can decide to take an additional penalty on his attack rolls, up to his Intelligence bonus, and add the same amount as a circumstance bonus on his concentration check. If the check fails, the spell is wasted, but the attacks still take the penalty. A magus can choose to cast the spell first or make the weapon attacks first, but if he has more than one attack, he cannot cast the spell between weapon attacks.

At 8th level, the magus's ability to cast spells and make melee attacks improves. When using the spell combat ability, the magus receives a +2 circumstance bonus on concentration checks, in addition to any bonus granted by taking an additional penalty on the attack roll.

At 14th level, the magus gains the ability to seamlessly cast spells and make melee attacks. Whenever he uses the spell combat ability, his concentration check bonus equals double the amount of the attack penalty taken.

At 20th level, the magus becomes a master of spells and combat. Whenever he uses his spell combat ability, he does not need to make a concentration check to cast the spell defensively. Whenever the magus uses spell combat and his spell targets the same creature as his melee attacks, he can choose to either increase the DC to resist the spell by +2, grant himself a +2 circumstance bonus on any checks made to overcome spell resistance, or grant himself a +2 circumstance bonus on all attack rolls made against the target during his turn.

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Knowledge Pool (Su)

Class Ability (Magus)

At 7th level, when a magus prepares his magus spells, he can decide to expend 1 or more points from his arcane pool, up to his Intelligence bonus. For each point he expends, he can treat any one spell from the magus spell list as if it were in his spellbook and can prepare that spell as normal that day. If he does not cast spells prepared in this way before the next time he prepares spells, he loses those spells. He can also cast spells added in this way using his spell recall ability, but only until he prepares spells again.

Note: This ability can be implemented by adding the spell to your spellbook temporarily, then prepare it, and deleting both the spell and the spellbook entry when you next prepare spells.

Spell Recall (Su)

Class Ability (Magus)

At 4th level, the magus learns to use his arcane pool to recall spells he has already cast. With a swift action he can recall any single magus spell that he has already prepared and cast that day by expending a number of points from his arcane pool equal to the spell's level (minimum 1). The spell is prepared again, just as if it had not been cast.

At 11th level, the magus's ability to recall spells using his arcane pool becomes more efficient. Whenever he recalls a spell with spell recall, he expends a number of points from his arcane pool equal to 1/2 the spell's level (minimum 1). Furthermore, instead of recalling a used spell, as a swift action the magus can prepare a spell of the same level that he has in his spellbook. He does so by expending a number of points from his arcane pool equal to the spell's level (minimum 1). The magus cannot apply metamagic feats to a spell prepared in this way. The magus does not need to reference his spellbook to prepare a spell in this way.

Spellstrike (Su)

Class Ability (Magus)

At 2nd level, whenever a magus casts a spell with a range of "touch" from the magus spell list, 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 magus can make one free melee attack with his weapon (at his highest base attack bonus) as part of casting this spell. If successful, this melee attack deals its normal damage as well as the effects of the spell. If the magus makes this attack in concert with spell combat, this melee attack takes all the penalties accrued by spell combat melee attacks. 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 spell effect only deals x2 damage on a successful critical hit, while the weapon damage uses its own critical modifier.

Ring of force shield

Ring

An iron band, this simple ring generates a shield-sized (and shield-shaped) wall of force that stays with the ring and can be wielded by the wearer as if it were a heavy shield (+2 AC). This special creation has no armor check penalty or arcane spell failure chance since it is weightless and encumbrance-free. It can be activated and deactivated at will as a free action.

Note: In order to get the AC bonus from this, it must be equipped and then activated on the in-play tab.

Construction

Requirements: Forge Ring, *wall of force*; **Cost** 4,250 gp

Ring of protection +1

Ring

This ring offers continual magical protection in the form of a deflection bonus of +1 to AC.

Construction

Requirements: Forge Ring, *shield of faith*, caster must be of a level at least three times the bonus of the ring; **Cost** 1,000 gp

Amulet of natural armor +2

Wondrous Item (Neck)

This amulet, usually containing some type of magically preserved monster hide or other natural armor - such as bone, horn, carapace, or beast scales - toughens the wearer's body and flesh, giving him an enhancement bonus to his natural armor of +2.

Construction

Requirements: Craft Wondrous Item, *barkskin*, creator's caster level must be at least three times the amulet's bonus; **Cost** 4,000 gp

Belt of incredible dexterity +2

Wondrous Item (Belt)

This belt has a large silver buckle, usually depicting the image of a tiger. The belt grants the wearer an enhancement bonus to Dexterity of +2. Treat this as a temporary ability bonus for the first 24 hours the belt is worn.

Construction

Requirements: Craft Wondrous Item, *cat's grace*; **Cost** 2,000 gp

Besmara's tricorne (1/day)

Wondrous Item (Head)

This black leather tricorne hat is weather-beaten and salt-stained. It grants its wearer a +2 competence bonus on Profession (sailor) and Swim checks.

If Besmara is your patron, once per day you can speak a command word to transform the hat into a small ship's boat such as a cutter, jolly boat, or longboat (see the *Skull & Shackles Player's Guide*). The boat is 20 feet long, has two pairs of oars and a single mast with a square sail, and can carry up to 12 passengers and crew. Upon command, or after 8 hours, the boat returns to hat form, dumping out any occupants.

Construction

Requirements: Craft Wondrous Item, *guidance*, *shrink item*, creator must have 5 ranks in Profession (sailor); **Cost** 1,300 gp

Appears In : Skull & Shackles, Inner Sea Gods

Cloak of resistance +2

Wondrous Item (Shoulders)

Flecks of silver or steel are often sown amid the fabric of these magical cloaks. This garment offers magic protection in the form of a +2 resistance bonus on all saving throws (Fortitude, Reflex, and Will).

Construction

Requirements: Craft Wondrous Item, *resistance*, creator's caster level must be at least three times the cloak's bonus; **Cost** 2,000 gp

Hat of disguise

Wondrous Item (Head)

This apparently normal hat allows its wearer to alter her appearance as with a *disguise self* spell. As part of the disguise, the hat can be changed to appear as a comb, ribbon, headband, cap, coif, hood, helmet, or other headwear.

Construction

Requirements: Craft Wondrous Item, *disguise self*; **Cost** 900 gp

Headband of aerial agility (Cha +2) Wondrous Item (Headband)

This headband is decorated with feathers from a number of colorful birds. It grants boons to flying magic, and more powerful versions grant the power of flight. The wearer of a *headband of aerial agility* +2 treats his caster level as if it were one level higher when casting spells or creating extracts that grant flight. A *headband of aerial agility* +4 gains the same benefits and, on command, grants the wearer the ability to fly (as the *fly* spell) three times per day. A *headband of aerial agility* +6 functions like a +4 version, but the headband grants the ability to use *fly* at will.

All versions also grant the wearer an enhancement bonus to one mental ability score (Intelligence, Wisdom, or Charisma) of +2, +4, or +6. Treat this as a temporary ability bonus for the first 24 hours the headband is worn. This bonus is chosen when the headband is created and cannot be changed. If the headband grants a bonus to Intelligence, it also grants skill ranks as a *headband of vast intelligence*, usually granting ranks in Fly, Acrobatics, or Knowledge (planes).

Construction

Requirements Craft Wondrous Item, Extend Spell, *fly*; **Cost** 2,250 gp

Appears In : Ultimate Equipment

Jalhazar's wheel (3/day) Wondrous Item

Handles of polished bone and grim skulls decorate this ornately carved ship's wheel. When grasped, the wheel's handles feel comfortably smooth. Those who stand watch at the wheel claim to hear the whispered guidance of Captain Xiribal Jalhazar, and occasionally feel ghostly hands holding the ship's course true. When fitted to the helm of a ship, *Jalhazar's wheel* grants a +5 competence bonus on sailing checks to turn the ship with the hard to port or hard to starboard actions (*Skull & Shackles Player's Guide* 13). The wheel also halves the penalty on sailing checks made when turning the ship while traveling at three or more times the ship's acceleration. In addition, the ship's pilot can combine a hard to port or hard to starboard action with a full ahead or heave to action as a full-round action up to three times per day.

Construction

Requirements Craft Wondrous Item, *animate objects*, *haste*, creator must have 10 ranks in Profession (sailor); **Cost** 3,750 gp

Appears In : Skull & Shackles

Slippers of spider climbing (10 minutes/day) Wondrous Item (Feet)

When worn, a pair of these slippers enables movement on vertical surfaces or even upside down along ceilings, leaving the wearer's hands free. Her climb speed is 20 feet. Severely slippery surfaces—icy, oiled, or greased surfaces—make these slippers useless. The slippers can be used for 10 minutes per day, split up as the wearer chooses (minimum 1 minute per use).

Construction

Requirements: Craft Wondrous Item, *spider climb*; **Cost** 2,400 gp

Stone of good luck (Luckstone) Wondrous Item

This small bit of agate grants its possessor gains a +1 luck bonus on saving throws, ability checks, and skill checks.

Construction

Requirements: Craft Wondrous Item, *divine favor*; **Cost** 10,000 gp