

NONWEAPON PROFICIENCIES: METAMAGICS

- Metamagic proficiencies affect how you cast spells and are applied to the spells as they are cast.
- Each of the following costs 1 Nonweapon Proficiency slot.
- At 1st level you may **use only 1** Meta per round. At 6th level you may **use 2** per round.
- The penalty shown is applied to your caster check.
- You may apply each metamagic up to 3/day. (More with **Improved Metas** proficiency)

Metamagic:	Pen:	Effects:
Acid Exchange	-2	Changes a spell's energy type (Cold, Electricity, or Fire) to Acid damage.
Arcing Spell	-4	Any Spell effect that targets only 1 creature (regardless of level) can fully affect any one creature adjacent to your target.
Cheap Spell	-2	Material components costing 1gp or less are not needed.
Cold Exchange	-2	Changes a spell's energy type (Acid, Electricity, or Fire) to Cold damage.
Counterspell	→	[Prq: Mage, Sorcerer, Bard, or Warlock] As your Reaction , you may attempt to interrupt a creature in the process of casting a spell. Use a spell slot for the Counterspell. If the slot you choose is equal or higher level than the spell being cast, the Counterspell automatically works. If it is of lower level than the spell being cast, roll your spellcasting ability check minus any difference in spell levels between the slot you chose and the spell's level. A success on the check means the Counterspell works.
Deceptive Spell	-0	Make a <u>Stealth</u> check to attempt to hide the casting of your spell. If you fail the check, the spell still goes off, but it is not hidden.
Electricity Exchange	-2	Changes a spell's energy type (Acid, Cold, or Fire) to Electricity damage.
Elemental Counterspell	→	[Prq: Druid] As your Reaction , you may attempt to interrupt a creature in the process of casting a spell that involves Elemental energy (Acid, Electricity, Cold/Ice, Fire). Use a spell slot for the Counterspell. If the slot you choose is equal or higher level than the spell being cast, the Counterspell automatically works. If it is of lower level than the spell being cast, roll your spellcasting ability check minus any difference in spell levels between the slot you chose and the spell's level. A success on the check means the Counterspell works.
Enlarge Spell	-2	Doubles a spell's range.
Extend Spell	-2	Doubles a spell's duration.
Fire Exchange	-2	Changes a spell's energy type (Acid, Cold, or Electricity) to Fire damage.
Magic Bolt	-4	[Crossbow and any form of the Magic Missile Cantrip] Using an Attack, cast Magic Missile and fire a crossbow bolt at the same time at the same target, using only your Casting Check. One of the Missiles attaches itself to the tip of the loosed bolt and carries it unerringly to the target for extra damage. You may not add any Metamartials to the attack, but you may add another Metamagic at 6 th level.
Maximize Spell	-4	Variable numeric damage and healing is maxed.
Nonlethal Spell	-2	Spell damage done is nonlethal.
Reach Spell*	-2	May cast a touch spell at 30'.
Shaped Spell*	-2	You can modify an area spell so that it does not affect <u>one</u> designated 5' square.
Silent Spell	-2	No verbal components needed.
Spell Focus	-2	Targets have Disadvantage on the Saving Throw.
Spell Penetration*	-2	-10% to target's Magic Resistance.
Spell Mastery	-2	You have Advantage on the attack when a regular attack role is needed.
Still Spell	-2	No somatic components needed.

Swift Spell	-2	Cast a spell, with a <u>Casting Time of less than one round</u> , as a Minor Action with 0 casting time. While you still may only cast one spell per round, you may still use a Cantrip as your Action.
Teleportation Circle	-2	As you cast <i>Teleport</i> , you draw a 10-foot-diameter circle on the ground inscribed with sigils that link your location to a permanent teleportation circle of your choice whose sigil sequence you know and that is on the same plane of existence as you. This process takes 10 rounds and allows you to teleport up to 8 additional creatures. You may create a permanent Teleportation Circle by casting the spell in the same spot every day for 360 days in a row.
Weave Spell	-1/Spell Lvl	Attempt to use the raw magic of the Weave to power a spell you know instead of using your or your deity's power. If the check is successful, you do not lose the spell slot. If the attempt fails, the use the spell slot as normal.

*May be doubled-up on one casting at 6th Level, thereby stacking their effects and penalties.

META-ABILITIES (FOR SPELL-LIKE ABILITIES)

- Meta-Ability proficiencies affect how you use Spell-like Abilities and are applied to the Abilities as they are cast.
- Each of the following costs 1 Nonweapon Proficiency slot.
- You may **use only 1** Meta-Ability per round, except for Shaped Ability and Ability Penetration, which may be doubled.
- The penalty shown is applied to your caster check.
- You may apply each Meta-Ability up to 3/day. (More with **Improved Metas** proficiency)

<u>Meta-Ability:</u>	<u>Pen:</u>	<u>Effects:</u>
Arcing Ability	-2	Any spell-like effect that targets only 1 creature (regardless of level) can fully affect any one creature adjacent to your target.
Deceptive Ability	-2	Attempt to hide the casting of your Spell-like Ability. If you miss the check by 4 or less, the spell still activates, but it is not hidden.
Enlarge Ability	-1	Doubles a Spell-like Ability's range.
Extend Ability	-1	Doubles a Spell-like Ability's duration.
Maximize Ability	-2	Variable numeric damage is maxed.
Nonlethal Ability	-1	Spell-like Ability damage done is nonlethal.
Shaped Ability*	-1	You can modify an area Spell-like Ability so that it does not affect <u>one</u> designated 5' square.
Ability Focus	-1	Targets have Disadvantage on the Saving Throw.
Ability Penetration*	-1	-10% to target's Magic Resistance.
Ability Mastery	-1	You have Advantage on the attack when a regular attack role is needed.

*May be doubled-up on one casting at 6th Level, thereby stacking their effects and penalties.