

DRAIN BONDED ITEM ◆

WIZARD

Frequency: Once per day.

Requirements: You haven't acted yet on your turn.

You expend the power stored in your bonded item. During your turn, you gain the ability to cast one spell you prepared today and already cast, without spending a spell slot. You must still Cast a Spell and meet the spell's other requirements.

COUNTERSPELL ➤

WIZARD

ARCANE

ABJURATION

Trigger: A creature casts a spell that you have in your repertoire.

Requirements: You have an unexpended spell slot you could use to cast the triggering spell.

When a foe Casts a Spell you know and you can see its manifestations, you can use your own magic to disrupt it. You expend a prepared spell to counter the triggering creature's casting of a spell that you have in your repertoire. You lose your spell slot as if you had cast the triggering spell. You then attempt to counteract the triggering spell (CRB 458).

Special: This feat has the trait corresponding to the tradition of spells you cast (Arcane, Divine, Primal, or Occult).

REACH SPELL ◆

WIZARD

CONCENTRATE

METAMAGIC

You can extend the range of your spells. If the next action you use is to Cast a Spell that has a range, increase the spell's range by 30 feet. As is standard for increasing spell ranges, if the spell normally has a range of touch, you extend its range to 30 feet.

WIDEN SPELL ◆

WIZARD

MANIPULATE

METAMAGIC

You manipulate the energy of your spell, causing it to affect a wider area. If the next action you use is to Cast a Spell that has an area of a burst, cone, or line and does not have a duration, increase the area of the spell. Add 5 feet to the radius of a burst that normally has a radius of at least 10 feet (a burst with a smaller radius is not affected). Add 5 feet to the length of a cone or line that is normally 15 feet long or smaller, and add 10 feet to the length of a larger cone or line.

CONCEAL SPELL ◆

WIZARD

CONCENTRATE

MANIPULATE

METAMAGIC

Hiding your gestures and incantations within other speech and movement, you attempt to conceal the fact that you are Casting a Spell. If the next action you use is to Cast a Spell, attempt a Stealth check against the one or more observers' Perception DC; if the spell has verbal components, you must also attempt a Deception check against the observers' Perception DCC. If you succeed at your check (or checks) against an observer's DC, that observer doesn't notice you are casting a spell, even though material, somatic, and verbal components are usually noticeable and spells normally have sensory manifestations that would make spellcasting obvious to those nearby.

This ability hides only the spell's spellcasting action's and manifestations, not its effects, so an observer might still see a ray streak out from you or see you vanish into thin air.

BESPELL WEAPON ◆

WIZARD

Frequency: Once per turn.

Requirements: Your most recent action was to cast a non-cantrip spell.

You siphon energy from the last spell you cast into one weapon you're wielding. Until the end of your turn, the weapon deals an extra 1d6 damage of a type depending on the school of the spell you cast.

◆ **Abjuration:** Force damage

◆ **Conjuration, or Transmutation:** the same as the weapon type

◆ **Divination, Enchantment, or Illusion:** Mental damage

◆ **Evocation:** A type the spell dealt, or Force if the spell didn't deal damage.

◆ **Necromancy:** Negative damage

SILENT SPELL ◆

WIZARD

CONCENTRATE

METAMAGIC

Prerequisites: Conceal Spell

You've learned how to cast many of your spells without speaking the words of power you would normally need to provide. If the next action you use is to Cast a Spell that has a verbal component, you can remove the verbal component. This makes the spell quieter and allows you to cast it in areas where sound can't carry. However, the spell still has visual manifestation, so this doesn't make the spell any less obvious to someone who sees you casting it. When you use Silent Spell, you can chose to gain the benefits of Conceal Spell, and you don't need to attempt a Deception check because the spell has no verbal components.

BOND CONSERVATION ◆

WIZARD

MANIPULATE

METAMAGIC

Prerequisites: Arcane Bond

Requirements: The last action you used was Drain Bonded Item.

By carefully manipulating the arcane energies stored in your bonded item as you drain it, you can conserve just enough power to cast another slightly weaker version of the spell. If the next action you use is to Cast a Spell using the energy from Drain Bonded item, you gain an extra use of Drain Bonded Item. You must use this extra use of Drain Bonded Item before the end of your next turn or you lose it, and you can use this additional use only to cast a spell 2 or more levels lower than the first spell cast with Drain Bonded Item.

OVERWHELMING ENERGY ◆

WIZARD

You alter your spells to overcome resistance. If the next action you use is to Cast a Spell, the spell ignores an amount of the target's Resistance to Acid, Cold, Electricity, Fire, or Sonic damage equal to your level. This applies to all damage the spell deals, including persistent damage and damage caused by an ongoing effect of the spell, such as the wall created by *wall of fire*. A creature's immunities are unaffected.

QUICKENED CASTING ◆

WIZARD

CONCENTRATE

METAMAGIC

Frequency: Once per day

In a mentally strenuous process, you modify your casting of a spell to take less time. If your next action is to cast a sorcerer cantrip or sorcerer spell that is at least 2 levels lower than the highest level sorcerer spell you can cast, reduce the number of actions to cast it by 1 (minimum 1 action).

EFFORTLESS CONCENTRATION ↷

WIZARD

Trigger: You turn begins

You maintain a spell with hardly a thought. You immediately gain the effects of the Sustain a Spell action, allowing you to extend the duration of one of your active wizard spells.

SPELL TINKER ◆◆

WIZARD

CONCENTRATE

You've learned to alter choices you make when casting spells on yourself. After casting a spell on only yourself that offers several choices of effect (such as *resist energy*, *spell immunity*, or a polymorph spell that offers several potential forms), you can alter the choice made when Casting the Spell (for instance, choosing a different type of energy for *resist energy*). However, tinkering weakens the spell's integrity, reducing its remaining duration in half.

You can't use this feat if the benefits of the spell have already been used up or if the effects of the first choice would persist in any way after switching (for instance, if one of the choices was to create a consumable item you already used, or to heal you) or if the feat would create an effect more powerful than that offered by the base spell. The GM is the final arbiter of what Spell Tinker can be applied to.

CAST A SPELL ◆, ◆◆, ◆◆◆, ◆, ↷

WIZARD

You cast a spell you have prepared or in your repertoire. Casting A Spell is a special activity with a variable number of actions depending on the specific spell. As soon as the spellcasting actions are complete, the spell effect occurs. In some cases, spells are cast as a reaction or free action instead of an activity.

Spell Components: Each spell lists the spell components required to cast it after the action icons or text. If you can't provide the components, you fail to cast the spell. These components are:

- ◆ Material (Manipulate)
- ◆ Somatic (Manipulate)
- ◆ Verbal (Concentrate)
- ◆ Focus (Manipulate)

SUSTAIN A SPELL ◆

WIZARD

CONCENTRATE

Requirements: You have at least one spell active with a sustained duration, and you are not fatigued.

Choose one spell with a sustained duration you have in effect. The duration of that spell continues until the end of your next turn. Some spells might have a slightly different or expanded effects if you sustain them. Sustaining a spell for more than 100 minutes (100 rounds) ends the spell and makes you fatigued unless the spell lists a different maximum duration (such as "sustained up to 1 minute" or sustained up to 1 hour").

If your Sustain a Spell action is disrupted, the spell immediately ends.

DISMISS ◆

WIZARD

MANIPULATE

You end one spell or magic item effect. This must be an effect you are allowed to dismiss, as defined by the spell or item. Dismissal might end the effect entirely or might end it just for a certain target or targets, depending on the spell or item.

REFOCUS

WIZARD

CONCENTRATE

EXPLORATION

Requirements: You have a focus pool, and have spent at least 1 Focus Point since you last regained any Focus Points.

You spend 10 minutes performing deeds to restore your magical connection. This restores 1 Focus point to your focus pool. The deeds you need to perform are specified in the class or ability that gives you your focus spells. These deeds can usually overlap with other tasks that relate to the source of your focus spells. For example, a cleric with focus spells can usually Refocus while tending the wounds of their allies, and a wizard might be able to Refocus while attempting to Identify Magic.