

# Arcane Magic Talents

Talent	PreReq	Description	Tags
Student of the Arcane		<b>Spell Points:</b> If first magic entry talent, gain 10 SP; otherwise +5 SP. Each level-up talent with arcane magic tag grants +5 SP. <b>Arcane Power:</b> Gain 1 Arcane Power; +1 per level-up arcane magic talent. <b>Arcane Spells:</b> Know number of arcane cantrips/spells equal to Arcane Power + INT. <b>Student:</b> Access Arcane Magic stack; gain two talents from it (no SP/AP gain). <b>Arcanist:</b> Magic attribute is INT unless otherwise noted.	Arcane Magic, Magic Entry
Arcane Cantrips		<i>Repeatable.</i> Gain three arcane cantrips.	Arcane Magic, Repeatable
Arcane Knowledge		<i>Repeatable.</i> Gain one arcane spell or cantrip and +4 Skill Points (knowledge skills).	Arcane Magic, Repeatable
Arcane Magic		<i>Repeatable.</i> Gain two arcane cantrips and one arcane spell.	Arcane Magic, Repeatable
Arcane Spells		<i>Repeatable.</i> Gain two arcane spells.	Arcane Magic, Repeatable
Clear Thoughts		<i>Repeatable.</i> Permanently lose 3d4 max HP and reallocate all talent points granting Arcane Power. Cannot reassign Student of the Arcane or Clear Thoughts. Taking again allows reallocation, but not HP recovery. Requires 8 hours Attunement + 8 hours rest. Interruptions require restarting.	Arcane Magic, Repeatable
Fire Focus	Incompatible: Cold Focus, Necrotic Focus	Magical abilities dealing fire damage ignore Resist; cannot cast cold damage abilities.	Arcane Magic
Fire Focus II	Fire Focus	+1 to hit with fire damage abilities, Resist Fire +3, Vulnerable Cold +1.	Arcane Magic
Fire Focus III	Fire Focus II	+1 to hit with fire damage abilities, Resist Fire +3, Vulnerable Cold +1.	Arcane Magic
Fire Focus IV	Fire Focus III	+1 to hit with fire damage abilities, Immune Fire, Vulnerable Cold +1.	Arcane Magic
Cold Focus	Incompatible: Fire Focus, Necrotic Focus	Magical abilities dealing cold damage ignore Resist; cannot cast fire damage abilities.	Arcane Magic
Cold Focus II	Cold Focus	+1 to hit with cold damage abilities, Resist Cold +3, Vulnerable Fire +1.	Arcane Magic
Cold Focus III	Cold Focus II	+1 to hit with cold damage abilities, Resist Cold +3, Vulnerable Fire +1.	Arcane Magic
Cold Focus IV	Cold Focus III	+1 to hit with cold damage abilities, Immune Cold, Vulnerable Fire +1.	Arcane Magic
Fundamental Recovery		When you Recoup, regain 1d4 SP; no natural HP regain during that Recoup.	Arcane Magic
Fundamental Recovery II	Fundamental Recovery	Regain 2d4 SP from Fundamental Recovery.	Arcane Magic
Fundamental Recovery III	Fundamental Recovery II	Using Fundamental Recovery now allows natural HP regain during the same Recoup.	Arcane Magic
Fundamental Recovery IV	Fundamental Recovery III	Regain 3d4 SP from Fundamental Recovery.	Arcane Magic
Necrotic Focus	Incompatible: Cold Focus, Fire Focus	Magical abilities dealing necrotic damage ignore Resist; cannot cast radiant damage abilities.	Arcane Magic
Necrotic Focus II	Necrotic Focus	First time dealing necrotic damage after Rest, gain Shield HP equal to damage dealt to one creature.	Arcane Magic
Necrotic Focus III	Necrotic Focus II	First time dealing necrotic damage after Recoup, gain Shield HP equal to damage dealt to one creature.	Arcane Magic
Necrotic Focus IV	Necrotic Focus III	Each time you deal necrotic damage with a magical ability, gain Shield HP equal to damage dealt to one creature.	Arcane Magic