

## Arcanomancer

*Rather than calling through the land and nature to power his capabilities, an arcanomancer absorbs the magic directly from elemental sources, and barrage his foes with immense arcane power.*

The arcanomancer is an archetype of the geomancer class.

**Class Skills:** An arcanomancer adds Knowledge (Arcana) to his list of class skills but lose Knowledge (Nature) from his list of class skills.

**Limit Break (Su):** At 1st level, the arcanomancer receives the Limit Break (Arcanocache).

*Arcanocache (Su):* This Limit Break allows the arcanomancer to charge himself with arcane energy from within rather than without. The arcanomancer can choose an element (under Arcanomancy) and it charges any remaining space in the Arcanopool to full with that element. This limit break requires only a swift action.

This ability replaces the Limit Break (Geocache).

**Spellcasting and Cantrips:** This otherwise functions as Geomancer spellcasting, but the arcanomancer may learn any spell with the elemental descriptor, not including spells on the Summoner or Blue Mage spell lists. In addition, he may also learn the Light and Dark spells, and any numbered upgrades or the area of effect versions, such as Lightra/Lightga and Darkra/Darkga. An arcanomancer may also choose the Cantrips (Dark Orb and Holy Orb).

This ability modifies spellcasting and cantrips.

**Arcanomancy (Su):** Starting at 1st level, an arcanomancer draws upon the power of the arcane he stands upon to defeat his foes. The arcanomancer can use this ability a number of times per day equal to his geomancer level + his Wisdom modifier. Which arcanomancy powers the arcanomancer may use depends upon what type of elemental damage he was last hit with, or cast last, as noted in the table below. Alternatively, the arcanomancer may choose to do non-elemental damage by channeling the Aether itself. The range of arcanomancy is 25 feet plus 5 feet every two geomancer levels, and requires a ranged touch attack to strike a target. If the attack hits, it deals 1d6 damage (of an elemental type, see below) plus his Wisdom modifier plus an additional 1d6 per three geomancer levels after 1st, centered on the target. Any adjacent creature to the target can make a Reflex save (DC 10 + half of the geomancer's level + his Wisdom modifier) to take half damage. Any creatures struck by arcanomancy must make another save (DC 10 + half of the geomancer's level + his Wisdom modifier), determined by the elemental damage, on the table below. If the creature fails this save it takes a secondary effect based on the attack used. This secondary effect has a duration of 3 rounds plus the arcanomancer's Wisdom modifier, unless otherwise noted. An arcanomancer's class level is considered to be his caster level for the purposes of the Arcanomancy ability.

**Table: Arcanomancy**

Power	Elemental Damage	Special	Save
Aether Blast	Non-Elemental	Blinded	Fortitude
Cutting Winds	Wind	Squalled	Reflex
Fireblast	Fire	Burning	Reflex
Flashbang	Holy	Dazzled	Will
Hydrostrike	Water	Drenched	Fortitude
Icicle Storm	Ice	Frozen	Fortitude
Lightning Bolt	Lightning	Static	Reflex
Rock Storm	Earth	Weighted	Fortitude
Shadow Claw	Shadow	Dimmed	Will

This ability replaces geomancy, but counts as it for the purpose of feats.

**Arcane Sense:** At 1st level, an arcanomancer gains +2 bonus to Knowledge (Arcana) and Spellcraft checks.

This ability replaces nature sense.

**Arcanopool (Su):** An arcanomancer is adept at absorbing and channeling elemental energy within himself, and releasing it when most needed. Whenever the arcanomancer is struck with Elemental energy from any source or casts a spell with the elemental descriptor, he gains 1 Arcanopoint of that element. The point is gained after the spell has finished casting.

The maximum number of points an arcanomancer can hold is equal to half his geomancer level + his Wisdom modifier (minimum 1). Casting Cantrips does not grant an Arcanopoint, however.

An arcanomancer can, as a swift action, spend Arcanopoints to increase his Caster Level for the purpose of beating Spell Resistance, as long as the points match the element of the spell, and is done before the arcanomancer finds out if he succeeds or not.

This ability replaces ley lines.

**Shifting Resistance (Su):** Starting at 2nd level, an arcanomancer gains an elemental resistance of 2 to the last element that he either casts or was struck with. This resistance increases by 2 every four geomancer levels after 2nd level. If the last Arcanomancy used was Aether Blast, this becomes DR 2/ Magic or Adamantine which increases at the same rate.

This ability replaces elemental resistance.

**Elemental Commixture (Su):** At 3rd level, the arcanomancer picks two elements (or non-elemental) with which he has mastered the ability to manipulate within himself. An arcanomancer may always use his Arcanomancy class feature with his mastered elements. In addition, alongside using one use of Arcanomancy, an arcanomancer can spend one Arcanopoint of two different mastered elements to perform a Commixed Arcanomancy. The Arcanomancer must choose which element is the primary element and which is the secondary element. The damage of the Commixed Arcanomancy is split half between the two elements, with the following table showing what each element does. Using Aether Blast requires one Arcanopoint of any element to be spent.

Element	Primary Effect	Save	Secondary Effect
Earth	Weighted	Fortitude	10 foot knockback on hit.
Fire	Burning	Reflex	15-ft.-cone range from a point within Arcanomancy range.
Holy	Dazzled	Will	Raises the light level by one in a 10 foot radius of the target.
Ice	Frozen	Will	Creates a 5 foot radius of difficult terrain around the target.
Lightning	Static	Reflex	Hits 2 additional targets within 5 feet of the primary target.
Non-Elemental	Blinded	Fortitude	Doubles the range.
Shadow	Dimmed	Will	Decreases the light level by one in a 10 foot radius of the target.
Water	Drenched	Fortitude	5-ft.-radius range.
Wind	Squalled	Reflex	15-ft.-line, starting from a point within Arcanomancy range.

The arcanomancer learns an addition element at 7th level and every four geomancer levels thereafter.

This ability replaces favored terrain.

**Arcanoburst (Su):** At 4th level, the arcanomancer has learned to expel elemental energy with surprising force around himself. He can spend one Arcanomancy use as well as one Arcanopoint to perform a 15-ft.-burst of that element around himself, applying full Arcanomancy damage to everything in that radius. This does not apply secondary effects.

At 8th level, Arcanoburst applies secondary effects of the element.

At 12th level, Arcanoburst can be a mixed element as per Elemental Commixture, applying both primary effects with the exception of non-elemental, which doubles the radius to 30 feet.

At 16th level, Arcanoburst can ignore a number of allies equal to the arcanomancer's Wisdom modifier.

At 20th level, Arcanoburst can be changed to either a cone or line of the same effect and range.

This ability replaces homefield advantage.

**Arcanomancer Tricks (Su):** This functions as per geomancer trick with the following adjustments. An arcanomancer cannot take any tricks that refer to Favored Terrain or Geomancy. The arcanomancer also gains access to the following tricks:

*Arcane Shift (Su):* As a swift action, the arcanomancer can convert two Arcanopoints of any one element to one point of an element he has mastered. He can convert as many points in this manner as one swift action, but it can only be from one element to another.

*Arcanomancy Burst (Su):* The area of effect of arcanomancy increases by 5 feet. This trick counts as Geomancy Burst for prerequisites, and can be taken multiple times, each adding 5 feet.

*Arcanodefense (Su):* The arcanomancer may, as an immediate action, spend a number of Arcanopoints from a mastered element to gain half that many, rounded up, as a bonus to Natural Armor AC against one attack. **Prerequisite:** The arcanomancer must be at least 4th level to select this trick.

*Arcanojump (Su):* Alongside making an Acrobatics check to jump, an arcanomancer can expend one Arcanopoint of any element from his pool to add his Wisdom modifier to the Jump check.

*Arcanoshield (Su):* The arcanomancer can, as an immediate action, spend one Arcanopoint from his Arcanopool to shift his resistance to that element, and double the amount of resistance he has for that one attack. Regardless of how many immediate actions an arcanomancer may make, he can only use Arcanoshield once per round.

*Arcano Resilience (Su):* As long as the arcanomancer has at least 3 Arcanopoints of one element in his arcanopool, he becomes immune to the status effect that element would inflict with Arcanomancy. This only applies to the element with the most points, and applies to the latest gained point if two match. **Prerequisite:** The arcanomancer must be at least 10th level to select this trick.

*Arcanoweaponry (Su):* As part of an attack action, the arcanomancer can spend one use of Arcanomancy to use his weapon's damage dice instead of the damage dice for Arcanomancy, applying all of the Arcanomancy's effects, but on a melee attack with that weapon. If a weapon has multiple damage dice, such as 2d6, each improvement to the class feature adds that many dice again. **Prerequisites:** The arcanomancer must be at least 12th level and have the Weapon Focus feat to select this trick.

*Elemental Communion (Su):* The arcanomancer learns how to speak Aquan, Auran, Auroran, Enochian, Ignan, Terran, Thorian and Umbran, and can commune with elementals that may not be able to speak otherwise.

*Precise Arcanomancy (Su):* Whenever the arcanomancer uses arcanomancy, he can select a number of squares equal to his Wisdom modifier that are not affected by the radius burst damage from his arcanomancy. If the arcanomancy misses, this trick has no effect.

These abilities modify and may replace geomancy tricks, but counts as it for the purposes of feats.

**Arcanosynchronous (Su):** Starting at 5th level, while using any Arcanomancer abilities or spells, he gains a +1 insight bonus to attack rolls to the element he last gained an Arcanopoint from. This bonus lasts for as long as he keeps that element as the latest point gained, and changes whenever he gains a new Arcanopoint. These bonuses increase by +1 every five geomancer levels gained after 5th.

This ability modifies geosynchronous.

**Arcanoarmor (Ex):** At 8th level, an arcanomancer is skilled at fighting against creatures made of the elements. If a creature has an element within its creature types (For example: Air elemental is Outsider (Wind, Elemental, Extraplanar), he receives a +2 natural armor bonus to AC against it that stacks with any natural armor bonus he already possesses. This bonus increases by 1 at 12th, 16th and 20th level.

This ability modifies nature's armor.

**Arcanoresistance (Su):** At 9th level, an arcanomancer gains a bonus to saving throws against abilities of creatures with an element within its creature types (For example: Air elemental is Outsider (Wind, Elemental, Extraplanar) equal to the number of Arcanopoints of that element within his Arcanopool.

This ability modifies nature's resistance.

**Arcanorock Sense (Su):** Starting at 9th level, an arcanomancer benefits from Tremorsense out to 30 feet as long as he has two Arcanopoints in his Arcanopool, or one of earth. The arcanomancer automatically senses the location of anything that is in contact with the ground and within range. If no straight path exists through the ground from the arcanomancer to those he is sensing, then the range defines the maximum distance of the shortest indirect path. He must be in contact with the ground, and the creatures must be moving. As long as the other creatures are taking physical actions, including casting spells, they're considered moving; they don't have to move from place to place for the arcanomancer to detect them.

This ability modifies the earth speaks.

**Arcanosense (Su):** Starting at 13th level, an arcanomancer benefits from Blindsense out to 30 feet while he have at least two Arcanopoints in his Arcanopool, or one of wind. Blindsense lets the arcanomancer notice things it cannot see, but without the precision of blindsight. The arcanomancer with blindsense usually does not need to make Perception checks to notice and locate creatures within range of his blindsense ability, provided that he has line of effect to that creature. Any opponent the arcanomancer cannot see has total concealment (50% miss chance) against him, and he still has the normal miss chance when attacking foes that have concealment. Visibility still affects the movement of the arcanomancer. The arcanomancer is still denied his Dexterity bonus to Armor Class against attacks from creatures he cannot see.

This ability modifies the air sings.

**Lord of the Arcane (Su):** At 13th level, an arcanomancer gets +2 to saves against spells of any element which he has at least one Arcanopoint for.

This ability replaces storm lord.

**Arcanosight (Su):** Starting at 17th level, an arcanomancer benefits from Blindsight out to 30 feet while he has at least four Arcanopoints in his Arcanopool, or one holy and one shadow. This ability makes invisibility and concealment (even magical darkness) irrelevant to the arcanomancer (though he still can't see ethereal creatures and must have line of effect to a creature or object to discern that creature or object).

- Blindsight never allows a arcanomancer to distinguish color or visual contrast. He cannot read with blindsight.
- Blindsight does not subject an arcanomancer to gaze attacks (even though darkvision does).
- Blinding attacks do not penalize an arcanomancer using his blindsight.
- Deafening attacks thwart an arcanomancer's blindsight.
- Blindsight works underwater but not in a vacuum.
- Blindsight negates displacement and blur effects.

This ability modifies the echoes dance.

**Arcane Mastery (Su):** At 20th level, for any element that the arcanomancer has mastered, he can use Arcanomancy for those elements, without restrictions on how many he can perform per day. This only applies to single element Arcanomancy, not those adjusted with Elemental Commixture.

This ability replaces a geomancy trick gained at 20th level.