

FANTASTIC FEATS

VOLUME XXVIII

MAGUS



Preface

Fantastic Feats Volume 28

Magus

Fantastic:

Adjective - Strange, different; imaginary

Characters in rpgs often have abilities are not tied to their class, race or skill, although they may be related/useful to it. These are called Feats.

They may be combat related, a way to tweak spells or even to do with the crafting of an item. Some will be useful to almost everyone, others only in very certain circumstances.

This edition of "Fantastic Feats" – a series of feats based around a certain theme or subject – is about the Magus, those people who combine arcane and martial abilities in a blur of steel and spells.

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Contents

Preface	2
Credits & Legal	2
Magus Feats	3
Comfortable in Armor	3
Enhanced weapon duration	3
Enhanced weapon power	3
Larger AP pool	4
Magus optimisation	4
Master of combat	4
Power strike	4
Also Available	4
OPEN GAME LICENSE	5

Magus Feats

Magus feats require as a minimum, 1 level in the magus class in addition to other requirements.

As an optional rule, any feats in the Fantastic Feats series that a wizard or a warrior may take can also be taken by a magus.

Comfortable in Armor

Although the magus is quite adept at performing their arcane spells in armor, some feel more at home in it than others and it can become a second skin for them.

Prerequisite

1st lvl, CON 14

Bonus

This feat varies according to the armor being worn and if the magus is proficient in it.

If not proficient

Once a day, may re-roll an arcane spell failure check.

If proficient

Once a day, may re-roll either a fort save OR reflex saving throw. This must be decided when the feat is taken.

Special

This feat must be taken for each armor type to gain the bonus for that armor (3 in total - light, medium and heavy)

Enhanced weapon duration

A few magus' know how to push their enhancements for longer when compared to their peers, giving them an edge in longer combats.

Prerequisite

1st level, WIS 12+

Bonus

The duration of the weapon enhancement a magus can perform is increased by a number of rounds equal to their INT modifier.

Special

This feat cannot be taken if the user already has the Enhanced Weapon Power feat (see below)

Enhanced weapon power

Some know how to make the enchantment last longer, others know how to push themselves harder to cause more damage in combat.

Prerequisite

1st level, Wis 12+

Bonus

The magus' effective level for determining the weapon bonus is +1.

Special

This feat cannot be taken if the user already has the Enhanced Weapon duration feat (see above)

Larger AP pool

The AP pool is a resource for the magus. Some ancient text and lore has revealed secrets giving you a larger pool to draw from

Prerequisite

1st level, CON 12+

Bonus

The effective level of the magus is +1 when determining the size of their AP pool.

Magus optimisation

Chaos can be found in everything and, although it cannot be completely controlled, it can sometimes be nudged in desired directions

Prerequisite

1st level, Wis 13+

Bonus

Once per day, any of the spells that are on the magus spell list may have a random component re-rolled if desired.

Master of combat

Spell and steel is the mainstay of the magus in combat. Some practice this to increase combat effectiveness.

Prerequisite

1st level, DEX 14

Bonus

Once per day, when attacking with both melee and spells, can ignore the -2 penalty for one round.

Special

Can be taken multiple times for multiple uses in one day, but the DEX requirement goes up by +1 each time.

Power strike

You know your weapon. You know how it was made, how the energy of the world flows around you and through your weapon through combat. This allows you to increase the minimum amount of damage you can inflict with it.

Prerequisite

1st level, Wis 13+

Bonus

A spell cast through the magus weapon gains +1 to the minimum dice roll of any random effect.

e.g – A 1d6 roll, which is normally 1-6, becomes 2-6.

Also Available

Fantastic Feats Volume XII – Fighters

Feats for those who like to fight, featuring “Disarm Master” and “Faster Reactions” to increase your effectiveness in combat.

Fantastic Feats Volume XX – Wizards

Feats for wizards, such as a bonus for your familiar and Rigid Thinking – increase your minim damage but at a cost in maximum damage

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