

Affordable Arcana



magic
Rings II

AFFORDABLE ARCANA: MAGIC RINGS II



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AFFORDABLE ARCANA: MAGIC RINGS II

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Introduction

Welcome to **Affordable Arcana: Magic Rings II**, where we present more rings that are affordable and useful to low level characters. In this second volume we've focused on rings which allow characters to use their skills in new and interesting ways. These rings not only give players more options for overcoming challenges, but grow in utility along with a character's proficiency in the related skills, allowing the rings to remain useful throughout a character's adventuring career. Also presented are new feats, class, and spell options for characters who want to get the most out of their magic rings.

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Least Minor Rings

Anatomist's Ring

Aura faint divination; **CL** 3rd; **Slot** ring; **Price** 500 gp; **Weight** —

DESCRIPTION

The inner circumference of this silver band is inscribed with images depicting various organs in gruesome detail.

EFFECTS

Upon activation, the anatomist's ring allows the wearer to make a monster lore check on living creatures, using her bonus to Heal in place of the appropriate Knowledge skill bonus. This check will only reveal the weaknesses of a creature, regardless of how much it exceeds the DC. If she is trained in the Heal skill, she has no restriction on the maximum DC she may meet. This ring can be used 3 times a day.

CONSTRUCTION REQUIREMENTS

Feats Forge Ring or Ring Apprentice; **Spells** *enemy insight*; **Cost** 250 gp

Animal Trainer's Ring

Aura faint enchantment; **CL** 3rd; **Slot** ring; **Price** 1,000 gp; **Weight** —

DESCRIPTION

This ring of hardened leather is decorated with metal studs.

EFFECTS

Each of these rings is keyed to a specific trick, allowing the wearer to command an animal to perform that trick as if it had been trained to do so.

By activating the ring, the wearer may make a Handle Animal check to command a target animal to perform the trick specific to the ring, with a DC equal to the normal DC to teach that trick. Only animals with an attitude of indifferent or better may be targeted. For tricks with an indeterminate duration, the animal will perform the trick for 1 minute plus 1 additional minute for every 5 by which the wearer's check exceeds the DC.

CONSTRUCTION REQUIREMENTS

Feats Forge Ring or Ring Apprentice; **Spells** *charm animal*; **Special** creator must have 5 ranks of Handle Animal; **Cost** 500 gp

New Definitions

We use some new definitions regarding magic rings which denote how they interact with the new feats and class abilities presented here. An active ring is one which is worn and functioning; normally a character may have up to 2 such rings - the first 2 they wear. An inert ring is one which is worn in the same slot as an active ring but is not functioning. Inert rings may still grant other benefits due to feats or class abilities. Normally any slot in which an active ring can be worn may additionally have up to 4 inert rings - any magic rings worn in the slot after these 5 are excess rings, and provide no benefits.

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Harmonious Ring

Aura faint illusion; **CL** 5th; **Slot** ring; **Price** 500 gp; **Weight** —

DESCRIPTION

This simple platinum band vibrates of its own accord.

EFFECTS

This ring has no obvious effect when worn alone, but when worn with other magic rings by one skilled in Ring Harmonics feats, its properties quickly become apparent. When determining the benefits of any Ring Harmonics feat possessed by the wearer, this ring duplicates the effects of another active or inert ring worn that possesses a faint aura. The ring so duplicated is chosen when the harmonious ring is equipped. This duplication does not grant the wearer any of the normal abilities or benefits of the duplicated ring, except as they may apply to determining the effects of Ring Harmonics feats. If this ring is worn as an active ring, the wearer may change the ring duplicated on command; otherwise, the ring must normally be removed and re-equipped to change the ring duplicated.

CONSTRUCTION REQUIREMENTS

Feats Forge Ring or Ring Apprentice; **Spells** *magic aura*; **Cost** 250 gp

Load-bearing Ring

Aura faint transmutation; **CL** 3rd; **Slot** ring; **Price** 500 gp; **Weight** —

DESCRIPTION

This steel ring is constructed of two thin bands connected by a truss lattice.

EFFECTS

This ring triples the wearer's maximum load, allowing her to greatly increase her heavy load carrying capacity as well as her ability to lift and drag loads; her capacity to carry light and medium loads are NOT increased. The benefits granted by this ring do not stack with other effects directly affecting encumbrance.

CONSTRUCTION REQUIREMENTS

Feats Forge Ring or Ring Apprentice; **Spells** *ant haul* or *bull's strength*; **Cost** 250 gp



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Opossum Ring

Aura faint illusion; **CL** 1st; **Slot** ring;
Price 500 gp; **Weight** —

DESCRIPTION

This red copper ring smells faintly of blood.

EFFECTS

Activating this ring allows the wearer to make a Bluff or Disguise check to appear wounded or dead with a +5 competence bonus to the check. On a successful check the wearer appears to be staggered, unconscious, or dead, as they so choose. This check is made as part of the ring's activation. A Disguise check made as part of its activation does not allow any other changes in appearance; if used as part of a more complex Disguise check, the check takes the normal amount of time. Furthermore the +5 competence bonus only applies to appearing wounded or dead, and does not affect the success of any other element of the disguise (appearing as a different race, gender, etc.). The effects of this ring does not affect spells or other magical means of divination which reveal the status of the wearer, such as *deathwatch*, status, etc.

CONSTRUCTION REQUIREMENTS

Feats Forge Ring or Ring Apprentice;
Spells *disguise self*; **Special** creator must have 5 ranks of Bluff or Disguise;
Cost 250 gp

Prize Finder's Ring

Aura faint divination; **CL** 1st; **Slot** ring;
Price 250 gp; **Weight** —

DESCRIPTION

This ostentatious gold ring is covered in jewels which sparkle brightly.

EFFECTS

The prize finder's ring allows its wearer to make an Appraise check to determine the most valuable item in a treasure hoard as a free action, and grants a +5 competence bonus to this check. This ring only allows the wearer to make such a check on the same treasure hoard once every 24 hours.

CONSTRUCTION REQUIREMENTS

Feats Forge Ring or Ring Apprentice;
Spells *burst of insight*; **Cost** 125 gp



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Ring of Adaptive Elements

Aura faint abjuration; **CL** 3rd Slot ring; **Price** 500 gp; **Weight** —

DESCRIPTION

This silver ring is set with a small, clear gemstone which changes colors seemingly at random.

EFFECTS

A ring of adaptive elements provides the wearer with energy resistance against the last type of elemental energy damage the wearer was subjected to while wearing the ring. After the wearer suffers acid, cold, electricity, or fire damage, the ring grants 2 points of energy resistance against that energy type for 1 minute. This ring only provides protection against a single type of energy at a time. If the wearer is subjected to damage from different energy type, the resistance granted changes to the new energy type and the duration is reset.

CONSTRUCTION REQUIREMENTS

Feats Forge Ring or Ring Apprentice; **Spells** *resist energy*; **Cost** 250 gp

Ring of Aerial Maneuvers

Aura faint transmutation; **CL** 3rd; **Slot** ring; **Price** 1,000 gp; **Weight** —

DESCRIPTION

This nickel ring is inscribed with the silhouette of a hummingbird.

EFFECTS

The ring of aerial maneuvers allows the wearer to use her bonus to Fly checks in place of Acrobatics checks while flying.

CONSTRUCTION REQUIREMENTS

Feats Forge Ring or Ring Apprentice; **Spells** *cat's grace*; **Special** creator must have 5 ranks of Fly; **Cost** 500 gp

Ring of Air Diving

Aura faint transmutation; **CL** 1st; **Slot** ring; **Price** 1,000 gp; **Weight** —

DESCRIPTION

This silver ring bears the image of a diving cormorant.

EFFECTS

This ring allows its wearer to fall safely from great heights, diving through the air as if it were liquid. On a successful DC 15 Swim check the wearer may fall safely from any height without taking falling damage, as if using *feather fall*. Furthermore, when falling safely, the wearer may make an additional DC 15 Swim check to glide, moving 5 feet laterally for every 20 feet she falls. Wind conditions make use of this ring more difficult, increasing the above DCs by 5 for every step of wind force above light, i.e. DC 20 in moderate wind, DC 25 in strong wind, etc. Due to the strangeness of using swimming techniques in such a manner, the wearer may not take 10 on Swim checks for the use of this ring.

CONSTRUCTION REQUIREMENTS

Feats Forge Ring or Ring Apprentice; **Spells** *feather fall*; **Cost** 500 gp

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Ring of Arcane Heraldry

Aura faint divination; **CL** 3rd; **Slot** ring; **Price** 300 gp; **Weight** —

DESCRIPTION

This silver signet ring features a blank face, with an empty spot prominently displayed on the ring.

EFFECTS

This ring grants its wearer the ability to see and decipher personal marks and runes created through the *arcane mark* spell, as if under the effects of *see invisibility* and *read magic*. Furthermore, the ring grants its wearer a +5 competence bonus on any Knowledge skill checks relating to the creator of an *arcane mark* they are currently viewing.

CONSTRUCTION REQUIREMENTS

Feats Forge Ring or Ring Apprentice; **Spells** *read magic* and *see invisibility*; **Cost** 150 gp

Ring of Bronco Riding

Aura faint transmutation; **CL** 3rd; **Slot** ring; **Price** 1,000 gp; **Weight** —

DESCRIPTION

This ring is emblazoned with the image of a rearing stallion.

EFFECTS

Despite its name, the ring of bronco riding allows the wearer to attempt to ride any unwilling animal or magical beast with 2 Intelligence or less, not just horses. As a standard action, the wearer may attempt to mount any such creature within reach that is at least one size category larger than himself. This is done by making a grapple check using the wearer's bonus to Ride checks in place of his CMB. If

successful, he mounts the target creature and gains the grappled condition, but gains no control over the creature or its movement. At the beginning of his turn, the wearer must make a successful Ride check against the creature's CMD to stay mounted. The creature ridden may move and act normally, and may attempt to rid itself of the wearer by succeeding at a grapple or Escape Artist check opposed by the wearer's Ride check. If the wearer is dismounted, whether by failing his Ride check to stay mounted or by the creature's successful efforts to rid itself of him, he falls into a random adjacent square and suffers falling damage as normal.

CONSTRUCTION REQUIREMENTS

Feats Forge Ring or Ring Apprentice; **Spells** *cat's grace*; **Special** creator must have 5 ranks of Ride; **Cost** 500 gp

Ring of Careful Reading

Aura faint divination; **CL** 1st; **Slot** ring; **Price** 800 gp; **Weight** —

DESCRIPTION

This ring is decorated with an open book.

EFFECTS

The ring of careful reading grants its wearer a Linguistics check to notice magic traps hidden within a text she is reading, such as *explosive runes* and *sepia snake sigil*, before she triggers them. The DC of this check is equal to 25 + spell level. The ring of careful reading grants no bonus or ability to disarm such traps once they are detected.

CONSTRUCTION REQUIREMENTS

Feats Forge Ring or Ring Apprentice; **Spells** *detect magic* and *read magic*; **Special** creator must have 5 ranks of Linguistics; **Cost** 400 gp

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Ring of Dazzling Conversation

Aura faint enchantment; **CL** 1st; **Slot** ring; **Price** 800 gp; **Weight** —

DESCRIPTION

This ring is set with a multi-faceted prism of curious design, with facets moving when unobserved.

EFFECTS

This ring makes the wearer's words more engrossing, allowing him to distract others with conversation. As a full-round action, the wearer may attempt to distract a single non-hostile creature within 30 feet by making a Bluff or Diplomacy check opposed by the target's Sense Motive with a +5 circumstance modifier. DC equal to 10 + target creature's Hit Dice + target creature's Wisdom modifier. The target must be able to clearly hear the wearer and understand the language spoken, and must be unaware of any overt threats. If successful, the target finds the wearer's words quite interesting, receiving a -5 penalty on all Perception checks for the duration of the conversation. On a failed check the target's attitude towards the wearer decreases one step and the effects

of this ring may not be used on them again for 24 hours. The wearer may continue to make checks every round so long as the target's attitude does not change or become aware of any overt threats to themselves or others.

CONSTRUCTION REQUIREMENTS

Feats Forge Ring or Ring Apprentice; **Spells** lullaby; **Cost** 400 gp

Ring of Divine Inspiration

Aura moderate divination; **CL** 7th; **Slot** ring; **Price** 200 gp; **Weight** —

DESCRIPTION

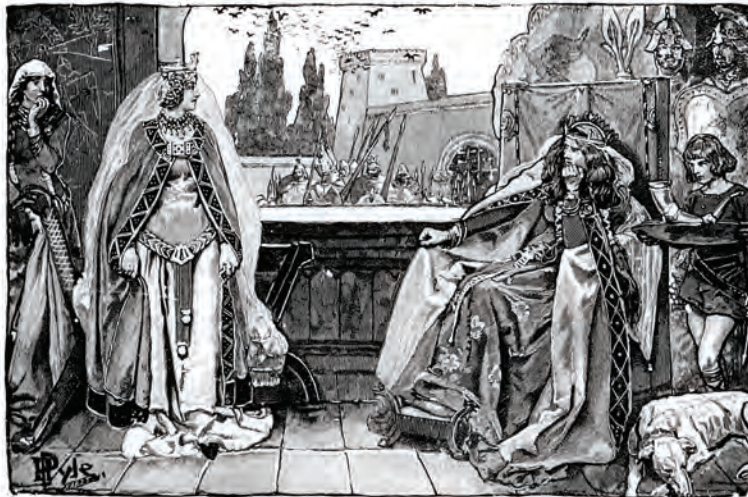
The circumference of this silver ring is inset with prayer beads.

EFFECTS

This ring allows its wearer to seek enlightenment on a topic through meditation on their religious beliefs. Once a day as a full-round action, the wearer may use their ranks in Knowledge (religion) in place of any other Knowledge skill check.

CONSTRUCTION REQUIREMENTS

Feats Forge Ring or Ring Apprentice; **Spells** divination; **Cost** 100 gp



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Ring of Ego Stroking

Aura faint transmutation; **CL** 3rd; **Slot** ring; **Price** 1,000 gp; **Weight** —

DESCRIPTION

This wide platinum band is polished to a mirror finish.

EFFECTS

This ring allows its wearer to make a Diplomacy check to negotiate with intelligent magical items. When a personality conflict occurs between the wearer and an intelligent magic item she may, as a full-round action, make a Diplomacy check to convince the item to allow her to remain dominant. The DC of this check is equal to the DC to influence the item's attitude (per the Diplomacy skill) + the sum of all the item's Ego modifiers. The wearer must decide to take this action before attempting her Will save. If the check is successful, the wearer has convinced the item to allow her to remain dominant for 1d4 hours, after which it again acts as it sees fit. If the wearer fails this check by 4 or less she must make a Will save to remain dominant as normal. If she fails her check by 5 or more she is allowed no saving throw, having insulted and angered the item to such an extent that it automatically gains dominance over her. The wearer can only attempt to influence any given intelligent item in this way once every 24 hours. The wearer must share a language with the item in order to influence it in this way.

CONSTRUCTION REQUIREMENTS

Feats Forge Ring or Ring Apprentice; **Spells** *eagle's splendor*; **Special** creator must have 5 ranks of Use Magic Device; **Cost** 500 gp

Ring of Elemental Bite

Aura faint evocation; **CL** 1st; **Slot** ring; **Price** 1,000 gp; **Weight** —

DESCRIPTION

A colored gemstone glittering with an inner light is set into this copper ring.

EFFECTS

A ring of elemental bite comes in four varieties, each variety keyed to a specific energy type: acid, cold, electricity, or fire. As an immediate action, the wear may activate this ring to add 1 damage of its associated energy type to the next successful melee attack she makes that round. Once activated, her weapons trail foul-smelling fumes, cold mist, sparks, or smoke, as appropriate to the energy type until either the attack is made or her turn ends.

CONSTRUCTION REQUIREMENTS

Feats Forge Ring or Ring Apprentice; **Spells** *acid splash* (acid), *ray of frost* (cold), or *spark* (electricity or fire); **Cost** 500 gp



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Ring of Machine Purpose

Aura faint divination; **CL** 1st; **Slot** ring; **Price** 1,000 gp; **Weight** —

DESCRIPTION

This iron ring is etched with interlocking gears.

EFFECTS

The ring provides magical insight into the purpose of mindless constructs, allowing the wearer to deduce the current function of such creatures. As a standard action, the wearer may make a Sense Motive check to determine the current function of a mindless construct, namely the last order it was given. The DC of this check is equal to 15 + target's Hit Dice; for every 5 by which the check exceeds the DC the wearer learns an additional function/order the construct is operating under. In addition, the ring grants a +5 competence bonus on Sense Motive checks made against intelligent constructs.

CONSTRUCTION REQUIREMENTS

Feats Forge Ring or Ring Apprentice; **Spells** *identify*; **Special** creator must have 5 ranks of Knowledge (arcana) or Knowledge (engineering); **Cost** 500 gp

Ring of Menace

Aura faint necromancy; **CL** 1st; **Slot** ring; **Price** 1,000 gp; **Weight** —

DESCRIPTION

Skulls, demonic faces, and other frightening visages decorate this black iron ring.

EFFECTS

This ring allows one to inspire true fear into those already on the brink of panic. As part of an Intimidate action, the wearer may activate this ring to frighten a creature

which possesses the shaken condition. The DC of this check is equal to 15 + the target's Hit Dice + the target's Wisdom modifier. If successful, the target is frightened for one round, plus 1 additional round for every 10 by which the check exceeds the DC.

CONSTRUCTION REQUIREMENTS

Feats Forge Ring or Ring Apprentice; **Spells** *cause fear*; **Special** creator must have 5 ranks of Intimidate; **Cost** 500 gp

Ring of Mysterious Casting

Aura faint illusion; **CL** 1st; **Slot** ring; **Price** 1,000 gp; **Weight** —

DESCRIPTION

This silver ring is inscribed with shifting, illegible symbols.

EFFECTS

This ring obfuscates the verbal and somatic components used by the wearer, increasing the DC of Spellcraft checks made to *identify* spells as he casts them by 5. This ring provides no benefit against creatures able to see through illusions, such as one under the effects of a *true seeing* spell, nor does it affect the DC to *identify* an ongoing effect created by the wearer's spells.

CONSTRUCTION REQUIREMENTS

Feats Forge Ring or Ring Apprentice; **Spells** *ghost sound* and *illusion of calm*; **Cost** 500 gp

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Ring of Professional Courtesy

Aura faint transmutation; **CL** 1st; **Slot** ring; **Price** 250 gp; **Weight** —

DESCRIPTION

This ring is decorated with an image of a handshake.

EFFECTS

The wearer of a ring of professional courtesy may use their bonus from a single Profession skill in place of their Diplomacy bonus when dealing with creatures who possess ranks in the same Profession skill.

CONSTRUCTION REQUIREMENTS

Feats Forge Ring or Ring Apprentice; **Spells** *eagle's splendor*; **Special** creator must have 5 ranks of Profession; **Cost** 125 gp

Ring of Retrieval

Aura faint transmutation; **CL** 1st; **Slot** ring; **Price** 1,000 gp; **Weight** —

DESCRIPTION

This plain, slightly magnetic ring is forged from lodestone

EFFECTS

On command, up to three times a day, the wearer may target a single unattended object weighing 5 lbs. or less within 30 feet, which then moves towards the wearer in a straight line. The object maneuvers through intervening squares occupied by creatures or obstacles as space allows; if the object reaches an impassable square, the effect ends and the object falls to the ground. When the object reaches the wearer's square they may grab it as a free action if able, otherwise the object falls to the ground

in their square. The wearer may use Sleight of Hand to attempt to retrieve coin-sized objects in this fashion without notice, though any observers gain a +10 circumstance bonus to their opposed Perception checks.

CONSTRUCTION REQUIREMENTS

Feats Forge Ring or Ring Apprentice; **Spells** *mage hand*; **Cost** 500 gp

Saboteur's Ring

Aura faint transmutation; **CL** 5th; **Slot** ring; **Price** 1,000 gp; **Weight** —

DESCRIPTION

These polished wooden rings bear the image of a near empty hourglass.

EFFECTS

This ring allows the wearer to delay the effects of any successful Disable Device check he makes for up to 1 minute, plus 1 additional minute for every 5 by which his check exceeds the DC. Casual observation of the affected device detects no evidence of tampering during this delay, though anyone taking a standard action to study it and succeeding at a DC 20 Perception check will notice the saboteur's handiwork. During the delay, anyone aware of the tampering may attempt to reverse the sabotage and prevent the device from being disabled by succeeding at a Disable Device check with a DC equal to the saboteur's original check. If the opposed check fails by 5 or more, the one making it mistakenly believes they have successfully reversed the sabotage. If not reversed, the effects of the wearer's Disable Device check occur at the beginning of the first round after the time delay ends.

CONSTRUCTION REQUIREMENTS

Feats Forge Ring or Ring Apprentice; **Spells** *slow*; **Special** creator must have 5 ranks of Disable Device; **Cost** 500 gp

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Summoner's Guard

Aura faint abjuration; **CL** 1st; **Slot** ring; **Price** 500 gp; **Weight** —

DESCRIPTION

The inside surface of this heavy gold ring is inscribed with symbols of the Inner and Outer Planes.

EFFECTS

The summoner's guard grants its wearer a +2 deflection bonus to AC against attacks made by summoned creatures.

CONSTRUCTION REQUIREMENTS

Feats Forge Ring or Ring Apprentice; **Spells** *protection from good/evil/chaos/law*; **Cost** 250 gp

Tomb Raider's Ring

Aura faint abjuration; **CL** 1st; **Slot** ring; **Price** 1,000 gp; **Weight** —

DESCRIPTION

This ring is carved from blackened bone.

EFFECTS

The tomb raider's ring grants its wearer a +5 competence bonus to Stealth checks made against undead. Furthermore, the wearer leaves no tracks in tombs, graveyards, necropolises, and other environments whose purpose is to house the dead.

CONSTRUCTION REQUIREMENTS

Feats Forge Ring or Ring Apprentice; **Spells** *hide from undead*; **Cost** 500 gp

Tracker's Ring

Aura faint divination; **CL** 1st; **Slot** ring; **Price** 800 gp; **Weight** —

DESCRIPTION

This golden ring is etched with the image of a running wolf.

EFFECTS

If the wearer is trained in Survival this ring reduces the penalty to follow tracks, due to movement, by 5. If the wearer of the tracker's ring is untrained in Survival, it still provides some benefit, allowing him to attempt Survival checks to follow tracks regardless of the DC.

CONSTRUCTION REQUIREMENTS

Feats Forge Ring or Ring Apprentice; **Spells** *know direction*; **Cost** 400 gp



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Tunnel Rat's Ring

Aura faint conjuration; **CL** 1st; **Slot** ring; **Price** 1,000 gp; **Weight** —

DESCRIPTION

This thin gold band resembles a rat's tail and wiggles about when worn.

EFFECTS

In place of the normal penalties applied when squeezing through a space that is at least half as wide as his normal space, the wearer of this ring suffers only -2 on attack rolls and -2 to AC, and may move at his normal speed. Additionally, the wearer gains a +5 competence bonus to Escape Artist checks to move through a space that is less than half as wide as his normal space.

CONSTRUCTION REQUIREMENTS

Feats Forge Ring or Ring Apprentice; **Spells** grease; **Cost** 500 gp

Worry Ring

Aura faint enchantment; **CL** 3rd; **Slot** ring; **Price** 500 gp; **Weight** —

DESCRIPTION

This gold ring features dual bands, one inside the other, the outer of which can spin.

EFFECTS

The wearer of a worry ring may activate it as a swift action once per day by spinning its outer band. When activated, the ring produces a calming effect upon the wearer for 1 round, allowing her to take 10 on skill checks regardless of distraction as well as granting a +1 morale bonus on concentration checks she makes that round.

CONSTRUCTION REQUIREMENTS

Feats Forge Ring or Ring Apprentice; **Spells** calm emotions; **Cost** 250 gp



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New Class Options

Prestige Class: Ring Warrior

Most who pursue the arts of unarmed combat view magical items as conveniences at best and crutches at worst, choosing to rely on their own strength and prowess above all else. In their pursuit of self-improvement, however, some find that meditating upon the perfect geometry of the circle aids in the perfection of the self, and in so doing learn to tap into the power of magic rings and mingle it with their own. Whether using such rings physically to their best advantage in combat, infusing their bodies with their rings magical power, or even blending their rings mystic energies with their own spiritual essence, ring warriors prove dangerous and versatile opponents armed with nothing more than jewelry.

Most ring warriors come from a martial background, such as brawlers, fighters, monks, and ninjas, though some rogues combine their skill in magic devices with a keen interest in self-defense to attain the secrets of the ring warrior. Rare is the spellcaster who pursues this path; those that do are mostly circulumancers tempted away from their studies by the promise of a more direct connection to their rings.

Class Details

Hit Die d8

Requirements

Base Attack Bonus: +3

Feats: Improved Unarmed Strike, Ring Style

Special: The character must own at least one magic ring, and possess a ki pool.

Skills: Use Magic Device 5 ranks.

Class Skills

The ring warrior's class skills (and the key ability for each skill) are Acrobatics (Dex), Climb (Str), Craft (Int), Escape Artist (Dex), Fly (Dex), Intimidate (Cha), Knowledge (arcana) (Int), Perception (Wis), Profession (Wis), Sense Motive (Wis), Stealth (Dex), Swim (Str), and Use Magic Device (Cha).

Skill Ranks per Level: 4 + Int modifier.

Class Features

The following are class features of the ring warrior prestige class.

Weapon and Armor Proficiency

Ring warriors gain no additional weapon or armor proficiencies.

Bonus Feats

At 1st, 4th, 7th, and 10th level, a ring warrior gains a bonus feat in addition to those gained from character levels. These feats must be chosen from the following list: Rings of Defense, Sacrificial Ring, or any Ring Feat. The ring warrior must meet all prerequisites for the feats chosen.

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| Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Special |
|-------|-------------------|-----------|----------|-----------|--|
| 1st | +0 | +1 | +1 | +1 | Bonus feat, initiate if the circle, pursuit of perfection, ring ki |
| 2nd | +1 | +1 | +1 | +1 | Student of the outer circumference |
| 3rd | +2 | +2 | +2 | +2 | Disciple of the inner circumference |
| 4th | +3 | +2 | +2 | +2 | Bonus feat, circle adept |
| 5th | +3 | +3 | +3 | +3 | |
| 6th | +4 | +3 | +3 | +3 | |
| 7th | +5 | +4 | +4 | +4 | Bonus feat |
| 8th | +6 | +4 | +4 | +4 | |
| 9th | +6 | +5 | +5 | +5 | |
| 10th | +7 | +5 | +5 | +5 | Bonus feat, master of the annulus |

Initiate of the Circle (Sp)

At 1st level, the ring warrior learns to draw the magical energy of her rings into herself through various points on her body, allowing her to revitalize her body and spirit at the cost of other magical benefits. As a swift action, the ring warrior chooses a magic item slot which currently holds an active ring. She uses that ring's energy to restore a number of ki points to her ring warrior level, up to her pool maximum. This disrupts her body's normal interaction with magic from that item slot; this results in no magic item worn in the slot functioning or otherwise providing benefits until after she rests or meditates for 8 hours.

If the ring warrior is wearing 2 active rings in the chosen slot (such as through the Ring Mudra feat), she continues to gain the benefits from 1 active ring as normal, while the other active and all inert rings cease to provide any benefits. This ability may not be used on slots in which a cursed item is worn, and each slot may only be used in conjunction with this ability once every 24 hours.

Pursuit of Perfection (Ex)

Levels of ring warrior stack with levels of any class which grants the ki pool ability for the purpose of determining the total number of ki points in the pool.

Ring Ki (Su)

As long as she has at least 1 point in her ki pool, a ring warrior benefits from ring ki.

At 1st level, ring ki grants a bonus equal to her levels of ring warrior on Use Magic Device checks made on magic rings.

At 5th level, ring ki increases the hardness of all magic rings she is wearing by 10.

At 10th level, ring ki increases the hardness of all magic rings she is wearing by 20.

Student of the Outer Circumference (Sp)

Starting at 2nd level, the ring warrior learns to share power between herself and her rings more effectively, increasing her reflexes and her physical and mental fortitude. For every active ring worn she gains a +1 resistance bonus to all saving

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throws, to a maximum bonus equal to 1/3 her ring warrior level (minimum +1).

Disciple of the Inner Circumference (Sp)

Starting at 3rd level, the ring warrior learns to imbue the power of her rings into her unarmed attacks. For every active ring worn, she gains a +1 enhancement bonus to attack and damage to all her unarmed attacks, to a maximum bonus equal to 1/3 her ring warrior level. This bonus stacks with enhancement bonuses gained from other sources to a maximum of +5.

Circle Adept (Ex)

Starting at 4th level, the ring warrior has learned to more effectively draw strength from her rings, gaining extra ki points or stamina points equal to the number of active rings she is wearing. These are considered temporary points and are used first whenever she spends points from her pools. She gains the extra points whenever her ki pool is refreshed through normal rest, and at that time must choose how to allocate the bonus points between the two pools.

Master of the Annulus (Su)

At 10th level, the ring warrior and her rings become one, their shared power protecting them all from lesser magics. While wearing at least one active ring, the ring warrior gains spell resistance equal to 10+ 2 for each active ring worn in an item slot.



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New Feats

All feats listed are considered Ring feats, unless marked as Combat feats.

Ring Harmonics: Aura Manipulation

You have learned to tap into the power of your magic rings to create alternate magical effects.

Benefit(s): Choose a cantrip, a 1st level, and a 2nd level spell from the Sorcerer/Wizard spell list, all of which must share the same school of magic and require material components worth 1 gp or less. When wearing an active magic ring which possesses an aura of that school, you gain the ability to activate the ring to cast one or more of these spells at a caster level equal to your character level, in addition to the rings normal functions. The activation time is equal to the casting time of the relevant spell. The wearer need not provide any material components or focus to cast the spell, and arcane spell failure chance does not apply. The spells available and the frequency with which they may be cast are based on the strength of the rings aura, per below.

Faint aura: may activate the ring to cast cantrip at will.

Moderate aura: may activate the ring to cast 1st level spell once per day, and cantrip at will.

Strong aura: may activate the ring to cast 2nd level spell once per day, to cast 1st level spell 3 times a day, and to cast cantrip at will.

Only one spell may be cast per activation. If wearing multiple active rings of the same aura, the spell frequency is determined by the strongest aura. This feat never grants the ability to cast spells of a given school of magic more times per day than the frequency afforded by a ring with a strong aura. You may take this feat multiple times, each time choosing a different school of magic.

Ring Harmonics: Aura Resonance

The spells you cast are bolstered by the magical auras of your rings.

Prerequisite(s): Caster level 1, own 2 or more rings with auras of the same school

Benefit(s): When wearing 2 or more rings with auras of the same school, any spells you cast of that school are done so at +1 caster level. When wearing 3 or more rings with auras of the same school and at least one possesses a moderate aura, any spells you cast of that school gain +1 DC. When wearing 4 or more rings with auras of the same school and at least one possesses a strong aura, any you gain +1 to spell penetration checks when casting spells of that school.

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Ring Harmonics: Field Amplification

Your rings work in concert to broadcast their effects to your nearby allies.

Prerequisite(s): Own 2 or more magic rings.

Benefit(s): When wearing 2 or more active rings you may use one ring's power to bolster the effect of another ring, sharing the benefits of the bolstered ring with one or more adjacent allies at the cost of the benefit of the first ring.

Choose 2 active rings; as a standard action, you may share one ring's benefits with adjacent allies while foregoing any benefit provided by the other ring for a duration of 1 minute. An ally affected by this feat gains the benefits of the ring as if they were wearing it for the duration as long as they remain adjacent to you; if at any time they do not occupy an adjacent square they immediately lose the benefits granted. The maximum number of adjacent allies you may affect is determined by the aura strength of the ring whose benefit you choose to forego: 1 ally for a faint, 2 allies for a moderate, or 3 allies for a strong aura. Allies affected by this feat do not gain the ability to activate the ring.

Ring Harmonics: Magical Dissonance

You can harness the power of your magic rings to temporarily disrupt nearby magical effects.

Prerequisite(s): Ring Harmonics: Aura Resonance, Ring Harmonics: Field Amplification; 10 ranks Use Magic Device.

Benefit(s): As a standard action you make a targeted dispel attempt against all objects,

creatures, and spells affecting an area with 30 feet of you, resolved per *dispel magic*. The result of a single caster level check is used against all targets, with your caster level being equal to that of the highest caster level ring you are wearing. You are included in this effect.

Ring Harmonics: Skillful Chorus

When you wear multiple rings that make you more competent, they all function simultaneously at reduced effectiveness.

Prerequisite(s): Own 2 or more rings which grant a competence bonus, each to a different skill.

Benefit(s): Whenever you wear at least one active ring which grants a competence bonus to a skill, all inert rings which provide a competence bonus to a skill also function, providing one half their usual bonus.

Normal: Only active rings worn function.

Ring Harmonics: Uplifting Chorus

When you wear multiple active rings which provide similar bonuses, the weaker rings bolster the effects of the strongest ring.

Prerequisite(s): Own 2 or more rings which grant the same type of bonus.

Benefit(s): When wearing 2 or more active rings which provide similar bonuses that do not stack, increase the highest bonus by $\frac{1}{2}$ the total of the equal or lesser bonuses. Example: Meridian is wearing 3 active rings which provide a deflection bonus to AC. They provide a +2 bonus, a +2 bonus, and a +1 bonus, respectively. With this feat the rings provide a total bonus of +3 (+2 from

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her highest bonus and +1 from half the total bonus of the equal/lesser rings).

Normal: When under the effect of similar bonuses that do not stack, a character only gains the benefit of the highest bonus.

Ring Mastery

Your experience with magic rings has developed into greater control of their powers.

Prerequisite(s): 1 other ring feat.

Benefit(s): As a move action, you may change an active ring to an inert ring, and an inert ring worn in the same slot to an active ring.

Normal: Only the first 2 magic rings worn function as active rings.

Ring Mastery, Improved

Your control over magic rings has grown more swift and sure.

Prerequisite(s): Ring Mastery.

Benefit(s): As a swift action, you may change an active ring to an inert ring, and an inert ring worn in the same slot to an active ring.

Normal: Only the first 2 magic rings worn function as active rings.



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Ring Mudra

Through your understanding of the flow of energy in the hands, you can initiate the power of more than one ring in the same hand.

Benefit(s): You may have two magic rings active simultaneously on the same hand. The second ring must be worn on the thumb in order to remain in effect. When this feat is taken you must select which hand it applies to.

This feat can be taken multiple times, each time applying to a different hand.

Normal: A character can only effectively wear two magic rings. A third magic ring doesn't work if the wearer is already wearing two magic rings.

Ring Style (Combat)

You have learned to use magic rings to add to the impact of unarmed attacks.

Prerequisite(s): BAB +1, Improved Unarmed Strike, must own at least 1 magic ring

Benefit(s): As a standard action, you may make a single unarmed attack with a limb on which at least 1 active ring is worn (ring/bracer slot for arms, feet slot for legs, headband/necklace slot for head), gaining a bonus to damage equal to the total number of active and inert rings worn on that limb, up to a maximum of +5.

Rings of Defense (Combat)

You have learned to use the resilience of your magic rings to your advantage in combat.

Prerequisite(s): BAB +5, Ring Style

Benefit(s): You gain a +1 shield bonus to your AC for every active ring worn. While gaining the benefit of this feat, opponents gain a +5 circumstance bonus on sunder attempts made against any magic rings you are wearing.

Sacrificial Ring (Combat)

You may block an attack with your magic rings, sacrificing one of them to save yourself.

Prerequisite(s): BAB +7, Rings of Defense

Benefit(s): Once per day as an immediate action, when struck by an attack which would reduce you to 0 hit points or less, you may choose to redirect the attack to an active ring worn. You take no damage from the attack, but the ring is reduced to 1 hp and ceases to function until repaired to above 1/2 its total hit points.

Versatile Ring Slot, Greater

Your expertise at manipulating magic rings allows you to resize and wear them in extraordinary ways.

Prerequisite(s): Ring Mudra, Versatile Ring Slot, Improved Versatile Ring Slot, humanoid

Benefit(s): Choose either the belt, bracer, headband, or necklace item slot. You may now wear an active magic ring in that slot, in addition to any other active rings worn. You may take this feat multiple times, each time choosing a different item slot.

Normal: A character can only wear up to 2 active magic rings. A third magic ring is inert if 2 active magic rings are already worn.

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