

Metamagic Feats

The design goals here are to reduce bookkeeping, allow mages to start using metamagic feats at relatively low level, have the feats grow with you as you advance, all while not adversely affect game balance.

An earlier design proposal by Jim Butler of Bastion Press had simple 2 use/day feats replacing each standard metamagic feat. On close inspection I felt that this would short-change the Wizard at high levels: the existing system would certainly be preferable to high level casters. Therefore, I felt that any replacement system had to offer something extra to keep them interested.

There were other proposals which included factoring in the caster's attribute modifier, but I found them too cheesy, leveraging yet another improvement off the same already beneficial ability. Factoring the caster's level directly might work better, but then the math starts becoming cumbersome, perhaps approaching the complexity of the existing system, which was part of the problem to begin with.

In consideration of all this, I am proposing something quite radical. In addition to the base feats listed here which are the same as the original Jim Butler proposal, I add the "Greater" and "Superior" metamagic enhancement feats as "Half-feats". As such, a magic user may take two "half-feats" whenever a feat is available to them, including Wizard bonus feats. As an exception to the existing rules, a character may defer selection of a second "half-feat" until she meets the prerequisites, as it quite possible to take one half-feat and not be qualified for any others at that moment.

EMPOWER SPELL [METAMAGIC]

Prerequisites Ability to cast 5th level spells.

Benefit All variable, numeric effects of an empowered spell are increased by one-half. An empowered spell deals half again as much damage as normal, cures half again as many hit points, affects half again as many targets, etc., as appropriate. Saving throws and opposed rolls (such as the one the character makes when the character casts dispel magic) are not affected. Spells without random variables are not affected. This feat may be applied to any two spells of

up to 3rd level.

GREATER EMPOWER SPELL [METAMAGIC](Half-feat)

Prerequisites Empower Spell, ability to cast 8th level spells.

Benefit As per *Empower Spell*, except that it is useable on any two spells of up to 6th level.

Special This usage stacks with Empower Spell, allowing up to 2 Empowered Spells from 1st-3rd level, and 2 more which may be between 1st and 6th level.

SUPERIOR EMPOWER SPELL [METAMAGIC](Half-feat)

Prerequisites Empower Spell, Greater Empower Spell, Cleric, Druid, Sorcerer or Wizard of 21st level or higher.

Benefit As per *Empower Spell*, except that it is useable on any two spells of up to 9th level.

Special This usage stacks with Empower Spell and Greater Empowered Spell, allowing up to 2 Empowered Spells from 1st-3rd level, 2 which may be between 1st and 6th level, and 2 more which may be of any level from 1st to 9th.

ENLARGE SPELL [METAMAGIC]

Prerequisites Ability to cast 4th level spells.

Benefit An enlarged spell has its range doubled. Spells whose ranges are not defined by distance do not have their ranges increased. A spell whose area or effect is determined by its range has the dimensions of its area or effect increased proportionally. This feat may be applied to any two spells of up to 3rd level in that caster's daily allotment.

GREATER ENLARGE SPELL [METAMAGIC](Half-feat)

Prerequisites Enlarge Spell, ability to cast 7th level spells.

Benefit As per *Enlarge Spell*, except that it is useable on any two spells of up to 6th level.

Special This usage stacks with *Enlarge Spell*, allowing up to 2 Enlarged Spells from 1st-3rd level, and 2 more which may be between 1st and 6th level.

SUPERIOR ENLARGE SPELL [METAMAGIC](Half-feat)

Prerequisites *Enlarge Spell*, *Greater Enlarge Spell*, Cleric, Druid, Sorcerer or Wizard of 19th level or higher.

Benefit As per *Enlarge Spell*, except that it is useable on any two spells of up to 9th level.

Special This usage stacks with *Enlarge Spell* and *Greater Enlarge Spell*, allowing up to 2 Enlarged Spells from 1st-3rd level, 2 which may be between 1st and 6th level, and 2 more which may be of any level from 1st to 9th.

HEIGHTEN SPELL [METAMAGIC]

Prerequisites Ability to cast 3rd level spells.

Benefit A heightened spell has a higher spell level than normal (up to 9th level). Unlike other metamagic feats, *Heighten Spell* actually increases the effective level of the spell that it modifies. All effects dependent on spell level (such as saving throw DCs and ability to penetrate a minor globe of invulnerability) are calculated according to the heightened level. This feat may be applied to any two spells of up to 3rd level in that caster's daily allotment.

Special The caster must be able to cast a spell of the chosen effective level. This feat can be taken multiple times. Its effects stack.

EXTEND SPELL [METAMAGIC]

Prerequisites Ability to cast 4th level spells.

Benefit An extended spell lasts twice as long as normal. Spells with a concentration, instantaneous, or permanent duration are not affected by this feat. This feat

may be applied to any two spells of up to 3rd level in that caster's daily allotment.

GREATER EXTEND SPELL [METAMAGIC](Half-feat)

Prerequisites Ability to cast 7th level spells.

Benefit As per *Extend Spell*, except that it is useable on any two spells of up to 6th level.

Special This usage stacks with *Extend Spell*, allowing up to 2 Extended Spells from 1st-3rd level, and 2 more which may be between 1st and 6th level.

SUPERIOR EXTEND SPELL [METAMAGIC](Half-feat)

Prerequisites *Extend Spell*, *Greater Extend Spell*, Cleric, Druid, Sorcerer or Wizard of 19th level or higher.

Benefit As per *Extend Spell*, except that it is useable on any two spells of up to 9th level.

Special This usage stacks with *Extend Spell* and *Greater Extend Spell*, allowing up to 2 Extended Spells from 1st-3rd level, 2 which may be between 1st and 6th level, and 2 more which may be of any level from 1st to 9th.

MAXIMISE SPELL [METAMAGIC]

Prerequisites Able to cast 6th level spells.

Benefit All variable, numeric effects of a maximized spell are maximized. A maximized spell deals maximum damage, cures the maximum number of hit points, affects the maximum number of targets, etc., as appropriate. Spells without random variables are not affected.

An empowered, maximized spell gains the separate benefits of each feat: the maximum result plus one-half the normally rolled result.