**Warmage**

Acquiring the Warmage track changes your KDM to Intelligence unless Intelligence is already your KOM.

For the purposes of this track, an "arcana" is a spell, SLA or Su ability which requires a standard action to use.

**First Circle - Focus Arcana:** Whenever you cast an arcana that affects an area, you may have it affect only a single square of that area. Whenever you cast an arcana that affects multiple targets, you may have it affect only a single target. You may choose for an arcana used in this manner to deal additional damage equal to your KOM, even if it would not normally deal damage. If the arcana would restore hit points, this instead increases the amount healed.

**Second Circle - Delay Arcana I:** As a move action, you can partially cast an arcana of one circle lower than your highest available. In any [Round] where you deal damage to an enemy, you may use the arcana against them as a move action. Arcana cast in this manner are automatically affected by Focus Arcana if possible. This ability may only hold one delayed arcana at a time. If your delayed arcana is unused it fades at the end of the [Encounter].

**Third Circle - Counter ArcanaSLA:** Once per [Encounter] as an immediate action, you may negate the effects of a single arcana within [Close] range as it is used. This requires you to make an Arcana check as if to identify the effect; if your check fails then the arcana is not countered but neither is Counter Arcana expended. As part of the action to use this ability, you may render one of your arcana with remaining uses [Sealed] to gain a bonus on the roll equal to its circle; most warmages with this ability choose to seal spells. You cannot counter an arcana which is already in effect. You automatically succeed on countering your own arcana.

The [Sealed] condition can be applied to any ability; if it has a limited number of uses then applying this condition expends all those uses, and if it can be used at will then the ability becomes unavailable until the end of the [Encounter]. An ability with no remaining uses cannot become [Sealed] unless it is self-only and has a duration of [Encounter] or longer, in which case it ends immediately.

**Fourth Circle - Delay Arcana II:** As Delay Arcana I, except that you use an arcana of two circles lower than your maximum, and it requires swift actions rather than move actions. This delayed arcana is in addition to that provided by Delay Arcana I (it does not replace it). You may not release both delayed arcana in response to the same source of damage.

**Fifth Circle - Arcane Break:** Twice per [Encounter], when you cast an arcana you may choose to deal 1 additional damage per level you possess, and end one magical effect on the target of a circle equal to or lower than the circle of the arcana used. This otherwise functions as the effects of a *dispel magic* spell.

**Sixth Circle - Arcane FusionSLA:** As a standard action you may cast both of your delayed arcana at once. Use the arcana stored by Delay Arcana II as a base, and add to it the effects of the arcana stored by Delay Arcana I. Targets make a single saving throw against both arcana, and combine the damage of both arcana before any effect which would reduce it. You cannot use this ability unless you have two delayed arcana prepared.

**Seventh Circle - Reverse Arcana:** You may use Counter Arcana twice per [Encounter]. Instead of negating an arcana, you may modify it in one of the following ways:

* Apply the effects of your Focus Arcana ability to the arcana, targeting you or your square. Use your KOM for determining the effects of Focus Arcana, not the opponent's.
* Negate the arcana, and also recover hit points equal to the damage you would have taken from it (plus your KOM, if it could be affected by Focus Arcana). This is not a [Healing] or [Negative] effect. If you possess a [Vulnerability] to the type of damage dealt by the arcana, this is converted to [Resistance] against the healing.

**Spellblade [Feat]**

**Prerequisites:** Just Blade and Warmage tracks, character level 9th

**Benefit:** As long as you have at least one delayed arcana, your energy blade is considered to hold a charge (as via your Mystic Focus ability).