

MARTIAL MAGECRAFT FEATS

The Martial Magecraft feat chain is inspired by numerous examples of fantasy mages who wade into combat, such as Gandalf the White in the movie trilogy of the Lord of the Rings. It has a heavy Edge component (which many players are unfamiliar with) that yields a much more in your face dynamic than not. After all, you're generating all this Edge, why not get a little more martial while you're at it?

As an aside, it's important that both players and GMs know what an Attack spell is (see *Fantasy Craft*, page 112) to make this feat chain work in an effective and balanced way. To wit, remember that Magic Missile is **NOT** an Attack Spell. So that's not a spell that factors into the function of this feat chain at all. Enjoy!



SPELLCASTING FEATS

For more about these feats, see *Fantasy Craft*, page 105.

MARTIAL MAGECRAFT BASICS

You know how to reap combat advantage from your spells.

Prerequisites: Caster Level 1+

Benefit: You gain a concentration check bonus equal to the amount of Edge you possess. Also, you gain a stance.

Arcane Wards (Stance): While in this stance, you gain a +2 to defense and once per round you may gain 1 Edge when an opponent fails to hit you with an attack or Attack spell. You may only enter this stance if you have at least 2 spell points remaining, and automatically drop out of it if you have less than 2 spell points remaining.

MARTIAL MAGECRAFT MASTERY

Sometimes, magic itself is just warfare by other means.

Prerequisites: Martial Magecraft Basics

Benefit: Once per round, you gain 1 Edge when you hit an adversary with an Attack spell. Also, you gain a trick.

Disconcerting Spell (Spellcasting Trick): When casting a spell, you may pay 2 spell points to make the spell also add the *Flat-footed* condition to the target. If the spell has multiple targets, the cost increases to 4 spell points.

MARTIAL MAGECRAFT SUPREMACY

The key to winning a battle may boil down to something as basic as outliving the opposition.

Prerequisites: Martial Magecraft Mastery

Benefit: You may spend Edge in place of spell points for the purposes of spellcasting tricks. Also, you gain a trick.

Killing Spell (Spellcasting Attack Trick): If the target is a standard character with a lower charisma score than yours, he immediately fails his Damage save (damage isn't rolled). This trick costs an additional 2 spell points (+1 per target hit). You may use this trick once per round.

This feat tree designed by paddyfool.
Art by artguy65 of deviantART.



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