

Pedimancer

Hit Die: d4

Prerequisite:

Feat: Pedimancy, Skill Focus (Balance)

Skill: Balance 8 ranks, Spellcraft 6 ranks.

BAB: Poor (As Wizard)

Saves: Good Reflex, poor Fort and Will.

Class Skills: Balance, Craft, Knowledge (Arcana), Knowledge (Pedicure), Move Silently, Profession, Spellcraft and Tumble.

Skill Points: 2 + INT modifier

Level	Special
1	Toe Casting +1, Balance +2
2	Bonus Feat or +1 to spell casting
3	Balance +4, Unfettered Toe Casting
4	Bonus Feat or +1 to spell casting
5	Toe Casting +2, Balance +6

Features:

Proficiencies: A Pedimancer does not gain new proficiencies.

Toe Casting: Whenever a Pedimancer uses his toes to cast spells, that spell adds the listed bonus as a caster level bonus with regards to duration, damage, etc.

Bonus Feat or Increase Spellcasting: The Pedimancer may choose to gain a bonus feat or increase the spellcasting ability of a previous spellcasting class. The choice can be made when the ability is gained. He can choose to increase spellcasting at level 2 and choose a bonus feat at level 4.

Unfettered Toe Casting: The Pedimancer is now adept at casting spells with his feat while wearing his shoes or boots. Every other aspect of feetcasting is still the same.

Balance: The Pedimancer gains the listed number as a circumstance bonus to all Balance Checks.

New Feat:

Pedimancy (General)

Prerequisite: Balance 4 ranks, Knowledge (Pedicure) 4 ranks

Benefit: You are adept at using your toes to supply the somatic components of your spells.

You must be barefoot to use this feat. You only need 1 unclad foot to supply a somatic component. When you use a foot to cast spell, you cannot move more than 5ft during that same round. You can use your Balance checks (instead of Concentration checks) to avoid Attacks of Opportunity, but only for spells that you cast with your foot. You can still only cast one spell per round and using both your hands and feet does not increase the effectiveness of your spell.

Very useful if your hands are tied up. Taking of your shoes is a move equivalent action that provokes an attack of opportunity.

Normal: You can only use your hands to supply the somatic components for your spells.