

WANDSLINGER ARCHETYPE

WANDSLINGER DEDICATION

FEAT 2

ARCHETYPE DEDICATION MAGICAL

Archetype Wandslinger

Prerequisites ability to cast spells

You are particularly skilled at drawing wands stashed in bandoliers or special made holsters.

You can wear a number of wands equal to your spellcasting ability modifier as quick draw wands. You can interact to draw these wands as a free manipulate action if you then immediately cast a spell from them or otherwise activate them.

You can use the snap wand action.

Special You cannot select another dedication feat until you have gained two other feats from the Wandslinger archetype.

SNAP WAND

ARCHETYPE MANIPULATE MAGICAL

Requirement you are holding a wand

Recklessly trying to force even more out of a wand than by just overloading it, you snap it in two.

The wand is destroyed and explodes in a flash of raw magical energy.

Creatures in 10 foot burst centered on you take 2d8 force damage per spell level of the wand with a basic reflex saving throw.

You automatically critically fail your own saving throw.

If the spell has an energy or alignment trait change the damage to the corresponding type.

SPELL CARTRIDGE

FEAT 4

ARCHETYPE MAGICAL

Archetype Wandslinger

Prerequisites magical crafting

You can use test tubes filled with material components as makeshift wands.

During your daily preparations you can prepare free temporary wands that you could normally craft of a total level equal to the highest spell level you can cast (as the number of charges if you were preparing a staff).

You don't need to pay the crafting cost of these wands (you pay additional material costs as normal). Only you can use these wands and they lose their magic when you make your daily preparations again (but you can choose to keep a wand with a material casting cost prepared without spending the cost again).

These wands sublimate into magical energy as you cast a spell from them. They otherwise function identically as normal wands.

WAND RECALL

FEAT 4

ARCHETYPE MAGICAL TELEPORTATION

Archetype Wandslinger

You paint a glyph on your hands or gloves imbuing them with minor teleportation magic.

When you drop a wand you're holding, it teleports in your bag or otherwise stashed on your person instead of dropping to the ground.

SCROLL CARTRIDGE

FEAT 6

ARCHETYPE MAGICAL

Archetype Wandslinger

Prerequisites trick magic item, spell cartridge

During your daily preparations you can make a trick magic item check to turn a scroll into one of the temporary wands you can make with spell cartridge. As long as you don't critically fail, you turn the scroll into a wand and can cast from that wand without needing to use trick magic item again.

If you critically fail, the scroll is lost.

CONDUCTOR'S CADENCE

FEAT 6

ARCHETYPE MAGICAL

Archetype Wandslinger

Prerequisites ability to cast magic missile

Instead of casting the spell within a wand, you can use any wand as a wand of magic missile of the same level.

AKIMBO CASTING

FEAT 8

ARCHETYPE MAGICAL

Archetype Wandslinger

Double the number of wands you can designate as quickdraw wands. You can only designate wands of widening, wands of continuation or metamagic cartridges as the additional wands granted by this feat.

If both your hands are free you can interact to draw a magic wand and a metamagic wand as a free manipulate action if you then immediately apply the metamagic and cast a spell from them.

METAMAGIC CARTRIDGE

FEAT 8

ARCHETYPE METAMAGIC

Archetype Wandslinger

Prerequisites spell cartridge, at least one metamagic feat

You can make metamagic wands when you prepare your spell cartridges. The metamagic wand's spell level is equal to the actions normally used to apply the metamagic.

WAND METAMAGIC 

ARCHETYPE

Requirement you are holding a metamagic cartridge wand

You apply the wand's metamagic with no further action cost. The wand then sublimates into magical energy.

GRAND OVERTURE

FEAT 12

ARCHETYPE MAGICAL

Archetype Wandslinger

Prerequisites conductor's cadence

Interact to draw quickdraw wands up to the number of free hands you have then expend the magic in each of them to cast a three action magic missile heightened to the sum of all expended spell levels.

Special You can heighten this cast over 10th level, adding one missile per 2 spell levels are normal.

EXPLOSIVE CODA

FEAT 12

ARCHETYPE

Archetype Wandslinger

Prerequisites trained in crossbows

You've realized that snapping wands is too dangerous to be attempted. But what if you could do it safely? You can load wands as ammunition for crossbows.

CODA SHOT

ARCHETYPE ATTACK MAGICAL

Requirement you are wielding a crossbow loaded with a wand

Make a ranged crossbow strike against an opponent with the following effects instead of the usual effects.

Critical Success As success but the target opponent automatically critically fails their reflex save.

Success You trigger the snap wand action on the square of the target opponent. You do not take the damage if you are outside of the 10 foot burst and you do not automatically get a critical failure on your reflex save if you are within it.

Failure As success but the target opponent treats their reflex save as one step better.

Critical failure The wand bounces without breaking. It falls to the ground in the space of the target opponent.