

# Spellburst Savant



◆ REVISED EDITION ◆

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# SPELLBURST SAVANT

## Release Version 1

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Based on the original roleplaying game rules designed by Gary Gygax and Dave Arneson and inspired by the third edition of the game designed by Monte Cook, Jonathan Tweet, Skip Williams, Richard Baker, and Peter Adkison.

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## THE SPELLBURST SAVANT

### REVISED EDITION?

As you might surmise from the cover of this book, this version of the spellburst savant comes with a couple changes from the original. The reasons for this are tied in part to the backstory of the class and in part to its balance and playstyle.

When I first wrote this class, it was part of a homebrew exercise: "write a class chassis and abilities in an hour, see what you get." What I came up with was a 4-level caster with nova spell and some specialized cantrips. These cantrips, which are now called fundamentals, were meant to be something of a backup option; something to use when you don't want to burn spells, or when you're out. A better option than hefting a crossbow, but not a primary combat tool.

As many people who've playtested the class can attest, this is not how they turned out to work. They were stronger than I initially intended, and took a more central role in the class. The optimal playstyle became using spells for buffs and utility, and combining metamagic with the damage fundamentals (*nova flare* and *starspray*) to become an incredibly strong (and importantly, incredibly *resilient*) battle mage.

In many games, that class worked fine, which is why it's available in my Patreon's online storage folder as *Spellburst Savant: EX TURBO Arcade Edition*. However, I felt that a class that brings the balance a bit closer to the ideal, while also making the fundamentals more core to the class' function, was a better path forward for it.

So here is it, the revised version. If you're familiar with the first one, you'll note that the fundamentals are no longer "fake spells" and are now just activated abilities that you charge with your spells. If you aren't familiar with it, the tl;dr on the class is that it's a bit different from most of the spellcasters in Pathfinder, focusing heavily on metamagic and lower-level spells, with some at-will abilities to round it out.

As always, thanks for reading, and I hope you enjoy the ride.

—Forrest Heck

### THE CLASS

"What's the best magic? I'm not sure I understand the question..."

—Tricia MacKorret, a spellburst savant

Most of the time, when one asks a mage whose magic is the most powerful, the inevitable answer is "my own." Magicians come in all shapes and size; their styles range from wizardry to sorcery to the divinely-granted clerical arts, psionic reality-warping, and even the supernatural magecraft of many who walk the path of war, and yet this remains an almost-immutable truth. For spellburst savants, the answer is quite different.

To these mages, magic is as much about the process as it is the result. Spellburst savants possess an instinctive understanding of magical effects, allowing them to tinker and toy with their spells, modulating their components and abilities to fit the situation at hand. They don't have nearly the same strength as more traditional students of the arcane arts, but they make up for it with sheer understanding.

**Role:** The spellburst savant is a spellcaster first and foremost. Her role in an adventuring party is that of a battlefield artillery specialist. Spellburst savants excel at dealing damage and laying down fire support for their allies—often in a very literal fashion.

**Alignment:** Any.

**Starting Wealth:** 5d6 × 10 gp (average 175 gp.) In addition, each character begins play with an outfit worth 10 gp or less.

**Hit Die:** d8.

### CLASS SKILLS

The spellburst savant's class skills are Acrobatics (Dex), Appraise (Int), Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Disable Device (Dex), Fly (Dex), Heal (Wis), Knowledge (all) (Int), Linguistics (Int), Perception (Wis), Profession (Wis), Sense Motive (Wis), Sleight of Hand (Dex), Spellcraft (Int), Stealth (Dex), Swim (Str), and Use Magic Device (Cha).

**Skill Ranks per Level:** 4 + Int modifier.

### CLASS FEATURES

The following are the class features of the spellburst savant.

**Weapon and Armor Proficiencies:** A spellburst savant is proficient with simple and martial weapons, light and medium armor, and shields (except tower shields). They do not gain any special ability to cast arcane spells in armor, though many spellburst savants deconstruct their spells' somatic components to do so.



# SPELLBURST SAVANT

**TABLE 1-1: SPELLBURST SAVANT**

Level	Base Attack Bonus	Fort Save	Reflex Save	Will Save	Nova Spell Rank	Special
1st	+0	+0	+2	+2	0	Arcane bond, cantrips, deconstruct components, fundamentals (1), intuitive understanding, nova spell
2nd	+1	+0	+3	+3	0	Bonus feat, extracurricular study (1st)
3rd	+2	+1	+3	+3	1	First strike, spellsense 30 ft.
4th	+3	+1	+4	+4	1	Absorb spell 1/day, bonus feat
5th	+3	+1	+4	+4	2	Deconstruct energy, fundamentals (2), swift fundamentals
6th	+4	+2	+5	+5	2	Bonus feat, extracurricular study (2nd)
7th	+5	+2	+5	+5	3	Nova counter (self)
8th	+6/+1	+2	+6	+6	3	Absorb spell 2/day, bonus feat
9th	+6/+1	+3	+6	+6	4	Aura sense
10th	+7/+2	+3	+7	+7	4	Bonus feat, deconstruct intention, extracurricular study (3rd), fundamentals (3)
11th	+8/+3	+3	+7	+7	5	Spellsense 60 ft.
12th	+9/+4	+4	+8	+8	5	Absorb spell 3/day, bonus feat
13th	+9/+4	+4	+8	+8	6	Nova counter (area)
14th	+10/+5	+4	+9	+9	6	Bonus feat, extracurricular study (4th)
15th	+11/+6/+1	+5	+9	+9	7	Deconstruct effect, fundamentals (4)
16th	+12/+7/+2	+5	+10	+10	7	Absorb spell 4/day, bonus feat
17th	+12/+7/+2	+5	+10	+10	8	Truesight
18th	+13/+8/+3	+6	+11	+11	8	Bonus feat, extracurricular study (5th), nova counter (vision)
19th	+14/+9/+4	+6	+11	+11	9	Spellsense 90 ft.
20th	+15/+10/+5	+6	+12	+12	9	Absorb spell 5/day, bonus feat, deconstruct ownership, fundamentals (6)

**Spells:** A spellburst savant casts arcane spells drawn from the spellburst savant spell list, which includes all sorcerer/wizard spells from 0th to 5th level, as well as any spells she's learned with her class features. A spellburst savant must prepare her spells ahead of time, but unlike a wizard, her spells are not expended when they're cast. Instead, she can cast any spell that she has prepared consuming a spell slot of the appropriate level, assuming she hasn't yet used up her spell slots per day for that level.

To prepare or cast a spell, the spellburst savant must have a Wisdom score equal to at least 10 + the spell's level. The saving throw DC against an spellburst savant's spell is 10 + the spell's level + the spellburst savant's Wisdom modifier.

A spellburst savant can only cast a certain number of spells of each spell level per day. Her base daily spell allotment is given on Table 1-2: Spellburst Savant Spells under "Spells per Day." In addition, she receives bonus spells per day if she has a high Wisdom score.

A spellburst savant may know any number of spells, but the number she can prepare each day is limited. At

1st level, she can prepare four 0-level spells and one 1st-level spell each day. At each new spellburst savant level, the number of spells she can prepare each day increases, adding new spell levels as indicated on Table 1-2: Spellburst Savant Spells. Unlike the number of spells she can cast per day, the number of spells a spellburst savant can prepare each day is not affected by her Wisdom score. Feats and other effects that modify the number of spells known by a spellcaster instead affect the number of spells a spellburst savant can prepare.

A spellburst savant must choose and prepare her spells ahead of time by getting 8 hours of sleep and spending 1 hour meditating. While meditating, the spellburst savant decides what spells to prepare and refreshes her available spell slots for the day. If she wishes, she can choose to partially prepare her spells like a wizard can, leaving slots unfilled to fill later. A spellburst savant can prepare spells from her entire spell list; she does not have a spellbook.

Like a sorcerer, a spellburst savant can choose to apply any metamagic feats she knows to a prepared spell as she casts it, with the same increase in casting time



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(see Spontaneous Casting and Metamagic Feats in the *Pathfinder Roleplaying Game Core Rulebook*). However, she may also prepare a spell with any metamagic feats she knows and cast it without increasing casting time like a wizard. She cannot combine these options—a spell prepared with metamagic feats cannot be further modified with another metamagic feat at the time of casting (except with her nova spell class feature).

If the spellburst savant casts a spell (including spells she's learned with her extracurricular study class feature) that has an effect determined by its caster's Intelligence or Charisma, she may instead use her Wisdom.

**Arcane Bond:** At 1st level, spellburst savants form a powerful bond with an object or a creature. This bond can take one of two forms: a familiar or a bonded object. A familiar is a magical pet that enhances the spellburst savant's skills and senses and can aid her in magic, while a bonded object is an item a spellburst savant can use to cast additional spells or to serve as a magical item. Once a spellburst savant makes this choice, it is permanent and cannot be changed. Rules for familiars appear in Chapter 3 of the *Pathfinder Roleplaying Game*

*Core Rulebook*, while rules for bonded items are given below.

Spellburst savants who select a bonded object begin play with one at no cost. Objects that are the subject of an arcane bond must fall into one of the following categories: amulet, ring, staff, wand, or weapon. These objects are always masterwork quality. Weapons acquired at 1st level are not made of any special material. If the object is an amulet or ring, it must be worn to have effect, while staves, wands, and weapons must be wielded. If a spellburst savant attempts to cast a spell without her bonded object worn or in hand, she must make a concentration check or lose the spell. The DC for this check is equal to 20 + the spell's level. If the object is a ring or amulet, it occupies the ring or neck slot accordingly.

A bonded object can be used once per day to cast any one spell that the spellburst savant has on her spell list and is capable of casting, even if the spell is not prepared. This spell is treated like any other spell cast by the spellburst savant, including casting time, duration, and other effects dependent on the spellburst savant's level. This spell cannot be modified by metamagic feats or other abilities.

A spellburst savant can add additional magic abilities to her bonded object as if she has the required item creation feats and if she meets the level prerequisites of the feat. For example, a spellburst savant with a bonded dagger must be at least 5th level to add magic abilities to the dagger (see the Craft Magic Arms and Armor feat in Chapter 5 of the *Pathfinder Roleplaying Game Core Rulebook*). If the bonded object is a wand, it loses its wand abilities when its last charge is consumed, but it is not destroyed and it retains all of its bonded object properties and can be used to craft a new wand. The magic properties of a bonded object, including any magic abilities added to the object, only function for the spellburst savant who owns it. If a bonded object's owner dies, or the item is replaced, the object reverts to being an ordinary masterwork item of the appropriate type.

If a bonded object is damaged, it is restored to full hit points the next time the spellburst savant prepares her spells. If the object of an arcane bond is lost or destroyed, it can be replaced after 1 week in a special ritual that costs 200 gp per spellburst savant level plus the cost of the masterwork item. This ritual takes 8 hours to complete. Items replaced in this way do not possess any of the additional enchantments of the previous bonded item. A spellburst savant can designate an existing

TABLE 1-2: SPELLBURST SAVANT SPELLS

Level	Spells Per Day					Spells Prepared					
	1st	2nd	3rd	4th	5th	0th	1st	2nd	3rd	4th	5th
1st	2	—	—	—	—	4	1	—	—	—	—
2nd	3	—	—	—	—	5	1	—	—	—	—
3rd	4	—	—	—	—	5	2	—	—	—	—
4th	5	—	—	—	—	6	2	—	—	—	—
5th	6	2	—	—	—	6	4	2	—	—	—
6th	6	3	—	—	—	7	4	2	—	—	—
7th	6	4	—	—	—	7	5	3	—	—	—
8th	6	5	—	—	—	8	5	3	—	—	—
9th	7	6	2	—	—	8	5	4	2	—	—
10th	7	6	3	—	—	9	6	4	2	—	—
11th	7	6	4	—	—	9	6	5	3	—	—
12th	7	6	5	—	—	9	6	5	3	—	—
13th	8	7	6	2	—	9	7	5	4	2	—
14th	8	7	6	3	—	9	7	6	4	2	—
15th	8	7	6	4	—	9	7	6	5	3	—
16th	8	7	6	5	—	9	8	6	5	3	—
17th	9	8	7	6	2	9	8	7	5	4	2
18th	9	8	7	6	3	9	8	7	6	4	2
19th	9	8	7	6	4	9	9	7	6	5	3
20th	9	8	7	6	5	9	9	8	6	5	3



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magic item as her bonded item. This functions in the same way as replacing a lost or destroyed item except that the new magic item retains its abilities while gaining the benefits and drawbacks of becoming a bonded item.

**Cantrips:** Spellburst savants can prepare a number of cantrips, or 0-level spells, each day as noted on Table 1-2: Spellburst Savant Spells. These spells are cast like any other spell, but they do not consume spell slots. As with her other spells, these spells are not expended when cast.

**Deconstruct Components:** A spellburst savant's claim to mastery of the arcane arts comes from her ability to intuitively adjust her spells as needed. At 1st level, she gains *Eschew Materials* as a bonus feat. In addition, any time she casts a spell with verbal, somatic, emotion, or thought components, she can choose to exchange each of those components for another of those four. The spell must retain the same number of components and can only have one of a given component, but she can freely mix and match components on her spells.

**Fundamentals (Su):** One of a spellburst savant's most unique abilities is the ability to retain and shape the magic of her spells even after casting them. She

can reuse the excess energy of her spells in the form of abilities called fundamentals.

Whenever the spellburst savant casts a spellburst savant spell (including a cantrip, such as *detect magic*), she charges her body with fundamentals associated with that spell of her choice. At 1st level, a spellburst savant can be charged with up to 1 fundamental at once; this increases to 2 fundamentals at 5th level, 3 fundamentals at 10th level, 4 fundamentals at 15th level, and 5 fundamentals at 20th level. If a spellburst savant casts a spell while she is already charged with a fundamental, she can replace one or more fundamentals she has active with any that are associated with the spell. Fundamentals are supernatural abilities, not spells, and as such, activating them does not provoke attacks of opportunity, they do not have any sort of components, and they are not affected by spell resistance.

A spellburst savant stays charged with fundamentals for 1 minute after casting a spell. If she casts another spellburst savant spell, it extends the duration that she is charged with each fundamental to 1 minute from that moment. The power of her current fundamentals is determined by the level of the last spell she cast (not including *Heighten Spell* or similar effects).



*Tricia MacKorret, a spellburst savant, studies the inner workings of a magic item*



# SPELLBURST SAVANT

The spellburst savant can activate a fundamental she is currently charged with as a standard action. Starting at 5th level, she can activate one as a swift action, as well. This allows her to use two different fundamentals in a given round (or the same one twice), if she wishes.

There are six fundamentals, and each is associated with a particular type of spell. For the purposes of determining what spells are associated with a fundamental, the entire spell, including any conditions it inflicts, is counted.

## BLOCKADE

**Associated Spells:** Spells that create or summon an object or creature, area spells that do not deal damage.

**Effect:** The spellburst savant creates a number of blocks equal to the level of the spell you charged this fundamental with (minimum 1). Each block is a solid cube of force, 5 feet on a side, that appears in an unoccupied space within close range (25 feet + 5 feet per 2 spellburst savant caster levels). These blocks are treated in all ways as *walls of force*, except that they can be made transparent, opaque, or patterned as the spellburst savant likes.

## HYPNOTIC STRANDS

**Associated Spells:** Spells that require affected creatures to make Will saves, non-harmless spells that do not deal damage.

**Effect:** The spellburst savant tugs at the mind of a creature within close range (25 feet + 5 feet per 2 spellburst savant caster levels). That creature must succeed at a Will save (DC 10 + 1/2 the spellburst savant's caster level + the spellburst savant's Wisdom modifier) or be forced to make an attack with a weapon they are wielding against a valid target of the spellburst savant's choice (for example, a creature within the reach for a melee weapon, or a creature within range of a ranged weapon). The creature gains a bonus on their attack roll equal to the level of the spell the spellburst savant charged this fundamental with. This is a mind-affecting effect.

A creature can choose to forego the will save and voluntarily be affected by this spell, but doing so causes them to exert themselves more than if they'd fought the spellburst savant and lost, staggering them for 1 round after the attack is made.

## LAYERED BARRIER

**Associated Spells:** Spells that grant a bonus to AC or inflict a penalty on attack rolls, harmless spells.

**Effect:** The spellburst savant grants a creature (including herself) within close range (25 feet + 5 feet per 2 spellburst savant caster levels) a deflection bonus to their AC equal to the level of the spell she charged this fundamental with (minimum 1) for 1 minute.

## NOVA FLARE

**Associated Spells:** Spells that require affected creatures to make Fortitude saves, area spells that deal damage.

**Effect:** The spellburst savant fills the air around her with deadly energy, dealing 1d8 points of damage to all other creatures and unattended objects within 10 feet of her. This damage can be acid, cold, electricity, fire, or sonic, chosen when activating the fundamental. A successful Fortitude save (DC 10 + 1/2 the spellburst savant's caster level + the spellburst savant's Wisdom modifier) halves the damage.

A target with total cover from this effect's origin point takes no damage, but lesser cover does not defend against it. This fundamental is not an area effect, and abilities that defend against such effects do not work against it.

If the spellburst savant charged this fundamental with a spell of 2nd level or higher, it deals an additional 1d8 points of damage per spell level above 1st.

## SHINING BLADE

**Associated Spells:** Spells that require the caster to make an attack roll, spells with a range of personal or touch.

**Effect:** The next weapon attack the spellburst savant makes before the start of her next turn deals additional points of damage equal to her Wisdom bonus (if any). This damage can be acid, cold, electricity, fire, or sonic (chosen at the time of casting). If she charged this fundamental with a spell of 2nd level or higher, it deals a further 1d6 points of damage per spell level above 1st.

When the spellburst savant activates this fundamental as a standard action, she can also take the attack action while doing so (or, if she wishes, start a full-attack action), applying its effect to the first weapon attack she makes. If she activates it as a swift action while still benefiting from using it as a standard action, the effect applies to the next two attacks she makes (it does not apply twice to one attack).

## SICKENING SHADOWS

**Associated Spells:** Spells that inflict a penalty, area spells that do not deal damage.

**Effect:** The spellburst savant wraps herself in dark power, sickening other creatures within 10 feet of her for 1 round (no save). If she charged this fundamental with a spell 2nd level or higher, she can choose to apply the following changes to this effect.

**2nd level or higher:** She sickens creatures for 2 rounds.

**3rd level or higher:** She sickens creatures within 30 feet.

**4th level or higher:** She sickens creatures for 1 minute.

**5th level or higher:** She sickens creatures within 60 feet.

## STARSPRAY

**Associated Spells:** Spells that require the caster to make an attack roll, targeted spells that deal damage.



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**Effect:** The spellburst savant creates a small mote of elemental matter and hurls it at a creature or object within close range (25 feet + 5 feet per 2 spellburst savant caster levels). This requires a ranged touch attack to hit, and deals 1d6 points of damage plus the spellburst savant's Wisdom bonus (if any). This damage can be acid, cold, electricity, fire, or sonic, chosen when activating the fundamental. This ability is considered a ray for the Weapon Focus and similar abilities.

If the spellburst savant charged this fundamental with a 3rd- or 4th-level spell, she creates and hurls a second mote when she activates it. If she charged this fundamental with a 5th-level spell, she instead creates three motes. Each mote requires a separate ranged touch attack to hit, deals the same type of damage, can be aimed at the same or different targets, and resolves the attacks one at a time, rather than simultaneously.

**Intuitive Understanding (Ex):** A spellburst savant has a natural instinct for the workings of magic items and spells. She uses her Wisdom instead of her Dexterity on Disable Device checks, instead of her Intelligence on Craft, Knowledge (arcana), and Spellcraft checks, and instead of her Charisma on Use Magic Device checks. In addition, she can find and disable magic traps like a rogue can.

**Nova Spell:** Once per round, a spellburst savant can cast a spell as a "nova." By incorporating a massive burst of unseen energy at just the right time, she can modify her spell as she sees fit. When she casts a nova spell, she can spontaneously apply any metamagic feats she possesses with a total level adjustment of +0 to the spell without increasing its casting time or changing the spell slot needed to cast the spell. This is in addition to any existing metamagic effects on the spell, though she cannot spontaneously apply metamagic feats in excess of those allowed by this ability at the same time (metamagic rods, however, may still be used in conjunction with this class feature).

At 3rd level and every two class levels thereafter, the number of levels worth of metamagic feats that the spellburst savant can apply to her nova spells increases by 1. For example, a 3rd-level spellburst savant could apply Extend Spell (+1 adjustment) to her nova spells, and a 13th-level spellburst savant could potentially apply Empower Spell (+2 adjustment) and Quicken Spell (+4 adjustment) simultaneously. Some abilities reference the maximum level worth of metamagic the spellburst savant can use with her nova spell; this number is called her nova spell rank.

When Heighten Spell is used with this ability, the spellburst savant chooses how many levels she will use it to adjust her spell by, then treats her spell as that many levels higher. The Dazing Spell feat cannot be used on a nova spell (even by preparing it on the spell beforehand or with a metamagic rod).

## EXTRACURRICULAR SPELL LEVELS

When a spellburst savant uses the extracurricular study class feature to learn a spell, the level of the spell learned is determined by the item or magical writing's creator. For example, studying an item that incorporated a *lesser restoration* spell created by a paladin would grant the spellburst savant that spell as a 1st-level spell.

If the creator of the item is unknown, the GM is encouraged to decide what level the spells in the item are, and these numbers should be given to the player of the spellburst savant when they identify the item's properties in some way. Alternate-level spells might be given as unique treasure for a spellburst savant, and some spellburst savants may even actively search for unique spells to learn.

In the complete absence of a spell level (such as when an item was crafted by ignoring spell prerequisites), the spells are presumed to be the sorcerer/wizard versions. If the spell does not appear on the sorcerer/wizard spell list, then default to the lowest level it appears on any 9-level caster spell list, then the lowest level it appears on any 6-level spell lists, then 4-level spell lists.

A spellburst savant starting at a level higher than 1st should be allowed to begin play having purchased items crafted by spellcasters of their choice.

## NOVA SPELLS AND ITEMS

Some items (such as a *spell-storing* weapon or *ring of spell storing*) allow a character to store spells within an item for later use. When such an item is used to store a nova spell, it does not keep the effects the spellburst savant added to her spell.

Likewise, a spellburst savant cannot craft items of nova spells, nor can she use her nova spell ability with an item (except with the spellburst scholar's nova channel class feature).

If the spellburst savant uses Echoing Spell or another metamagic feat that allows her to cast the spell again, the result is the spell by itself, without the additional metamagic effects from this ability. Likewise, if she uses Familiar Spell or a metamagic feat that grants the spell to another, it does not carry the additional metamagic effects from this ability. In either case, the resultant spell cannot itself be cast as a nova spell.

If the spellburst savant has an ability that reduces the cost of a metamagic feat (such as the Magical Lineage trait), when used with a nova spell, it reduces the total adjustment, if applicable. For example, a 3rd-level spellburst savant with Magical Lineage (*burning hands*) could apply Empower Spell (normally a +2 metamagic feat) to that spell, because its adjustment is reduced by 1.

Some spellburst savant class features allow her to make additional adjustments to her nova spells by making similar adjustments to metamagic feats. These abilities note their level costs in their descriptions.



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Finally, nova spells have a unique interaction with a spellburst savant's fundamental effects. Whenever a spellburst savant casts a spell as a nova spell, she can apply the metamagic effects and class features she used with the spell to the next fundamental she activates, if applicable. For the purposes of determining what feats can be applied and how they work, treat a fundamental as if it were a spell with the descriptors of any damage types it deals and a level equal to the level of the spell the fundamental was charged with. Any metamagic feats that do not apply to a given fundamental are ignored, and the spellburst savant only gains this benefit from the last nova spell she cast (if she casts another nova spell, it overrides the current set of effects if she had not used them yet).

**Bonus Feats:** At every even-numbered class level, a spellburst savant gains an item creation or metamagic feat she qualifies for as a bonus feat.

**Extracurricular Study:** At 2nd level, a spellburst savant gains the ability to form a weak bond with a magic item or magical writing she possesses by studying its inner workings for 8 hours. When she uses this ability on a magic item, she chooses a single 1st-level spell that was required to create that item and adds it to her spellburst savant spell list (regardless of its original list or type), allowing her to prepare it normally, activate spell trigger and spell completion items, and the like. She can only have one spell added to her list in this way at any one time, and she must have the item on her person to cast the spell she added with it. If she loses the item or wishes to add a different spell, she can cut her tie to the item and repeat this process with a new item. The spellburst savant may also use this ability to study a spellbook or similar magical writing, learning a spell so long as she has the pages it was written on with her.

At 6th level, a spellburst savant can learn another spell with this ability of up to 2nd level, with the same process and restrictions as the first. At 10th level, she can learn a third spell, this one of up to 3rd level. At 14th level, she can learn a fourth spell, this one of up to 4th level, and at 18th level, a fifth spell of up to 5th level.

Spells learned with this ability are prepared and cast at the level of the spell the spellburst savant memorized, with the same components (except divine focus components, which she ignores), though she may still use her various class features to modify them freely. A spellburst savant can learn a spell that is already on her spell list using this ability; if she does, she learns a new "version" of the spell, identical to the one she studied.

**First Strike (Ex):** Starting at 3rd level, a spellburst savant adds her nova spell rank as an insight bonus on initiative checks.

**Spellsense (Su):** Starting at 3rd level, a spellburst savant constantly senses magical auras within 30 feet of her as a supernatural ability, as if they had been

concentrating on the *detect magic* spell for 1 round. As a move action, she can pinpoint the locations of and identify such auras as if she had concentrated on *detect magic* for 3 rounds. At 11th and 19th levels, the range of this ability increases by 30 feet.

**Absorb Spell (Su):** At 4th level, a spellburst savant gains the ability to absorb and repurpose the magic of others. Once per day, when the spellburst savant is targeted by or caught in the area of a spell, spell-like ability, power, or psi-like ability that originates from another creature, she can attempt a Will save against that effect as an immediate action (calculate the save DC as if the spell or effect prompted a Will save; for example, a *fireball* cast by a wizard with an Intelligence of 18 would prompt a DC 17 Will save). If she succeeds at her save, the effect is negated, and the spellburst savant gains one temporary spell slot of the highest spellburst savant spell level she can cast (not including the application of Heighten Spell or similar effects). This spell slot remains until it is used or the spellburst savant next prepares her spells. The spellburst savant can use this ability an additional time per day at 8th level and every four class levels thereafter.

**Deconstruct Energy:** At 5th level, a spellburst savant can adjust the energy types of her nova spells. When she casts a nova spell that deals acid, cold, electricity, fire, force, or sonic damage, she can apply one of the following effects to the spell:

- She can change the damage to any other one of these types at the cost of a +1 metamagic adjustment. When she does, the spell gains that energy type as a descriptor and loses its previous energy type as a descriptor. If she changes the damage from another type to force, the damage dice (if any) of the spell are downgraded by one die step (d10 to d8, d8 to d6, d6 to d4, and so on). If she changes a spell from force damage to another type, it instead upgrades the damage dice (if any) by one die step.
- She can also change the energy type of such a spell to negative energy (dealing damage to living creatures and healing undead creatures) or positive energy (dealing damage to undead creatures and healing living creatures) at the cost of a +2 metamagic adjustment. She may choose to have the spell lose its energy descriptors, if she wishes. A spellburst savant cannot use this effect on a cantrip or fundamental spell.
- She can convert her nova spell's energy damage into a roiling mix of pure energy and wild magic at the cost of a +2 metamagic adjustment, removing its damage type entirely and allowing it to damage all targets equally. Such a spell also ignores hardness.

**Nova Counter (Su):** At 7th level, a spellburst savant can let loose spell energy in a wild blast to counter the magic of others. Whenever she is targeted by a



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spell, spell-like ability, power, or psi-like ability that targets only her, or an area effect for which she is the only creature in the area, she can expend a 2nd-level or higher spellburst savant spell slot as an immediate action. If she does so, she can attempt to counter the effect, as if she had used the "counter a spell" option with the *dispel magic* spell. Her caster level for this ability is equal to her spellburst savant caster level.

At 13th level, a spellburst savant can use this ability against spells, spell-like abilities, powers, and psi-like abilities that target her or include her in their area, but also affect other creatures.

At 18th level, a spellburst savant can use this ability against any spell, spell-like ability, power, or psi-like ability that she can perceive the casting or manifestation of, regardless of whether or not it affects her.

**Aura Sense (Su):** Starting at 9th level, a spellburst savant becomes attuned to the magical auras of those with power like their own. She has the supernatural ability to sense creatures within 30 feet of her that can cast spells or manifest powers. This functions as blindsense, except it only detects spellcasters and manifesters (but not creatures that merely have spell-like or psi-like abilities). The spellburst savant does not gain any insight into the type of abilities a creature has; she merely knows they have them.

**Deconstruct Intention:** At 10th level, a spellburst savant can alter the areas of her nova spells. When she casts a nova spell that affects an area, she can cause it to instead affect one of the following areas at the cost of a +1 metamagic adjustment.

- A cone-shaped burst or spread originating from her space, with a length of up to 30 feet.
- A line-shaped burst or spread originating from her space, with a length of up to 120 feet.
- A spread or burst within long range with a radius of up to 20 feet.
- A number of 5-foot cubes within close range equal to the spellburst savant's Wisdom modifier.
- A ray with long range and a single target. This ray requires a ranged touch attack to hit, and if the spell normally allowed a Reflex save for half damage, it does not do so (though any other effects may still be saved against).

In addition, the spellburst savant can use a ray or ranged touch attack spell in melee at the cost of a +1 metamagic adjustment. She makes melee touches instead of ranged touches, and the spell otherwise functions as normal.

**Deconstruct Effect:** At 15th level, a spellburst savant can adjust the deepest traits defining her nova spells. When she casts a nova spell that prompts a saving throw, she can change that saving throw to another type of save (Fortitude, Reflex, or Will) at the cost of a +1 metamagic adjustment. If the spell prompts multiple saving throws, she can change all of them (even to the same save).

**Truesight (Su):** Starting at 17th level, a spellburst savant can see the world for what it truly is. She gains the benefits of the *true seeing* spell at all times.

**Deconstruct Ownership:** At 20th level, a spellburst savant is so skilled at modulating spell effects that she can wrestle control of effects from others. A number of times per day equal to her Wisdom modifier, she can attempt a Will saving against a spell, spell-like ability, power, or psi-like ability whose origin or effect is within 100 feet of her (including one targeting her). Calculate the save DC as if the spell or effect prompted a Will save; for example, a *summon monster IX* cast by a wizard with an Intelligence of 20 would prompt a DC 24 Will save. The spellburst savant must be able to perceive the effect in some way.

If the spellburst savant succeeds at her save, she takes control of the effect in question. She makes all further decisions regarding the effect, rather than its originator, and cannot be affected by it if she does not want it to affect her. If she wishes, she can instantly end the effect, gaining a 5th-level spell slot when she does so that lasts until she next prepares spells.

Using this ability does not require an action on the spellburst savant's part and it can be activated at any time, though no more than once per round. She may even use it if she is surprised, so long as she is aware of the effect she's deconstructing.

## FAVORED CLASS BONUSES

The spellburst savant have only two racial favored class bonus option, available to all races:

**All:** Add +1/6 to the spellburst savant's save DCs with nova spells.

**All:** Gain 1/6 of a bonus metamagic feat.

## PRESTIGE CLASS PROGRESSIONS

Whenever a spellburst savant takes a level of a prestige class that advances her spellburst savant spellcasting, the rank of her nova spell class feature is also advanced as if she had gained a spellburst savant level.





## CHARACTER OPTIONS

### Gun Witch (Archetype)

*"Boomsticks over broomsticks. The best way to fight a mage is to stay on the ground and shoot him down when he thinks he's won."*

—Dolores "Dolly" Bovet, gang leader and gun witch

Though magicians of all stripes swear by the superiority of raw magic as a weapon, some mages find themselves preferring mechanisms and tools as implements of war. Gun witches are a particular type of martial mage who've decided to use physics to their advantage, stacking the ingenuity of mankind with the power of magic to fill their foes with lead in the most efficient manner possible.

**Weapon and Armor Proficiencies:** A gun witch is proficient with simple weapons, firearms, light armor, medium armor, and shields (except tower shields). This replaces the normal spellburst savant's weapon and armor proficiencies.

**Firearm Bond:** A gun witch must choose a bonded item as her arcane bond. Her bonded item may be any firearm, and she begins play with either a blunderbuss, musket, or pistol as her bonded item. This starting firearm is battered, and only she knows how to use it properly. All other creatures treat her gun as if it had the broken condition. If the weapon already has the broken condition, it does not work at all for anyone else trying to use it. This starting weapon can only be sold for scrap (it's worth 4d10 gp when sold).

In addition, the gun witch gains Gunsmithing as a bonus feat, and can use her class level in place of her base attack bonus for the purposes of meeting requirements and prerequisites. This ability alters arcane bond.

**Shooting Star Cartridges (Su):** A gun witch has the ability to fill her guns with magic, conjuring elemental bullets. As a free action, she can expend her nova spell ability for the round to gain the following benefits:

- As a move action that does not provoke attacks of opportunity, the gun witch can load her firearms with motes of energy similar to those created by the *starspray* fundamental. This does not require a free hand, and reloads all of her wielded guns to full capacity simultaneously. When she does so, she creates bullets and propellant out of raw magical energy, rather than loading with normal bullets (though she may still gain the other benefits of this ability with real bullets, if she wishes). If the gun witch possesses the Rapid Reload feat, she can instead do this as a free action.
- The gun witch's firearms cannot misfire.
- The gun witch deals acid, cold, electricity, fire, or sonic damage with her firearms, rather than the damage type the attacks would normally deal. She chooses the element of an attack as she makes the attack.

Starting at 4th level, when a gun witch activates this ability, she can apply additional effects to her guns, based on the metamagic feats she possesses. The maximum total adjustment she can apply to this ability is equal to her nova spell rank. Not all metamagic feats are represented here; at the GM's option, a gun witch with a metamagic feat that is not on this list may apply the effect of a similar feat to her attacks. Dazing Spell may not be used with this ability, and unlike with a nova spell, effects that reduce metamagic adjustments do not apply to the feats when using this ability.

Some of these effects are noted as Limited Use. Such effects can only be used once during the duration of this ability, and can be activated as a free action when the gun witch meets the conditions of the effect (such as by hitting with a particular type of attack) before the start of her next turn. A gun witch can apply a Limited Use effect multiple times when using this ability, counting its metamagic adjustment again and gaining the ability to use it an additional time before her next turn for each time she does so (but still only once per attack).

Otherwise, the effects granted by this ability last until the start of the gun witch's next turn (at which point she may activate it again, if she wishes), and function only for guns she wields.

- At the cost of a +1 metamagic adjustment, the gun witch gains a bonus on damage rolls with firearms equal to her Wisdom bonus (if any).
- *Aquatic Spell* (+1): The gun witch's firearms can be fired underwater freely, and take no penalties for doing so.
- *Bouncing Spell* (+1, Limited Use): When the gun witch misses with an attack with a firearm, she can immediately reroll that attack against a different target she can attack within range.
- *Catastrophic Spell* (+6, Limited Use): The gun witch can charge a bullet with massive explosive energy. Instead of targeting a creature with the attack, she targets a point within her firearm's maximum range, then rolls a single attack roll and compares it to the ACs of all other creatures within 1,200 feet of that point (even creatures behind cover; treat this effect as a spread for these purposes). She does not take penalties for attacking at multiple range



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increments with this effect, nor does she suffer from miss chances. She uses the same damage roll for each creature hit with the explosion.

- *Concussive Spell* (+2, Limited Use): When the gun witch hits with a firearm attack that deals sonic damage, she can inflict the penalty from the Concussive Spell feat to the target for 1 round.
- *Consecrate Spell* (+2): The gun witch automatically confirms critical hits with firearms against evil creatures and creatures with the evil subtype.
- *Disruptive Spell* (+1, Limited Use): When the gun witch hits with a firearm attack, she can inflict the effects of the Disruptive Spell feat on the target for 1 round. The concentration check DC prompted by this effect is equal to 10 + 1/2 the gun witch's class level + the gun witch's Wisdom modifier + the level of the spell being cast.
- *Ectoplasmic Spell* (+1): The gun witch's firearms are treated as having the *ghost touch* weapon special ability.
- *Empower Spell* (+2): When making a full attack this round, the gun witch can make one extra attack with a firearm at her full base attack bonus. This does not stack with *haste* and similar effects.
- *Enlarge Spell* (+1): The gun witch halves the penalties for making firearm attacks at more than one range increment.
- *Fearsome Spell* (+2, Limited Use): When the gun witch hits with a firearm attack, the target becomes shaken for 1 round (no save). This effect does not stack with itself or other fear effects to create a stronger fear condition.
- *Flaring Spell* (+1): When the gun witch hits a creature with a bullet that deals electricity or fire damage, that creature becomes dazzled for 1 minute.
- *Heighten Spell* (+X): The gun witch gains a +X bonus on attack rolls with firearms.
- *Invocation of Society* (+0): Half the damage the gun witch deals with firearms is City damage. This effect can only be used within a settlement of Small Town size or larger.
- *Maximize Spell* (+3): The gun witch automatically confirms critical hits with firearms.
- *Merciful Spell* (+0): The gun witch's firearm attacks deal nonlethal damage (including any additional damage they might gain from other abilities).
- *Persistent Spell* (+2, Limited Use): When the gun witch's otherwise successful firearm attack is negated by an

ability, it instead hits the target normally. This effect can only bypass one ability per attack (such as the Smash from the Air feat or a martial counter), and only functions if the attack would have otherwise hit.

- *Reach Spell* (+1/2/3): The gun witch treats her firearm targets as being 1, 2, or 3 (depending on the metamagic adjustment used) range increments closer for the purposes of determining the penalty from range increments (but not for determining whether or not an attack is made against touch AC).
  - *Rime Spell* (+1, Limited Use): When the gun witch hits with a firearm attack that deals cold damage, can cause the target to become entangled for 1 round.
  - *Scarring Spell* (+1, Limited Use): When the gun witch hits with a firearm attack, she can choose to deal no damage and instead inflict the penalties of the Scarring Spell feat to the target.
  - *Seeking Spell* (+2): The gun witch's firearms are treated as having the *seeking* weapon special ability.
    - *Sicken Spell* (+2, Limited Use): When the gun witch hits with a firearm attack, the target becomes sickened for 1 round (no save).
    - *Silent Spell* (+1): The gun witch's firearm attacks make no noise.
    - *Snuffing Spell* (+2, Limited Use): When the gun witch hits with a firearm attack, she snuffs out all non-magical light sources carried by the target.
      - *Thundering Spell* (+1, Limited Use): When the gun witch hits with a firearm attack that deals sonic damage, she can cause the target to become deafened for 1 round.
      - *Toppling Spell* (+1, Limited Use): When the gun witch hits with a firearm attack, she can make a trip attempt against the target as if she had damaged them with a Toppling Spell.
- Nova Spell:** The total number of levels that a gun witch can apply to her nova spells increases by 1 at 4th level and every three levels thereafter (+1 at 4th level, +2 at 7th level, +3 at 10th level, +4 at 13th level, +5 at 16th level, and +6





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at 19th level), rather than the normal progression. This ability alters nova spell.

**Bonus Feats:** A gun witch can choose combat feats in addition to item creation and metamagic feats when she gains a spellburst savant bonus feat. This ability alters bonus feats, but does not cause the gun witch archetype to be incompatible with other archetypes that alter or replace the bonus feats class feature.

**Mage-Piercing Rounds (Su):** Starting at 7th level, when a gun witch's attack with a firearm would be blocked or otherwise caused to miss by the effect of a spell, spell-like ability, power, or psi-like ability, she can expend a 2nd-level or higher gun witch spell slot as an immediate action to attempt to dispel the effect, as if she had used a targeted dispel magic spell against it (regardless of the distance between her and the effect). Her caster level for this ability is equal to her gun witch caster level. If the effect in question granted an AC bonus, compare the gun witch's attack against the target's new AC. If it granted a miss chance, resolve the attack as if the attack had not been affected by it. *Emergency force sphere*, *wall of force*, *wind wall*, and similar barriers can be dispelled with this ability; if the gun witch is successful, her attack continues through the now-nonexistent barrier towards her target. However, it does not work on effects that target or disable the gun witch herself (such as a penalty on attack rolls from a condition).

At 13th level, a gun witch can use this ability against magic armor and shields worn or wielded by the target, suppressing their effects as normal on a successful dispel check.

At 18th level, a gun witch can activate this ability as a free action (even if it isn't her turn), rather than an immediate action. She may only use this ability once for any given attack.

A gun witch is entitled to a Knowledge (arcana) or Spellcraft check to identify an effect that blocked her attack (if one exists). The GM should roll this check secretly, then inform the gun witch of the effect's existence if it succeeds, so she can decide whether or not to use this ability.

This ability replaces nova counter.

**Supernova Shot (Su):** At 8th level, a gun witch gains the ability to charge a single shot with the power of a nova spell. As part of this ability, she casts a single spellburst savant spell she has prepared, as a nova spell. This spell must be one that affects an area, and she must be wielding a firearm to use this ability.

A spell cast in this way uses its standard casting time and the spellburst savant shoots her firearm once as part of the casting. She can generate and load an elemental bullet as if by her shooting star cartridges class feature for this attack, if she wishes, and her firearm cannot misfire when taking the shot.

TABLE 1-3: MAGPIE MAGE SPELLS

Level	Spells Prepared						Spells Mimicked
	0th	1st	2nd	3rd	4th	5th	
1st	3	0	—	—	—	—	1
2nd	3	0	—	—	—	—	2
3rd	3	1	—	—	—	—	2
4th	6	1	—	—	—	—	2
5th	6	2	0	—	—	—	3
6th	7	2	1	—	—	—	3
7th	7	2	1	—	—	—	3
8th	8	2	1	—	—	—	4
9th	8	3	2	0	—	—	4
10th	9	3	2	1	—	—	4
11th	9	3	2	1	—	—	5
12th	9	3	2	1	—	—	5
13th	9	4	3	2	0	—	5
14th	9	4	3	2	1	—	6
15th	9	4	3	2	1	—	6
16th	9	4	3	2	1	—	6
17th	9	5	4	3	2	0	7
18th	9	5	4	3	2	1	7
19th	9	5	4	3	2	1	7
20th	9	5	4	3	2	1	8

If the gun witch's attack hits, the spell takes effect, centering its area on the attack's target. This ability allows the gun witch to use her gun's range rather than the spell's range. If her attack misses, the spell is wasted.

If the gun witch uses this ability with a firearm that attacks an area (such as a blunderbuss), the spell instead affects the area of the firearm attack, rather than its normal area (even if it is smaller or larger than the spell would normally be).

This ability replaces the bonus feat gained at 8th level.

## Magpie Mage (Archetype)

*"The best magic is built on stolen ideas and borrowed spellbooks!"*

—Mary Kirin, a magpie mage

When a spellburst savant first encounters magic for the first time in their lives, they tend to go into a frenzy, feeling a powerful need to learn more of this new power they didn't know they had. For some, this feeling never leaves. As a result of their hoarding of magical experiences, magpie mages are copycat extraordinaires, building spells on the fly even after only seeing them once.



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*A spellburst scholar creates a magic item while a magpie mage watches, already understanding how to emulate it.*

**Spells:** A magpie mage uses Table 1-3: Magpie Mage Spells to determine the number of spells she prepares each day, instead of the normal amount available to a spellburst savant. This ability alters spells.

**Spell Mimicry:** Though she does not gain the same amount of prepared spells as a normal spellburst savant, she makes up for it by having an eye for magic above and beyond her peers. Whenever she successfully uses Spellcraft to identify a spell effect (including by an item they wield or use), she can choose to memorize that spell, etching it into her memories with the aid of a little magic. Using this ability does not require an action, and can even be done against spells that she doesn't see the origin of, so long as she has the chance to attempt to identify it. She can likewise mimic spells she finds in items using her extracurricular study class feature. Determine the levels of these spells as normal for that ability (see the Extracurricular Spells sidebar for more details).

Memorizing spells in this way is taxing to the magpie mage, and as such, she can only have a limited number of spells memorized at once with this ability. However, she can freely lose memorized spells to replace them with new ones as they come up.

One a spell is memorized, the magpie mage can cast it using her spellburst savant spell slots. In effect, her memorized spells are an additional set of "spells known"

from which she can draw. They are cast as arcane spells.

Spells memorized with this ability are cast at a level identical to that of the spell she memorized, with the same components (except divine focus components), though she may still use her various class features to modify them freely. If the spell she observed and memorized had a metamagic feat applied to it, she applies that metamagic feat to it as well and casts it as such, even if she doesn't have that feat (though she cannot cast it in any other way if this is the only way she knows the spell).

At 1st level, a magpie mage may begin play with a single 1st-level spell memorized from any spell list. A magpie mage created at a level above 1st can fill her slots for memorized spells from the lists of any 9-level spellcasting class (such as the cleric, psychic, or wizard), up to the maximum level of spells she can cast, and any spells drawn from any items she begins play with. In addition, she may always choose to fill one of her slots for memorized spells with spells that she herself can cast (such as the ones from her spells class feature, or those learned with extracurricular study).

When a magpie mage takes a level of a prestige class that advances her spellburst savant spellcasting, she also advances the number of spells she can memorize with this class feature.



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**Spell Versatility (Ex):** Thanks to the bindings she uses to tie her spells to her mind, a magpie mage has the ability to combine the energy of spell slots into higher-level spells. By expending two magpie mage spell slots of the same level, she can cast a magpie mage spell she has prepared or memorized of one level higher. For example, by expending two 1st-level spell slots, she could cast a 2nd-level spell, or by expending two 5th-level spell slots, she could cast a 6th-level spell she has memorized with her spell mimicry class feature. She cannot stack this ability with itself to cast increasingly-higher-level spells; this ability is used once, as part of casting the spell.

**Instant Imitation (Su):** At 4th level, a magpie mage can absorb and reflect the magic of others. Once per day, when the magpie mage is targeted by or caught in the area of a spell or spell-like ability that originates from another creature, she can attempt a Will save against that effect as an immediate action (calculate the save DC as if the spell or effect prompted a Will save; for example, a *fireball* cast by a wizard with an Intelligence of 18 would prompt a DC 17 Will save). If she succeeds at her save, she can immediately cast that effect herself, making decisions and choosing new targets as appropriate. She does not expend a spell slot when using this ability. If her nova spell ability is available, she may choose to cast that spell as a nova spell. She uses her own caster level, feats, and ability modifier to determine how the spell functions (even if her caster level is not high enough to cast the spell). If the effect requires expensive material components or a focus, she does not need to provide them. After resolving this ability, she continues being affected by the original. She gains no special defense against it, and must roll saving throws as normal.

The magpie mage can use this ability one additional time per day at 8th level and every four class levels thereafter.

This ability replaces absorb spell.

## Spellburst Meditant (Archetype)

*"This hand of mine glows with an awesome power! Its burning grip tells me to defeat you!"*

—Kasu D'om, a spellburst meditant

Most spellburst savants take on the role of battlefield artillery, and those who bring their talents to melee combat tend to bring weaponry to bear, channeling power along their blades to kill their foes. The warriors known as spellburst meditants eschew that path, honing their bodies as well as their minds to transform themselves into deadly weapons in their own right.

**Shining Fist (Su):** When a spellburst meditant casts a spell with a range of touch, he can choose to deliver it with an unarmed strike attack, rather than a melee touch attack. If his unarmed strike hits, the spell

discharges, just as if he'd touched the target. A spell cast in this way uses his unarmed strike's critical range (normally 20), but the spell effect only deals  $\times 2$  damage on a successful critical hit, while the unarmed strike damage uses its own critical modifier. If the spell effect normally makes multiple simultaneous touch attacks, he can make each one as an unarmed strike instead.

Starting at 3rd level, a spellburst meditant can charge the *shining blade* fundamental with any spell, and when he uses it, he applies its effect to each unarmed strike he makes for 1 round (including attacks of opportunity, and unarmed strikes made to deliver touch spells, and even unarmed strikes made as ranged attacks such as with a *sharding amulet of mighty fists*). This ability replaces arcane bond.

**Unarmed Combat (Ex):** At 1st level, a spellburst meditant gains Improved Unarmed Strike as a bonus feat. A spellburst meditant's unarmed strike is treated as both a manufactured weapon and a natural weapon for the purpose of spells and effects that enhance or improve either manufactured weapons or natural weapons. This ability replaces the spellburst meditant's proficiency with martial weapons. A spellburst meditant can use his class level in place of his base attack bonus for the purposes of meeting requirements and prerequisites.

## Spellburst Scholar (Archetype)

*"Hey, why don't you try this one? I took your spell and made it better."*

—Halmar Quant, a spellburst scholar

Though most spellburst savants tend to work their magic instinctively, some follow the path of wizardry, exhaustively annotating their abilities and learning to adapt their novae to spells stored in items. These mages are a great boon in scholarly circles, capable of explaining their unique spells in a way that other spellcasters can understand and learn on their own.

**Spell Notebook:** Though he does not have a true spellbook (they prepare spells as normal for a spellburst savant), a spellburst scholar possesses a book or other treatise, within which he writes his insights, spells, and other notes. This functions similarly to a spellbook, except that it does not begin with any spells in it.

By spending 8 hours experimenting with his magic and writing down the results, the spellburst scholar can create a special page imbued with his magic. This page is infused with a bond similar to that between the scholar and his extracurricular spells, except that other spellcasters can access it, if they know how. The spellburst scholar can have a number of these pages in creation at once equal to his class level + his Wisdom modifier.

When the spellburst scholar uses this ability to fill a page in his notebook, he chooses a single spell from the sorcerer/wizard spell list that he can cast as a spellburst



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scholar to write into the book. He can modify the spell with his deconstruct components, deconstruct energy, deconstruct intention, and deconstruct effect class features freely (he must have those class features to modify the spell), as well as metamagic feats.

The spell is written into his notebook as a sorcerer/wizard spell with a level equal to the spell's original level plus a number based on the modifications (if any) the spellburst scholar applied with his class features. He cannot apply effects that reduce metamagic costs (such as the Magical Lineage trait) to spells written in a spell notebook.

- **Deconstruct Components:** +0.
- **Deconstruct Energy:** +0 if the energy type was changed to acid, cold, electricity, fire, force, or sonic; +1 if the energy type was changed to negative or positive energy; +1 if the energy was changed to typeless. It adjusts the damage dice as normal, if changed to or from force.
- **Deconstruct Intention:** +1.
- **Deconstruct Effect:** +1.
- **Metamagic Feats:** As the feats' adjustments.

In effect, the spellburst scholar creates a brand-new spell with these modifications. The spellburst scholar and other mages who learn or prepare spells from the sorcerer/wizard spell list can prepare or cast this spell so long as they have the page or a copy of it on hand during their spell preparation (for prepared spellcasters) or when they cast it (for spontaneous spellcasters).

This spell can be written into scrolls or made into other magic items such as wands, and wizards and similar spellcasters can copy this spell into their spellbooks if they have access to the page. However, if the page is ever erased or destroyed (something that the spellburst scholar can do as a free action, regardless of the page's location), any magic items and spellbook pages incorporating it lose the ability to access the spell. Someone studying a spell page or a copy of it can determine that it carries this "trap" with a Spellcraft check (DC 15 + the caster level of the spellburst scholar who created it).

**Nova Spell:** The total number of levels that a spellburst scholar can apply to his nova spells increases by 1 at 4th level and every three levels thereafter (+1 at 4th level, +2 at 7th level, +3 at 10th level, +4 at 13th level, +5 at 16th level, and +6 at 19th level), rather than the normal progression. This ability alters nova spell.

**Deconstruct Artifice (Ex):** At 3rd level, a spellburst scholar gains Craft Wand as a bonus feat, even if he doesn't meet the prerequisites. He crafts wands in half the normal time (one day per 2,000gp in the wand's base price).

Starting at 11th level, the spellburst scholar also crafts staves in half the normal time (one day per 2,000gp in

the staff's base price), if he possesses the Craft Staff feat. In addition, he can recharge staves a number of additional times per day equal to his nova spell rank (even if a given staff has already regained a charge that day), and adds his nova spell rank to the level of the spell slot expended for determining whether or not the staff regains a charge.

At 19th level, the spellburst scholar can, once per day as a swift action, exchange two spells of the same level across a pair of spell trigger items he holds. For example, if he had a *wand of fireball* with 30 charges and a *staff of electricity*, he could choose to exchange the *fireball* spell with the staff's *lightning bolt* spell, creating a *wand of lightning bolt* with 30 charges and a unique *staff of electricity* that can cast *fireball* by expending 2 charges. Changes made to items with this ability are instantaneous and remain in place even after the spellburst scholar relinquishes the items. This ability replaces spellsense.

**Nova Channel (Su):** At 3rd level, the spellburst scholar gains the ability to use his nova spell class feature on spells he casts from spell completion and spell trigger items, as well as spells he receives from potions. When he does so, he uses his Wisdom score and relevant feats to set the DC for saves against the spells, and can use his caster level to determine the spells' effects if it's higher than the caster level of the item. He can still only cast one nova spell per round.

A spellburst scholar's ability to cast nova spells from items is limited, however. The maximum level of a spell cast in this way is equal to one level higher than the highest-level spellburst savant spell he can cast. For example, a 5th-level spellburst scholar can cast 2nd-level spells, so he could cast up to 3rd-level spells from items as nova spells. This ability replaces the bonus feat gained at 4th level.

## INTELLECTUAL PROPERTIES

When a spellburst scholar comes into contact with a spell page (or a copy of one) created by another spellburst scholar, he can automatically tell the true nature of the spell. If he copies it into his own spell notebook, he strips it of the protections and ownership it previously had, replacing them with his own magic. As such, a spellburst scholar can copy a spell page without any risk of it being destroyed later by the original writer of the spell.



# SPELLBURST SAVANT

## CLASS FEATURE SUBSTITUTIONS

The following abilities are class feature substitutions. These are similar to archetypes, except that a member of the appropriate class can always choose to gain them, so long as they still have the class feature that the class feature substitution alters or replaces. When determining if a character can select a substitution, apply any archetypes first before the replacements or alterations of the substitution.

The choice to select a substitution is made at the level the ability it alters or replaces is gained, and cannot later be changed. If the substitution alters or replaces multiple class features, this choice is made at the level of the lowest-level class feature it interferes with.

### Akashic Dabbler (Ex)

The spellburst savant has a talent for akashic magic.

**Class:** Spellburst Savant.

**Replaces:** Arcane Bond.

**Replacement:** The spellburst savant gains Shape Veil as a bonus feat. She uses her character level as her veilweaver level for this veil and her Wisdom as her primary veilweaving attribute for it, even if she has levels in a veilweaving class.

When the spellburst savant shapes the veil granted by this ability, it is automatically invested with essence up to its maximum capacity (including abilities that increase essence capacity). This essence cannot be reassigned or used in any other way; it only functions for this particular veil (though it still counts as essence for the Essence of the Immortal feat and similar effects).

### Armor of Force (Su)

The spellburst savant surrounds herself with a barrier of force.

**Class:** Spellburst Savant.

**Replaces:** Proficiency with light armor, medium armor, and shields.

**Replacement:** The spellburst savant adds her Wisdom bonus (if any) as an armor bonus to her AC. This armor bonus is similar to a *mage armor* spell, and protects against incorporeal attacks as well as corporeal ones. It can be suppressed or resumed as a free action.

### Bullet Storm (Su)

The spellburst savant is a master of arcane assaults, filling the air with energy to create an undodgeable hell.

**Class:** Spellburst Savant.

**Replaces:** One of the spellburst savant bonus feats.

**Replacement:** The spellburst savant can charge the *starspray* fundamental with any spell. Once per round, when she activates *starspray*, she can make and hurl one additional mote of elemental matter. If she hits a target with a mote, any further *starspray* attacks she aims at that target until the end of her next turn automatically without having to roll (they are still considered individual attacks).

### Crystallized Magic (Ex)

Through the adaptation of psionic techniques, the savant has created an approximation of the psion's best friend.

**Class:** Spellburst Savant.

**Replaces:** Arcane Bond.

**Replacement:** The spellburst savant gains the psionic subtype and Psicrystal Affinity as a bonus feat. She treats her spellburst savant levels as levels in a psionic class for the purposes of determining her psicrystal's abilities, and her psicrystal can use its share powers, deliver touch powers, and channel power abilities with spellburst savant spells as if they were powers.

### Dark Connections (Ex)

The spellburst savant has made a pact with some sort of powerful being, granting her access to spells beyond the norm.

**Class:** Spellburst Savant.

**Replaces:** Arcane Bond.

**Replacement:** The spellburst savant gains a witch's familiar as if she was a witch of her class level. She chooses a patron at 1st level from those available to witches, which determines her patron spells.

Unlike a normal witch's familiar, she does not store spells within it. Instead, she gains access to five spells from her patron. Whenever she prepares her spellburst savant spells, she must prepare a single spell of each level she can cast from her patron's list of spells. If she wishes, she may prepare the same spell (or spells) modified by metamagic feats, rather than preparing each individual patron spell she has access to.

The spellburst savant needs to have her witch's familiar on hand to prepare these spells. She communes with her familiar during the 1 hour of meditation she normally requires to prepare spells. If she does not have access to her familiar, she simply cannot prepare spells in the slots normally reserved for them (one of each spell level).

A spellburst savant with the magpie mage archetype does not need to prepare these spells in a level for which she has 0 spells prepared per day, but must still do so once she can prepare spells of that level later on.

### Insidious Shadows (Su)

The spellburst savant can charge a creature with her necromantic power, delaying its effect and allowing it to discharge against someone else.

**Class:** Spellburst Savant.

**Replaces:** One of the spellburst savant bonus feats.

**Replacement:** The spellburst savant can charge the *sickening shadows* fundamental with any spell. Once per round, when she activates *sickening shadows*, she can imbue it into herself or an ally she touches instead of using it normally. The first time within the next 1 minute per spellburst savant caster level the imbued ally hits a creature with a melee attack, the fundamental



# SPELLBURST SAVANT

activates, centered on the creature struck. Neither you nor the imbued ally are affected by it, but every other creature in the area is.

## **Kaizo Blockade (Su)**

The spellburst savant has mastered the art of creating *blockades* to the point that she can make them reactively.

**Class:** Spellburst Savant.

**Prerequisites:** Spellburst savant level 5th.

**Replaces:** One of the spellburst savant bonus feats.

**Replacement:** The spellburst savant can charge the *blockade* fundamental with any spell. Once per round, when she activates *blockade*, she can delay its effect by up to 1 round. At any point in the next round, the spellburst savant can create the blocks she delayed as a free action (even if it isn't her turn). She can use this ability in response to the actions of other creatures, potentially negating attacks and abilities by blocking line of sight or line of effect, or interrupting a creature's movement by placing blocks in their way. A creature whose movement is interrupted can make a Reflex save (DC 10 + 1/2 the spellburst savant's class level + the spellburst savant's Wisdom modifier) to continue moving, ignoring the existence of the block. They cannot end their movement in its space, but otherwise manage to make it past in time.

## **Last Chance (Su)**

The spellburst savant's barriers are augmented with a final layer underneath that flares into visibility when hit.

**Class:** Spellburst Savant.

**Replaces:** One of the spellburst savant bonus feats.

**Replacement:** The spellburst savant can charge the *layered barrier* fundamental with any spell. Creatures affected by that fundamental gain a 5% miss chance per level of the spell used to charge it. This does not stack with concealment; only the higher miss chance applies.

## **Stir Heart and Mind (Ex)**

The spellburst savant's intuition lends finesse not in the sciences of inanimate objects, but in understanding the psychic web of thoughts and emotions that bind people and societies. Her tools are graceful words and terpsichorean motions inspired by the incantations and gestures of other magics; she may have even grown famous for them.

**Class:** Spellburst Savant.

**Replaces:** Intuitive Understanding.

**Replacement:** The spellburst savant uses her Wisdom instead of her Intelligence on Knowledge (arcana), Knowledge (local), Knowledge (nobility), and Spellcraft checks, and instead of her Charisma on Diplomacy and Perform checks. In addition, she chooses three Perform skills. The spellburst savant can make a Spellcraft check in place of any check for those three Perform skills, gaining any relevant circumstance modifiers that would affect the Perform check. For the purposes of requirements and prerequisites, she can use her ranks

in Spellcraft as her ranks in those Perform skills.

If the spellburst savant's campaign is using the optional reputation and fame rules introduced in *Pathfinder Roleplaying Game: Ultimate Campaign* or a similar variant, she may instead choose only two Perform skills. If she does, she can use her Wisdom instead of her Charisma for that variant's starting points.

## **The Path of Explosions (Su)**

The spellburst savant is an expert at reducing vast areas to ash.

**Class:** Spellburst Savant.

**Replaces:** One of the spellburst savant bonus feats.

**Replacement:** The spellburst savant can charge the *nova flare* fundamental with any spell. Once per round, when she activates *nova flare*, she can deal an additional 1d8 points of damage, plus a further 1d8 points of damage per five spellburst savant caster levels. In addition, whenever the spellburst savant activates *nova flare*, she can center the effect on any grid intersection within 10 feet + 10 feet per level of the spell she charged the fundamental with. It affects all creatures and objects within 10 feet of that point other than the spellburst savant and her equipment.

## **Theurgic Scholarship (Ex)**

The spellburst savant's faith grants her power; through her worship of a deity or conviction, she's gained access to different talents than other arcane mages.

**Class:** Spellburst Savant.

**Replaces:** Arcane Bond.

**Replacement:** The spellburst savant chooses a single cleric domain or subdomain, gaining its abilities as if she was a cleric of her class level. This domain does not necessarily have to be one granted by her god, but if it is not (or if she worships no god), it must be informed by a deeply-felt interpretation of her beliefs. Unlike others with domains, the spellburst savant cannot choose an inquisition; she must select an actual domain.

Whenever she prepares her spellburst savant spells, she must prepare a single spell of each level she can cast from her domain's list of spells. If she wishes, she may prepare the same spell (or spells) modified by metamagic feats, rather than preparing each individual domain spell she has access to. She prepares and casts them as arcane spells, not divine spells.

A spellburst savant with the magpie mage archetype does not need to prepare these spells in a level for which she has 0 spells prepared per day, but must still do so once she can prepare spells of that level later on.

## **Wave Motion Strike (Ex)**

The spellburst savant has learned a technique that lets her fill her weapon with magic before she strikes, resulting in a devastating eruption of elemental power.

**Class:** Spellburst Savant.

**Replaces:** One of the spellburst savant bonus feats.



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**Replacement:** The spellburst savant can charge the *shining blade* fundamental with any spell. If she activates *shining blade* as both a swift action and a standard action in the same turn, she can apply both effects to the first attack she makes (instead of applying them to one attack each, as she normally would).

For the purposes of meeting the prerequisites of the Vital Strike feat and any feat that has it as a prerequisite, the spellburst savant's base attack bonus from her spellburst savant class levels is equal to her spellburst savant level. She can take such feats as spellburst savant bonus feats, if she wishes.

## NEW METAMAGIC FEATS

The following feats are intended for use by spellburst savants, but are available to any character who meets their prerequisites.

If your campaign includes *Spheres of Power* by Drop Dead Studios, the Catastrophic Spell and Invocation of Society feats should be allowed to work with sphere effects as normal for metamagic feats. However, as Catastrophic Spell allows for the devastation of massive areas (and normally can only be used with lower-level spells), a GM should be careful about allowing it to be used in their game, much like the advanced talents *climate* and *midnight*.

### Catastrophic Spell (Metamagic)

Your spells are measured not in foes slain, but wars won.  
**Prerequisites:** Empower Spell, Widen Spell, Spellcraft 13 ranks.

**Benefit:** This metamagic feat can only be applied to a spell that affects an area. Your spell becomes a spread that affects everything except you within long range (400 feet + 40 feet per caster level) of its origin point. If you apply the Widen Spell feat to the spell as well, its area increases to affect everything within twice that range (as normal for Widen Spell). A catastrophic spell uses up a spell slot six levels higher than the spell's actual level.

### Invocation of Society (Metamagic)

Your foes are assaulted by the city itself.

**Benefit:** This metamagic feat can only be applied to a spell that deals damage. Your spell's effect partially comes from the city around you, drawing materials such as bricks, gravel, dirt, nails, and the like from your surroundings to strike your foes. Half of the damage dealt by the spell is considered City damage instead of the normal type it would deal, and is not affected by damage reduction, energy resistance, or immunities. A spell with this metamagic feat can only be cast while you are within a settlement of Small Town size or larger, and uses a slot of the spell's normal level.

## NEW METAMAGIC RODS

Invocation of Society		PRICE varies
Least		1500 gp
Normal		5,500 gp
Greater		12,250 gp
SLOT none	CL 17th	WEIGHT 5 lbs.
AURA strong (no school)		

The wielder can cast up to three spells per day that deal City damage as though using the Invocation of Society feat. This metamagic rod can only be used within a settlement of Small Town size or larger.

CONSTRUCTION REQUIREMENTS	COST varies
Least	750 gp
Normal	2,750 gp
Greater	6,125 gp

Craft Rod, Invocation of Society

Lesser Catastrophic		PRICE 160,000 gp
SLOT none	CL 17th	WEIGHT 5 lbs.
AURA strong (no school)		

The wielder can cast up to three spells per day of 3rd level or lower with a larger area, as though using the Catastrophic Spell feat.

CONSTRUCTION REQUIREMENTS	COST 80,000 gp
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Craft Rod, Catastrophic Spell

## NEW MINOR ARTIFACT

Metamagic Rod, Catastrophic		
SLOT none	CL 17th	WEIGHT 5 lbs.
AURA strong (no school)		

The wielder can cast up to three spells per day of 6th level or lower with a larger area, as though using the Catastrophic Spell feat.

### DESTRUCTION

When used to modify an area *dispel magic* spell, the rod destroys itself, sending out a shockwave of abjuration that acts as a Catastrophic *mage's disjunction* with a caster level equal to its wielder's caster level (even if it would not normally be high enough to cast that spell).



# SPELLBURST SAVANT

## NEW MAJOR ARTIFACT

Metamagic Rod, Greater Catastrophic			
SLOT none	CL 20th	WEIGHT 5 lbs.	
AURA strong (no school)			
Alignment neutral evil		Senses 120 ft., blindsense	
Intelligence 18	Wisdom 18	Charisma 18	Ego 28
Language telepathy			

This thin, smooth rod appears to be made of a black void; it absorbs light, and the material it's made from is unidentifiable and seemingly indestructible. When a spellcaster carries or holds the rod, it initiates telepathic contact in a quiet, morose voice, explaining its powers to its wielder in frank terms.

The personality within the rod is extremely ancient, and can describe many historical battles it took part in, mages it fought or fought alongside, and destruction it caused. The rod has 20 ranks each in Knowledge (arcana), Knowledge (history), Knowledge (the planes), and Knowledge (religion) for these purposes, but not for any information unrelated to itself or combat magic. Its words tend to carry an overall tone of exhaustion. At its core, the *greater metamagic rod of Catastrophic Spell* is tired; its experiences have led it to desire nothing but peace and quiet.

However, the rod has a special power: it can sense the minds and emotions of every creature within 2,400 feet of it (even creatures immune to mind-affecting effects or protected by *mind blank* or similar abilities). The only mind within this area that it cannot sense is that of its wielder, which it must actively initiate telepathic communication with. As such, when used in battle, it urges its wielder to achieve great destruction and bring ruin to their surroundings (sometimes assuming direct control by prompting a save against its Ego score) in order to silence the minds of those around it and give it peace. It also attempts to encourage its wielder to avoid settlements and cities, where its mind often becomes overwhelmed by the sheer psychic noise it receives.

In the end, the rod will not be content unless it is at the center of a complete void, bereft of minds other than itself.

The rod's only other power is allowing its wielder to cast up to three spells per day of 9th level or lower with a larger area, as though using the *Catastrophic Spell* feat.

Unlike many intelligent items, the rod does not care about its wielder's alignment, and does not bestow negative levels if a non-evil creature uses it.

### DESTRUCTION

The *greater metamagic rod of Catastrophic Spell* can only be destroyed by time; if the rod can sense no minds within 2,400 feet of it for 2,400 days, it collapses inwards and is erased from existence, finally at peace.

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