

Archmage

Talent	PreReq	Description	Tags
Arcane Intellectual	Mage Entry	You may now only take talents from the Mage and Arcane Magic stacks. You immediately learn all arcane cantrips and add your INT to damage dealt by cantrips.	Mage, Archmage
Alchemy	Arcane Intellectual	Gain the Alchemy Focus. If you already had it, gain +6 Skill Points to spend on any skills with the INT tag.	Mage, Archmage
Alchemy II	Alchemy	Alchemy Focus can now be up to 5 ft × 5 ft × 15 ft. Crafted objects without moving parts are allowed (ladder, sword). Requires at least 4 Skill Points in the associated skill. Crafted creations cannot exceed material value.	Mage, Archmage
Alchemy III	Alchemy II	Alchemy Focus can now be 15 ft × 15 ft × 15 ft.	Mage, Archmage
Alchemy IV	Alchemy III	Alchemy Focus can now create objects with moving parts such as doors or windows.	Mage, Archmage
Alchemy V	Alchemy IV	Choose one cantrip, chant, or prayer, and one spell with the alchemy tag. These count as arcane if they were not already.	Mage, Archmage
Altering	Arcane Intellectual	Gain the Altering Focus. If you already had it, gain +6 Skill Points to spend on INT skills.	Mage, Archmage
Altering II	Altering	Arcane Swap can target another willing creature in range instead of swapping yourself, within one Size category of the original target.	Mage, Archmage
Altering III	Altering II	Arcane Swap has no minimum size and can target objects up to one Size larger than you or twice your weight.	Mage, Archmage
Altering IV	Altering III	You can no longer be teleported against your will.	Mage, Archmage
Altering V	Altering IV	Choose one cantrip, chant, or prayer, and one spell with the altering tag. Counts as arcane if not already.	Mage, Archmage
Divining	Arcane Intellectual	Gain the Divining Focus. If you already had it, gain +6 INT Skill Points.	Mage, Archmage
Divining II	Divining	You can use Signature Scry on a Signature twice before it is dispelled.	Mage, Archmage
Divining III	Divining II	Your Signatures are no longer dispelled by Signature Scry.	Mage, Archmage
Divining IV	Divining III	Gain Homing Beacon (2/Rest) : Teleport to a Signature by meditating 10 minutes; this dispels the Signature.	Mage, Archmage
Divining V	Divining IV	Choose one cantrip, chant, or prayer, and one spell with the divining tag. Counts as arcane if not already.	Mage, Archmage
Enchanting	Arcane Intellectual	Gain the Enchanting Focus. If already had it, gain +6 INT Skill Points.	Mage, Archmage
Enchanting II	Enchanting	An object with your Signature costs 0 SP to possess with <i>Possess Object</i> .	Mage, Archmage
Enchanting III	Enchanting II	<i>Unravel Magic</i> costs ½ SPC of the target spell if it has the enchanting tag.	Mage, Archmage
Enchanting IV	Enchanting III	Using <i>Sense Magic</i> , you learn the caster's identity if you know their true name and they are within 1 mile.	Mage, Archmage
Enchanting V	Enchanting IV	Choose one cantrip, chant, or prayer, and one spell with the enchanting tag. Counts as arcane if not already.	Mage, Archmage
Evoking	Arcane Intellectual	Gain the Evoking Focus. If already had it, gain +6 INT Skill Points.	Mage, Archmage
Evoking II	Evoking	<i>Devastating Blast</i> damage equals your character level.	Mage, Archmage
Evoking III	Evoking II	<i>Devastating Blast</i> damage equals character level + INT.	Mage, Archmage
Evoking IV	Evoking III	Gain Overchannel : When casting an evoking spell, gain additional SP by gaining Death Points (10 SP per Death Point). Excess SP is lost.	Mage, Archmage
Evoking V	Evoking IV	Choose one cantrip, chant, or prayer, and one spell with the evoking tag. Counts as arcane if not already.	Mage, Archmage
Illusory	Arcane Intellectual	Gain the Illusory Focus. If already had it, gain +6 INT Skill Points.	Mage, Archmage
Illusory II	Illusory	Gain Illusory Duplicate (1/Rest) : Create one duplicate after first illusory spell post-Rest. Attackers must roll even to hit you; odd hits destroy duplicates instead.	Mage, Archmage
Illusory III	Illusory II	Illusory Duplicates ability creates two duplicates.	Mage, Archmage
Illusory IV	Illusory III	Illusory Duplicates ability creates three duplicates.	Mage, Archmage
Illusory V	Illusory IV	Choose one cantrip, chant, or prayer, and one spell with the illusory tag. Counts as arcane if not already.	Mage, Archmage
Necromancy	Arcane Intellectual	Gain the Necromancy Focus. If already had it, gain +6 INT Skill Points.	Mage, Archmage
Necromancy II	Necromancy	<i>Raise Skeleton</i> duration is now indefinite, max SP reduced by 16 per active skeleton. Cannot upcharge Raise Skeleton.	Mage, Archmage
Necromancy III	Necromancy II	Max SP reduced by only 8 per active skeleton.	Mage, Archmage
Necromancy IV	Necromancy III	Max SP reduced by only 4 per active skeleton.	Mage, Archmage
Necromancy V	Necromancy IV	Choose one cantrip, chant, or prayer, and one spell with the necromancy tag. Counts as arcane if not already.	Mage, Archmage
Summoning	Arcane Intellectual	Gain the Summoning Focus. If already had it, gain +6 INT Skill Points.	Mage, Archmage
Summoning II	Summoning	Creatures summoned gain ½ INT to attack rolls.	Mage, Archmage
Summoning III	Summoning II	Creatures summoned gain ½ INT to damage rolls.	Mage, Archmage
Summoning IV	Summoning III	Creatures summoned gain full INT to attack and damage rolls.	Mage, Archmage
Summoning V	Summoning IV	Choose one cantrip, chant, or prayer, and one spell with the summoning tag. Counts as arcane if not already.	Mage, Archmage
Warding	Arcane Intellectual	Gain the Warding Focus. If already had it, gain +6 INT Skill Points.	Mage, Archmage
Warding II	Warding	When you cast <i>Mage Armor</i> and would take Massive Damage, reduce that damage by ½. Mage Armor is then dispelled. Massive damage : If you take enough damage that you would reach negative HP equal to your max HP (normally you would gain +4 Death Points)	Mage, Archmage
Warding III	Warding II	Mage Armor now increases all defenses by +4.	Mage, Archmage
Warding IV	Warding III	Mage Armor can no longer be dispelled by others and increases all defenses by +5.	Mage, Archmage
Warding V	Warding IV	Choose one cantrip, chant, or prayer, and one spell with the warding tag. Counts as arcane if not already.	Mage, Archmage
High Mage	Archmage 14	Gain High Mage (1/Rest) : Regain half your SP when you Recoup.	Mage, Archmage
Archmage	High Mage, Arcane Power 29	Your spells cannot be dispelled, identified, detected, scried on, or targeted by casters below your level. Targeting requires 90 SP or equivalent innate casting.	Mage, Archmage, Capstone