

# P6 CODEX: FORMULARIE

In progress Alpha – July 21, 2014

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E6+ Pathfinder

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Tools for Gritty & Heroic Fantasy Campaigns

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## Divine Mystic (Alternate Cleric)

Where the standard cleric divides her training between clerical magic and combat, the divine mystic instead puts all of her training into magic. The following class features replace the corresponding element of the same name given in the description of the cleric, or add a new element to the list of features.

**Hit Die:** d6 (6 at 1<sup>st</sup> level, 4 each from 2<sup>nd</sup> to 6<sup>th</sup>).

**Class Skills:** Appraise (Int), Craft (Int), Diplomacy (Cha), Heal (Wis), Knowledge (arcana) (Int), Knowledge (all) (Int), Profession (Wis), Sense Motive (Wis), and Spellcraft (Int).

**Weapon and Armor Proficiency:** Divine mystics are proficient with one simple melee weapon, one simple ranged weapons, and the favored weapon of their deity. They are not proficient with any armor or shields.

**Saving Throws:** The divine mystics' fortitude saving throw bonuses are to +0 at 1<sup>st</sup> and 2<sup>nd</sup> level, +1 at 3<sup>rd</sup> through 5<sup>th</sup> levels, and +2 at 6<sup>th</sup> level.

**Domain Integration:** The divine mystic's domain spells are added to her cleric spell list. If the spell is already on the cleric spell list then she instead casts that spell as if she were two cleric levels higher. The domain spell slots for each level of spell the divine mystic can cast is added to the usual pool of spells per day and not restricted to domain spells.

**Bonus Feats** At 1st level, and at every even level thereafter, the divine mystic gains a bonus feat in addition to those gained from normal advancement (meaning that the divine mystic gains a feat at every level). These bonus feats must be selected from channeling feats, item creation feats, metamagic feats, skill focus, or skillfulness.

DIVINE MYSTIC (ALTERNATE CLERIC)			
Lvl	BAB	F/R/W Saves	Special
1st	+0	+0 / +0 / +2	Aura, Bonus Feat, Channel Energy 1d6, Domains, Orisons
2nd	+1	+0 / +0 / +3	Bonus Feat
3rd	+2	+1 / +1 / +3	Channel Energy 2d6
4th	+3	+1 / +1 / +4	Bonus Feat
5th	+3	+1 / +1 / +4	Channel Energy 3d6
6th	+4	+2 / +2 / +5	Bonus Feat

DIVINE MYSTIC (ALTERNATE CLERIC) SPELLS				
Lvl	Spells per Day			
	0	1 <sup>st</sup>	2 <sup>nd</sup>	3 <sup>rd</sup>
1st	3	2	-	-
2nd	4	3	-	-
3rd	4	3	2	-
4th	4	4	3	-
5th	4	4	3	2
6th	4	4	4	3

## MAGUS *From UM*

There are those who spend their lives poring over ancient tomes and texts, unlocking the power of magic, and there are those who spend their time perfecting the use of individual weapons, becoming masters without equal. The magus is at once a student of both philosophies, blending magical ability and martial prowess into something entirely unique, a discipline in which both spell and steel are used to devastating effect. As he grows in power, the magus unlocks powerful forms of arcane that allow him to merge his talents further, and at the pinnacle of his art, the magus becomes a blur of steel and magic, a force that few foes would dare to stand against.

**Role:** Magi spend much of their time traveling the world, learning whatever martial or arcane secrets they can find. They might spend months learning a new sword-fighting style from a master warrior, while simultaneously moonlighting in the local library, poring through tomes of ancient lore. Most who take this path dabble in all sorts of lore, picking up anything that might aid them in their search for perfection.

**Alignment:** Any.

**Hit Die:** d8.

**Class Skills:** Climb (Str), Craft (Int), Fly (Dex), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (dungeoneering) (Int), Knowledge (planes) (Int), Profession (Wis), Ride (Dex), Spellcraft (Int), Swim (Str), and Use Magic Device (Cha).

**Skill Ranks per Level:** 2 + Int modifier.

### Class Features

The following are class features of the magus.

**Weapon and Armor Proficiency:** A magus is proficient with all simple and martial weapons. A magus is also proficient with light armor. He can cast magus spells while wearing light armor without incurring the normal arcane spell failure chance. Like any other arcane spellcaster, a magus wearing medium armor, heavy armor, or a shield incurs a chance of arcane spell failure if the spell in question has a somatic component. A multiclass magus still incurs the normal arcane spell failure chance for arcane spells received from other classes.

MAGUS			
Lvl	BAB	F/R/W Saves	Special
1st	+0	+2 / +0 / +2	Arcane Pool, Cantrips, Spell Combat
2nd	+1	+3 / +0 / +3	Spell Combat Specialty
3rd	+2	+3 / +1 / +3	Magus Arcana
4th	+3	+4 / +1 / +4	Spell Recall
5th	+3	+4 / +1 / +4	Bonus Feat
6th	+4	+5 / +2 / +5	Magus Arcana

**Spells:** A magus casts arcane spells drawn from the magus spell list. A magus must choose and prepare his spells ahead of time.

To learn, prepare, or cast a spell, the magus must have an Intelligence score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a magus's spell is 10 + the spell level + the magus's Intelligence modifier.

A magus can cast only a certain number of spells of each spell level per day. His base daily spell allotment is given on the table above. In addition, he receives bonus spells per day if he has a high Intelligence score (see the Ability Modifiers and Bonus Spells Table).

A magus may know any number of spells. He must choose and prepare his spells ahead of time by getting 8 hours of sleep and spending 1 hour studying his spellbook. While studying, the magus decides which spells to prepare.

**Spellbooks:** A magus must study his spellbook each day to prepare his spells. He cannot prepare any spell not recorded in his spellbook except for *read magic*, which all magi can prepare from memory. A magus begins play with a spellbook containing all 0-level

MAGUS SPELLS			
Lvl	Spells per Day		
	0	1 <sup>st</sup>	2 <sup>nd</sup>
1st	3	1	-
2nd	4	2	-
3rd	4	3	-
4th	4	3	1
5th	4	4	2
6th	5	4	3

magus spells plus three 1st-level magus spells of his choice. The magus also selects a number of additional 1st-level magus spells equal to his Intelligence modifier to add to his spellbook. At each new magus level, he gains two new magus spells of any spell level or levels that he can cast (based on his new magus level) for his spellbook. At any time, a magus can also add spells found in other spellbooks to his own (see Arcane Spells).

A magus can learn spells from a wizard's spellbook, just as a wizard can from a magus's spellbook. The spells learned must be on the magus spell list, as normal.

**Arcane Pool (Su):** 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. This increases to a +2 enhancement at 5<sup>th</sup> 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: *frost*, *shock*, or *speed*. Adding these properties consumes an amount of bonus equal to the property's base price modifier (see the Magic Weapon Special Ability Descriptions). 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.

**Cantrips:** A magus can prepare a number of cantrips, or 0-level spells, each day, as noted in the table above under "Spells per Day." These spells are cast like any

other spell, but they are not expended when cast and may be used again.

**Spell Combat (Ex):** 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 ca

**Spell Combat Specialty:** At 2<sup>nd</sup> level the magus may select either Spellstrike or Force Athame. Spellstrike is the default in *Core Pathfinder*.

*Spellstrike (Su):* Whenever the 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 ×2 damage on a successful critical hit, while the weapon damage uses its own critical modifier.

*Force Athame (Sp)* From the Spellblade Archetype: At 2nd level, the magus can sacrifice a prepared magus spell of 1st level or higher as a swift action to create a dagger of force in his off hand. The athame lasts for 1 minute or until dismissed, has an enhancement bonus on attack and damage rolls equal to the level of the spell sacrificed

(maximum +5), and is considered a weapon the spellblade is holding for purposes of his arcane pool feature (using the pool to add abilities to a held weapon applies to the magus's physical weapon and to the athame for no additional cost). The athame acts as a dagger, but the hand holding it is still considered free for the purpose of casting spells and delivering touch attacks. The magus can use the athame as if he were fighting with two weapons, or can use that hand to cast spells as part of the spell combat class ability (but not both in the same round). Attacks with the athame are force attacks and deal force damage. This ability replaces the spellstrike class feature.

**Magus Arcana:** As he gains levels, a magus learns arcane secrets tailored to his specific way of blending martial puissance and magical skill. Starting at 3rd level, a magus gains one magus arcana. He gains a second magus arcana at 6<sup>th</sup> level. Unless specifically noted in a magus arcana's description, a magus cannot select a particular magus arcana more than once. Magus arcana that affect spells can only be used to modify spells from the magus spell list unless otherwise noted.

*Arcane Accuracy (Su):* The magus can expend 1 point from his arcane pool as a swift action to grant himself an insight bonus equal to his Intelligence bonus on all attack rolls until the end of his turn.

*Arcane Cloak (Su) UC:* The magus can expend 1 point from his arcane pool to add his Intelligence bonus to Stealth checks and Bluff checks to create a diversion in order to hide. This bonus lasts for 1 minute.

*Close Range (Ex):* The magus can deliver ray spells that feature a ranged touch attack as melee touch spells. He can use a ranged touch attack spell that targets more than one creature (such as *scorching ray*), but he makes only one melee touch attack to deliver one of these ranged touch effects; additional ranged touch attacks from that spell are wasted and have no effect. These spells can be used with the spellstrike class feature.

*Concentrate (Ex):* The magus can reroll any concentration check he has just made with a +4 bonus. He must use this ability after the roll is made, but before the roll's outcome is determined. The magus must take the second roll, even if it is worse. The magus can use this ability once per day.

*Disruptive (Ex) UC:* The magus gains Disruptive as a bonus feat. The magus must be at least 6th level before selecting this arcana.

*Empowered Magic (Su):* The magus can cast one spell per day as if it were modified by the Empower Spell feat. This does not increase the casting time or the level of the spell. The magus must be at least 6th level before selecting this magus arcana.

*Enduring Blade (Su) UC:* 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.

*Familiar (Ex):* The magus gains a familiar, using his magus level as his effective wizard level. This familiar follows the rules for familiars presented in the arcane bond wizard class feature.

*Lingering Pain (Su) UC:* The magus can expend 1 point from his arcane pool as an immediate action after hitting a target with a weapon attack. All damage from that attack (including damage from a spell cast using the spellstrike ability) is considered continuous damage for the purposes of any concentration checks made by the target prior to the beginning of the magus's next turn.

*Maneuver Mastery (Ex):* The magus has mastered one combat maneuver. He selects one maneuver when selecting this arcana. Whenever he is attempting the selected maneuver, he uses his magus level in place of his base attack bonus (in addition to any base attack bonus gained from other classes). A magus can select this magus arcana more than once. Its effects do not stack. Each time he selects this arcana, he selects another combat maneuver.

*Pool-Sourced Athame (Su):* Instead of sacrificing a prepared spell to create the force athame, the magus can spend points from his arcane pool to do so. An athame created this way has an enhancement bonus equal to the number of arcane pool points spent. The magus must have the force athame class feature to take this arcana.

*Pool Strike (Su):* The magus can expend 1 point from his arcane pool as a standard action to charge his free hand with energy. He can make a melee touch attack with that hand as a free action as part of activating this ability. If the touch attack hits, it releases the charge and deals 2d6 points of energy damage (acid, cold, electricity, or fire,

chosen when he spends the arcane pool point to activate this ability). He can use this ability with the spellstrike class feature. If he misses with this attack, he can hold the charge for up to 1 minute before it dissipates. At 6th level the amount of damage dealt by this attack increases to 3d6.

*Pool Strike, Thunderous (Su) uc*: The magus can expend 1 additional point from his arcane pool when making a pool strike. His pool strike deals sonic damage and deafens a single target for 1 round (DC 10 + 1/2 magus level + Intelligence modifier). The magus must be at least 6th level and must have the pool strike magus arcana before selecting this magus arcana.

*Prescient Attack (Su) uc*: The magus can expend 1 point from his arcane pool as an immediate action after hitting a target with a weapon attack, allowing him to anticipate his opponent's defenses. The target is denied its Dexterity bonus against the magus's attacks until the end of the magus's next turn. The magus must be at least 6th level before selecting this arcana.

*Silent Magic (Su)*: The magus can cast one spell per day as if it were modified by the Silent Spell feat. This does not increase the casting time or the level of the spell.

*Spell Blending (Ex)*: When a magus selects this arcana, he must select one spell from the wizard spell list that is of a magus spell level he can cast. He adds this spell to his spellbook and list of magus spells known as a magus spell of its wizard spell level. He can instead select two spells to add in this way, but both must be at least one level lower than the highest-level magus spell he can cast. A magus can select this magus arcana more than once.

*Spell Shield (Su)*: The magus can expend a point from his arcane pool as an immediate action to grant himself a shield bonus to AC equal to his Intelligence bonus until the end of his next turn.

*Spellblade Parry (Su)*: When an enemy makes a melee attack roll against the magus, as an immediate action the magus can end the athame's duration to gain a deflection bonus to his Armor Class until the end of his next turn. This bonus is equal to the level of the spell sacrificed to create the athame (maximum +5). The magus must have the force athame class feature to take this arcana.

*Still Magic (Su)*: The magus can cast one spell per day as if it were modified by the Still Spell feat. This does not increase the casting time or the level of the spell.

*Throw Athame (Su)*: As a standard action, a spellblade magus can throw his athame up to 60 feet as a ranged attack (no range penalty). If the athame misses, it returns automatically to the magus' hand just before his next turn. If the athame hits, it deals damage and its duration ends; the magus can choose to spend up to 2 points from his arcane pool to increase the thrown athame's damage by +1d6 for each point spent. The magus must have the force athame class feature to take this arcana.

*Wand Mastery (Su)*: Whenever the magus uses a wand, he calculates the DC for any spell it contains using his Intelligence modifier, instead of the minimum modifier needed to cast a spell of that level.

*Wand Wielder (Su)*: The magus can activate a wand or staff in place of casting a spell when using spell combat.

**Spell Recall (Su)**: 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.

**Bonus Feats**: At 5th level, a magus gains a bonus feat in addition to those gained from normal advancement. This bonus feats must be selected from those listed as combat, item creation, or metamagic feats. He must meet the prerequisites for these feats as normal.

## Domain Paladin (Alternate Paladin)

Where the standard paladin serves the forces of law and good, the domain paladin serves some other aspect of the holy or unholy – taking the role of cleric and replacing much of the spell casting with increased combat ability and a sharpened focus on just one aspect of the deity.

**Role:** As their powers are influenced by their faith, all domain paladins must focus their worship upon a divine source. While the vast majority of domain paladins revere a specific deity, a small number dedicate themselves to a divine concept worthy of devotion, as exemplified by a single cleric domain (Work with your GM if you prefer this path to selecting a specific deity.)

**Alignment:** A domain paladin's alignment must be within one step of her deity's, along either the law/chaos axis or the good/evil axis.

**Hit Die:** d10.

**Class Skills:** Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Knowledge (nobility) (Int), Knowledge (religion) (Int), Profession (Wis), Ride (Dex), Sense Motive (Wis), and Spellcraft (Int).

**Skill Ranks per Level:** 2 + Int modifier.

### Class Features

All of the following are class features of the domain paladin.

**Weapon and Armor Proficiency:** Domain paladins are proficient with all simple and martial weapons, with all types of armor (heavy, medium, and light), and with shields (except tower shields).

**Aura (Ex):** A domain paladin of a chaotic, evil, good, or lawful deity has a particularly powerful aura corresponding to the deity's alignment (see the *detect evil* spell for details). This replaces Aura of Good

**Domain:** A domain paladin's deity influences her alignment, what magic she can perform, her values, and how others see her. A domain paladin chooses one domains from among those belonging to her deity. A domain paladin can select an alignment domain (Chaos, Evil, Good, or Law) only if her alignment matches that domain. If a domain paladin is not devoted to a particular deity, she still selects one domain to represent her spiritual inclinations and abilities (subject to GM

DOMAIN PALADIN (ALTERNATE PALADIN)			
Lvl	BAB	F/R/W Saves	Special
1 <sup>st</sup>	+1	+2 / +0 / +2	Aura, Domain
2 <sup>nd</sup>	+2	+3 / +0 / +3	Divine Grace
3 <sup>rd</sup>	+3	+3 / +0 / +3	Aura of Courage/Cowardice, Divine Health
4 <sup>th</sup>	+4	+4 / +1 / +4	Channel Energy, Spell Casting
5 <sup>th</sup>	+5	+4 / +1 / +4	Divine Bond
6 <sup>th</sup>	+6/+1	+5 / +2 / +5	

approval). The restriction on alignment domains still applies.

The chosen domain grants up to two domain powers, dependent upon the level of the domain paladin, as well as a number of bonus spells. The domain paladin gains the domains basic granted power (the one received by clerics at 1st level) at 2nd level. The second domain power (the one typically gained at 4th or 6th level or through a signature feat) is gained at the same level as for a cleric. The domain paladin's effective level for the domain powers is equal to their level, but any powers based on wisdom utilize charisma instead.

A domain paladin gains the 1st level domain spell at 1st level, the 2nd level domain spell at 3rd level, and the 3rd level domain spell at 6th level. Domain paladins meditate or pray for their spells and must choose a time when she must spend 1 hour each day in quiet contemplation or supplication to regain her daily allotment of spells. The domain paladin's effective caster level for these spells is equal to their level. This effective level applies only to these spells, and not to those gained from the 4th level class feature or for the use of magic devices.

DOMAIN PALADIN (ALTERNATE PALADIN) SPELLS			
Lvl	Spells per Day		
	1 <sup>st</sup>	2 <sup>nd</sup>	3 <sup>rd</sup>
1 <sup>st</sup>	- +1	-	-
2 <sup>nd</sup>	- +1	-	-
3 <sup>rd</sup>	- +1	- +1	-
4 <sup>th</sup>	0+1	- +1	-
5 <sup>th</sup>	1+1	- +1	- +1
6 <sup>th</sup>	1+1	- +1	- +1

**Divine Grace (Su):** At 2nd level, a domain paladin gains a bonus equal to her Charisma bonus (if any) on all saving throws.

**Aura of Courage/Cowardice (Su):** Regardless of alignment, a domain paladin has a connection to either positive or negative energy. A good domain paladin (or one who worships a good deity) has a relationship to positive energy. An evil domain paladin (or one who worships an evil deity) has a relationship to negative energy. A neutral domain paladin who worships a neutral deity (or one who is not devoted to a particular deity) must choose whether she is associated with positive or negative energy.

At 3rd level, a domain paladin associated with positive energy generates an aura of courage. She is immune to fear (magical or otherwise). Each ally within 10 feet of her gains a +4 morale bonus on saving throws against fear effects. This ability functions only while the domain paladin is conscious, not if she is unconscious or dead.

At 3rd level, a domain paladin associated with negative energy radiates a palpably daunting aura. Each enemy within 10 feet takes a -4 penalty on saving throws against fear effects. Creatures of HD less than the domain paladin's level that are normally immune to fear (but are susceptible to other mind effects) lose that immunity while within 10 feet of the domain paladin with this ability. Creatures of HD equal to the domain paladin's level lose the ability if their Charisma is less than or equal to that of the domain paladin. This ability functions only while the domain paladin remains conscious, not if he is unconscious or dead.

**Divine Health (Ex):** At 3rd level, a paladin is immune to all diseases, including supernatural and magical diseases, including mummy rot.

**Channel Energy (Su):** When a paladin reaches 4th level, she gains the supernatural ability to channel energy like a cleric. The domain paladin may channel energy a number of times per day equal to 1 + half of her Charisma modifier (round-up at 6<sup>th</sup> level or higher). A domain paladin uses her level as her effective cleric level when channeling positive energy. This is a Charisma-based ability.

**Spells:** Beginning at 4th level, the domain paladin gains the ability to cast spells as per the Divine Blessings paladin class feature except that the spells are selected from the domain paladin spell list. A domain paladin

can't cast spells of an alignment opposed to her own or her deity's (if she has one). Spells associated with particular alignments are indicated by the chaotic, evil, good, and lawful descriptors in their spell descriptions. These spells may be prepared simultaneously with the domain spells.

**Divine Bond (Sp):** Upon reaching 5th level, a domain paladin gains the Divine Bond paladin class feature. The spirit summoned may be of another type (infernal, elemental, etc...) if celestial is inappropriate for the domain paladin's deity.

### **Ex-Domain Paladins**

A domain paladin who grossly violates the code of conduct required by her god loses all domain paladin spells and class features (including the service of the paladin's mount, but not weapon, armor, and shield proficiencies). She may not progress any further in levels as a domain paladin. She regains her abilities and advancement potential if she atones for her violations (see the atonement spell description in Spell Lists), as appropriate.



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