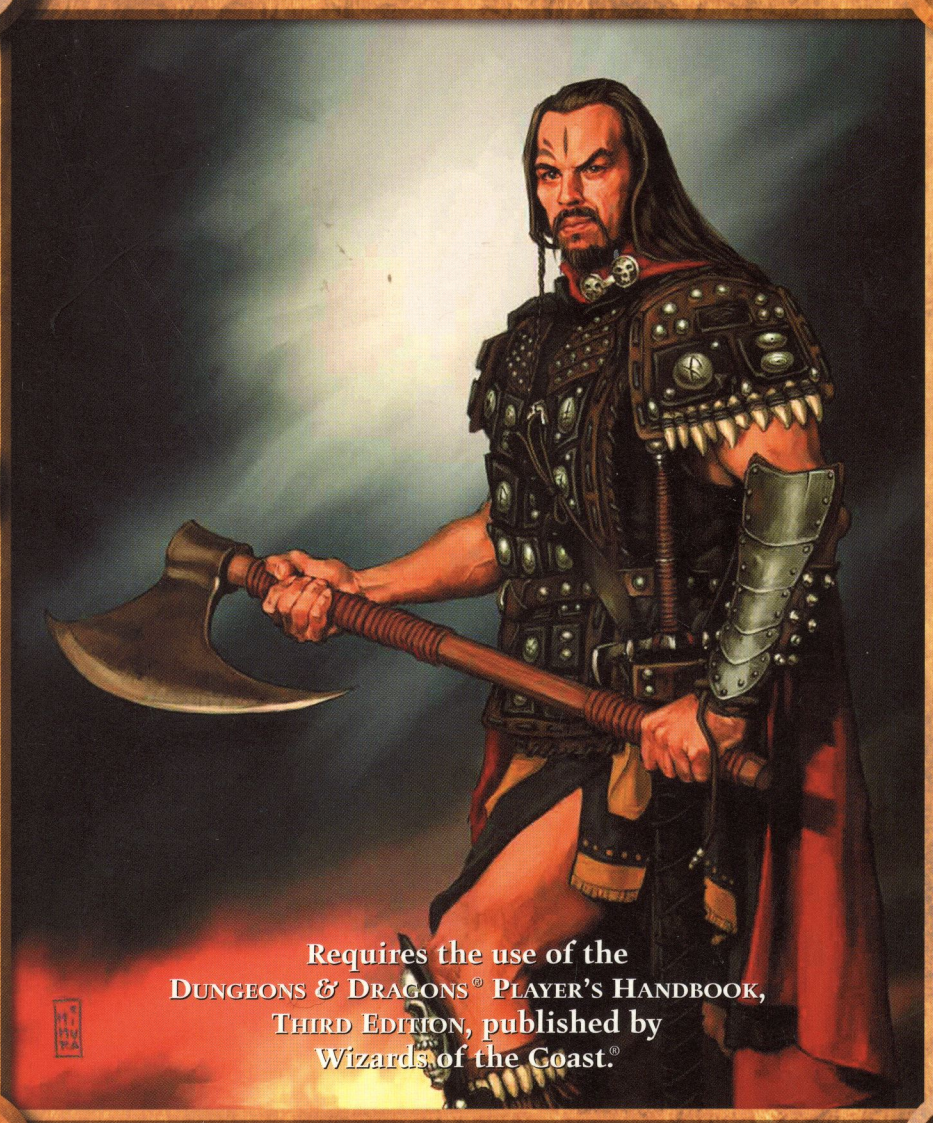
d20 system

FEATS™



Requires the use of the
Dungeons & Dragons® Player's Handbook,
Third Edition, published by
Wizards of the Coast®

AEG™

FEATS

Action, not words.
Deeds, not promises.
Achievement, not excuses.

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Introduction

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SPECIAL THANKS
This book would not be in your hands if it weren't for Dawn and Jeff Ibach. Thanks for everything, kids. And this book wouldn't be half as good (and it is good), if it weren't for Sean Holland's tireless efforts and eye for detail. Thanks for your constant honesty.

jim pinto would also like to thank the following people:

Dærick's interior artwork is better than ever and I'm thoroughly pleased to have his illustrations appear in my book.

Raven Mimura's painting appearing on the cover deserves a "thumbs up" as well, but I couldn't bring myself to say anything nice about him.

Erik insisted that I thank him, even though he didn't do anything.

Laura is a facsimile designed to look and act like the real thing, but now with half the calories.

Tanisha's name has been removed from the book due to a court order.

Mary Valles deserves a huge thanks for bending the rules as much as she could so we could get this book out to you in the best condition possible.

John Zinser's name has been added to the book due to a different, but similar court order.

An extra special thanks to all the companies listed on page 144. Your addition to the 3rd Edition landscape has provided us plenty of fuel for our imaginations.

Lastly, Steve Hough took a bullet for the team and I hope to return the favor when writes a book. Thanks.

DEDICATION
The gaming industry lost its best friend on December 17th, 2003. This book is for our dearest friend, Carol Anne Hendrick Turrietta. We miss you, Carol.

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INTRODUCTION

"The deed is all, the glory nothing."

— Johann Wolfgang von Goethe

It is with great pride that we present *Feats*. This book contains over a thousand feats requiring hundreds of man-hours to complete. From conception, to execution, this book consumed us all. From the first pages compiled by Dawn and Jeff Ibach to the last feat written by Jim to the pictures and graphics, it was both a curse and a blessing.

You possess what we consider to be the *definiative* guide on feats. Compiling the best of everything through August, 2002 and adding in over 200 new feats, this book replaces everything else you've come to love about 3rd Edition feats. So, if it's not in this book, it doesn't belong in the game.

ORGANIZATION

This book is designed to be a reference tool, first and foremost. The chapters are broken down to reflect their usefulness. Background Feats, General Feats, Infernal Feats, Magic Feats, and the newly invented Quest Feats are presented in alphabetical order within their respective chapters and in some cases appearing more than once where necessary.

Background Feats are provided to flesh out 1st level characters with rich story potential. Some feats are more powerful than others, but considerable effort has been made to balance everything through stringent prerequisites. In the end, it is up the the individual DM what is appropriate for his or her campaign and whether or not to allow one free background feat per PC. However, for game balance, it is highly disouraged.

General Feats is self-explanatory, drawing upon the most commonly used feats and combat-related abilities. There are nearly 150 new feats in this chapter and a lot of old ones have been given face lifts.

The Infernal Feats were drawn from *Evil*, cleaned up a little, and republished here for your convenience. There's even a new one as well.

The chapter on Magic Feats is for bards, clerics, druids, sorcerers, wizards, and any class (such as paladins and rangers), that can draw upon the benefit of spell-related feats. Some appear again in General Feats, mostly for ease of reference. There are a few favorites in here as well, like Bane Lattice, Pox Magic, and Hunter of the Accursed.

Chapter Five details quest feats, a new idea for 3rd Edition that we hope catches on. By achieving greatness in one's deeds, a PC can earn powerful abilities that are lost to most. These feats are excellent tools for high-level campaigns and add an element that may be lacking from your present sessions.

Lastly, the appendix is a bit of a misnomer, but we hope you enjoy it anyway.

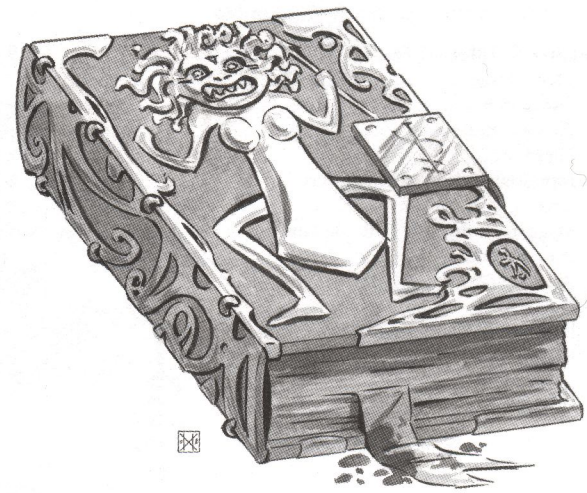
The Final Word

While, you may think some feats are powerful or excessive in nature, bear in mind that 75% of them were published somewhere else and cleaned up by us to meet 3rd Edition parlance. We made every attempt to make some obviously "broken" feats fit the d20 System,™ but in the end, we simply couldn't make every single change that would have been necessary for these feats to sing. How do we justify taking a feat that gives an extra attack and replacing it with a feat that gives a +1 luck bonus to saves?

A lot of feats were simply cut for this same reason.

The open nature of the d20 System™ has allowed for some interesting design ideas, but not all of them mesh with the mechanics of 3rd edition or even made sense. As a result, some broken feats that you've come to love have been altered here to make them more balanced, user-friendly, or in general more useful. The writer alone is responsible for these decisions, but individual DMs and players are responsible for determining what can and cannot be used in their campaigns. Don't just haphazardly decree that the entire book is "legal," without deciding for yourself what is acceptable and what is not.

We hope you enjoy this book as much as we enjoyed making it.



Chapter 1:

Background Feats

This chapter details character backgrounds and the feats associated with them. There are two kinds of background feats — backgrounds and bloodgifts. Backgrounds represent things you've learned, abilities that stem from your culture, upbringing, and interests. These can normally only be taken at 1st level, but you may take as many as you like. There is no limit.

Bloodgifts represent ancestral or racial ties to something greater than you. Characters may begin play with only one 1st level bloodgift, but may gain others later on, so long as the prerequisites are met. Since backgrounds are mostly designed for flavor, it is up to DM whether or not PCs begin with one free background feat or not. However, bloodgifts are rare and powerful and should be doled out with care.

ACADEMY [BACKGROUND]

You are a future leader of the world, formally training with the sword as well as battle tactics and leadership.

Prerequisites: Int 13+ or Wis 13+, Cha 15+.

Benefit: You gain proficiency with a longsword. In addition, Diplomacy, Innuendo, Knowledge (history), and Sense Motive are considered class skills.

Special: This feat can only be chosen at 1st level. With the DM's approval you may choose proficiency with a glaive, guisarme, halberd, lance, longspear, ranseur, rapier, or short sword in place of a longsword.

ACTOR [BACKGROUND]

You are a trained actor.

Benefit: You gain a +2 bonus on Bluff checks. In addition, Bluff, Disguise, Innuendo, and Perform are considered class skills. Bard is an additional favored class.

Special: This feat can only be chosen at 1st level.

ANCIENT LINEAGE [BLOODGIFT]

Yours is the blood of heroes, born from a line of renowned warriors.

Benefit: You gain a +1 bonus on all Willpower saving throws and a +2 bonus to all Bluff checks and Intimidate checks.

Special: This feat can only be chosen at 1st level. A character can never have more than one 1st level bloodgift.

ARMORED MAGE [BACKGROUND]

The affinity dwarves feel for metal allows you to reduce the chance of spell failure when casting arcane spells while wearing armor.

Prerequisites: Dwarf, any metamagic feat.

Benefit: While wearing armor, you may opt to cast a spell as a full-round action rather than a standard one, reducing the arcane spell failure of any armor you wear by 10%, to a minimum of 5%.

Special: Spell that require more than 1 action to cast do not benefit from this feat.

Aspect of Command [Bloodgift]

Your family's ancient bond with dragons makes you commanding and insures others follow your lead.

Prerequisites: Cha 13+, Drakeblood.

Benefit: Increase the DC of all Enchantment spells you cast by 2. This bonus stacks with that granted by Spell Focus (enchantment). You also gain a +2 competence bonus to your Leadership score (if any).

Special: If your Charisma is ever reduced below 13 you may not use this feat until your Charisma score returns to 13 or above.

Aspect of Fear [Bloodgift]

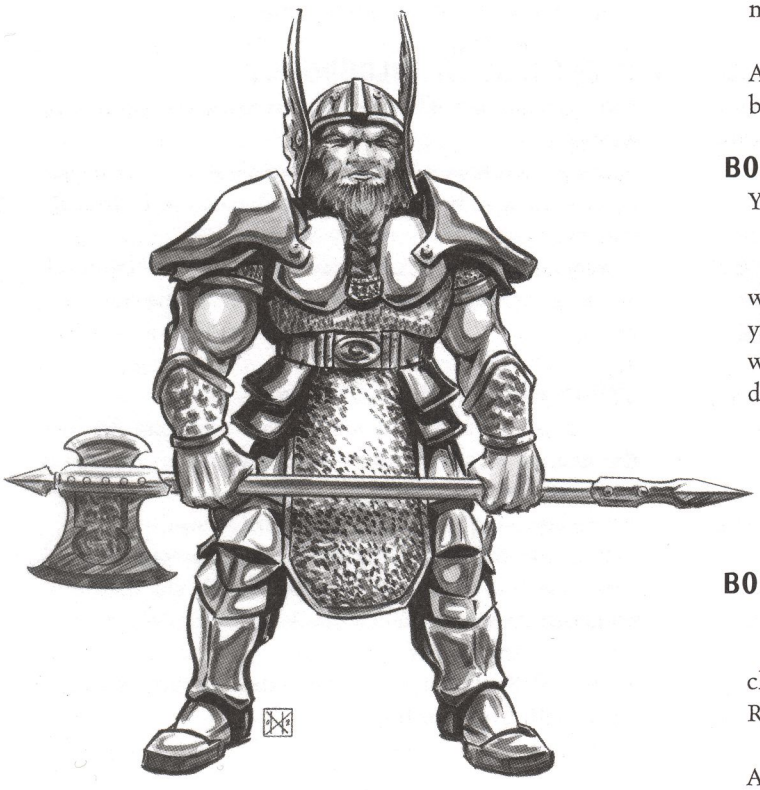
You can draw upon your draconic heritage, unsettling others with your presence.

Prerequisites: Cha 15+, Aspect of Command, Drakeblood.

Benefit: You gain the ability to emit a sudden burst of supernatural fear in a 15-ft. radius. Creatures in the area must succeed at a Will saving throw (DC equal to your character level + Charisma bonus) or be shaken for 2d6 rounds. Creatures with more Hit Dice than you are not affected by this ability. You can use this ability a number of times per day equal to your Charisma bonus.

Activating this ability is a standard action.

Special: If your Charisma is ever reduced below 15 you may not use this feat until your Charisma score returns to 15 or above.



Blood of Kings [Bloodgift]

You are a legitimate descendent of the great dwarven kings of old.

Prerequisite: Dwarf.

Benefit: When dealing directly with other dwarves, you gain a +2 bonus to all Bluff, Diplomacy, Gather Information, Intimidate, and Sense Motive checks.

Special: This feat can only be chosen at 1st level. A character can never have more than one 1st level bloodgift. However, with your DM's permission, you may be allowed you to take it for an established character, should roleplaying or campaign development prove it logical.

Blood of Magic [Bloodgift, Metamagic]

Your draconic heritage allows you to apply metamagic feats to your spells quickly and instinctively.

Prerequisites: Cha 13+, Drakeblood, any two metamagic feats, arcane spellcaster level 1st+.

Benefit: You can cast a spell enhanced by your own metamagic feats as a standard action. Metamagic feats used in conjunction with this feat affect the level of the spell normally. You can use this ability a number of times per day equal to your Charisma bonus. This lets you shorten the casting time for only the first metamagic feat applied to a spell; additional metamagic feats lengthen the casting time as normal.

Normal: A bard or sorcerer using a metamagic feat must cast the enhanced spell as a full-round action.

Special: This feat can only be chosen at 1st level. A character can never have more than one 1st level bloodgift.

Bonding [Bloodgift]

You can create a special bond with any other creature.

Prerequisite: Elf.

Benefit: Sacrifice 250 XP to forge a weak empathic link with another creature. Once per day, per bonded creature, you can make a Sense Motive check (DC 10) to know what that creature is feeling at any moment, no matter the distance.

In addition, so long as you are within 1 mile of the bonded creature, you can, at will, see what it sees and hear what it hears per the spell *clairaudience/clairvoyance.*

Born to the Saddle [Bloodgift]

Prerequisite: Ride skill.

Benefit: You gain a +2 competence bonus with all Ride checks and gain the benefits of the Endurance feat for any Ride checks extended over a period of time.

Special: This feat can only be chosen at 1st level. A character can never have more than one 1st level bloodgift.

Child of the Sea [Bloodgift]

The blood of an aquatic creature flows through your veins.

Prerequisite: Con 13+.

Benefit: You may hold your breath for a number of hours equal to 1 + your Constitution bonus.

Special: This feat may only be taken at 1st level. A character can never have more than one 1st level bloodgift.

Church Education [Background]

The clergy of your nation has educated you from a young age.

Prerequisite: Wis 13+.

Benefit: Diplomacy, Knowledge (arcana), and Knowledge (religion) are considered class skills and cleric is an additional favored class of your race.

Special: This feat may only be taken at 1st level.

Conscription [Background]

You have served in a militia or other conscripted unit.

Benefit: You gain proficiency with the halberd and heavy crossbow. In addition, you begin play with a suit of studded leather armor and one weapon of your choice (up to 50 gp in value).

Special: This feat may only be taken at 1st level. DMs are encouraged to tailor the weapon combinations listed above to match specific cultures in their gameworlds.

Deathwalker [Background]

You are among the most feared of any barbarian tribe member, capable of unnerving even your chieftain.

Prerequisites: Base attack bonus +1 or higher, ability to rage at least once per day.

Benefit: Deathwalkers are killing machines. You gain a +4 bonus to any saving throws involving magical fear and an +4 bonus to all Intimidate and Sense Motive skill checks.

Special: This feat can only be chosen at 1st level. However, with your DM's permission, you may be allowed you to take it for an established character, should roleplaying or campaign development prove it logical.

Deepblood [Bloodgift]

Your family has an ancient bond with the earth.

Prerequisites: Dwarf, Wis 13+.

Benefit: You gain a +4 racial bonus on Search and Spot checks when using darkvision. If normal light conditions exist, you do not gain this bonus.

Special: This feat can only be chosen at 1st level. A character can never have more than one 1st level bloodgift.

Deepsight [Bloodgift]

Your family's ancient bond enhances your darkvision.

Prerequisites: Dwarf, Wis 11+, Deepblood.

Benefit: The range of your darkvision increases by 10 feet.

Special: You can gain this feat multiple times. Each time you gain this feat, the effects stack.

Divine Flame [Bloodgift]

Your ancestral tie with elemental fire allows you to channel positive or negative energy through your weapon, causing extra fire damage.

Prerequisites: Dwarf, Dex 11+, Cha 13+, Forgeblood, ability to turn or rebuke undead.

Benefit: You gain the ability to expend one of your turn or rebuke undead attempts to give a melee weapon that you wield the *flaming* ability. This ability lasts for a number of rounds equal to your Charisma bonus. If you let go of the weapon for any reason while the bonus is active, it immediately ends. Using this ability is a standard action.

You cannot have more than one weapon at a time benefiting from Divine Flame.

Special: If you use this ability on a weapon that already has the *flaming* ability, it becomes *flaming burst.*

Divine Perception [General]

You can sense the workings of the gods in the mortal world.

Prerequisites: Wis 15+, must have the same alignment as your deity.

Benefit: The gods are forever at work around us, but few can sense their presence. For whatever reason, you are touched with the gift to sense them. With a successful Concentration check (DC determined by the DM, minimum 20), you can sense the presence of outsiders, incorporeal, or ethereal creatures within 60 ft. as if you had cast *detect evil.* You cannot determine the exact nature of the presence, but you are not surprised. An invisible attacker gets no bonus to hit you within 60 ft. once you have determined its presence.

Special: You need not be a cleric to take this feat, but you must worship a deity. Your devotion to your god cannot be questioned and should your alignment ever change from your god's, you lose access to this feat until such time as your alignment shifts back to normal.

Divine Thunder [Bloodgift]

Your ancestral ties to the storm allow you to channel powerful thunder through your weapon, causing extra sonic damage.

Prerequisites: Dwarf, Dex 13+, Cha 13+, Forgeblood, ability to turn or rebuke undead.

Benefit: You gain the ability to expend one of your turn or rebuke undead attempts to give a melee weapon that you wield the *thundering* ability. This ability lasts for a number of rounds equal to your Charisma bonus. If you let go of the weapon for any reason while the bonus is active, it immediately ends. Using this ability is a standard action.

You cannot have more than one weapon at a time benefiting from Divine Thunder.

DOGS OF WAR [BLOODGIFT]

You have an animal companion. It is trusted and loyal.

Prerequisites: Con 13+, Wis 13+, Cha 17+.

Benefit: You gain an animal companion, with which you share a strong bond. Use the rules for familiars in the PHB, adding that at 5th level you gain the Scent trait. Choose your companion from the list below.

Companion	Special
Badger	Master gains +2 bonus to Dexterity
Bobcat	*(see leopard in MM)*
Dog	Master gains +4 bonus to Wilderness Lore checks, dog's speed increased +10 ft.
Eagle	Master gains +8 bonus to Spot checks in daylight.
Mountain lion	*(see leopard in MM)* Master gains +2 to Move Silently checks
Snake, constrictor	(Medium-size) Master gains +2 bonus to Strength
Wolf	Master gains +2 bonus to Spot checks

Should you ever lose the companion you suffer the effect listed in the PHB and you may never replace the animal.

Special: This feat can only be chosen at 1st level. A character can never have more than one 1st level bloodgift.

DOOMBRINGER [BLOODGIFT]

You are among the elite of the tribal khan's shock troops. You are from the unit sent into villages to flex his might.

Prerequisites: Base attack bonus +1, ability to rage at least once per day.

Benefit: Doombringers inspire fear and confidence at the same time. The sight of a doombringer unit is not to underrated.

Benefit: When determining the duration of your rage, add your (new) Strength bonus (if any) to the total, in addition to your Constitution modifier.

Special: This feat can only be chosen at 1st level. However, with your DM's permission, you may be allowed you to take it for an established character, should roleplaying or campaign development prove it logical.

DRACONIC BLOODLINE [BLOODGIFT]

You are the descendent of a dragon. Although you show no outward signs of draconic heritage, sorcery comes more easily to you than most others.

Benefit: Choose one energy type (acid, cold, electricity, or fire). You receive a +2 bonus on all saves against attacks of this type. In addition, sorcerer is always a favored class for you, in addition to the class granted by your race.

Special: This feat can only be chosen at 1st level. A character can never have more than one 1st level bloodgift.

DRAKEBLOOD [BLOODGIFT]

Your family has an ancient bond with a dragon. As a result, draconic blood flows through your veins.

Prerequisites: Dwarf, Cha 13+.

Benefit: You gain a +3 racial bonus on Intimidate checks. In addition, sorcerer is always considered a favored class for you.

Special: This feat can only be chosen at 1st level. A character can never have more than one 1st level bloodgift.

DREAMCHILD [BLOODGIFT]

You further bind your being to the magical essence of the woodlands, gaining more aspects of fey creatures.

Prerequisites: Elf, 10+ ranks in Wilderness Lore skill, Bonding, Path of Dreams, any metamagic feat.

Benefit: You are immune to magical compulsions.

DRIFTER [BACKGROUND]

You are a drifter, never resting in one place for long.

Benefit: While on foot or horse back you can travel 10% further each day. Those traveling with you benefit from this bonus as well.

Special: This feat can only be chosen at 1st level.

EARTHEN HARMONICS [GENERAL]

Creatures with the Earth subtype find your bardic music difficult to resist.

Prerequisites: Dwarven stonecunning ability, bardic music ability (or equivalent), 5+ ranks in Perform skill.

Benefit: The DC to resist your bardic music is increased by 2 whenever the ability is used against a creature with the Earth subtype. In addition, your bardic music can affect creatures with the Earth subtype even if they are normally immune to mind-influencing effects.

ELDER WISDOM [GENERAL]

Your long life and old age give you great wisdom.

Prerequisites: Wis 13+, 200+ years old.

Benefit: You gain a +2 competence bonus on all Knowledge skill checks. In addition, choose any two Knowledge skills which become class skills.

Elven Blood, Bane Elf [Bloodgift]

Your elven blood is a scourge to the elven kingdoms and a foul secret to be kept guarded.

Prerequisites: Cha 13+, elf.

Benefit: You gain a +1 racial bonus on all melee and ranged attack rolls and damage rolls within 30 ft. against other elves.

Special: This feat can only be chosen at 1st level. A character can never have more than one 1st level bloodgift.

Elven Blood, Blood Elf [Bloodgift]

Your elven blood is tainted and foul, mired with sorcery and dark arts.

Prerequisites: Cha 13+, elf, must be a bard or sorcerer.

Benefit: Your Charisma is considered 20 for the purposes of determining bonus spells and spell DC. All spells cast with the [Evil] descriptor are cast at +1 caster level.

Special: This feat can only be chosen at 1st level. A character can never have more than one 1st level bloodgift.

Elven Blood, Death Elf [Bloodgift]

Your bloodline is difficult to extinguish.

Prerequisites: Con 15+, elf.

Benefit: You do not die until your hit point total reach –15. The rules for dying apply to hit point totals from –1 to –14. You maximum age is a minimum of 500 years + 4d%.

Special: This feat can only be chosen at 1st level. A character can never have more than one 1st level bloodgift.

Elven Blood, Earth Elf [Bloodgift]

Your elven blood carries an ancient legacy that can be traced to the dawn of time.

Prerequisites: Str 13+, elf.

Benefit: +1 hp per character level.

Special: This feat can only be chosen at 1st level. A character can never have more than one 1st level bloodgift.

Elven Blood, Faith Elf [Bloodgift]

Your elven blood is pure, pious, and of high station. Other elves revere you as one of their own.

Prerequisites: Wis 13+, Cha 13+, elf.

Benefit: You gain a +2 racial bonus to all Charisma based skill checks (except Disguise) with races on good terms with elves. Orcs, for instance, do not care which bloodline of elves they are killing.

Special: This feat can only be chosen at 1st level. A character can never have more than one 1st level bloodgift.

Elven Blood, Feign Elf [Bloodgift]

Your bloodline is far removed from the true line of elves providing you a strength that most elves lack.

Prerequisites: Str 13+, elf.

Benefit: Effects that normally target elves, do not target you. For instance, elfbane weapons have no additional bonus against you, but you are still immune to magical sleep. Feign elves, however, are not respected among elf communities and suffer a –2 racial penalty to Bluff checks, Diplomacy checks, and Intimidate checks involving other elves.

Special: This feat can only be chosen at 1st level. A character can never have more than one 1st level bloodgift.

Elven Blood, Fire Elf [Bloodgift]

Your elven blood is as old as fire.

Prerequisites: Str 13+, Dex 17+, elf.

Benefit: Your base attack bonus is increased by +1.

Special: This feat can only be chosen at 1st level. A character can never have more than one 1st level bloodgift.

Elven Blood, Forsaken Elf [Bloodgift]

Your elven blood is not from the true line. You are looked down upon by most elves and outright despised by others.

Prerequisite: Elf.

Benefit: You gain a +4 racial bonus to Intimidate checks. This bonus increases to a +6 with regard to other elf races. However, you suffer a –4 racial penalty to Bluff checks and Diplomacy checks involving other elves.

Special: This feat can only be chosen at 1st level. A character can never have more than one 1st level bloodgift.

Elven Blood, Gray Elf [Bloodgift]

Your blood line considers knowledge the most important gift of the elves.

Prerequisites: Int 13+, elf.

Benefit: Choose three skills. These skills are considered class skills.

Special: This feat can only be chosen at 1st level. A character can never have more than one 1st level bloodgift.

Elven Blood, High Elf [Bloodgift]

Your elven blood is noble and beyond reproach.

Prerequisites: Int 13+, Wis 13+, elf.

Benefit: Everytime you fail a Charisma check, you can reroll your check, but only once. You must accept the second check, no matter the outcome.

Special: This feat can only be chosen at 1st level. A character can never have more than one 1st level bloodgift.

Elven Blood, Lifegiver Elf [Bloodgift]

Your elven blood is pure and untarnished.

Prerequisites: Con 13+, Wis 13+, elf.

Benefit: Whenever your hit points fall below 0, but above –10, you automatically stabilize. In addition you receive a +2 racial bonus to Fortitude saving throws against mundane diseases.

Special: This feat can only be chosen at 1st level. A character can never have more than one 1st level bloodgift.

Elven Blood, Mercy Elf [Bloodgift]

Your elven blood is part of the protectorate that keeps the elven line alive.

Prerequisites: Con 13+, elf.

Benefit: You may join any prestige class, despite racial limitations, so long as all other prerequisites are met. In addition, you gain a +1 resistance bonus to all saving throws.

Special: This feat can only be chosen at 1st level. A character can never have more than one 1st level bloodgift.

Elven Blood, Moon Elf [Bloodgift]

Your elven blood carries an ancient legacy that can be traced back to the dawn of time

Prerequisites: Cha 15+, elf.

Benefit: Select one 2nd-level arcane spell. The spell is chosen when this feat is taken (subject to the DM's approval) and cannot be changed. You may cast this spell once per day, as a sorcerer equal to your character level. You do not spend time preparing these spells. This is a spell-like ability.

Special: This feat can only be chosen at 1st level. A character can never have more than one 1st level bloodgift.

Elven Blood, Pain Elf [Bloodgift]

Your elven blood carries an ancient legacy that can be traced to the dawn of time

Prerequisites: Str 13+, Con 13+, elf.

Benefit: By inflicting 1d6 points of damage to yourself, you may make any melee weapon you wield *wounding* for a number of rounds equal to 1 plus your Constitution bonus.

Special: This feat can only be chosen at 1st level. A character can never have more than one 1st level bloodgift.

Elven Blood, Pale Elf [Bloodgift]

Your bloodline is among the most esoteric and difficult to define of all elves. Many human communities do not know you even exist.

Prerequisites: Wis 15+, elf.

Benefit: Choose a spell descriptor (acid, chaotic, cold, darkness, death, electricity, evil, fear, fire, force, good, language-dependent, lawful, light, mind-affecting, sonic, and teleportation). You cast spells of this type at +2 caster level.

Special: This feat can only be chosen at 1st level. A character can never have more than one 1st level bloodgift.

Elven Blood, Red Elf [Bloodgift]

Your blood is strong but among the rarest of elven lines.

Prerequisites: Con 17+, elf.

Benefit: You gain +2 hp at first level. In addition you receive a +2 racial bonus to Fortitude saving throws against mundane diseases, and you heal naturally as if one level higher.

Special: This feat can only be chosen at 1st level. A character can never have more than one 1st level bloodgift.

Elven Blood, Star Elf [Bloodgift]

Your elven blood carries an ancient legacy that can be traced to the dawn of time

Prerequisites: Str 13+, elf.

Benefit: Your elven meditation takes only 1 hour each night, providing you with the human equivalent of 8 hours of sleep.

Normal: Elves mediate for 4 hours a day to gain the same benefits of 8 hours of sleep.

Special: This feat can only be chosen at 1st level. A character can never have more than one 1st level bloodgift.

Elven Blood, True Elf [Bloodgift]

Your elven blood is unmarred by time and can be traced back to the first elf.

Prerequisites: Con 13+, Wis 13+, Cha 13+, elf.

Benefit: You gain a +3 racial bonus on all Bluff checks, Diplomacy checks, Intimidate checks, and Sense Motive checks involving other elves.

Special: This feat can only be chosen at 1st level. A character can never have more than one 1st level bloodgift.

Elven Blood, Water Elf [Bloodgift]

Your elven blood stems from the seas, bubbling like the constant froth of the ocean.

Prerequisites: Con 13+, elf.

Benefit: You can breathe water per the spell water breathing for a number of hours equal to 1, plus your Constitution bonus per day. However, you suffer a –2 racial penalty to all saving throws against fire based spells and spell effects.

Special: This feat can only be chosen at 1st level. A character can never have more than one 1st level bloodgift.

ELVEN BLOOD, WIND ELF [BLOODGIFT]

Your elven blood can be traced to the birth of the wind.

Prerequisites: Dex 15+, elf.

Benefit: Your base movement is increased by 10 ft.

Special: This feat can only be chosen at 1st level. A character can never have more than one 1st level bloodgift.

ELVEN BLOOD, WINDRIDER ELF [BLOODGIFT]

Your elven blood can be traced to the birth of the wind.

Prerequisites: Dex 13+, elf.

Benefit: Your base movement is increased by 5 ft. and you do not lose your Dexterity bonus to AC while running.

Special: This feat can only be chosen at 1st level. A character can never have more than one 1st level bloodgift.

FEY BLOOD [BLOODGIFT]

You have fey blood running in your veins.

Prerequisites: Cha 17+, spellcaster level 1st+.

Benefit: When determining bonus spells by spell level and maximum spell level known, you may use your highest ability score in place of the appropriate one. In addition, the saving throw DC for all your spells is increased by 1.

Special: This feat can only be chosen at 1st level. A character can never have more than one 1st level bloodgift.

FEY MAGIC [BLOODGIFT]

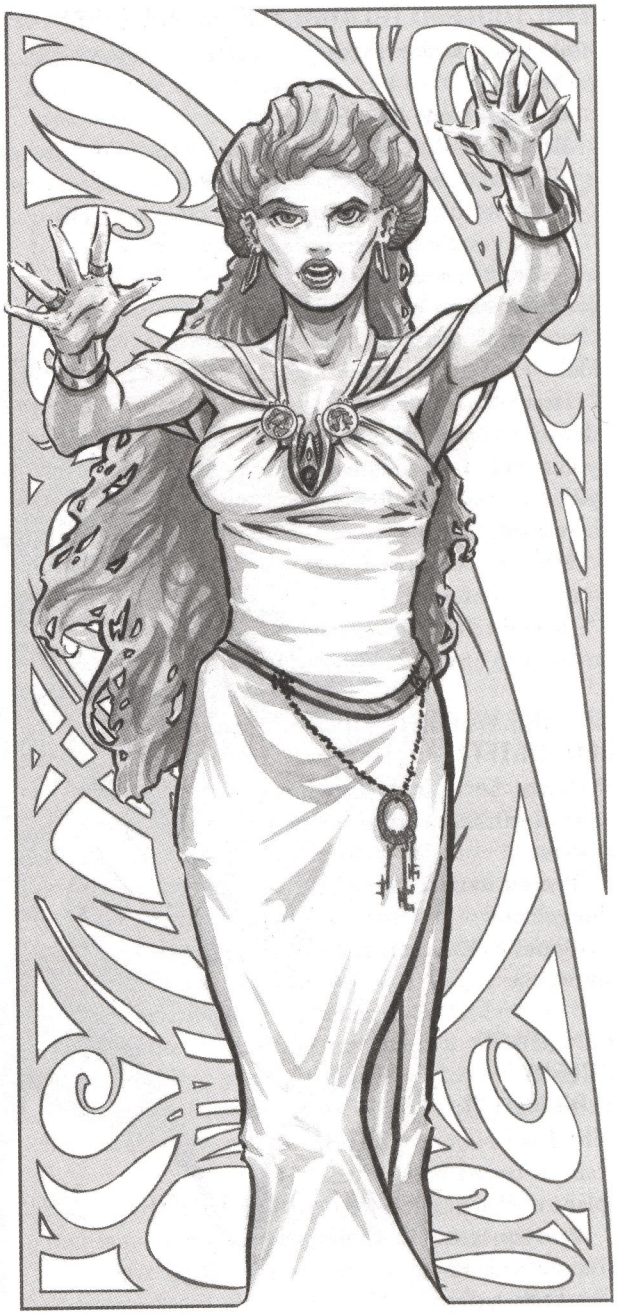
Your magic is rooted in illusion, but still potent to those without fey blood.

Prerequisites: Cha 13+, Fey Blood, spellcaster level 1st+.

Benefit: Your magic draws upon the power of the fey. Fey magic, although rooted in illusionary glamer, is powerful and difficult to resist. All spells you cast are considered Illusion (Glamer) spells in addition to any other spell type. Non-fey creatures targeted by your spells make saving throws (if any) as Willpower saves. Due to the strength of your Fey Blood, the saving throw DC of your spells is increase by 4. On a successful save, however, the effect is negated, no matter the terms of the spell.

This bonus stacks with other DC spell increases.

Special: You can gain this feat multiple times. Each time you gain this feat, your spell DC increases by 2.



FIEND MARK [BLOODGIFT]

Your demonic ancestry has caught up with you. Although more powerful for it, you are marked by your heritage in an obvious manner.

Prerequisites: Int 13+, Cha 17+, Fiend Touched.

Benefit: You gain cold and fire resistance 10 as well as a +3 natural armor bonus. However, because of your obvious link to the abyss, you are subject to effects that target evil outsiders. Lastly, you suffer a –2 circumstance penalty to all Charisma based skill rolls, which stacks with the penalty for Fiend Touched.

Fiend Touched [Bloodgift]

Your past is mired with the blood and ancestry of a demon or devil.

Prerequisites: Int 13+, Cha 17+.

Benefit: Select one 1st-level and two 0-level arcane spells. The spells are chosen when this feat is taken (subject to the DM's approval) and cannot be changed. You may cast these spells once per day, as a sorcerer equal to your character level. You do not spend time preparing these spells. This is a spell-like ability.

However, some physical deformity (you choose) causes you to suffer –4 circumstance penalty to all Charisma based skill rolls.

Special: This feat can only be chosen at 1st level. A character can never have more than one 1st level bloodgift.

The Fire Within [Bloodgift]

You are born from the flame, forged in the blood of the first dwarves.

Prerequisites: Dwarf, Forgeblood.

Benefit: You gain fire resistance 5.

Flameborn Sorcery [Bloodgift]

The birth of your sorcery can be traced back to the plane of elemental fire.

Prerequisites: Dwarf, Dex 13+, bard or sorcerer level 1st+.

Benefit: Use your Dexterity modifier instead of your Charisma modifier for all spell-oriented effects that use an ability score modifier. This includes determining bonus spells per day, saving throw DC, and the maximum level of spells that you can learn.

You suffer a –2 racial penalty to saving throws against cold based spell effects.

Special: Special: This feat can only be chosen at 1st level. A character can never have more than one 1st level bloodgift.

In addition, you can never learn spells from the school of transmutation.

Forgeblood [Bloodgift]

Your family has an ancient bond with elemental fire, and you can survive exposure to cold more easily than others.

Prerequisites: Dwarf, Dex 13+.

Benefit: The first 5 points of cold damage you take each round is treated as subdual damage. In addition, you gain a +5 racial bonus on Fortitude saving throws to avoid subdual damage from cold and exposure.

Special: This feat can only be chosen at 1st level. A character can never have more than one 1st level bloodgift.

Free [Background]

You were born in an oppressive or imperialist society. You were born among the oppressed lower class, but gained your freedom through legitimate means. In most cases you wear a brand on your skin, showing your station.

Benefit: You may choose any four skills as class skills. Note, many people may look down on you for once being a slave. In such instances, you suffer a –2 circumstance penalty to social related skill checks.

Special: This feat can only be chosen at 1st level.

Gentry [Background]

You were born to a wealthier upper class.

Benefit: Diplomacy and Ride are considered class skills and your starting wealth is 250 gp in addition to the starting wealth for your class. You begin play knowing one additional language of your choice.

Special: This feat can only be chosen at 1st level.

Grace of the Fey [Bloodgift]

Fey blood makes you swift and graceful, providing you an unnatural combat sense with fey weapons.

Prerequisites: Dex 15+, Cha 15+.

Benefit: You are proficient with the longsword or rapier as well as the short bow, longbow, short composite bow, and long composite bow. If you are already proficient with these weapons you gain a +1 bonus to attack rolls with them.

Special: This feat can only be chosen at 1st level. A character can never have more than one 1st level bloodgift.

HOUNDS OF HELL [BLOODGIFT]

You are among the bravest of the khan's men, fighting with such ferocity that even the tribal leaders fear you.

Prerequisites: Con 15+, Cha 13+, ability to rage once/day.

Benefit: A constant radius of fear surrounds you. Anyone within 30 ft. who targets you with a melee attack, ranged attack, or spell effect, must succeed at a Will save (DC 10 + your character level + Charisma bonus) or become shaken, suffering a –2 morale penalty to attack rolls, weapon damage rolls, ability checks, skill checks, and saving throws. This save can be attempted each round, but once succeeded need not be attempted again that day.

Once outside the 30 ft., characters receive a +4 circumstance bonus to their Will save to recover from its effects.

Special: This feat can only be chosen at 1st level. A character can never have more than one 1st level bloodgift.

ICY CALM [BLOODGIFT]

You are difficult to frighten or unnerve.

Prerequisites: Wis 13+.

Benefit: You receive a +4 racial bonus on all saving throws against fear effects. In addition, when you are shaken, you suffer only a –1 morale penalty to your attack rolls, saves or checks, rather than the usual –2. Lastly, attempts to intimidate you are met with resistance. Increase the DC of any Intimidate check made against you by your Wisdom bonus, plus 4.

Special: This feat can only be chosen at 1st level. A character can never have more than one 1st level bloodgift.

MANIFESTATION [BLOODGIFT]

You can call upon the power of your elven blood to impress lesser races.

Prerequisites: Elf, Cha 15+, any Elven Blood feat.

Benefit: You gain a +2 morale bonus to all Charisma checks and Charisma based skill checks against non-elves.

MARK OF THE FEY [BLOODGIFT]

You have been marked by the fey, although such a blessing is not without its price.

Prerequisites: Elf, Cha 13+.

Benefit: You may add your Charisma bonus to all saving throws against spells or spell-like effects. However, you do not gain this bonus against fey opponents.

Special: This feat can only be chosen at 1st level. A character can never have more than one 1st level bloodgift.

MONGREL [BACKGROUND]

While for game purposes you are a member of a non-human species, some distant ancestry or crossbreeding allows you to pass as slightly human. Your ears are only slightly pointed, your skin has the same tone or feel as a common human type, or your eyes have a human shape or color.

Prerequisites: Any non-human goblinoid or humanoid race, Cha 13+

Benefit: When using the Disguise skill to pass as human, you gain a +4 competence bonus. Even when you don't make an effort to conceal your true heritage, you may still make a Disguise check (without the bonus granted by this feat) opposed by a viewer's Spot check to pass yourself off as an odd-looking or ugly human.

Special: For the purposes of all game mechanics, you count as a full-blooded member of your species. You may look human, and perhaps your great-grandfather was human, but you count as a member of your chosen character race.

This feat can only be chosen at 1st level.

NATURAL BIRTH-GIFT [BLOODGIFT]

You were born gifted with a special power from your ancient tie between elves and fey.

Prerequisites: Wis 13+, must be born an elf or half-elf.

Benefit: Choose one 1st-level or two 0-level druid spells. The spell is chosen when this feat is taken and cannot be changed. You may cast each spell once per day, as a druid equal to your character level. You do not spend time preparing these spells. This is a spell-like ability.

Special: This feat can only be chosen at 1st level. A character can never have more than one 1st level bloodgift. With the DMs permission, this feat could be a latent power, enabling you to acquire the feat at a later date. Alternately, a human or dwarf with enough justification could take this feat at 1st level.

NAVAL HERITAGE [BACKGROUND]

Your family has a proud tradition of naval service.

Benefit: You gain a +2 circumstance bonus on Charisma based checks and when dealing with others who possess this feat or at least 4 ranks in Profession (sailor). You gain an additional +2 competence bonus on all skill checks involved with operating a ship.

Special: This feat can only be chosen at 1st level.

NOBLEMAN [BACKGROUND]

You were born to the noble elite.

Prerequisite: Cha 15+.

Benefit: Diplomacy, Knowledge (all skills, taken individually), and Ride are considered class skills and your starting wealth is 350 gp in addition to the starting wealth for your class.

Special: This feat can only be chosen at 1st level.

Path of Dreams [Bloodgift]

You slip further from the path of elves to the path of fey.

Prerequisites: Elf, 10+ ranks in Wilderness Lore skill, Bonding, any metamagic feat.

Benefit: Your creature type changes to fey, so spells that affect humanoids like *charm person* and *dominate person* no longer affect you. Additionally, you gain the trackless step ability as a druid.

Pledge of Flame [Bloodgift]

You bind yourself to fire, becoming one with flame.

Prerequisites: Elf, Bonding, Great Fortitude or Lightning Reflexes.

Benefit: You gain the Fire subtype.

Pledge of Frost [Bloodgift]

You bind yourself to ice and cold, becoming one with frost.

Prerequisites: Con 15+, elf, Bonding.

Benefit: You gain the Cold subtype.

Special: A character with the Forgeblood feat cannot take the Pledge of Frost feat.

Pledge of Shadow [Bloodgift]

You have become one with the shadow,

Prerequisites: Elf, 10+ ranks in Hide skill, Blind-Fight, Bonding, Deepblood, Shadowblend.

Benefit: Whenever you have concealment due to shadow, darkness, or poor lighting conditions, the targets of your melee attacks gain no Dexterity bonus to AC. Creatures that do not rely on sight are not affected by this feat, nor are creatures that cannot be caught flat-footed. If you lose the miss chance from concealment for any reason (for example, if another creature brings a light into the area) you do not gain the benefit of this feat.

Sand Born [Background]

Born in the desert, you know how to survive the rigors.

Prerequisite: Con 13+.

Benefit: You can survive up to two extra days in the desert without food or water. You also gain a +4 competence bonus to Knowledge (nature) checks and Wilderness Lore checks while in the desert.

Special: This feat can only be chosen at 1st level.

Seaborn Sorcery [Bloodgift]

Your sorcery comes from your descendents with elemental waters and not dragons.

Prerequisites: Dwarf, Str 13+, sorcerer or bard.

Benefit: You use your Strength modifier instead of your Charisma modifier when determining bonus spells per day, saving throw DCs, and the maximum level of spells that you can learn. This affects only spells that you cast as a bard or sorcerer.

You may never learn spells from the Illusion school.

Special: This feat can only be chosen at 1st level. A character can never have more than one 1st level bloodgift.

Seafarer [Background]

You come from a coastal society where nearly everyone owns a ship.

Benefit: You gain a +3 on Balance checks and Swimming checks.

Special: This feat can only be chosen at 1st level.

Shadowblend [Bloodgift]

Your ancient bond with the earth, reaches into deep places, granting you power over the darkness.

Prerequisites: Dwarf, Wis 13+ 5+ ranks in Hide skill, Deepblood.

Benefit: Whenever you have concealment because of shadows, darkness, or poor lighting conditions, your concealment is treated as one "step" better than it normally would be. For example, moderate darkness normally provides one-quarter concealment, imposing a 10%, miss chance on attacks. However, if you have the Shadowblend feat, you instead treat moderate darkness as granting one half concealment, imposing a 20% miss chance. This feat provides no benefit if you have total concealment, and it can never increase the miss chance above 50%.

Shorewalker [Background]

You have spent a great deal of time on the surface world, learning your way.

Prerequisites: Wis 13+, member of a native aquatic race.

Benefit: You do not suffer penalties to Listen checks, Search checks, and Spot checks while on land. You do not suffer the –1 circumstance penalties on attack rolls and Armor Class while on land. You suffer only a –2 circumstance penalty on Jump checks and Tumble checks when on land.

Special: This feat can only be chosen at 1st level.

Short [Background]

You are short and slight for a dwarf.

Prerequisites: Str 13 or less, dwarf.

Benefit: Your size category is Small. You receive a +1 bonus to hit and a +1 bonus to AC due to size, and are limited in weapon and armor selection.

Special: This feat may only be chosen at 1st level.

Skybond [General]

You can bind yourself to the air, becoming one with the elements.

Prerequisites: Elf, Bonding, Lightning Reflexes.

Benefit: You gain the Air subtype.

Skyborn Sorcery [Bloodgift]

Your sorcerous powers are derived from a hereditary link with elemental air rather than the blood of dragons.

Prerequisites: Dwarf, Dex 13+, bard or sorcerer level 1st+.

Benefit: Use your Dexterity modifier instead of your Charisma modifier for all spell-oriented effects that use an ability score modifier. This includes determining bonus spells per day, saving throw DC, and the maximum level of spells that you can learn.

You suffer a –2 racial penalty to saving throws against fire based spell effects.

Special: This feat can only be chosen at 1st level. A character can never have more than one 1st level bloodgift.

You can never learn spells from the abjuration school.

Skystride [Bonding]

Your connecting to the sky allows you to walk on air.

Prerequisites: Dex 15+, elf, 10+ ranks in Jump skill, Bonding, Skybond,.

Benefit: You gain the spell-like ability to cast *air walk*: once per day as a cleric of a level equal to your character level.

Soldier [Background]

You are familiar with making camp, standing guard and following orders. The structure of the military has been ingrained in you to the extent that you have a strong sense of structure and routine in your daily life.

Prerequisites: Profession (soldier) skill, any lawful alignment.

Benefit: You gain a +2 competence bonus to Charisma checks involving other soldiers. You also receive a +2 competence bonus to Search or Spot checks while on guard duty or on patrol. Lastly, you gain a +2 competence bonus to Wilderness Lore checks to make camp.

Special: This feat can only be chosen at 1st level.

Stonebinder [Bloodgift]

Your ancestral tie with the earth allows you to summon more powerful earth creatures than normal.

Prerequisites: Con 15+, Cha 13+, Dwarf, Stoneblood.

Benefit: Whenever you use a conjuration spell to summon a creature with the Earth subtype, it gains +2 hit points per HD and an additional +2 natural bonus to AC.

Stoneblood [Bloodgift]

Your family has an ancient bond with an earth elemental, enhancing your natural instincts.

Prerequisites: Con 15+, Dwarf.

Benefit: All of the bonuses granted by your stonecunning racial ability increase by +2.

Special: This feat can only be chosen at 1st level. A character can never have more than one 1st level bloodgift.

Stoneborn Sorcery [Bloodgift]

Your sorcerous blood stems from an ancient bond with an earth elemental.

Prerequisites: Con 13+, Dwarf, bard or sorcerer level 1st+.

Benefit: You use your Constitution modifier instead of your Charisma modifier for all spell-oriented effects that use an ability score modifier. This includes determining bonus spells per day saving throw DCs, and the maximum level of spells that you can learn. This affects only spells that you cast as a bard or sorcerer.

Special: This feat can only be chosen at 1st level. A character can never have more than one 1st level bloodgift. You can never learn spells from the Enchantment school.

Stonelord [Bloodgift]

Your family has an ancient bond with an earth elemental, enhancing your natural instincts.

Your ancestral link to the earth allows you to compel creatures of the earth more easily. Dwarves and earth creatures find your words compelling, and as a result treat you with respect and civility.

Prerequisites: Con 15+, Cha 13+, Dwarf, Stoneblood.

Benefit: You gain a +4 bonus on Diplomacy skill checks made to influence the reactions of dwarves and creatures with the Earth subtype. In addition, increase the saving throw DCs of all Enchantment spells you cast against creatures with the Earth subtype by 4.

Trollblood [Bloodgift]

Troll blood flows in your veins, giving you the power to heal much faster than normal.

Prerequisites: Con 15+.

Benefit: You heal much faster than normal. For each day of rest, you gain 2 hit points per character level. For each day of complete bed rest, you gain 3 hit points per character level.

Special: This feat can only be chosen at 1st level. A character can never have more than one 1st level bloodgift.

Tundra Runner [Background]

You were born among northmen. Cold weather and nomadic herding have forged you into the person you are.

Prerequisites: Con 15+.

Benefit: You gain an +3 bonus on Fortitude and Willpower saving throws involving cold-based attacks and can endure temperatures as low as 0° before succumbing to the effects of cold. In addition, Wilderness Lore is considered a class skill for you.

Normal: An unprotected character in cold weather (below 40° F) must make a Fortitude saving throw each hour (DC 15, +1 per previous check) or sustain 1d6 points of subdual damage.

Special: This feat can only be chosen at 1st level.

University [Background]

You have attended some of the finest schools in the land, gaining knowledge and insight that few possess.

Prerequisites: Int 13+.

Benefit: You gain +8 additional skill points at character creation, and +2 skill points every level thereafter. These points may only be put into class skills.

Special: This feat can only be chosen at 1st level. You begin play with 100 gp less than normal as a result of your schooling.

Warrior Born [Background]

You were destined to be warrior from birth.

Prerequisites: Str 13+ or Dex 13+.

Benefit: You gain a +1 racial bonus to all weapon damage rolls.

Special: This feat can only be chosen at 1st level.

Waterfront Native [Background]

You have grown up near the water, always feeling comfortable in it.

Benefit: Swim is considered class skill, no matter your class. In addition, choose any class skill. You do not suffer a penalty while using this skill underwater.

Special: This feat can only be chosen at 1st level.

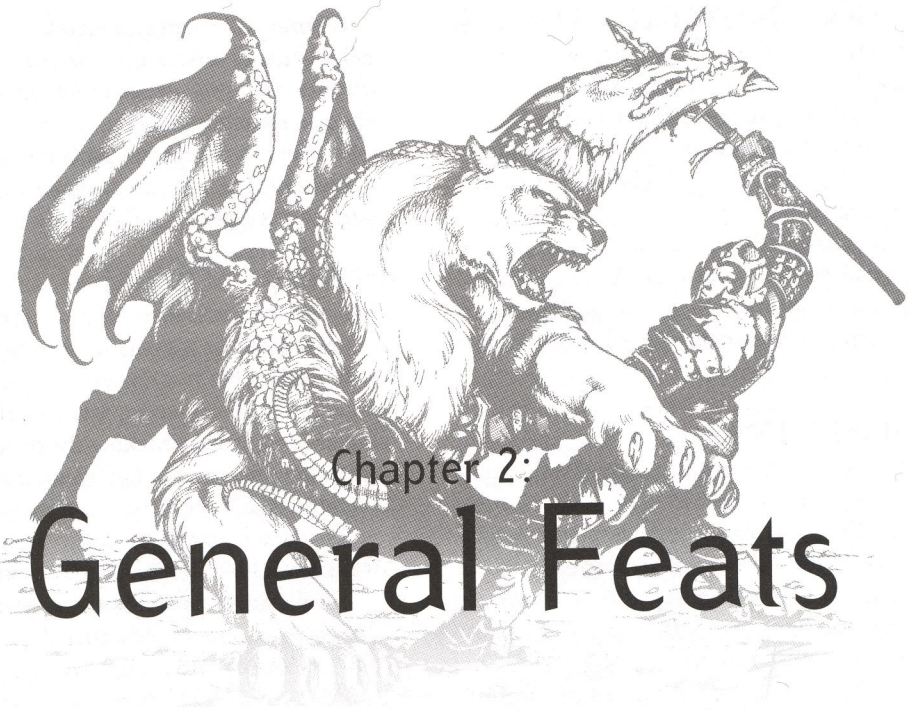
Wealth [Background]

You come from a wealthy background.

Benefit: You begin play with 750 gp in addition to the starting gold for your character class.

Normal: A character without this feat begins play with gp based on his class.

Special: This feat can only be chosen at 1st level.



Chapter 2: General Feats

This is the largest chapter in this book, containing the most commonly used feats. In an attempt to address every type of feat published by other companies, we've included many feats that look a lot like other ones, but functionally are different enough to merit a different entry. The most common duplication comes with feats that allow you to breath underwater for an extended duration, a fact that the designer of this book is still very confused about, but nonetheless included for the sake of completion.

We encourage you to take a close look at some of the feats here, because in all honesty, making this book was daunting and we're just as fallible as the original designers of these feats. You should decide for youself if something doesn't fit your campaign or smells like munchkin fodder.

Lastly, there's a tendency among some designers to make feats that conflict with the rules for d20™ Some are nothing more than rule conversions disguised as feats. Others are clever attempts to make Cleave or Sunder a more powerful tool. Since this chapter contains over 600 feats, if you find 10 of them useless because they allow you to do something that looks like a house rule, make it a house rule and strike it from the book.

We did.

ACROBATIC [GENERAL]

You are exceptionally agile and flexible.

Prerequisites: Dex 13+.

Benefit: You gain a +2 bonus on Balance checks and Tumble checks.

ACROBATIC STRIKE [GENERAL]

You may use your acrobatic skill to put your enemy off his guard and strike at his vulnerable points, launching an attack from an unexpected direction.

Prerequisites: Dex 13+, 4+ ranks in Tumble skill.

Benefit: As a full-round action, you may make a Tumble check (DC 20 + your opponent's base attack bonus). If you succeed, you may make a single melee attack at your highest base attack bonus against an opponent who loses his Dexterity bonus to AC. If you fail your Tumble check, you stumble to the ground, fall prone, and may not attack.

Special: You remain in the same spot when using this skill, whether you succeed at your skill check or fall prone.

ADAPTIVE FIGHTING [GENERAL, FIGHTER]

You may fight with the blunt end of a polearm or large weapon.

Prerequisites: Str 13+, Power Attack.

Benefit: When using a weapon one size larger than yourself, you may make a second attack with the butt of the weapon as if it were a double weapon. The blunt end deals 1d6 points of bludgeoning damage with a ×2 critical modifier.

The blunt end is considered a light weapon. It is in all ways just like fighting with a double weapon.

Aerial Mounted Combat [General, Fighter]

You are skilled in fighting from atop a flying mount.

Prerequisites: Ride skill, Mounted Combat.

Benefit: Once per round, the character may make a Ride check to help his mount perform evasive maneuvers (*see the Aerial Combat chapter*). The Ride check becomes the mount's result in the required maneuver check.

Special: By acquiring this feat, the character can use Ride Mounted Archery, Ride-by Attack, Spirited Charge and Trample feats on a flying mount. This feat is required to perform the more complicated aerial combat maneuvers.

Agonizing Strike [General]

Your understanding of anatomy aids you in pinpointing sensitive regions of the body.

Prerequisites: Dex 15+, Back Alley Brawler, Painful Strike, base attack bonus +6 or higher, ability to sneak attack.

Benefit: When making a sneak attack, you may choose to stun your opponent rather than inflict damage. If you hit with your attack, your opponent must make a Fortitude save (DC 10 + half your level) or be stunned for a number of rounds equal to your Dexterity bonus.

A stunned character loses his Dexterity bonus to AC and may take no actions. Anyone attacking a stunned character gains a +2 bonus to hit.

Alertness [General]

You have acute senses, alerting you of danger.

Benefit: You gain a +2 bonus on all Listen checks and Spot checks.

Special: The master of a familiar gains the Alertness feat whenever the familiar is within arm's reach.

Amazing Agility [General]

You have an innate sense of balance, always landing on your feet. Others notice that you move with sylvan-like grace.

Prerequisites: 12+ ranks in Balance skill.

Benefit: You may always take 20 on any Balance check, even if stress and distractions would normally prevent you from doing so. In addition, you may fall an additional 10 ft. before suffering damage.

Ambidexterity [General]

You are neither left-handed or right-handed, using either hand equally well.

Prerequisites: Dex 15+.

Benefit: You ignore all penalties for using an off-hand. You are neither left-handed nor right-handed.

Normal: Without this feat, a character who uses his or her off hand suffers a –4 penalty to attack rolls, ability checks, and skill checks. For example, a right-handed character wielding a weapon with her left hand suffers a –4 penalty to attack rolls with that weapon.

Special: This feat helps offset the penalty for fighting with two weapons.

Amphibian [General]

You can breathe water as if it were air.

Prerequisites: Con 19+, Deep Diving, Endurance.

Benefit: This feat allows you to survive underwater as an amphibious creature. You can breathe water without the need to surface. Making the transition from breathing air to breathing water (and back from breathing water to breathing air) is difficult and requires one full minute during which no other actions can be taken. Note that the water must hold oxygen (as all normal bodies of water do).

In substances other than water that present a danger of drowning, or in liquids that do not contain dissolved oxygen, normal drowning rules apply.

This is considered an extraordinary ability.

Amphibious Assault [General]

You are well trained in amphibious fighting, not only in the water, but on boats and ships as well.

Benefit: When making any attack while in water deeper than your thighs, or when fighting aboard a boat or other seagoing vessel, you ignore any circumstance penalties for fighting on uneven terrain.

Ancestral Enemy [General]

You are trained in ancient techniques for battling goblinoids.

Prerequisites: Goblin Slayer, Rat Hacker, base attack bonus +6 or higher.

Benefit: You gain a +2 bonus to attack and damage rolls against orcs or goblinoids.

Animal Affinity [General]

You quickly form empathic relationships with unintelligent animals, relying on your natural talent and charisma to form strong bonds. In particular, you are extremely adept at handling and training newborn creatures of all types.

Prerequisites: Cha 15+.

Benefit: You gain a +2 competence bonus to Animal Empathy checks, Handle Animal checks, and Ride checks. In addition, Animal Empathy is considered a class skill for you, regardless of class.

Animal Friendship [General]

You easily befriend wild animals and make them your companions.

Prerequisites: Cha 15+, 8+ ranks in Animal Empathy skill, 8+ ranks in Handle Animal skill.

Benefit: You have the ability to befriend animals at will as the spell *animal friendship*, as a caster equal to your level. You are still subject to the normal limitations of the spell.

Anticipate Harm [General]

You have fought countless battles against evil, allowing you to avoid the taint of their magic.

Prerequisites: Great Fortitude, Iron Will, Lightning Reflexes.

Benefit: You gain a +4 luck bonus to all saving throws against spells cast from an evil source or spells from the school of necromancy.

Applied Knowledge [General]

Your knowledge is not merely idle curiosity, but something you use even outside your field.

Prerequisites: Wisdom 13+, 8+ ranks in Knowledge (any) skill.

Benefit: Once per game session, you may make a check with your knowledge skill to determine a solution to a problem at hand (DC equal to the DC of the problem; if the "problem" is a character or monster, the DC is double the Challenge Rating), with an outcome based on how applicable your knowledge is to the situation. A successful check merely reveals a solution, not necessarily the best or most practical one.

Additionally, if you have a knowledge skill directly related to a skill check you are performing (i.e. knowledge (local city) when attempting to find a safe hideout (search), you gain a synergy bonus equal to ¼ your knowledge skill (rounding down).

Finally, if you are making a check on a different but related knowledge (i.e. knowledge (history) when making a knowledge (royalty) check), you may make one re-test.

Special: You may take this feat multiple times. Each time you take this feat, choose a different knowledge associated with it.

Applied Scholastics [General]

Your scholarly knowledge is helpful in nearly every situation.

Prerequisites: Int 17+, at least 20 total ranks in 3 or more Knowledge skills, character level 9th+.

Benefit: You may add your Intelligence bonus to any skill check you have at least 2 ranks in. You may add half your Intelligence bonus to any skill you have less than 2 ranks in and any ability related checks (breaking down a door, remembering a fact, etc.).

Aquatic Armor Proficiency [General]

You are proficient with all types of aquatic armor.

Benefit: When you wear a type of armor with which you are proficient, the armor check penalty applies to only Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble checks. In the case of aquatic armor, this applies to any aquatic armor for which you possess a corresponding proficiency. In other words, if you are proficient with light and medium armor, taking this feat allows you to wear light aquatic and medium aquatic armor normally. This feat need only be taken once, regardless of how many types of armor the character is proficient with. This feat applies only to surface dwellers.

Normal: A character who wears aquatic armor without this proficiency suffers its armor check penalty on attack rolls and all skill checks the involve moving. Surface-dwellers are not proficient in aquatic armor.

Archery Master [General, Fighter]

Your continued studies in the mastery of your chosen weapon extends to the use of other, similar weapons.

Prerequisites: Dex 15+, Martial Weapon Proficiency (any bow), Weapon Focus (any bow), base attack bonus +6 or higher.

Benefit: By spending a full round action to fire a bow (shortbow, longbow, etc.), you may double your Dexterity bonus, so long as you only fire one arrow.

Area of Expertise [General]

You have done tremendous amounts of research into a single area. You are well connected to current rumors and news concerning the topic.

Prerequisites: Int 13+.

Benefit: Choose a Knowledge skill you have at least 1 rank in. You gain a +2 competence bonus to Knowledge checks in your chosen field. In addition, when using Gather Information to uncover rumors connected to your area, you gain a +2 competence bonus.

Armor Focus (Heavy) [General, Fighter]

You have trained for hours in heavy armor, learning to bend where it bends.

Prerequisites: Armor Proficiency (heavy).

Benefit: You gain a +1 competence bonus to AC while wearing heavy armor. In addition, the armor check penalty for heavy armor is reduced by 1, to no less than 0.

Armor Focus (Light) [General, Fighter]

You have trained for hours in light armor, learning to bend where it bends.

Prerequisites: Armor Proficiency (light).

Benefit: You gain a +1 competence bonus to AC while wearing light armor. In addition, the armor check penalty for light armor is reduced by 1, to no less than 0.

Armor Focus (Medium) [General, Fighter]

You have trained for hours in medium armor, learning to bend where it bends.

Prerequisites: Armor Proficiency (medium).

Benefit: You gain a +1 competence bonus to AC while wearing medium armor. In addition, the armor check penalty for medium armor is reduced by 1, to no less than 0.

Armor Mastery (Heavy) [General, Fighter]

You have trained for years in heavy armor.

Prerequisites: Armor Focus (heavy), Armor Proficiency (heavy), Armor Specialization (heavy).

Benefit: You gain a +3 competence bonus to AC while wearing heavy armor. In addition, the armor check penalty for heavy armor is reduced by 3, to no less than 0. These bonuses stack with Armor Focus (heavy) and Armor Specialization (heavy).

Armor Mastery (Light) [General, Fighter]

You have trained for years in light armor.

Prerequisites: Armor Focus (light), Armor Proficiency (light), Armor Specialization (light).

Benefit: You gain a +3 competence bonus to AC while wearing light armor. In addition, the armor check penalty for light armor is reduced by 3, to no less than 0. These bonuses stack with Armor Focus (light).

Armor Mastery (Medium) [General, Fighter]

You have trained for years in medium armor.

Prerequisites: Armor Focus (medium), Armor Proficiency (medium), Armor Specialization (medium).

Benefit: You gain a +3 competence bonus to AC while wearing medium armor. In addition, the armor check penalty for medium armor is reduced by 3, to no less than 0. These bonuses stack with Armor Focus (medium).

Armor Penetration [General, Fighter]

You are skilled at seeking out weak points in your opponent's armor, allowing you to penetrate armor with relative ease.

Prerequisites: Int 13+, Expertise, base attack bonus +6 or higher.

Benefit: You add +1 to your attack roll in melee combat if your opponent is wearing light armor, +2 if your opponent is wearing medium armor, and +3 if your opponent is wearing heavy armor. Shields and natural armor are not considered armor for the purposes of this feat.

Armor Proficiency (Heavy) [General]

Prerequisites: Armor Proficiency (light), Armor Proficiency (medium).

Benefit: When wearing heavy armor, the armor check penalty applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble checks.

Normal: A character who is wearing armor with which she is not proficient suffers its armor check penalty on attack rolls and on all skill checks that involve moving, including Ride.

Armor Proficiency (Light) [General]

Benefit: When wearing light armor, the armor check penalty applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble checks.

Normal: A character who is wearing armor with which she is not proficient suffers its armor check penalty on attack rolls and on all skill checks that involve moving, including Ride.

Armor Proficiency (Medium) [General]

Prerequisites: Armor Proficiency (light).

Benefit: When wearing medium armor, the armor check penalty applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble checks.

Normal: A character who is wearing armor with which she is not proficient suffers its armor check penalty on attack rolls and on all skill checks that involve moving, including Ride.

Armor Specialization (Heavy) [General, Fighter]

You have trained for months in heavy armor, learning to bend where it bends.

Prerequisites: Armor Focus (heavy), Armor Proficiency (heavy).

Benefit: You gain a +2 competence bonus to AC while wearing heavy armor. In addition, the armor check penalty for heavy armor is reduced by 2, to no less than 0. This bonus stacks with Armor Focus (heavy).

Armor Specialization (Light) [General, Fighter]

You have trained for months in light armor, learning to bend where it bends.

Prerequisites: Armor Focus (light), Armor Proficiency (light).

Benefit: You gain a +2 competence bonus to AC while wearing light armor. In addition, the armor check penalty for light armor is reduced by 2, to no less than 0. This bonuses stacks with Armor Focus (light).

Armor Specialization (Medium) [General, Fighter]

You have trained for months in medium armor, learning to bend where it bends.

Prerequisites: Armor Focus (medium), Armor Proficiency (medium).

Benefit: You gain a +2 competence bonus to AC while wearing medium armor. In addition, the armor check penalty for medium armor is reduced by 2, to no less than 0. This bonus stacks with Armor Focus (medium).

The Art of War [General]

As a follower of the god of war, you are an excellent commander and a powerful leader.

Prerequisites: Str 13+, divine spellcaster level 9th+, must have access to the War domain.

Benefit: You gain 6 ranks in Profession (military commander) skill. This skill is used to earn a living as a professional military officer. In addition your Leadership Score is increased by 3.

Artisan [General]

You have a knack for crafts.

Prerequisites: 1+ ranks in three different Craft skills.

Benefit: You gain a +2 competence bonus on three different Craft skills of your choice. You must have at least 1 rank in each of the skills to which you choose to apply this bonus.

Assassin [General]

Your lethal cunning makes you deadly with nearly any weapon.

Prerequisites: Dex 17+, Int 15+, Expertise, Improved Initiative, base attack bonus +12 or higher.

Benefit: The threat range of all melee weapons you are proficient with is increased by +1.

Assassin's Strike [General]

You can kill a man with a single blow.

Prerequisites: Dex 17+, Agonizing Strike, Back Alley Brawler, Crippling Strike, Painful Strike, Wicked Strike, Wounding Strike, base attack bonus +12 or higher, ability to sneak attack.

Benefit: When you damage an opponent with a sneak attack, he dies instantly.

Astonishing Reflexes [General]

Your reflexes are almost beyond belief.

Prerequisites: Lightning Reflexes.

Benefit: You get a +2 bonus to all Reflex saving throws. This feat stacks with Lightning Reflexes.

Astrologer [General]

You can interpret the stars, read tarot cards, and otherwise divine the fortunes of others.

Prerequisites: Wis 13+, 4+ ranks in Knowledge (arcana) skill, 4+ ranks in Knowledge (the planes) skill, spellcaster level 1st+.

Benefit: You may spell 1 minute reading the fortune of any one creature. You may cast augury in regards to this creature, asking anyone one question of the 'fates.' You may use this ability a number of times per day equal to 1 + your Wisdom bonus.

Athletic [General]

You are healthy and determined, showing resolve in all things.

Benefit: You gain a +1 bonus to all Fortitude and Reflex saves.

Attractive Appearance [General]

You are physically more appealing that the average person.

Prerequisites: Cha 13+.

Benefit: You gain a +2 bonus to all Bluff checks, Diplomacy checks, and Gather Information checks.

Aura of Serenity [General]

You have an aura of peace about you.

Prerequisites: Cha 13+, any good alignment.

Benefit: You always exude an aura of peacefulness and calm strength. You gain a +2 sacred bonus to all checks involving the following skills: Animal Empathy,

Diplomacy, Handle Animal, and Sense Motive. In addition, you gain a +2 insight bonus in all Diplomacy checks to avoid combat or otherwise diffuse hostile situations.

AVOIDANCE [GENERAL, FIGHTER]

You can move unmolested through a crowd.

Prerequisites: Dex 15+, 8+ ranks in Tumble skill, Dodge, Expertise, Evasion, Mobility, Spring Attack.

Benefit: You do not draw attacks of opportunity for moving through threatened squares.

Restriction: This feat can only be executed in light or no armor.

AXE MASTERY [GENERAL, FIGHTER]

You have mastered the axe.

Prerequisites: Weapon Focus (any axe), Weapon Specialization (any axe).

Benefit: You receive a +1 bonus to all attack rolls with any axe you are proficient with.

This bonus stacks with Weapon Focus.

BACK ALLEY BRAWLER [GENERAL]

In combat you are a wildcat, biting, clawing and kicking your enemies without regard to fair play.

Prerequisites: Dex 13+, Improved Unarmed Strike, base attack bonus +2 or higher.

Benefit: Your unarmed attacks deal normal damage (rather than subdual damage). In addition, you can feint with your weapon then deliver a quick kick to a sensitive area or a similar dirty shot. If you make no other attacks you can also, as a full attack action, make a Bluff check opposed by your opponent's Sense Motive skill. If you succeed you may deliver a single unarmed attack against him using your best base attack bonus that deals double normal damage. When grappling, you tear at your opponent's ears, bite his fingers, or pull his hair, dealing double normal grappling damage.

Special: On a critical hit, the damage is tripled.

BACK-TO-BACK [GENERAL, FIGHTER]

You are skilled at fighting back-to-back with a trusted ally.

Prerequisites: Base attack bonus +1 or higher.

Benefit: When you are adjacent to an ally who also has the Back-to-Back feat, you cannot be flanked. You also gain a +2 bonus on aid another actions to help anyone who has this feat.

BARGAIN [GENERAL]

You are a skilled negotiator, always striving for the best deal in any transaction.

Prerequisites: Cha 13+.

Benefit: You gain a +4 competence bonus to all Profession (merchant) checks when buying or selling goods.

BARROOM BRAWLER [GENERAL, FIGHTER]

You can dish it out and take it.

Prerequisites: Con 13+, Toughness.

Benefit: You gain +4 hit points for the purpose of defending against subdual damage. In addition, your unarmed attacks do 1d4 points of subdual damage plus your Strength modifier (1d3 for Small creatures).

BATTLE AWARENESS [GENERAL, FIGHTER]

You possess increased awareness of battle.

Prerequisites: Cha 13+, Leadership, divine spellcaster level 12th+, access to the domain of Strength or War.

Benefit: By spending 10 minutes preparing for battle, the goddess of strength and war inspires you with courage. During this preparation time, you may give an inspiring speech to your allies and those under your command. You and everyone listening to the speech gains a +2 divine bonus to hit, damage, and AC for the duration of the upcoming battle.

BATTLE BROTHER [GENERAL, FIGHTER]

You and a friend aid each other when you act together.

Prerequisites: Dex 13+, Back-to-Back, Improved Initiative, base attack bonus +3.

Benefit: If you and an ally both have this feat, only one of you makes an initiative check, counting the total for both of you. In addition, so long as your initiative score is the same and both of you attack the same opponent, you both gain the benefits of aid another. Your ally either gains a +2 circumstance bonus to his attack or a +2 circumstance bonus to his AC against that target. You in turn gain the same benefit.

Normal: Aid another is a standard action requiring an attack roll against AC 10.

BATTLE CRY [GENERAL, FIGHTER]

You can intimidate your foes with a fierce shout.

Benefit: Designate an opponent you are in melee combat with and make an Intimidate check as a standard action that does not draw an attack of opportunity. Your opponent immediately makes a Will save with a DC equal to the result of your Intimidate check. If the save fails, your opponent is considered flat-footed against your next attack. This does not affect other attacks directed at your opponent. If the save succeeds, there is no effect.

Opponents gain a cumulative +2 circumstance bonus on each successive Will save each time Battle Cry is used against them in a single combat.

BATTLE HARDENED [GENERAL]

The horrors of war have hardened you into a grizzled fighting machine.

Prerequisites: Con 15+, Iron Will, base attack bonus +6 or higher.

Benefit: Battle hardened characters receive a number of bonuses. First, you receive a +3 morale bonus to any saving throw or check as a result of a fear effect or any effect that would cause a break in morale. Second, you gain an +1 hit point each level you advance after taking this feat. Lastly, when you suffer enough damage to be incapacitated or killed (even from massive damage), you may take one last partial action on your turn.

Battle hardened veterans tend towards callousness and are bit cold toward you, however, reducing your effective Charisma bonus by 1 for all ability and skill checks except Intimidate checks.

BATTLE HOWL [GENERAL, FIGHTER]

You strike terror into your enemies with the sheer force of your primal rage.

Prerequisites: Base attack bonus +3 or higher.

Benefit: When taking a charge action, the target of the charge attack must make a Will save with a DC equal to 10 + your Charisma modifier or suffer a –2 morale penalty to attack rolls and damage roll for 1d4 rounds. A target may only be affected once per battle.

BATTLE LEADER [GENERAL, FIGHTER]

You are a strong commander, capable of leading hundreds of men on the battlefield, while giving clear and concise orders.

Prerequisites: Cha 15+, Battle Tactics, Leadership.

Benefit: Through a system of flag, horns, and signals, you can command a number of men equal to your Charisma bonus times 50. The commands need to be precise and understandable. In all ways, this feat operates as the spell *greater command*.

BATTLE TACTICS [GENERAL, FIGHTER]

Battle Tactics allows you to make correct decisions on the battlefield, positioning troops to the best advantage, taking into account terrain, weather and so.

Prerequisites: Wis 15+, Leadership or 6+ ranks in Knowledge (tactics).

Benefit: You can assess the lay of the land and knowing the best position to deploy your army. This grants a +1 armor bonus against all ranged attacks made beyond the first range increment to your troops, provided there is some feature in the terrain which would provide shelter. It also grants a +1 bonus to all Reflex saving throws against spells.

Special: Battle Tactics requires you to be able to observe and assess the battlefield from a vantage point.

BLIGHTED SCOURGE [GENERAL]

Whatever contemptible presence lingers within you, now infests others. You are a scourge on the living and the dead.

Prerequisites: Consumption, Corruption, Great Fortitude, Iron Will, character level 12th+.

Benefit: Whenever you personally reduce a creature to –10 hit points or below, you leave a distinguishable mark. Spellcasters attempting to return one of your victims from the dead, using a feat, special ability, spell, or spell-like ability, must succeed at a Will save (DC 15 + your Wisdom modifier + your character level) or lose the spell. A Will save is required each time an attempt is made. Successive attempts to revive the same body are met with a cumulative +1 modifier to the DC.

BLIGHTED TOUGHNESS [GENERAL]

Your skin is tough and worn, twisted by the scourged blood pulsing through your veins.

Prerequisites: Blighted Scourge, Consumption, Corruption, Great Fortitude, Iron Will, character level 15th+.

Benefit: You gain a +4 natural bonus to AC and damage resistance 5/–. As a result of your blighted presence, you suffer 2 points of permanent Charisma damage, which cannot be cured by any means short of a *miracle*.

BLIND-FIGHT [GENERAL]

You have been trained how to fight while blinded or in complete darkness.

Benefit: In melee, every time you miss because of concealment, you can reroll the miss chance percentile roll one time to see if you actually hit.

An invisible attacker gets no bonus to hit you in melee. That is, you don't lose a Dexterity bonus to Armor Class, and the attacker doesn't get the usual +2 bonus. The invisible attacker's bonuses do still apply for ranged attacks, however.

You suffer only half the usual penalty to speed for being unable to see. Darkness and poor visibility in general reduces your speed to three-quarters of normal, instead of one-half.

BLINDSIGHT 5-FT. [GENERAL]

You can sense nearby opponents, even in total darkness.

Prerequisites: Wis 15+, Alertness or Keen Senses, Blind-Fight, base attack bonus +3 or higher.

Benefit: When attacking an opponent with an unarmed or melee attack, ignore concealment bonus to your opponent's AC.

BLINDSIGHT 15-FT. [GENERAL]

Your senses are so acute that you "feel" people around you, even when blinded or in total darkness.

Prerequisites: Wis 15+, Alertness or Keen Senses, Blind-Fight, Blindsight 5 ft., base attack bonus +8.

Benefit: When attacking an opponent within 15 ft., ignore concealment bonus to your opponent's AC. In addition, the miss chance is reduced by 20% and you do not need to guess your target's location.

BLINDING STRIKE [GENERAL]

Your mastery of underhanded dishonorable tactics allows you to temporarily blind your foe.

Prerequisites: Dex 13+, Back Alley Brawler, base attack bonus +3 or higher.

Benefit: By taking a full attack action, you may make a single attack that blinds your foe. Use your best base attack bonus. If you hit, your opponent must make a Fortitude save (DC 10 + half your rogue class level) or be blinded for 1d4 rounds. This attack only works once per encounter against a given foe. Only creatures that use sensory organs to see are vulnerable to this attack.

Blinded creatures suffer a 50% miss chance in combat, move at half speed and suffer a –4 penalty to any Strength and Dexterity based skills that rely on sight. In addition, anyone attacking a blind creature gains a +2 bonus to their attack rolls.

BLOOD FRENZY [GENERAL, FIGHTER]

Battle rouses your warrior blood, making you nearly invincible in combat.

Prerequisites: Dex 13+, Power Attack, base attack bonus +5 or higher.

Benefit: You are allowed to make a Reflex save each round against one melee attack (DC equal to the attack roll). If successful, the damage you suffer is reduced by your Dexterity bonus (minimum 1 point of damage).

Special: This feat can work in conjunction with the rogue's defensive roll special ability. This feat will not work against damaging spells or ranged attacks.

BLOODLETTING [GENERAL, FIGHTER]

Your strikes can cause someone to bleed to death.

Prerequisites: Str 13+, Cleave, Power Attack, Sunder, base attack bonus +8 or higher, or divine spellcaster level 12th+.

Benefit: When dealing a critical hit with a slashing or piercing weapon, your opponent begins bleeding, suffering 1d4 additional points of damage each round until the wound is treated. The wound can be closed with a successful Heal check (DC 15), or cure spell. However, the first 5 points of healing are spent closing the wound and do not heal the character. Should a cure spell be cast for less than 5 points, the bleeding resumes next round and a new cure spell (for at least 5 points) or Heal check must be made.

Once the bleeding stops, healing resumes normally.

Bloodlust [General, Fighter]

You are nearly impossible to stop in combat, fighting with the fury of a hundred men.

Prerequisites: Con 15+, Great Fortitude, Iron Will.

Benefit: You do not suffer damage for taking actions while between 0 and –9 hit points. You may still take only take partial actions and you still continue to lose 1 hit point per round until you reach –10.

Special: In conjunction with the Fervent feat, –10 is replaced by the negative of your Constitution score.

Bo Master [General, Fighter]

You have mastered the art of fighting with a quarterstaff, learning to meld strength and speed together.

Prerequisites: Dex 15+, Weapon Focus (quarterstaff), Weapon Specialization (quarterstaff) or monk level 4th+.

Benefit: You may add your Dexterity bonus to your attack and damage rolls with a quarterstaff. In addition, on a successful critical hit, your critical hit multiplier is increased by 1. Thus, a normal quarterstaff has a critical hit multiplier of ×2. With this feat, the multiplier becomes a ×3.

Boar's Charge [General, Fighter]

You can bypass foes more readily in combat.

Prerequisites: Str 13+.

Benefit: You do not need to move before making an overrun attempt against an opponent.

Normal: You must normally move at least 10 ft. before attempting an overrun action.

Body and Mind [General]

Your resolve allows you to resist toxins and fight disease.

Prerequisites: Wis 15+, Iron Will.

Benefit: You may add your Wisdom bonus to all Fortitude saves to resist non-magical poisons and mundane diseases.

Body Awareness [General]

Your training and knowledge provides you with the ability to discern how herbal, alchemical, and magical substances interact with the bodies of animals and sentients.

Prerequisites: 5+ ranks in Alchemy skill or 5+ ranks in Profession (herbalist) skill.

Benefit: You gain a +3 bonus to all Heal and Profession (apothecary) checks.

Body Control [General]

You are adept at contorting yourself in order to escape the grasp of others.

Prerequisites: Dex 13+.

Benefit: You gain a +4 competence bonus to all Escape Artist checks made to escape a grapple attack or to avoid being swallowed whole by a large monster.

Bootlicker [General]

You have mastered the fine art of flattery. You can grovel, beg, plead, and put up a pathetic facade with the best of them.

Benefit: When making a Bluff or Diplomacy check, you receive a +3 competence bonus if you choose to grovel, beg, and plead in front of whomever you are interacting with.

Special: If you hold a clear advantage over the person you're speaking with, this bonus does not apply. In general, the DM has final authority to decide if this bonus applies. For example, a greater demon could not use this feat against a peasant, but a peasant could most certainly use it on the demon.

Born Marine [General]

In water and onboard ships, you are a skilled combatant and sailor.

Benefit: You receive Martial Weapon Proficiency (cutlass) and gain a +2 competence bonus to Profession (sailor) checks.

Born to Ride [General]

You are a natural rider.

Prerequisites: Handle Animal skill, Ride skill.

Benefit: You ignore the penalties to your Ride checks for riding a creature type different from the one on which you are trained to ride.

Normal: A characters suffers a –2 penalty to Ride checks when riding a different creature and a –5 penalty to Ride checks when riding a different creature from the type for which he chose his ranks.

Bounty Hunter [General, Fighter]

You are trained to knock your opponents out rather than kill them.

Prerequisites: Int 13+, Expertise.

Benefit: You deal an additional 2 points of subdual damage during a subdual attack.

Breeze Dance [General, Fighter]

This fighting stance keeps you mobile and light on your feet.

Prerequisites: Dodge, Mobility.

Benefit: Using this feat requires you to take a standard action to "find your stance." Once in the stance, you may not move more than 10 ft. in a single round lest you lose its benefit. It takes another standard action to enter into the stance once again. Once in the stance, you gain a –1 competence bonus to AC vs. melee attacks and a +2 competence bonus to AC vs. ranged attacks.

Special: You may gain this feat multiple times.

BRIBERY [GENERAL]

You have developed the ability to talk people into taking or participating in actions that normally run counter to their sense of personal or professional morality. You know the ins and outs of the local government, and have a keen sense of who's open to bribes and who's not.

Benefit: When using the Diplomacy skill to convince someone to participate in an illegal action, you gain a +3 competence bonus. If you offer your target a bribe or payment of some kind that is valuable enough to have worth to him, increase this bonus to +5.

The bribe should be enough to equal roughly a week's wage for the target. For each multiple of a week's wage the bribe is worth, add a +1 bonus to the bribe check. The DM may require an opposed roll of your Diplomacy against the target's Will save when making a bribe.

BRUISER [GENERAL, FIGHTER]

You are stronger than most, having developed big muscles and powerful arms.

Prerequisites: Str 13+, Power Attack, base attack bonus +3 or higher.

Benefit: By sacrificing your Strength bonus to your attack roll, you may double your Strength bonus on your damage roll. This feat may only be used in conjunction with melee attacks or unarmed strikes.

BULLY [GENERAL]

Your size makes you an intimidating figure.

Prerequisite: Str 15+.

Benefit: Add your Strength bonus to Intimidate checks.

BUTTERFLY FLANK [GENERAL, FIGHTER]

Your skill with a blade distracts and intimidates your opponent, catching him off balance and unaware.

Prerequisites: Dex 15+, Combat Reflexes, Lightning Reflexes, base attack bonus +6 or higher.

Benefit: So long as you and an ally threaten the same opponent, but are not adjacent to one another, your opponent is considered flanked.

Normal: A character can only flank an opponent if he and an ally are directly opposite on another around the target.

THE CALL TO JUSTICE [GENERAL]

You are immune to attacks from evil outsiders.

Prerequisites: Wis 13+, Cha 13+, divine spellcaster 13th+, must have access to Justice or Law domain.

Benefit: You are immune to attacks from evil outsiders. In addition, you no longer need a +1 weapon to affect evil incorporeal creatures.

CALLED SHOT [GENERAL, FIGHTER]

You are skilled at delivering strikes with the intention of crippling rather than slaying.

Prerequisites: Int 13+, Expertise, base attack bonus of +6 or higher.

Benefit: Whenever you roll a critical hit with any weapon that you have proficiency with, you do not deal damage as normal. Instead, your opponent makes a Fortitude save (DC equal to the damage that would have been dealt). Failure means your opponent suffers one of the following effects (your choice) — stunned for 1 round, –5 ft. speed for 2d6 rounds, –2 penalty to attack rolls for 2d6 rounds, –2 penalty to damage rolls for 2d6 rounds, –2 penalty to Dexterity, or blinded for 1d4 rounds.

CAPTAINING [GENERAL]

You can effectively lead your crew in their day-to-day activities.

Prerequisites: 8+ ranks in Profession (sailor).

Benefit: All crew under your command gain a +2 circumstance bonus to all skill checks needed to run the ship.

CARDHAUS PLAYER [GENERAL]

You are skilled at card, dice, and other games of chance.

Prerequisites: Dex 15+ or Cha 13+.

Benefit: You gain a +3 competence bonus to any skill check related to games of chance. In addition, you have a reputation as a gambler and gain a +1 circumstance bonus to any Gather Information checks made with gamblers and gambling houses (although the cost per night of use of this skill is 1 gp minimum).

CAREFUL PLANNER [GENERAL]

You always seem to have the right equipment on hand.

Prerequisites: Wis 13+.

Benefit: In any situation where a piece of mundane equipment is required and the item in unavailable, you are allowed to make a Wisdom check (DC 20), to see if you have the item on hand. On a successful roll, you find the item among your belongings. You must immediately pay for the item, as if purchased from a shop.

The item in question cannot be more than 25 gp in value, cannot be masterwork or greater, and cannot be so specific to trick someone intimately familiar with the item in question. For instance, an NPC has lost her brooch, an item she has kept with her for many years. The character cannot merely make a Wisdom check to see if the brooch is among his things.

In the case of arrows, darts and the like, you may not "find" more than 1d10 of these on you at any one time.

Special: You may use this feat a number of times per session equal to your Wisdom bonus. However, the DM may determine on extensive excursions that it can only be used a number of times equal to your Wisdom bonus per adventure.

CASING SENSE [GENERAL]

Your eyes are automatically drawn to the most expensive items in a room.

Prerequisites: 4+ ranks in Appraise, 4+ ranks in Search, 4+ ranks in Spot skill.

Benefit: You can make an Appraise check (DC 15) as a free action for up to three items. In addition, with a successful check, notice the three most expensive items in a room you've just entered. A second roll is required to determine their exact value, but you do know within 25%. If you don't roll a high enough score to precisely identify any rare or exotic items, the DM may rule that these items merely "catch your eye," but that you don't know their exact worth. Because this feat is used quickly and on the move, special equipment such as magnifying glasses and merchant scales confer no bonuses on the Appraise check.

CAST IRON STOMACH [GENERAL]

You can consume the most unpleasant food and drink without a second thought.

Prerequisites: Con 13+.

Benefit: You derive nourishment from spoiled or inedible food and can avoid dehydration by drinking seawater with few ill effects. By subsisting on these unusual provisions, you double the amount of time you can go without fresh food and water.

Normal: A character without this feat can go without food for three days, after which time he must make a Constitution check (DC 10, +1 for each previous check) or take 1d6 points of subdual damage. A character without this feat can go without fresh water for one day plus a number of hours equal to his Constitution score, after which he must make Constitution checks as described above, with similar effects for failed checks.

Special: You must have access to formerly edible foods and a supply of salt water. Otherwise, you are vulnerable to starvation and dehydration like any other character.

CAUSTIC WIT [GENERAL]

Your tongue is nearly as dangerous as your blade and you always have an insult at the ready.

Benefit: You receive a +2 competence bonus to any Intimidation checks and Diplomacy checks where a clever insult can help, such as when haggling for a better price for your goods.

CHAOTIC HEALING [GENERAL]

The power of chaos cannot but trusted, nonetheless you have made a pact with it and now your healing patterns are in constant flux.

Prerequisites: Corruption, Great Fortitude, Iron Will.

Benefit: Instead of healing at the normal rates, the powers of chaos restore 1d6–3 (minimum 0) hit points per character level to you after each full day of rest.

Normal: A character regains 1 hit point per character level per day of rest.

CHEAT DEATH [GENERAL]

Your understanding of anatomy and healing is so great that you can drag living souls back from beyond the brink of death.

Prerequisites: 6+ ranks in Heal skill, 4+ ranks in Knowledge (anatomy) skill, divine spellcaster level 5th+.

Benefit: You can restore a target creature to life that has fallen to as few as –30 hp. This requires a full round action which provokes an attack of opportunity. During this time you are considered flat footed. It also requires the successful application of either a cure spell of at least 1st level or the Heal skill. The attempt must be made within one round per rank in Heal skill after the target has fallen to –10 hp or below. The target must make a Fortitude saving throw with a DC equal to the number of hp the target has fallen below 0 (so a character at –16 hp has DC 16). If successful, the target acquires a negative level but is stabilized at –9 hp. If the saving throw fails, the target cannot be revived without powerful magic (such as *resurrection* or *raise dead*).

CLASSICALLY TRAINED [GENERAL]

Prerequisite: Cha 15+.

Benefit: You gain a +3 competence bonus to all Perform skill checks while using an instrument or while singing. It does not apply to poems or storytelling.

CLEAVE [GENERAL, FIGHTER]

You can cut through many opponents at once, pushing through their ranks with your powerful attacks.

Prerequisites: Str 13+, Power Attack.

Benefit: If the character deals a creature enough damage to make it drop (typically by dropping it to below 0 hit points, killing it, etc.), the character gets an immediate, extra melee attack against another creature in the immediate vicinity. The character cannot take a 5-foot step before making this extra attack. The extra attack is with the same weapon and at the same bonus as the attack that dropped the previous creature. The character can use this ability once per round.

Cleave Asunder [General, Fighter]

You can cleave through metal as easily as flesh and bone.

Prerequisites: Str 13+, Cleave, Power Attack, Sunder.

Benefit: If you use your Sunder feat to deal enough damage to destroy the target weapon or object, you get an immediate, extra attack against another creature, weapon, or object in the immediate vicinity. You cannot take a 5-foot step before making this extra attack. The extra attack is with the same weapon and the same bonus that destroyed the target weapon or object.

You can use this ability once per round.

Clever Designer [General]

You have a talent for producing traps that are hard to detect and difficult to disarm.

Prerequisites: Dex 15+, Trapmaster.

Benefit: When building a trap of any sort, increase either the Search DC or the Disable DC of it by +2.

Special: You can gain this feat multiple times. Each time, you gain an additional +2 modifier to be applied to either the Search or Disable DC of a trap.

Close Quarters Fighting [General, Fighter]

Prerequisites: Weapon Proficiency (hafted reach weapon), base attack bonus +1 or higher.

Benefit: As a free action, you can shift your grip on a hafted weapon (such as a glaive or longspear) and attack an adjacent opponent, suffering only a –1 penalty to the attack roll.

Normal: Reach weapons cannot attack adjacent opponents.

Clutches of the Hawk Strike [General]

You may snatch a weapon from your opponent while fighting with intense fury of the hawk.

Prerequisites: Dex 13+, Improved Unarmed Strike, base attack bonus +6 or higher.

Benefit: Declare that you are using the feat before you make your attack roll. If you successfully strike your opponent with an unarmed strike, he must make a Reflex save (DC 10 + ½ your level + Wis modifier). In addition to suffering normal damage, if the defender fails his saving throw, he is considered disarmed. If he rolls a natural 1 on the save, you may keep the weapon in your hand. You may attempt a clutches of the hawk strike once per day for every four levels you have attained, and no more than once per round.

Combat Caster Defense [General, Fighter]

You have learned the tricks spellcasters use to cast spells quickly in the midst of battle. With your lightning fast reactions, few spellcasters are able to successfully launch spells near you.

Prerequisites: Dex 13+, Lightning Reflexes, base attack bonus +5 or higher.

Benefit: So long as you are within 5 ft. of a spellcaster, he receives a –4 circumstance penalty to all Concentration checks.

Combat Casting [General]

You are steady and focused in combat, rarely loses your concentration.

Benefit: You gain a +4 bonus to Concentration checks made to cast a spell while on the defensive.

Combat Coordinator [General, Fighter]

You pay close attention to the ebb and flow of battle, taking advantage of openings that might otherwise be missed.

Prerequisites: Wis 15+, 6+ ranks in Spot skill, base attack bonus of +6 or higher.

Benefit: You are able to judge the likely actions of your opponents and instruct your allies in the best method of countering them. It takes a full round action to analyze the current melee. On the following round all friendly forces within 60 ft. that can hear and understand you, gain a +1 competence bonus to their attack rolls and increase their speed by 5 ft.

This bonus persists so long as your allies can hear and understand you and so long as you spend a move-equivalent action each round to instruct them.

Combat Firing [General, Fighter]

Prerequisites: Combat Reflexes, Exotic Weapon Proficiency (renaissance), Concentration skill.

Benefit: You may fire your flintlock in melee without provoking an attack of opportunity. Reloading requires a successful Concentration check (DC 20) to avoid provoking an attack of opportunity.

Combat Instincts [General]

You react instinctively in combat, to those around you, lashing out at potential foes.

Prerequisites: Dex 13+, Combat Reflexes.

Benefit: If you are not flat-footed when an adjacent opponent's melee attack roll misses you by a margin equal to your base attack bonus + your Dexterity bonus, you may immediately take an attack of opportunity against that opponent.

Combat Reflexes [General, Fighter]

Benefit: When foes leave themselves open, the character may make a number of additional attacks of opportunity equal to the character's Dexterity modifier. The character still may only make one attack of opportunity per enemy.

The character may also make attacks of opportunity while flat-footed.

Special: A rogue with the Combat Reflexes feat still can only make one attack of opportunity in a round if he uses his opportunist ability to make that attack.

COMBAT ROTATION [GENERAL, FIGHTER]

You know to relieve warriors from melee combat, by taking their place in the ranks, without confusion.

Prerequisites: Dodge, Mobility, base attack bonus +3 or higher.

Benefit: You may trade places with any ally within 5 ft. who is currently engaged in melee combat. This is a standard action and does not generate an attack of opportunity either on yourself or your ally. This does not affect your ally's Initiative in anyway. You may not trade places with an unwilling ally.

COMBAT SENSE [GENERAL, FIGHTER]

You have learned to rely on your gut instincts.

Prerequisites: Wis 13+, base attack bonus +3 or higher.

Benefit: You are allowed a Reflex save whenever you are attacked by an unseen opponent. If successful, you do not lose your Dexterity modifier for being caught flat-footed. This save is in addition to other checks (if any).

Table 2–1: Combat Sense

Situation	DC*
Melee attack by a hidden opponent	20
Missile attack by a hidden opponent	22
Attack by an invisible opponent	25

* If the attacker is a rogue, add the rogue's level to the DC.

Normal: Without this feat you are always considered flat-footed when attacked by an unseen opponent.

COMMAND [GENERAL, FIGHTER]

You can command soldiers to perform specific tasks on your behalf.

Prerequisites: Cha 13+, Leadership, character level 9th+.

Benefit: You can command up to 10 × your character level worth of 1st-level characters within earshot, so long as they are of the same alignment as you. There can be no distractions or voices muttering in opposition to your command. These tasks cannot be directly combat-orientated, nor can they last for more than a day. Typical tasks include building defenses, giving up hidden supplies, or moving en masse to another location.

COMMANDER'S WILL [GENERAL]

Your will allows you to resist the effects of enchantments.

Prerequisite: Iron Will.

Benefit: Your gain a +4 divine bonus to all saving throws against mind-affecting spell and spell-like effects.

CONFIDENT CHARGE [GENERAL, FIGHTER]

Corners and tight turns do not impede your movement, allowing you to charge down on an opponent even in tight spaces.

Prerequisites: Dex 13+, Wis 13+.

Benefit: When taking a charge action, you may make a number of turns equal to your Dexterity bonus. None of these turns may exceed 90 degrees.

CONSUMPTION [GENERAL]

Something in you has slowly twisted over time. You resistance to the horrors of the world is best described as numb.

Prerequisites: Corruption, Great Fortitude, Iron Will, character level 9th+.

Benefit: You gain a +3 corruption bonus to all saving throws. This bonus stacks with the benefits of Corruption. In addition, you are immune to all mundane diseases. However, this does not stop you from being a carrier of disease. Those you come in contact with suffer a –4 corruption penalty to saving throws against mundane and magical disease for a number of days equal to your Constitution score. In addition, you suffer a –4 profane penalty to your Animal Empathy checks and Handle Animal checks.

Special: You make take this feat more than once. Its effects stack. However, each time this feat is taken beyond the first, your Charisma score drops by 2 permanently.

CONTACT SHOT [GENERAL, FIGHTER]

You are highly skilled with ranged weapons, able to fire while still in close combat.

Prerequisites: Dex 13+, Dodge, Point Blank Shot, base attack bonus +4 or higher.

Benefit: When firing a crossbow or firearm, you do not provoke an attack of opportunity. Reloading your weapon still provokes an attack of opportunity. You may fire at an opponent adjacent to you.

CONTEMPTIBLE TARGET [GENERAL]

You appear weak and puny, causing opponents to ignore you in combat, as they assume you don't pose a threat.

Prerequisites: Str 13 or less, Low Key.

Benefit: Until you attack or cast a spell in combat, your enemies ignore you as long as a different opponent stands within their threatened area. This does not allow you to gain sneak attacks against them unless you are hidden or otherwise have the opportunity to use the ability. Your foes are aware of your presence but simply give other targets a higher priority. As soon as you attack, you lose the benefit of this feat.

Enemies that have previously seen you fight are immune to this feat, as are their allies who are warned of your true skill.

CONTINUE THE FIGHT [GENERAL, FIGHTER]

Your strength of will allows you to accomplish things beyond the strength of normal people.

Prerequisites: Con 13+, Iron Will, character level 6th+.

Benefit: By expending 1d4 hit points, you gain an additional partial action for one round. This action must be taken directly after your standard action, on your initiative. Note that you gain no additional move before or after this action, nor can you use it to begin or continue a full-round or previous partial action. It must be a single, isolated partial action directly following your normal one. You cannot use this ability if stunned or immobilized.

No more than one partial action may be taken in a round, but this ability can be used in a surprise round so long as you can normally act in that round.

CONTORTIONIST [GENERAL]

Through practice, you have developed improved flexibility in all of your limbs.

Prerequisites: Dex 13+.

Benefit: You can attempt to squeeze yourself into a passageway meant for creatures one size rank lower than you.

Normal: Passageways built for Small creatures are usually too confining for Medium-size characters.

Special: Using this feat allows you to squeeze into tight spaces while moving at your normal rate and without having to remove your armor. You must remove your armor to fit into spaces built for smaller than normal spaces, but tight fits such as a 2 ft. wide crack are traversable.

COOLNESS UNDER FIRE [GENERAL]

You are not normally distracted when casting spells.

Prerequisites: Combat Casting.

Benefit: You gain a +6 bonus to Concentration checks made to cast a spell. This bonus stacks with the bonus from the Combat Casting feat.

CORRUPTION [GENERAL]

Something in you has slowly twisted over time, increasing your resistance to the horrors of the world.

Prerequisites: Great Fortitude, Iron Will, character level 7th+.

Benefit: You gain a +2 corruption bonus to all saving throws.

Special: You make take this feat more than once. Its effects stack. However, each time this feat is taken beyond the first, your Charisma score drops by 2 permanently.

COUNTER CHARGE [GENERAL, FIGHTER]

You may step forward and meet a charging opponent, using his momentum to make your own attack more effective.

Prerequisites: Combat Reflexes.

Benefit: By readying an action against a charging enemy, you may take a 5-foot step, forcing your opponent to end his charge early. You may then attack your opponent before he has his chance to strike you. Your opponent suffers the –2 AC penalty for charging. In addition, you deal double damage on a successful attack. Stack this bonus damage with the weapon's critical multiplier on a critical hit. Your opponent may then attack you as normal, receiving any bonuses for charging.

Normal: Normally, you may only deal double damage against charging opponents with weapons that may be set against charging foes.

Special: If for any reason you may not take your 5-foot step, you may not use this feat.

COVENANT [GENERAL]

You have a covenant with your deity that cannot be broken.

Prerequisites: Wis 13+, must have the same alignment as your deity.

Benefit: Each morning, your deity bestows upon you the power of his faith. At the DMs discretion, one 1st-level or two 0-level cleric spells. These spells change daily, but are chosen by the DM. When possible they should come from one of the god's domains.

Special: You need not be a cleric to take this feat, but you must worship a deity. Your devotion to your god cannot be questioned and should your alignment ever change from your god's, you lose these spells until such time as your alignment shifts back to normal.

CRAB STANCE [GENERAL, FIGHTER]

You are hard to knock over, able to root yourself to the ground and resist attacks.

Prerequisites: Str 13+.

Benefit: You gain a +4 competence bonus to all Strength checks involving bull rush attempts or attempts to be pinned with a grapple action.

CRIMINAL [GENERAL]

You have a seedy past and your criminal ways are hard to shake.

Prerequisites: Any non-lawful alignment.

Benefit: Bluff, Forgery, Open Lock, and Pick Pocket are considered class skills, regardless of your class.

CRIPPLING STRIKE [GENERAL]

Your sneak attack is devastating.

Prerequisites: Dex 15+, Agonizing Strike, Back Alley Brawler, Painful Strike, base attack bonus +8 or higher, ability to sneak attack.

Benefit: When you damage an opponent with a sneak attack, you also deal an additional 1 point of temporary damage to either your opponent's Strength, Dexterity or Constitution ability score.

CROUCHED COMBAT [GENERAL]

You are able to fight from a kneeling or crouched position without penalty.

Benefit: Foes who attack you in melee while you are crouched or kneeling gain no benefit from your position.

Normal: When a kneeling target is attacked, the assailant gains a +2 bonus to his attack.

DANGER SENSE [GENERAL]

You have a sixth sense when it comes to danger.

Prerequisite: Wis 13+.

Benefit: You may add your Wisdom bonus to Reflex saves in addition to your Dexterity.

DEAD EYE [GENERAL, FIGHTER]

You are a master with ranged weapons, able to take an extra moment of time to maximize the effect of your ranged attack by exploiting chinks in armor or vital areas.

Prerequisites: Weapon Focus (any ranged weapon), base attack bonus +6 or higher.

Benefit: When using a ranged weapon which you have Weapon Focus, you may sacrifice your second attack to increase the possible damage of the first. You make a single attack roll with bonuses equal to your highest bonuses, losing the second attack roll. If your attack hits, you automatically score a critical.

Special: If you have four attacks per round, you can use this feat twice per round.

DEAD EYE (FIREARMS) [GENSERAL, FIGHTER]

You are a crack shot with firearms, able to drop large creatures with a single shot.

Prerequisites: Dex 15+, Exotic Weapon Proficiency (renaissance), Sharpshooter, base attack bonus +5.

Benefit: When using a firearm, your threat range is doubled. This feat is in all ways just like Improved Critical, but it applies to all firearms.

DEADLY EDGE [GENERAL]

You are a masterful assassin, twisting and turning a blade in your opponent's body.

Prerequisites: Dex 15+, Combat Reflexes, ability to sneak attack +3d6.

Benefit: Your sneak attack damage is increased by +1d6.

Special: You can gain this feat multiple times. The effects stack. You may not gain a greater sneak attack bonus from this feat than you have sneak attack in your class.

DEATH ANGEL [GENERAL]

You are blessed with an inner strength that grants you power to harm the living dead.

Prerequisites: Cha 13+, must be good alignment, Stout Heart.

Benefit: You can inflict critical hits on undead creatures. Additionally, you gain your sneak attack damage against undead if you catch them flat-footed, have them flanked, or would otherwise gain your sneak attack damage against a normal target.

Normal: Undead are immune to sneak attacks and critical hits.

Special: You must brandish a blessed or sanctified divine focus to use this ability.

DEEP DIVING [GENERAL]

You can hold your breath for long periods of time.

Prerequisites: Con 13+, 4+ ranks in Swim skill.

Benefit: You can hold your breath for a number of rounds equal to your Constitution score times four. Also, when making Constitution checks to avoid drowning you gain a +2 competence bonus to the roll.

Normal: A character can hold his breath for a number of rounds equal to his twice his Constitution score.

DEFENDER OF THE FAITH [GENERAL]

You have been blessed as a protector of life, guarding others and yourself against the ravages of the undead.

Prerequisites: Dex 13+, Wis 13+, Combat Reflexes, paladin level 1st+.

Benefit: If you are not flat-footed when an adjacent undead opponent's melee attack roll misses you or an adjacent ally by a margin equal to your base attack bonus times two, you may immediately take an attack of opportunity against that undead opponent.

DEFENSIVE FIGHTER [GENERAL, FIGHTER]

You are skilled at fighting defensively and can keep enemies at bay whilst still striking back effectively.

Prerequisites: Dex 13+, base attack bonus of +2 or higher.

Benefit: When fighting defensively, you gain a +2 dodge bonus to your AC and only suffer a –1 penalty to your attack rolls.

Normal: When fighting defensively, a character gains a +2 dodge bonus to AC and suffers a –4 penalty on attack rolls.

DEFLECT ARROWS [GENERAL]

You are fast and your eyes so keen, you can cut arrows out of the air.

Prerequisites: Dex 13+, Improved Unarmed Strike.

Benefit: You must have at least one hand free (holding nothing) to use this feat. Once per round when you would normally be hit with a ranged weapon, you may make a Reflex saving throw against a DC of 20 (if the ranged weapon has a magical bonus to attack, the DC increases by that amount). If you succeed, you deflect the weapon. You must be aware of the attack and not flat-footed. Attempting to deflect a ranged weapon doesn't count as an action. Exceptional ranged weapons can't be deflected.

DESTROYER [GENERAL, FIGHTER]

You are highly skilled at fighting constructs.

Prerequisites: Str 13+, Power Attack, Sunder.

Benefit: When fighting in melee, double your Strength bonus to damage when dealing damage to a construct whenever an attack would be a critical hit. When using a weapon in two hands, triple your Strength bonus to damage on a critical hit.

DEVOTED DEFENSE [GENERAL, FIGHTER]

You know how to defend yourself at all costs.

Prerequisite: Dodge.

Benefit: When you take the total defense option, you gain a +8 dodge bonus to AC.

Normal: Characters without this ability gain a +4 dodge bonus to AC when they take the total defense option in combat.

Special: If a condition exists that causes you to lose your Dexterity bonus to AC (if any), you lose the benefit of this ability.

DISARM MASTERY [GENERAL, FIGHTER]

You have mastered the art of disarming your foes.

Prerequisites: Dex 13+, Int 13+, Expertise, Improved Disarm, Superior Disarm.

Benefit: When you successfully disarm an opponent, increase the critical threat range of your next attack against that opponent by your Dexterity bonus.

DISEASE IMMUNITY [GENERAL]

You have a supernatural immunity to disease and sickness.

Prerequisites: Con 15+, Disease Resistance.

Benefit: You are immune to all mundane disease or disease-like effects. You are not immune to magical disease, however. In addition, you are not a carrier for disease either, therefore being unable to commune a disease to someone else.

DISEASE RESISTANCE [GENERAL]

You are hardier than most, able to shrug off disease.

Prerequisite: Con 13+.

Benefit: You gain a bonus equal to your character level to any saving throw made against disease or disease-like effects.

DISTRACTING ACTION [GENERAL, FIGHTER]

You can distract and confound your enemies, keeping them off-balance and ineffective in combat.

Prerequisites: Cha 13+, 4+ ranks in Feint skill.

Benefit: As a standard action, you may make a Feint check (DC 10 + target's HD). If successful your opponent can only take a partial action next round.

Special: This feat only works against targets with an Intelligence score 3+.

DISTRACT [GENERAL, FIGHTER]

You excel at keeping your enemies off-balance, misleading them into anticipating one move when you in fact make another.

Prerequisites: Dex 13+, Dodge.

Benefit: You receive a +4 dodge bonus to AC against attacks of opportunity caused by non-movement actions, such as casting a spell or firing a missile weapon.

DIVINE PROTECTOR [GENERAL]

You are blessed with additional magical aid.

Prerequisites: Wis 15+, paladin level 4th+.

Benefit: You may choose any one clerical domain from among your deity's list of domains. You now have access to this domain as a cleric. You gain an additional spell per day that may only be chosen from this list of spells. You gain the granted power of the domain and access to the first 4 levels of spells.

Special: With the DMs permission an anti-paladin, blackguard, death knight, or any other deity-related guardian of the faith may take this feat, so long as the class has access to divine spells.

DODGE [GENERAL, FIGHTER]

You are nimble and light on your feet.

Prerequisite: Dex 13+.

Benefit: During your action, you designate an opponent and receive a +1 dodge bonus to Armor Class against attacks from that opponent. You can select a new opponent on any action. Note: A condition that makes you lose your Dexterity bonus to Armor Class (if any) also

makes you lose dodge bonuses. Also, dodge bonuses stack with each other, unlike most other types of bonuses.

DRACONIC WILL [GENERAL]

Your willpower is a thing of legend.

Prerequisite: Iron Will.

Benefit: You gain a +3 bonus to all Willpower saving throws. This bonus stacks with Iron Will.

DRAGON FRIEND [GENERAL]

You, your ancestors, your relatives, or an ally has a strong, friendly relationship with a dragon. While the dragon is not at your beck and call, you understand them and know how to deal with them. Their unique psychology and motivations are familiar to you, and you consider them to be as familiar as the adventuring races.

Prerequisites: Int 13+, Cha 13+, ability to speak Draconic.

Benefit: You gain a +2 competence bonus to Diplomacy checks with dragons and saves against the dragon's frightful presence. In addition, you can consult with your allied dragon for aid. It is capable of casting spells for you at the normal gp rate charged by NPC spell casters. The dragon never aids you in your adventures, but it may offer advice and other support. The dragon likes you, but it does not risk its life for you.

DREAM WARD [GENERAL]

Your mind is nearly awake at all times, making you highly resistant to charm magic and influence.

Prerequisite: Wis 13+.

Benefit: You gain a +2 competence bonus to all saves against mind-affecting spells and spell-like effects. In addition, it takes only 1 round for you to rouse from sleep, due to your sharp, acute mind.

DRIVING FORCE [GENERAL]

Something within you, drives you to perform, propelling you to great deeds.

Prerequisites: Wis 13+, Iron Will, any good alignment, base attack bonus +6 or higher.

Benefit: When you take a full attack action, you gain an additional attack equal to your highest base attack bonus after all other attacks have been made. Otherwise, you gain an additional move-equivalent action after all of your other actions. You may use this ability a number of times per day equal to 1 + your Wisdom bonus.

EAGLE CLAW STRIKE [GENERAL]

You can stun your enemy with a single precise blow to a nerve center.

Prerequisites: Dex 13+, Improved Unarmed Strike, base attack bonus +3 or higher.

Benefit: Declare that you are using the feat before you make your attack roll. If you successfully strike your opponent with an unarmed strike, he must make a Fortitude save (DC 10 + ½ your level + Wis modifier). In addition to suffering normal damage, if the defender fails his saving throw, he is considered flat footed for 1 round, losing his Dexterity bonus (if any) to Armor Class. You may attempt an eagle claw strike once per day for every four levels you have attained, and no more than once per round.

EAGLE EYES [GENERAL]

Your eyesight is excellent.

Benefit: You gain the benefits of low-light vision. You can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. You retain your ability to distinguish color and detail under these conditions.

EARS OF THE FOX [GENERAL]

Your sense of hearing is extremely keen.

Benefit: The character receives a +3 bonus to Listen checks and can make a Listen check with a –5 penalty to rouse from sleep upon hearing a menacing or otherwise loud noise.

EARTH ARMOR [GENERAL]

Your ancestral tie with the earth grants you amazing ability to resist weapon attacks.

Prerequisites: Con 13+, Rocklike, Stoneblood, base Fortitude save +6 or higher.

Benefit: You gain damage reduction X/+5, where X is your Constitution bonus.

Special: You can gain this feat multiple times. Its effects stack. Each time your damage reduction increases by 2. However, the magical bonus needed to deal full damage never changes, regardless of how many times you take the feat. You cannot take Earth's Armor more times than you have taken the Rocklike feat.

EARTHEN HARMONICS [GENERAL]

Creatures with the Earth subtype find your bardic music difficult to resist.

Prerequisites: Dwarven stonecunning ability, bardic music ability (or equivalent), 5+ ranks in Perform skill.

Benefit: The DC to resist your bardic music is increased by 2 whenever the ability is used against a creature with the Earth subtype. In addition, your bardic music can affect creatures with the Earth subtype even if they are normally immune to mind-influencing effects.

EERIE PRESENCE [GENERAL]

You have an air of strangeness around you that disquiets your opponents (and your friends).

Prerequisites: Cha 15+, 5+ ranks in Intimidate skill, spellcaster level 1st+.

Benefit: Anyone attacking you in melee combat, must succeed with a Will save (DC 10 + half your character level) or suffer a –1 morale penalty to his attack and damage rolls for the rest of the encounter.

This is a supernatural ability and does not affect aberrations, constructs, dragons, elementals, oozes, outsiders, plants, undead, vermin and creatures immune to fear effects.

Special: You also suffer a –2 penalty to any check that involves social interaction with non-spellcasters.

ELDER WISDOM [GENERAL]

Your long life and old age have given you great wisdom.

Prerequisites: Wis 13+, 200+ years old.

Benefit: You gain a +2 competence bonus on all Knowledge skill checks. In addition, choose any two Knowledge skills which becomes class skills.

ELITE WEAPON MASTERY [FIGHTER]

Your skill with a blade is beyond compare, and few even believe such skill exists.

Prerequisites: Weapon Focus (any), Weapon Mastery (any), Weapon Specialization (any), base attack bonus +12 or higher.

Benefit: Choose one type of weapon you have Weapon Focus, Weapon Specialization, and Weapon Mastery in. Increase the critical damage multiplier of the weapon by 1 (from ×2 to ×3, etc.)

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new weapon.

EMISSARY [GENERAL]

You readily make an empathic bond with strange animals and alien, magical creatures. Your bearing and actions set them at ease, and you often find creatures warm up to you with little effort on your part.

Prerequisite: Cha 13+.

Benefit: You gain a +2 competence bonus to Charisma based skill checks made when dealing with non-humanoid creatures. Of course, you must have some way to communicate with the creature in order for this bonus to be effective.

EMPATHY [GENERAL]

You are sensitive to the moods, attitudes, and feelings of others.

Benefit: You gain a +2 bonus to Innuendo checks and Sense Motive checks.

EMPATHIC [GENERAL]

You sense the feelings of those around you.

Prerequisites: Wis 13+ or Cha 13+, 6+ ranks in Sense Motive skill.

Benefit: You gain a +2 bonus to all Sense Motive checks and Diplomacy checks. In addition, you gain a +1 competence bonus to initiative checks.

ENDURANCE [GENERAL]

You have great stamina.

Benefit: Whenever you make a check for performing a physical action that extends over a period of time (running, swimming, holding your breath, and so on), you gets a +4 bonus to the check.

ENDURANCE SWIMMER [GENERAL]

You are adept at swimming, even while carrying a heavy load.

Prerequisites: Str 13+, Endurance.

Benefit: You suffer a –1 penalty on Swim checks for every 20 lbs. of armor and equipment you carry, up to your maximum load.

Normal: Characters suffer a –1 penalty on Swim checks for every 5 lbs. of armor and equipment carried while swimming.

ENGINEER [GENERAL]

You are proficient with mechanisms of all types.

Prerequisites: Int 13+, 4+ ranks in Profession (engineer) skill.

Benefit: Disable Device, Forgery, and Open Lock are considered class skills, regardless of your class.

ENHANCED DARKVISION [GENERAL]

Your darkvision extends further than normal.

Prerequisites: Wis 15+, Alertness, darkvision 60 ft. or more.

Bonus: Your darkvision range is doubled.

ENHANCED SPELL RESISTANCE [GENERAL]

Your natural spell resistance is strong.

Prerequisite: Spell resistance 12+

Benefit: You gain a +4 to your natural spell resistance.

Special: You can gain this feat multiple times.

ENHANCED TURNING [GENERAL]

You are blessed by your god to destroy undead, wherever they lie.

Prerequisites: Cha 13+, Extra Turning.

Benefit: You roll 3d6 + your cleric level + Charisma modifier when determining turning damage.

Normal: Without this feat, a cleric rolls 2d6 + cleric level + Charisma modifier when determining turning damage.

Enlarged Familiar [General]

Your familiar is unusually large and powerful for its type.

Prerequisites: Familiar or spirit familiar, spellcaster level 5th+.

Benefit: Your familiar is one size category larger than normal. Using the rules in the Monster Manual for Hit Dice and Size advancement, increase its Strength, Constitution, natural armor, and damage. Decrease its Dexterity, AC bonus and attack bonus.

Enthrall [General]

You have a way with people, being able to command a crowd to listen to you.

Prerequisites: Cha 13+, 4+ ranks in Diplomacy skill or 4+ ranks in Perform (any) skill.

Benefit: You may command a small crowd to listen to you for a number of minutes equal to 10 times your Charisma bonus. The crowd cannot be larger than twice your Charisma bonus and you can command the crowd's attention only as long as you continue speaking.

No member of the enthralled crowd can have more HD than you and the DM may determine that members of the crowd tire of the topic or song.

Entourage [General]

Your charismatic nature allows you lead nations of men.

Prerequisites: Cha 17+, Leadership.

Benefit: You may take the Leadership feat as often as you like, stacking its benefits each time. You may have multiple cohorts as a result of this feat.

Eternal Youth [General]

Your increased vigor allows you to ignore the effects of aging.

Prerequisite: Con 13+, middle age or younger.

Benefit: You do not suffer the penalties for progressing into middle age, until you are old. You do not suffer the penalties for progressing into old age until you are venerable.

Normal: A character progressing to middle age suffers a –1 penalty to Strength, Constitution, and Dexterity. A character progressing to old suffers a –2 penalty to Strength, Constitution, and Dexterity.

Evasive Fighting [General, Fighter]

When a foe rushes you, you can leap aside, spoiling any benefits he gains from charging.

Prerequisites: Dex 13+, Dodge.

Benefit: When an opponent charges you, you may duck aside at the last moment, ruining his attack. Your opponent attack as normal, but he loses the +2 bonus for charging. He still suffers a –2 penalty to AC for making a charge.

You may use this feat only once per round.

In addition, you gain a +1 bonus to AC when fighting defensively or on total defense.

Special: When you use this ability you must immediately make a 5-foot step as a free action. If for any reason you may not take your 5-foot step, you may not use this feat. Your opponent stops in the space where his charge movement would normally end. You may not set a weapon against a charge when using this feat.

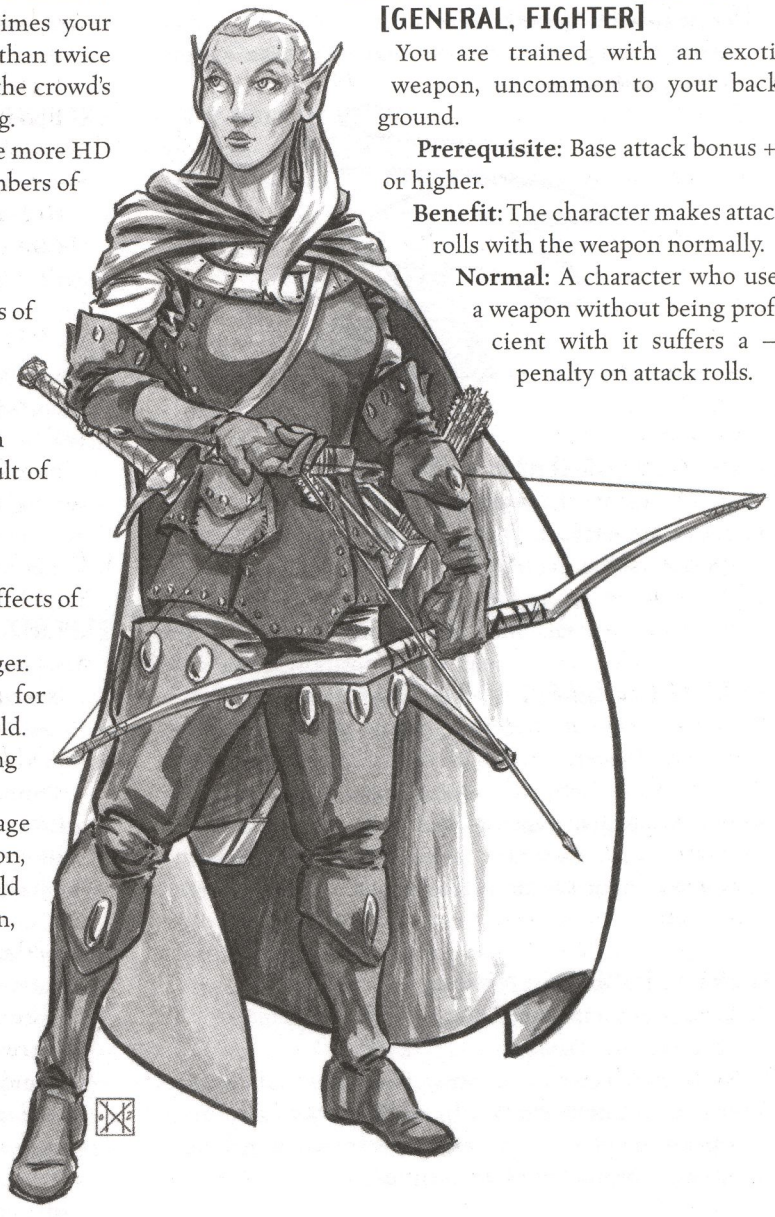
Exotic Weapon Proficiency [General, Fighter]

You are trained with an exotic weapon, uncommon to your background.

Prerequisite: Base attack bonus +1 or higher.

Benefit: The character makes attack rolls with the weapon normally.

Normal: A character who uses a weapon without being proficient with it suffers a –4 penalty on attack rolls.



Special: The character can gain this feat multiple times. Each time The character takes the feat, it applies to a new weapon. Proficiency with the bastard sword or the dwarven waraxe has a prerequisite of Str 13+.

EXOTIC WEAPON PROFICIENCY (FIREAMS) [GENERAL, FIGHTER]

You are trained in the use of firearms.

Benefit: You can make normal attack rolls with hand-held firearms.

Normal: A character that uses a firearm with which he is not proficient suffers a –4 penalty on attack rolls.

EXPERIENCED ADVENTURER [GENERAL]

Experience has taught you a few lessons about staying alive.

Prerequisite: Character level 6th+.

Benefit: You gain a +1 bonus to your Fortitude, Reflex, and Willpower saves.

EXPERT AIM [GENERAL, FIGHTER]

Years of practice have honed your skills with ranged weapons. You may attack with exacting precision.

Prerequisites: Precise Shot, base attack bonus +4 or higher.

Benefit: If you take the full attack action when using a device missile weapon (e.g. bow, crossbow), you may choose to make a single attack up to 30 ft. away using your Expert Aim. In addition to all other damage modifiers, apply your Dexterity bonus (if any) to damage.

This feat is ineffective against creatures immune to critical hits (e.g. constructs, elementals, oozes, plants and undead).

Normal: Your Dexterity bonus applies only to your attack roll.

EXPERT CLIMBER [GENERAL]

You are an accomplished climber.

Prerequisite: Dex 13+.

Benefit: You gain a +2 competence bonus to all Balance checks and Climb checks. In addition, you gain a +2 competence bonus to Rope Use checks, when making a rope ladder or line for other to climb.

EXPERT FEINT [GENERAL]

You are an expert at catching your opponent off guard.

Prerequisites: Dex 15+, Int 15+, 4+ ranks in Bluff, Combat Reflexes, Dodge, Improved Feint, base attack bonus +6 or higher.

Benefit: You may make a Bluff check in order to feint in combat as a move-equivalent action.

EXPERT WRESTLER [GENERAL, FIGHTER]

You are an expert wrestler, capable of bringing down large opponents and breaking free from holds.

Prerequisites: Str 13+, Dex 13+, base attack bonus +2.

Benefit: You may add your Dexterity modifier in addition to your Strength modifier when making Grapple checks.

Normal: A character's normal attack bonus on a Grapple check is based on his base attack bonus, plus his Strength modifier, plus his size modifier.

EXPERTISE [GENERAL]

You fight with finesse and agility, reserving strength and power for less tactical opponents.

Prerequisite: Int 13+.

Benefit: When you use the attack action or full attack action in melee, you can take a penalty of as much as –5 on your attack and add the same number (up to +5) to your Armor Class. This number may not exceed your base attack bonus. The changes to attack rolls and Armor Class last until your next action. The bonus to your Armor Class is a dodge bonus.

Normal: A character not capable of the Expertise feat can fight defensively while using the attack or full attack action to take a –4 penalty on attacks and gain a +2 dodge bonus to Armor Class.

EXPLOIT WEAKNESS [GENERAL, FIGHTER]

You can find the weakness in anyone's defense.

Prerequisites: Power Attack, Expertise, Weapon Finesse (any), Weapon Focus (any), base attack bonus +6 or higher.

Benefit: As a full round action, you may make a single attack at your highest base attack bonus. If you succeed, your opponent is considered flat footed in regards to you (and only you) for a number of rounds equal to your Dexterity bonus (if any). Furthermore, your opponent loses access to one feat of your choosing for the same duration.

Special: You may only exploit one opponent at a time. If you exploit the weakness of an enemy, while another is still exploited, you lose the benefit of the first. This includes trying to exploit the same opponent more than once.

You may use this feat only once per encounter against a particular opponent.

Extra Familiar [General]

You have an additional familiar.

Prerequisites: Familiar or Spirit Familiar, spellcaster level 5th+.

Benefit: You gain an additional familiar of the type appropriate for your class (animal familiar or spirit familiar). This familiar may be the same type as your first or different.

Special: You can gain this feat multiple times. Each time you may choose another familiar.

Any familiar feats you have, apply to all your familiars.

Extra Turning [General]

You can turn undead four more times per day than normal.

Prerequisite: Ability to Turn Undead.

Benefit: Allows you to turn undead four more times per day than normal.

Special: You can take this feat multiple times, gaining four extra daily turning attempts each time.

Eye for Detail [General]

You notice subtle details, where others might overlook things.

Benefit: You get a +2 bonus to Appraise checks and Search checks.

Eye of the Eagle [General]

Your can see objects and people at great distances.

Prerequisites: 4+ ranks in Spot skill, Far Shot, Point Blank Shot.

Benefit: You gain a +4 competence bonus to Spot checks. In addition, your spotting distance is doubled.

Eyes of the Gods [General]

Your faith allows you to spot undead without fail.

Prerequisites: Wis 13+, cleric or paladin level 3rd+.

Benefit: You may use divination spells, such as *detect undead* or *true seeing*, to detect resurrected or reincarnated characters.

Eye of the Hawk [General]

Your aim is without equal.

Prerequisites: Dex 13+, Far Shot, Point Blank Shot, Precise Shot.

Benefit: The first full range increment is ignored for the purposes of determining penalties to your attack roll.

Eye for Quality [General]

You can quickly judge the value of items, drawing upon your experience in assessing the quality of goods.

Benefit: You gain a +2 bonus to all Appraise checks and Forgery checks.

Faith [General]

You are as devout as any cleric or priest.

Prerequisites: Wis 13+, must worship a deity.

Benefit: You may gain access to any feat that is normally only available to clerics, druids, or paladins, substituting your total character level for the required divine spellcaster level. You can only gain benefits from feats that directly affect your abilities. For instance, if you cannot cast spells, a feat that enhances spellcasting is useless to you, no matter how pious you are.

Far Shot [General, Fighter]

You can shoot a missile weapon farther than normal.

Prerequisite: Point Blank Shot.

Benefit: When using a projectile weapon, such as a bow, its range increment increases by one-half (multiply by 1.5). When you use a thrown weapon, its range increment is doubled.

Fast Pick [General]

Prerequisite: Nimble Fingers.

Benefit: You may make an Open Lock check in half the normal time. On a natural 20, you can do it in a single round.

Fast Slip [General]

Prerequisites: Nimble Fingers.

Benefit: You may make an Escape Artist check in half the normal time. On a natural '20', you can do it in a single round.

Fast Talker [General]

You have a gift for talking your way out of trouble.

Prerequisites: Wis 13+, Cha 13+.

Benefit: You gain a +3 bonus on Bluff checks and Diplomacy checks.

Favored Instrument [General]

You are more adept at playing your favorite musical instrument.

Prerequisite: Bard only.

Benefit: Choose a single instrument as your favored instrument. While using this instrument, add +1 to the Difficult Class for saving throws against your spells. In addition, the DC to resist your bardic music is increased by +2 and you gain a +1 luck bonus to all saving throws so long as you play the instrument.

Should the instrument ever be destroyed, lost, or stolen, you suffer a –2 morale penalty on all attack rolls, weapon damage rolls, skill checks, and saving throws for 1 month. The following two months you suffer a –1 morale penalty. After that the penalty is negated. In addition, until the item is replaced you lose all the benefits of this feat.

Special: Replacing the favored instrument, takes twice the gold it would normally cost for an item of its type (finding something the bard is happy with is not easy). If the previous item was masterwork, the new one must be as well. Once the item is replaced, it takes 1 month to reattune yourself to the new instrument.

FEARLESS [GENERAL]

You are completely fearless, able to laugh in death's eye.

Prerequisites: Wis 15+, Icy Clam, Icy Veins, Immutable Will, Iron Will.

Benefit: You are immune to all fear effects, Intimidate checks, and all mind-affecting spells.

FEARSOME DISPLAY [GENERAL]

By performing quick and lethal looking tricks with your weapon, you can intimidate your opponents before a blow is struck.

Prerequisites: 6+ ranks in Intimidate skill, base attack bonus +3 or higher.

Benefit: So long as you have a melee weapon drawn, you may take a full round action to put on a fearsome display. Select one opponent within 30 ft. to be the target and make an Intimidate check (DC 10 + target's character level.) Your opponent suffers a –2 morale penalty on attack and damage rolls for a number of rounds equal to your ranks in Intimidate.

You may not target the same creature more than once per day with this ability.

Special: This ability does not affect aberrations, constructs, dragons, elementals, oozes, outsiders, plants, undead, vermin and creatures immune to fear effects. Creatures with a base attack bonus of +3 (or higher) above yours are immune to the effects of this feat.

FERVENT [GENERAL]

You do not fall easily from simple wounds.

Prerequisites: Con 13+, Toughness.

Benefits: You are not considered dead until your current hit point total falls a number of points below 0, equal to your Constitution score. A character with a Constitution of 16, for instance, is not considered dead until his hit points fall to –16, not –10.

Normal: When a character's current hit points drop to –10 or lower, he's dead.

FIELD MEDIC [GENERAL]

You are experienced in healing battlefield trauma, so you know how to patch up injuries in combat.

Prerequisites: Wis 13+, 5+ ranks in Heal skill.

Benefit: When making a Heal check to administer first aid, if you successfully stabilize the target, his hit points are temporarily increased to 0. The hit points gained from this feat go away after a number of rounds equal to your ranks of Heal skill, but if his hit points are below 0 and he does not die, he is considered stabilized.

Furthermore, you gain a +5 competence bonus to Heal checks involving first aid.

Normal: Characters who attempt first aid do not increase the target's hit points.

FIERCE [GENERAL, FIGHTER]

You are exceedingly difficult to kill.

Prerequisites: Con 15+, Fervent, Toughness.

Benefit: Whenever you are reduced to enough hit points that would result in your death, or you are affected by a spell that causes instant death, you are allowed a Fortitude Save (DC 10 + spell level or number of hit points lost) to survive. If the save is successful, you're reduced to –9 hit points, stabilized, and appear dead. After one hour, you begin healing normally.

FIENDISH DESIGNER [GENERAL]

Your traps inflict more damage than normal.

Prerequisites: Dex 15+, Clever Designer, Trapmaster

Benefit: When building a simple trap, the traps you build deal an additional +2 points of damage per die. Pit traps do not gain this bonus.

FIRM GRIP [GENERAL, FIGHTER]

You are difficult to disarm.

Prerequisites: Str 13+ or Dex 13+, Int 13+, Expertise.

Benefit: You gain a +4 competence bonus to disarm or oppose a disarm attempt.

FISHING BEAR STRIKE [GENERAL]

You overpower your opponent.

Prerequisites: Str 13+, Dex 13+, Improved Unarmed Strike, base attack bonus +8 or higher.

Benefit: Declare that you are using the feat before you make your attack roll. If you successfully strike your opponent with an unarmed strike, he must make a Fortitude save (DC 10 + ½ your level + Wis modifier). In addition to suffering normal damage, if the defender fails his saving throw, he is considered prone. You may attempt a fishing bear strike once per day for every four levels you have attained, and no more than once per round.

FISTS OF FURY [GENERAL]

You are capable of creating a dazzling fury of hand to hand blows from fists, elbows, knees, and feet.

Prerequisites: Dex 13+, Improved Unarmed Strike, Weapon Finesse (unarmed strike).

Benefit: If you deal a creature enough damage from an unarmed strike to make it drop (typically by dropping it to below 0 hit points, killing it, etc.) you get to make an immediate extra melee attack at the same attack bonus

against another creature in the immediate vicinity. You may take one 5-foot step before making this attack. You can use this ability only once per round.

Special: This ability is ineffective against creature immune to critical hits.

FISTS OF THUNDER [GENERAL]

Your fists can lay a swath of destruction around you.

Prerequisites: Dex 13+, Fists of Fury, Improved Unarmed Strike, Weapon Finesse (unarmed strike).

Benefit: When using your Fists of Fury feat, there is no limit to the number of times you can use it per round, but you may still only take one 5-foot step in a single round.

FLEXIBLE [GENERAL]

A positive outlook can affect you both internally and externally.

Benefit: You gain a +1 bonus to all Reflex and Will saves.

FLYBY ATTACK [GENERAL]

Prerequisites: Fly speed.

Benefit: When flying, you can take a move-equivalent action (including a dive) and another partial action at any point during the move. You cannot take a second move action during a round in which you make a fly-by attack.

Normal: Without this feat, a creature takes a partial action either before or after its move.

FOLLOW THROUGH [GENERAL, FIGHTER]

You are adept at pushing your way through the enemy. When striking down a foe, you have the reflexes and strength to steadily advance your assault, allowing you to step over his body and continue your attack.

Prerequisites: Str 13+, Power Attack.

Benefit: When you drop an opponent in melee, such as by reducing a foe to 0 or fewer hit points, you may immediately make a five foot step to occupy your enemy's position. This movement counts as a free action, allowing you to use Cleave or Great Cleave after making this movement.

You must advance directly into the area occupied by your enemy. If this is physically impossible, such as if you dropped your foe with a reach weapon, you may not take this 5-foot step.

Special: You may use the movement granted by this feat after dropping a foe but before resolving attacks granted by the Cleave or Great Cleave feats. You may only use this feat once per round. If you previously moved during a round in which you use this ability, the movement provided by this feat may allow you to move a total distance above your normal maximum movement rate.

FOOL'S LUCK [GENERAL]

You have an unique fortune of turning situations around to your advantage.

Benefit: Once per day, you may reroll any single die roll. You must accept the second check, no matter the outcome.

Special: You can gain this feat multiple times. Its effects stack. Each time you gain this feat, you may reroll an additional die per day.

FORESTWALKER [GENERAL]

The forest is your second home.

Prerequisites: 4+ ranks in Wilderness Lore skill.

Benefit: You gain a +1 competence bonus to Climb checks, Hide checks, Move Silently checks, Search checks, Spot checks, and Wilderness Lore checks while in forest or marsh.

Special: Alternately, you may choose two terrain types that match your character or racial background.

FORTRESS OF THE MIND [GENERAL]

Your intellect, wisdom and insight combined to give you an unmatched resolve.

Prerequisites: Int 13+.

Benefit: You may your Intelligence bonus to Willpower saves in addition to your Wisdom.

FREEFALL [GENERAL]

You can fall from a great distance and still recover with minor injuries.

Prerequisites: Dex 15+, 8+ ranks in Tumble skill, 4+ ranks in Climb skill, Toughness.

Benefit: You suffer half damage from falls up to 100 ft. Beyond that, this feat does not protect you.

FRENZIED ATTACK [GENERAL, FIGHTER]

You may attack your foe with wild abandon, allowing you to rain many inaccurate blows upon him.

Prerequisites: Str 13+, Power Attack, base attack bonus +6 or higher.

Benefit: When you make a full attack action, you may take an additional attack at your highest base attack bonus. However, this additional attack and all others suffer a –4 penalty this round.

Special: A monk may use this feat in conjunction with his flurry of blows ability to gain two additional attacks in a round. However, the penalties from both abilities stack, giving the monk a total –6 penalty to all his attacks.

FURIOUS BLOW [GENERAL, FIGHTER]

Your strength allows you to follow through with powerful attacks.

Prerequisites: Str 15+, Cleave, Power Attack.

Benefit: In combat, if you deal enough damage to an opponent to reduce his hit point total to –1 or less hit points with a single melee attack, you may apply the excess damage to any adjacent foe within reach with AC equal to or less than the primary target. The damage is dealt immediately and no additional attack roll is needed. In addition, this does not interfere with your ability to use the Cleave feat. The secondary target cannot suffer more damage than the primary target of the attack. In such a case, all excess damage beyond the second target is lost.

You cannot take a 5-foot step to apply this damage.

FURY OF THE MOUNTAIN [GENERAL]

Nothing can deter you in combat, except death.

Prerequisites: Str 15+, Con 15+, Great Fortitude, Heart of the Mountain, Iron Will, Rage of the Mountain, Toughness, base attack bonus +9 or higher.

Benefit: You may suffer 1 point of damage per round to ignore any one of the following effects: dazed, dazzled, disabled, fatigued, nauseated, paralyzed, staggered, and stunned. If the effects of this feat cease before the duration of the status effect ends, the status effect resumes normally.

GIANT KILLER [GENERAL, FIGHTER]

You have mastered fighting against large creatures and slipping through their defenses.

Prerequisites: Combat Reflexes.

Benefit: When fighting opponents at least two size categories larger than you, you negate the effects of their extended reach. Against you, such creatures threaten only the squares adjacent to them.

Normal: Large (tall) and bigger creatures have a natural reach of 10 ft. or more.

GIANTFOE [GENERAL, FIGHTER]

You know the dwarven secret of giant fighting.

Prerequisites: Dwarf, Dex 15+, Dodge.

Benefit: Your dodge bonus against giants increases to +8.

GLIB [GENERAL, FIGHTER]

You have a way with words.

Prerequisites: Cha 13+

Benefit: You gain a +2 bonus to all Bluff checks and Diplomacy checks.

GLIDER [GENERAL]

You can control your decent from great heights.

Prerequisites: Dex 15+, 8+ ranks in Tumble skill, 4+ ranks in Climb skill, Freefall, Toughness.

Benefit: You suffer half damage from falls up to 150 ft. Beyond that, this feat does not protect you. In addition, you can control where you fall. For every 25 ft. you fall, you may move 5 ft. out from the direct line to the ground. For instance, if you fall 75 ft., you can push yourself 15 ft. from the ledge, landing in nearby water, etc.

GOBLIN SLAYER [GENERAL, FIGHTER]

You are skilled at fighting creatures smaller than yourself.
Prerequisites: Rat Hacker, base attack bonus +6 or higher.
Benefit: When fighting creatures smaller than yourself, each successful melee attack inflicts an additional +1 point of damage per size category of difference.

GRACEFUL [GENERAL]

You are more graceful than most, carrying yourself with dignity and flair.

Benefit: You gain a +1 competence bonus to all Charisma based checks in social situations.

GRAY DANCER [GENERAL]

You are graceful while wielding a sword, dancing and moving in a hypnotic rhythm.

Prerequisites: Expertise, Weapon Finesse (any sword), base attack bonus +6 or higher.

Benefit: When you use the Expertise feat with a sword, you may reduce your attack roll by up to your base attack bonus, increasing you AC by the same amount. This is considered a dodge bonus.

GREAT CLEAVE [GENERAL, FIGHTER]

You can cut through dozens of opponents at once, destroying their ranks with your powerful attacks.

Prerequisites: Str 13+, Power Attack, Cleave, base attack bonus +4 or higher.

Benefit: As Cleave, except that you have no limit to the number of times you can use it per round.

GREAT FORTITUDE [GENERAL]

Benefit: You get a +2 bonus to all Fortitude saving throws.

GREATER IMPROVED INITIATIVE [GENERAL, FIGHTER]

You can react much more quickly than normal in combat.

Prerequisites: Dex 15+, Improved Initiative, Lightning Reflexes, base attack bonus +3 or higher.

Benefit: You gain a +4 bonus on Initiative checks. This bonus stacks with the bonus from Improved Initiative.

GRIM DETERMINATION [GENERAL, FIGHTER]

When others turn and flee in the face of overwhelming odds, you've only just begun to fight. When exposed to magical fear, something inside you snaps, and fills you with an even greater determination to overcome your foes.

Prerequisites: Wis 13+, Immutable Will, Iron Will

Benefit: When you make a successful save against any fear effect, you gain a +2 competence bonus to hit against the source of the fear. This bonus lasts until the encounter ends or until you miss another saving throw against fear. After missing a fear save, you cannot use this feat for 24 hours, as your self-confidence is too rattled for you to focus yourself.

GUIDE [GENERAL]

You have a great sense of your natural surroundings and you know your way in and out of the forest.

Prerequisites: Wis 13+, 4+ ranks in Intuit Direction skill, 4+ ranks in Wilderness Lore skill, Track.

Benefit: You gain a +4 circumstance bonus to Intuit Direction checks and Wilderness Lore checks in the wilderness. This bonus does not extend below ground or in enclosed settlements.

GUILDMASTER [GENERAL]

You have the charisma to attract followers and the talent to organize and lead.

Prerequisites: Leadership, rogue level 10th+.

Benefit: Double the followers gained by the Leadership feat. In addition, you gain a second cohort of a level equal to your current cohort's level minus two.

Special: It is typical for rogues with a large following to start a guild or other organization. If you have the funding, you may build a headquarters and develop your own charter organization.

HAMMER MASTERY [GENERAL, FIGHTER]

You have mastered the use of the hammer.

Prerequisites: Weapon Focus (any hammer), Weapon Specialization (any hammer).

Benefit: You receive a +1 bonus to all attack rolls with any hammer you are proficient with.

This bonus stacks with Weapon Focus.

HAMSTRING [GENERAL, FIGHTER]

Choose one weapon. You have acquired special training in fighting large creatures with that weapon, either imparted to you by an accomplished weapon master, or gained on the battlefield through first-hand experience.

Prerequisites: Str 13+, Power Attack.

Benefit: When you score a critical hit against a large creature, you may choose to cut its movement in half instead of dealing extra damage. You slash the creature's leg tendons and muscles, badly hobbling it. This penalty lasts until the creature is healed back up to its maximum hit points.

You may use this feat against a single creature only once. Duplicate uses have no additional effect.

This attack violates a paladin's code.

HANDLER [GENERAL]

You can drive teams of animals faster and harder than most anyone else.

Benefit: You gain a +4 bonus to your Handle Animal skill checks to when driving animals, either in a wagon train or when wrangling a herd. In addition, you gain a +1 dodge bonus against all herd animals.

HARDY [GENERAL]

You are resistant to extreme temperatures.

Benefit: You receive a +4 bonus to Fortitude saves made to resist subdual damage from exposure to very hot (over 90° F) or very cold (below 40° F) environments. You must choose whether you receive the bonus against hot or cold weather when you take this feat.

Special: You can gain this feat twice in order to gain a bonus against both hot and cold conditions.

HEALING TOUCH [GENERAL]

You are experienced in healing battlefield trauma, so you know how to patch up injuries in combat.

Prerequisites: Wis 13+, 8+ ranks in Heal skill, Field Medic.

Benefit: When making a successful Heal check to administer first aid, the target gains +1d4 hit points in addition to any other effects. In addition, when administering long term care, the recipient regains hit points at triple the normal recovery rate.

This feat can be used once per day per target.

Normal: Characters receiving long term care, regain hit points back at twice their normal rate.

HEART OF THE MOUNTAIN [GENERAL]

You are a hardy warrior, capable of fighting against impossible odds.

Prerequisites: Str 13+, Con 13+, Great Fortitude, Iron Will, Improved Toughness, Toughness, base attack bonus +3 or higher.

Benefit: You gain +2 hit points per level. You gain these points retroactively for all levels previously gained, in addition to gaining the points every level thereafter.

HEIGHTENED SENSES [GENERAL]

You have sharp senses alerting you to danger.

Prerequisites: Wis 13+, Alertness.

Benefit: You gain a +2 bonus to all Listen checks, Search checks, and Spot checks. This bonus stacks with Alertness.

HEIGHTENED MANUAL DEXTERITY [GENERAL]

You have nimble, dexterous fingers.

Prerequisites: Dex 13+.

Benefit: You gain a +1 bonus to all Dexterity based skill checks.

HEART OF THE STAG [GENERAL]

You gain long bursts of energy, fueling you to fight even when your body would normally give out.

Prerequisites: Con 15+, Endurance, Great Fortitude, Strength of the Stag.

Benefit: Once per day, you may gain a temporary boost of energy. When this feat is invoked, you gain a temporary bonus to your Constitution score of +1d8 for a number of rounds equal to 3 + your new Constitution bonus.

Special: You can gain this feat multiple times. Each time, you may use this feat an additional time per day. You may not take this feat more times that you have points of Constitution bonus.

HEAVY INFANTRY TRAINING [GENERAL, FIGHTER]

You can don and remove armor faster than normal.

Prerequisites: Armor Proficiency in the armor being worn or removed.

Benefit: You can don hastily and remove armor in half the time listed on table 7–6 of the PHB (rounding fractions up).

HEROIC DESTINY [GENERAL]

You are destined for greatness. You may not even know it yet.

Prerequisites: Any two ability scores 15+.

Benefit: Once per gaming session, you automatically stabilize if your hit point total falls below 0. In addition, once per gaming session, you may reroll any one failed saving throw.

HIDDEN RUN [GENERAL]

You are a fleeting shadow, nearly invisible even as you rush past opponents.

Prerequisites: Dex 13+, 4+ ranks in Balance skill, 4+ ranks in Climb skill, 8+ ranks in Hide skill, 8+ ranks in Move Silently skill, Improved Equilibrium.

Benefit: You may move up to your normal speed with no penalty to your Hide check or Move Silently check.

HOLY SMITE [GENERAL]

You forge a link to the victims you slay, knowing if they ever return.

Prerequisites: Wis 13+, divine spellcaster level 7th+.

Benefit: Any creature that you reduce to –10 hp or below and is then later raised, resurrected, reincarnated, or brought back as undead, becomes known to you. This works exactly like the spell *locate creature*, except there is no range limit and the spell is always active.

HOLY WEAPON OF POWER [GENERAL]

Your god's power flows through your arm, turning your weapon into a tool of good.

Prerequisites: Str 13+, Cleave, Power Attack, must be evil alignment, divine spellcaster level 9th+.

Benefit: While wielding a weapon of the same type as your deity's favored weapon, it gains +1 and the special magical ability *holy*. These abilities stack with any magical abilities of the weapon, but the weapon must at least be masterwork to gain this power.

HOLLOW [GENERAL]

Something in you has slowly twisted over time. You are nearly dead inside.

Prerequisites: Consumption, Corruption, Great Fortitude, Iron Will, character level 12th+.

Benefit: You cannot be harmed by the negative energy of undead. Ability score drains, madness, pestilence, rot, and the like have no effect on you. You are assumed to always make the appropriate save. You are not immune, however, to bite damage, claw damage, slam damage and the like.

In addition, you are immune to all death magic, including energy drains, ability drains, and paralysis. However, should you ever be reduced to –10 hit points, no magic can bring you back from death (but your body can still be animated or turned into an undead). The soul has reached its final resting place and cannot be primed to return. Nothing short of a *miracle* can return your soul to the body.

Special: Although not truly undead, your body is wracked with negative energy. Spells and abilities that specifically target the undead effect you for half damage or effect. *Cure* spells heal you for half damage, but do not harm you.

HUNTER OF THE ACCURSED [GENERAL]

You single life's work is the eradication of evil. Everything else is circumspect.

Prerequisites: Great Fortitude, Hunter of the Blighted, Iron Will, Track, any good alignment, character level 9th+.

Benefit: You gain a +2 insight bonus to Bluff, Listen, Sense Motive, Spot, and Wilderness Lore checks when using these skills against evil creatures. You also gain this bonus to melee weapon damage rolls and ranged weapon damage rolls up to 60 ft. This bonus damage does not apply to creatures immune to critical hits.

In addition, you can now *detect evil*, at will, per the spell.

HUNTER OF THE BLIGHTED [GENERAL]

You have dedicated yourself to ridding the world of evil, in all its forms.

Prerequisites: Great Fortitude, Iron Will, Track, any good alignment, character level 5th+.

Benefit: You gain a +1 insight bonus to Bluff, Listen, Sense Motive, Spot, and Wilderness Lore checks when using these skills against evil creatures. You also gain this bonus to melee weapon damage rolls and ranged weapon damage rolls up to 30 ft. This bonus damage does not apply to creatures immune to critical hits.

HUNTER OF THE DAMNED [GENERAL]

Having spent time among the corrupted, you can track evil and find it in its lair.

Prerequisites: Corruption, Great Fortitude, Iron Will, Track, character level 9th+.

Benefit: You gain a +2 insight bonus to Bluff, Listen, Sense Motive, Spot, and Wilderness Lore checks when using these skills against evil creatures. You also gain this bonus to melee weapon damage rolls and ranged weapon damage rolls up to 30 ft. This bonus damage does not apply to creatures immune to critical hits.

In addition, you can now *detect evil*, at will, per the spell.

ICY VEINS [GENERAL]

You are fearless.

Prerequisites: Wis 13+, Icy Calm, Iron Will, character level 11th+.

Benefit: You are immune to all fear effects and Intimidate checks.

IMMUTABLE WILL [GENERAL]

You have an iron resolve and cannot be easily be swayed.

Prerequisites: Wis 13+, Iron Will.

Benefit: You gain a +4 competence bonus to all Will saves involving mind-affecting spells.

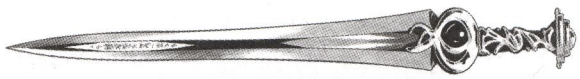
IMPALE [GENERAL, FIGHTER]

You can deliver a vicious attack with a piercing weapon while charging.

Prerequisites: Str 13+, Power Attack, base attack bonus +3 or higher.

Benefit: When you perform a charge action with a piercing weapon that can be set to receive a charge you deal double damage.

Special: This damage stacks with critical hit damage and the like.



IMPOSING [GENERAL]

Your physical and spiritual presence tends to overawe those around you.

Prerequisites: Cha 13+, character level 5th+.

Benefit: You gain a +2 competence bonus to Intimidate checks and any spells or effects that the character uses or generates that cause fear have their saving throw DC increased by 1.

IMPROVED ALERTNESS [GENERAL]

Your senses are so well honed that you are able to react to events more quickly than others making it difficult to catch with your guard down.

Prerequisites: Wis 13+, Alertness.

Benefit: So long as you have made an Initiative check in a round, you are not considered flat-footed against opponents you can see. This does not protect you during a surprise round or against an invisible attacker. An undetected enemy who attacks you catches you flat-footed, even if you have already made an Initiative check.

Improved Arcane Sensitivity [General]

Not only can you sense magic, but you unearth important information about magic items.

Prerequisites: 8+ ranks in Use Magic Device skill, Arcane Sensitivity.

Benefit: While holding an item you know to be magical, you may grab the item and concentrate. After one minute, make a Use Magic Device check (DC 25). If you succeed, you learn the command word required to activate the item.

Improved Armor Penetration [General, Fighter]

You have mastered the art of exploiting weak points in armor and striking blows that shatter armor.

Prerequisites: Str 13+, Armor Penetration, Expertise, base attack bonus +9 or higher.

Benefit: If you succeed at a critical hit against an opponent wearing light armor or heavier, you may increase the critical hit modifier by 1. In addition, any sneak attack damage you would normally deal to an opponent is rolled after critical hit damage is dealt.

Special: Monsters with a natural armor bonus of +10 or higher are considered to be wearing heavy armor for the purposes of this feat. A dragon's plates are heavy and sturdy.

Improved Balance [General, Fighter]

You have a low center of gravity, making you difficult to tackle, overrun, push, or trip.

Prerequisites: Str 13+ or Dex 17+.

Benefit: You gain a +4 competence bonus to grapple checks to avoid being held by an opponent. You also gain a +4 competence bonus to Strength checks when someone attempts to bull rush, overrun, or trip you.

Special: You only get the bonus to grapple checks when others attempt to grapple you. You do not receive it when you initiate the grapple attack.

Improved Bull Rush [General, Fighter]

Your strong and forceful manner allows you to push through opponents.

Prerequisites: Str 13+, Power Attack.

Benefit: When you perform a bull rush, you do not draw an attack of opportunity from the defender.

Improved Charge [General, Fighter]

When you charge into combat, you momentum carries a great deal of force and power, leveling your foes.

Prerequisites: Str 13+, Power Attack.

Benefit: When you perform a charge action, you receive a +2 bonus to damage in addition to the +2 bonus to hit.

Improved Combat Reflexes [General, Fighter]

You not only know when to strike, but where.

Prerequisites: Dex 15+, Combat Reflexes, base attack bonus +5 or higher.

Benefit: When an opponent moves through your threatened area, you may make an attack of opportunity even when the opponent has a feat, skill, or extraordinary ability that normally prevents this (e.g. a character with the Spring Attack feat moves through your threatened area). This does not provide you with an additional attack of opportunity in a round beyond those allowed by the Combat Reflexes feat, nor in situations that do not normally allow attacks of opportunity (such as being charged by a foe).

Improved Critical [General, Fighter]

You know how to cut with a blade, stab with a spear, or crush the bones of you enemies with a heavy hammer, delivering devastating attacks to your opponents.

Prerequisites: Proficient with weapon, base attack bonus +8 or higher.

Benefit: Choose a weapon you are proficient with, when this feat is taken. When using the selected weapon, your threat range is doubled.

Special: You can gain this feat multiple times. The effects do not stack. Each time you take the feat, it applies to a new weapon.

Note: *Keen* magic weapons also double their normal, nonmagical threat range. As with all doubled doublings, the result is triple.

Improved Crossbow Proficiency [General, Fighter]

You can fire a crossbow one-handed effortlessly.

Prerequisites: Dex 13+, Weapon Proficiency (any crossbow).

Benefit: The penalty for firing a crossbow one-handed is reduce from –4 to –2.

Improved Darkvision [General]

You have highly sensitive eyes that only allow you to pick out details with greater clarity when using your darkvision. Even when you are standing in the sun, your darkvision combines with your normal sight to allow you to pick out details others miss.

Prerequisites: Wis 13+, Alertness, Darkvision.

Benefit: Your darkvision is extremely refined and powerful, increasing its range by +50%. When using your Spot skill to oppose someone else's Hide check, you gain a +4 competence bonus.

Normal: Normally, you cannot use darkvision to peer into shadows or to pick up non-visual environmental factors.

Special: This feat never allows you to automatically notice anyone who tries to hide from your view. While darkvision lets you see in the dark, the Hide skill relies on more than simply lurking in shadows to evade detection.

Improved Disarm [General, Fighter]

You are exceptionally skilled at disarming your enemies.

Prerequisites: Int 13+, Expertise.

Benefit: The character does not suffer an attack of opportunity when the character attempts to disarm an opponent, nor does the opponent have a chance to disarm.

Improved Dodge [General, Fighter]

You are quick and agile, deft at dodging the fastest of blows.

Prerequisites: Dex 15+, Dodge, Lightning Reflexes.

Benefit: Your dodge feat now applies to all opponents attacking you in a round. In addition, the bonus increases to +3.

Special: A condition that makes you lose your Dexterity bonus to AC (if any) also makes you lose this bonus.

Improved Equilibrium [General]

You can maintain excellent footing while on precarious surfaces with remarkable ease.

Prerequisites: Dex 13+, 4+ ranks in Balance skill, 4+ ranks in Climb skill.

Benefit: You may move up to your normal speed while moving over precarious surfaces and climbing with no penalty to your Balance check or Climb check.

Improved Evaluation [General]

You are an expert appraiser.

Prerequisites: Int 13+, 6+ ranks in Appraise skill.

Benefit: You gain a +3 competence bonus to all Appraise checks. This bonus increases to +5 for any item you have appropriate Craft skill ranks in.

Improved Expertise [General]

Knowing when to strike is nearly as important as knowing how to strike.

Prerequisites: Int 13+, Expertise.

Benefit: When you use the attack action or full attack action in melee, you can take a penalty of as much as –5 on your attack and add the same number (up to +5) to your initiative check. This number may not exceed your base attack bonus. The changes to attack rolls and initiative last until your next action.

Improved Familiar [General]

Your familiar is unusual.

Prerequisites: Con 13+, familiar or spirit familiar, spellcaster level 7th+.

Benefit: You may choose a familiar from a family of animals much larger than most. Using the standard rules for familiars, choose an animal listed below, and consult the special abilities of common Medium-size familiars.

Table 2–2: Improved Familiar

Familiar	Special
Bear, black	Master gains a +2 bonus on Wilderness Lore checks
Boar	Master gains a +2 bonus on Fortitude saves
Cheetah	Master gains +10 ft. movement once per day for 3 rounds
Crocodile	Master gains a +2 bonus on Hide checks
Dog	Master gains a +2 bonus on Sense Motive checks
Horse	Master gains +2 Strength for determining encumbrance, Endurance feat
Leopard	Master gains a +2 bonus on Hide checks
Lizard, giant	Master gains a +2 bonus on Reflex saves
Monkey	Gains Weapon Finesse with a Tiny weapon
Porpoise	Master gains a +2 bonus on Swim checks
Snake, constrictor	Master gains a +2 bonus on Climb checks
Wolf	Master gains a +2 bonus on Listen checks
Wolverine	Master gains a +2 bonus on Fortitude saves

Special: You gain this familiar in place of your old familiar, not in addition too. The spellcaster must sever the tie with his previous familiar before gaining a new one.

Improved Feint [General]

You are skilled in misdirecting your opponents with feints and other deceptive combat moves.

Prerequisites: Dex 13+, Int 13+, 4+ ranks in Bluff, Combat Reflexes, Dodge, base attack bonus +3 or higher.

Benefit: When making a Bluff check in order to feint in combat, you receive a +4 competence bonus to your skill check.

It is still a standard action to bluff.

Improved Flanking [General, Fighter]

You are trained to fight as part of a larger unit, making excellent use of flanking maneuvers.

Prerequisite: Base attack bonus of +6 or more.

Benefit: You gain a +4 bonus to your attack roll whenever flanking an opponent. The ally helping you flank the opponent retains his normal +2 attack bonus.

Normal: Characters attacking a flanked opponent gain a +2 bonus on their attack rolls.

Improved Grab [General, Fighter]

You are an expert wrestler, able to subdue your opponents with painful arm locks and holds.

Prerequisites: Str 13+, Improved Unarmed Strike, Lightning Reflexes, Wrestler.

Benefit: If you hit with an unarmed attack you deal damage as normal and may attempt a grapple as a free action without provoking an attack of opportunity. No initial touch attack is required and you suffer no size penalty for being Tiny or Small. However, you may not use this feat against opponents one size category (or more) larger than yourself. Once a grapple attempt is made successfully, you may take action as normal starting the next round, following the standard rules for grappling.

Improved Initiative [General, Fighter]

Benefit: You gain a +4 bonus on initiative checks.

Improved Knockout Attack [General, Fighter]

You can use a melee weapon, such as a sword, to make a sneak attack that inflicts subdual damage with no penalty.

Prerequisites: Knockout Attack, ability to sneak attack.

Benefit: When performing a sneak attack that deals subdual damage, you do not suffer a –4 penalty to the attack roll.

Normal: Attacks that deal subdual damage suffer a –4 penalty to the attack roll.

Improved Low-Light Vision [General]

Your eyes are highly tuned to low-light conditions.

Prerequisites: Wis 13+, Alertness, Eagle Eyes or low-light vision.

Benefit: You can see three times as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination.

Normal: Characters with low-light vision can see twice as far as humans in poorly lit conditions.

Improved Natural Weaponry [General]

Your natural weapons are finely honed to a deadly edge.

Prerequisites: Str 15+, Improved Unarmed Strike, Natural Weaponry, any natural weapon attack.

Benefit: Increase the damage of your natural weapon attacks by an additional die beyond your already increased damage. This is the only way to increase your damage rating a second time. Use the chart below to determine the new damage.

Table 2–3: Improved Natural Weaponry

Old Damage	New Damage
1d3	1d4
1d4	1d6
1d6	1d8
1d8 or 1d10	2d6
1d12	2d8

Special: You may gain this feat multiple times. Its effects do not stack. Each time you take this feat, it applies to a new natural weapon.

Improved Opportunity Fire [General, Fighter]

You can respond quickly to opponents moving across your field of vision, firing in a snap.

Prerequisites: Dex 15+, Combat Reflexes, Opportunity Fire, Point Blank Shot, Precise Shot.

Benefit: When using the Opportunity Fire feat to take an attack of opportunity against a moving foe, you may attack an opponent with up to three-quarters cover. In addition, you only suffer a –2 circumstance penalty to the attack roll.

Improved Quick Draw [General, Fighter]

Prerequisites: Dex 17+, Quick Draw, base attack bonus +4 or higher

Benefit: Your reflexes have been honed to a deadly edge. When drawing a weapon, if your opponent is caught flat footed, you gain an extra attack as a move equivalent action. Because of the speed in which this attack is made, you may not add any damage bonus due to sneak attack or similar skills.

Improved Phalanx [General, Fighter]

You have mastered fighting in tight formation.

Prerequisites: Phalanx.

Benefit: When fighting in melee combat with a reach weapon, designate an opponent on your action that you have attacked this round or in the previous round. That opponent suffers a –4 circumstance penalty to all attack rolls against you. You can select a new opponent on any action so long as you meet the requirements above.

Special: If you ever lose your reach weapon for any reason, you immediately lose the benefits of this feat.

Improved Point Blank Shot [General, Fighter]

You can pull a bow to its apex, releasing an arrow for maximum efficiency.

Prerequisites: Str 13+, Point Blank Shot.

Benefit: You gain a +2 bonus to damage rolls with bows (not crossbows) at ranges up to 30 ft. However, you suffer a –1 circumstance penalty to the attack roll due to the inaccuracy of firing a bow in this manner.

Improved Quick Reload [General, Fighter]

You can reload a firearm in the blink of an eye.

Prerequisites: Combat Reflexes, Exotic Weapon Proficiency (firearms), Quick Reload.

Benefit: When reloading a firearm you do not provoke an attack of opportunity.

Normal: A character reloading a firearm provokes an attack of opportunity.

Improved Ranged Sneak Attack [General, Fighter]

You can make a ranged sneak attack at a target more than 30 ft. away.

Prerequisites: Far Shot, Point Blank Shot, ability to sneak attack.

Benefit: When you use a ranged weapon to perform a sneak attack, the maximum allowable range is increased from 30 ft. to 60 ft.

Improved Ride-By Attack [General, Fighter]

You are an expert rider, capable of fast attacks and deft maneuvers, using your speed and strength to your advantage.

Prerequisites: Ride skill, Mounted Combat, Ride-By Attack.

Benefit: When attacking from horseback, you gain a +2 circumstance bonus to attack rolls, and deal an additional 1d4 points of damage with any weapon used.

Improved Sea Legs [General]

Having spent time at sea, you know your way around a ship, knowing how to tie off a mast and other important sailor duties.

Prerequisites: Dex 13+, Sea Legs, must have spent at least 3 months at sea.

Benefit: You gain a +3 competence bonus to all Climb, Concentration, Jump and Use Rope checks.

Improved Sneak Attack [General]

You can make exceptionally precise and lethal sneak attacks.

Prerequisites: Base attack bonus +2 or higher, ability to sneak attack.

Benefit: Your bonus damage for sneak attacks increases by one die type. If your sneak attack damage is d4s, it now increases to d6s; d6s increase to d8s, and so on.

Improved Toughness [General]

Your resilience is notable.

Prerequisites: Con 15+, Toughness.

Benefit: You gain +5 hit points.

Special: You can gain this feat multiple times.

Improved Trip [General, Fighter]

You know how to unbalance a foe, tripping him and following through.

Prerequisites: Int 13+, Expertise.

Benefit: If you trip an opponent in melee combat, you immediately get a melee attack against that opponent as if you hadn't used the your attack for the trip attempt.

Improved Two-Weapon Fighting [General, Fighter]

You can fight very well with two weapons.

Prerequisites: Ambidexterity, Two-Weapon Fighting, base attack bonus +9 or higher.

Benefit: In addition to the standard single extra attack you get with an off-hand weapon, you get a second attack with the off-hand weapon, albeit at a -5 penalty.

Normal: Without this feat, the character can only get a single extra attack with an off-hand weapon.

Special: A ranger who meets only the base attack bonus prerequisite can gain this feat, but can only use it when wearing light armor or no armor.

Improved Unarmed Strike [General]

Your punches and kicks have a devastating effect, making you as deadly as someone armed with a sword.

Benefit: You are considered to be armed even when unarmed; that is, armed opponents do not get attacks of opportunity when you attack them while unarmed. However, you still get an opportunity attack against any opponent who makes an unarmed attack on you.

Special: A monk fighting unarmed automatically gains the benefit of this feat.

Improved Underwater Combat [General]

You have mastered underwater combat, fighting on and off land with equal skill.

Prerequisites: Dex 13+, Underwater Combat, base attack bonus +6 or higher.

Benefit: When fighting underwater, you suffer no penalty to Initiative checks and attack rolls while using a piercing weapon.

Normal: A character fighting underwater suffers a –4 penalty to Initiative checks and attack rolls.

Improved Vertical Walk [General]

You can walk greater distances on vertical surfaces.

Prerequisites: Dex 15+, Dodge, Vertical Walk, monk level 9th+.

Benefit: Each round, you may walk up to 30 ft. on a vertical surface, before landing on the ground again. This 30 ft. may be horizontal or vertical, so long as you do not exceed your base movement for the round. Moving across a vertical surface provokes an attack of opportunity, just as any horizontal surface does.

IMPROVED WEAPON CONTROL [GENERAL, FIGHTER]

You are a master at maintaining control of your weapons.

Prerequisites: Int 13+, Expertise, Weapon Control.

Benefit: When an opponent attempts a disarm action or strikes at your weapon, you gain a +8 competence bonus to your opposed attack roll to retain your weapon. In addition, you gain a +4 competence bonus to your opposed attack roll when attempting to disarm or strike at an opponent's weapon.

IMPROVED WEAPON FOCUS [GENERAL, FIGHTER]

Choose one type of weapon, such as longsword, that you already have Weapon Focus with. You are exceptionally good with that weapon. Like Weapon Focus, you may choose unarmed strike, grapple, or ray if you like.

Prerequisites: Proficient with weapon, Weapon Focus, base attack bonus +9 or higher.

Benefit: You add +2 to all attack rolls made with the selected weapon. This bonus stacks with the bonus from Weapon Focus.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take this feat, it applies to a new weapon.

IMPROVISED WEAPON [GENERAL, FIGHTER]

Anything you find can be used as a weapon.

Prerequisites: Int 13+, base attack bonus +1 or higher.

Benefit: You can turn nearly any object into a weapon, picking up a broken mug or a wagon wheel and dealing damage with it. If you are ever caught without a weapon, something will surely take its place.

You can therefore take anything (even another weapon) and use it as a club or spear or sword. You need not know how to normally use the weapon, but the weapon's damage changes to the chart below when used as an improvised weapon. For instance, a rogue, unskilled with an axe, wields a battle axe as an improvised weapon and deals 1d6 damage with it without an attack roll penalty.

The size of the weapon is relative. A good rule of thumb is:

Table 2–4: Improvised Weapon Sizes

Item	Size
Mug	Tiny
Chair leg	Small
Barstool	Medium
Wagon Wheel	Large
Broken Door	Huge

Once you know the size of the item in question, use the following information for damage. All improvised weapons have a critical range of 20, ×2. Improvised weapons do not reach beyond your normal attack range. Tiny and Small improvised weapons can be thrown but at a –2 and –4 circumstance penalty respectively.

Table 2–5: Improvised Weapon Damage

Size	Damage
Tiny	1d3
Small	1d4
Medium	1d6
Large	1d8
Huge	1d10

Improvised weapons deal bludgeoning, slashing, or piercing damage based on the item in question. A broken chair leg deals bludgeoning damage, while a splintered chair leg deals piercing damage. Any normal weapon that is used as an improvised weapon deals the damage it would normally deal.

Special: Because you are not technically skilled at fighting with an improvised weapon, you cannot Weapon Focus or Specialize with an improvised weapon. If the DM approves it, you could take Weapon Focus (beer mug), but this is highly discouraged.

IMPULSIVE [GENERAL]

You leap into action whilst others are reaching for their swords.

Prerequisites: Dex 13+, Improved Initiative.

Benefit: You roll 1d20 twice when making an Initiative check. During the first round of combat, use the higher of the two rolls. In the following rounds, use the lower of the two dice.

INCREASED CARRYING CAPACITY [GENERAL]

You are accustomed to carrying heavy loads. You can shoulder a heavier burden than most.

Benefit: You receive a +2 bonus to Strength when determining your carrying capacity. In addition, you gain a +2 bonus to resist fatigue caused by carrying heavy loads.

INCREASED RELOAD [GENERAL, FIGHTER]

You can load and reload firearms faster than normal.

Prerequisites: Exotic Weapon Proficiency (firearms).

Benefit: All reload times for firearms are reduced by one standard action, minimum one single standard action.

INCREDIBLE FORTITUDE [GENERAL]

You have are a tougher than tough.

Prerequisite: Great Fortitude.

Benefit: You gain a +3 bonus to all Fortitude saving throws. This feat stacks with Great Fortitude.

INDEFATIGABLE [GENERAL]

You are firm and resolute, never wavering even in the face of death.

Benefit: You gain a +1 bonus to all Fortitude and Will saves.

INFORMATION EXCHANGE [GENERAL]

You have connections and know how to get what you want.

Prerequisite: 8+ ranks in Gather Information skill.

Benefit: You gain a +4 insight bonus to your Gather Information checks and each check only requires 2 hours of time. When using this feat, you must expend at least 5 gp for the information.

Special: If the DC of the check is above 20, the cost for the information is 5 gp per point above 20.

INSPIRE COURAGE [GENERAL]

Your men would fight to the death for you.

Prerequisites: Cha 15+, Inspire Loyalty, Leadership.

Benefit: All followers and cohorts under your leadership gain a +3 morale bonus to all saving throws and skill checks. These benefits do not stack with Inspire Loyalty. However, you do not need to be conscious for the effects of this feat to be applied.

INSPIRE FANATICISM [GENERAL]

Your men would kill for you.

Prerequisites: Cha 17+, Inspire Courage, Inspire Loyalty, Leadership.

Benefit: All followers and cohorts under your leadership, gain a +2 morale bonus to all attack rolls and weapon damage rolls. The benefits of this feat extend beyond the grave. For a number of rounds equal to 1 + your Charisma bonus after you have fallen to –10 hit point (or below), your followers continue to gain the benefits of this feat.

Even after your death, your cohorts gain the benefits of this feat.

INSPIRE LOYALTY [GENERAL]

Your men would fight for you, nearly until death.

Prerequisites: Cha 13+, Leadership.

Benefit: So long as you are conscious, all followers and cohorts under your leadership, gain a +2 morale bonus to all fear effects, non-magical saving throws, and opposed skill checks.

INVINCIBLE [GENERAL]

You have a mental strength that allows you to ignore pain that disrupts concentration and leaves most reeling. In fact, pain helps you focus on the task at hand and improves your performance.

Prerequisites: Iron Will, Toughness.

Benefit: When you are reduced to ½ your maximum hit points or less, you gain a +1 morale bonus to attacks and skill checks, and a +2 morale bonus to damage.

INVULNERABILITY [GENERAL]

You are nearly impervious to physical damage.

Prerequisites: Con 15+, Chaotic Healing, Consumption, Corruption, Great Fortitude, Iron Will, character level 12th+.

Benefit: You gain Damage Reduction 5/–.

IRON BONES [GENERAL]

You are quite resilient against physical harm.

Prerequisites: Dwarf, Con 13+, Stone Bones, Toughness.

Benefit: You gain Damage Reduction 3/–.

IRON FIST [GENERAL, FIGHTER]

Your fists can punch through wood, steel and even stone.

Prerequisites: Str 13+, Con 15+, Improved Toughness, Toughness.

When attempting to break an object with your bare hands, the objects Break DC is reduced by 4. When taking the strike object or strike weapon action with an unarmed strike, double your Strength modifier. In addition, your fists deal normal damage, rather than subdual damage. You cannot choose to deal subdual damage with your fists.

IRON MAN [GENERAL]

You are resilient, capable of shrugging off flesh wounds and minor damage.

Prerequisites: Con 13+, Toughness.

Benefit: You may ignore a number of points of damage each day equal to your base attack bonus.

IRON WILL [GENERAL]

Benefit: You get a +2 bonus to all Will saving throws.

JACK OF ALL TRADES [GENERAL]

You know a little bit about everything.

Prerequisite: No ability score above 15 or below 10.

Benefit: You gain a +1 competence bonus to any skill check that you do not have ranks in.

JADED [GENERAL]

You are affected by much. Having heard hundreds of tails of violence, only extraordinarily threats of violence disturb you.

Prerequisites: Wis 13+, Cha 13+.

Benefit: You receive a +2 competence bonus on all Intimidate checks and Bluff checks. The DC to affect you with any Intimidate or Bluff check is raised by 4.

JEJUNE [GENERAL]

You are far from outstanding, by any stretch of the imagination. However, your banal and mediocre nature helps to keep you from being noticed.

Prerequisite: No ability score above 15 or below 10.

Benefit: You gain a +4 resistance bonus to resist any scrying attempt. In addition, when someone is looking for you in a crowd you may make a Hide check to oppose any Spot checks to find you, even if you are not actively hiding.

JUGGLER [GENERAL]

You have mastered the art of juggling, making you adept at manipulating small objects for entertainment.

Prerequisite: Dex 15+.

Benefit: You gain a +2 competence bonus to Perform (juggling) checks and Pick Pocket checks. You also gain a +2 competence bonus on any ability check to catch an item. Lastly, you may add your Dexterity bonus to your Perform (juggling) skill checks.

KEEN SENSES [GENERAL]

You have acute senses, making you difficult to surprise.

Prerequisites: Wis 13+, Alertness, Heightened Senses.

Benefit: You gain an additional +3 bonus to all Listen checks, Search checks, and Spot checks.

KEEN VISION [GENERAL]

Your eyes are sharp, allowing you notice smallest detail.

Benefit: You get a +2 bonus on all Search checks and Spot checks.

KICK UP [GENERAL]

You can kick a weapon up off the ground and into your hand.

Prerequisite: Dex 13+.

Benefit: As a free action, you may pick up any weapon of your size category or smaller within 5 ft. This action does not provoke an attack of opportunity.

Normal: Picking a weapon up off the ground is a Move-Equivalent action that provokes an attack of opportunity.

KILLING BLOW [GENERAL, FIGHTER]

Prerequisites: Str 13+, Power Attack, base attack bonus +6 or higher.

Benefit: Anytime your opponent is reduced to less hit points than your base attack bonus, but more than 0, from a melee attack by you, you may attempt to finish the target. For every temporary point of Strength damage you deal to yourself, increase the damage you've dealt by 1d6.

This damage is not augmented by critical hits, Strength modifiers, or sneak attack bonuses, and the Cleave feat may not benefit from its use.

KNOCKOUT ATTACK [GENERAL]

You can use a melee weapon to make a sneak attack that inflicts subdual damage.

Prerequisite: Ability to sneak attack.

Benefit: When making a sneak attack, you can use any weapon you can normally use, to inflict subdual damage. However, you still suffer a –4 penalty to the attack roll.

Normal: A rogue making a sneak attack, may only deal subdual damage when attacking with a sap (blackjack) or unarmed strike.

KNOW TERRAIN [GENERAL]

Prerequisites: Int 13+, 6+ ranks in Wilderness Lore.

Benefit: Choose a terrain type. You gain a +1 competence bonus to Bluff, Listen, Sense Motive, Spot, and Wilderness Lore checks while in that terrain. You also gain this bonus to melee weapon damage rolls and ranged weapon damage rolls up to 30 ft. This bonus damage does not apply to creatures immune to critical hits.

Terrain types include:

Table 2–6: Terrain Types

Type	Example
Aquatic	Coral reef
Desert	Sand dunes
Forest	Woodlands, jungles
Hill	Foothills
Marsh	Swamp, bog
Mountains	Alpine reaches
Plains	Farmland
Underground	Caverns, dungeons
Urban	Cities, backalleys

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take this feat, it applies to a new terrain type.

KNIFE FIGHTER [GENERAL, FIGHTER]

You are an accomplished knife fighter, able to wield two daggers at once.

Prerequisites: Dex 15+, Ambidexterity, Two-Weapon Fighting, Weapon Finesse (dagger), Weapon Focus (dagger).

Benefit: While you wield two daggers, you gain a +2 competence bonus to attack and a +2 competence bonus to your AC.

Special: You may gain this feat multiple times. Its effects stack.

KNOWLEDGE OF THE SAGE [GENERAL]

Your scholarly knowledge is helpful in nearly every situation.

Prerequisites: Int 17+, at least 20 total ranks in 3 or more Knowledge skills, character level 9th+

Benefit: You may add your Intelligence bonus to any skill check you have at least 2 ranks in. You may add half your Intelligence bonus to any skill you have less than 2 ranks in and any ability related checks (breaking down a door, remembering a fact, etc.).

KNOWLEDGEABLE [GENERAL]

You have acquired a basic understanding of a wide variety of topics during the course of your studies. While your knowledge is broad, it is not particularly deep in areas that you have not made a conscious effort to study.

Prerequisites: Int 13+.

Benefit: You may make any Knowledge skill rolls as untrained Intelligence checks. However, the DC of the check is increased by 5 for all areas of knowledge. At the DM's option, the DC for an obscure area may be increased by 10 or more.

Special: You gain a +2 synergy bonus to Knowledge (arcana) checks.

LAY OF THE LAND [GENERAL]

You have an uncanny sense of the wilderness.

Prerequisites: 4+ ranks in Wilderness Lore, Track.

Benefit: You gain a +4 competence bonus on opposed Wilderness Lore checks when being tracked in a wilderness setting.

LEAD MISSILE FIRE [GENERAL]

When enemy archers fire upon you while you are in melee combat, you are skilled at tricking them into striking their allies rather than you.

Prerequisites: Dex 13+, 4+ ranks in Bluff skill, Dodge.

Benefit: If someone fires at you while you are fighting in melee combat, you may make a Bluff check opposed by the attacker's Sense Motive check. If you succeed, the attacker instead fires on someone else. The person must be engaged in melee with you or within your threat range. If more than one opponent is presently engaged, determine the target randomly. Of course, this may result in an ally coming under missile fire meant for you.

Normal: Archers firing into melee combat normally receive a –4 penalty to hit when firing into melee.

Special: Using this ability counts as a move-equivalent action. Until your next action in combat, you may use this ability against anyone who fires on you. However, you may not use this ability against attacks that deny you your Dexterity bonus to AC.

Characters with the Precise Shot feat gain a +3 bonus to their Sense Motive check when you use this feat.

LEADERSHIP [GENERAL]

Prerequisites: Must be at least 6th level.

Benefits: Having this feat enables you to attract loyal companions and devoted followers, subordinates who assist you.

See Table 2–7, Leadership for what sort of cohort and how many followers you can recruit.

Leadership Score: A character's Leadership score equals his level plus any Charisma modifier. In order to take into account negative Charisma modifiers, Table: Leadership allows for very low Leadership scores, but the character must still be 6th level or higher in order to gain the Leadership feat and thus attract a cohort. Outside factors can affect a character's Leadership score, as detailed in Table: Leadership Modifiers.

Cohort Level: The character can attract a cohort of up to this level. Regardless of the character's Leadership score, he can't recruit a cohort of his level or higher.

Number of Followers by Level: The character can lead up to the indicated number of characters of each level.

Special Cohorts: With the DM's permission, a leader may seek out a special cohort who is not a member of the standard PC races (the common races).

Followers: A leader attracts followers whose alignments are within one step of his own. These characters have gear appropriate to NPCs of their level. As the leader's Leadership rises, he can attract more followers. If his Leadership goes down, followers may desert.

Replacing Cohorts and Followers: If a leader loses a cohort or followers, he can generally replace them, according to his current Leadership score. It takes time (1d4 months) to recruit replacements. If the leader is to blame for the deaths of the cohort or followers, it takes extra time to replace them, up to a full year. Note that the leader also picks up a reputation of failure, which decreases his Leadership score.

Table 2–7: Leadership

Leadership Score	Cohort Level	— Number of Followers by Level — 1st	2nd	3rd	4th	5th	6th
1 or less	–	–	–	–	–	–	–
2	1st	–	–	–	–	–	–
3	2nd	–	–	–	–	–	–
4	3rd	–	–	–	–	–	–
5	3rd	–	–	–	–	–	–
6	4th	–	–	–	–	–	–
7	5th	–	–	–	–	–	–
8	5th	–	–	–	–	–	–
9	6th	–	–	–	–	–	–
10	7th	5	–	–	–	–	–
11	7th	6	–	–	–	–	–
12	8th	8	–	–	–	–	–
13	9th	10	1	–	–	–	–
14	10th	15	1	–	–	–	–
15	10th	20	2	1	–	–	–
16	11th	25	2	1	–	–	–
17	12th	30	3	1	1	–	–
18	12th	35	3	1	1	–	–
19	13th	40	4	2	1	1	–
20	14th	50	5	3	2	1	–
21	15th	60	6	3	2	1	1
22	15th	75	7	4	2	2	1
23	16th	90	9	5	3	2	1
24	17th	110	11	6	3	2	1
25+	17th	135	13	7	4	2	2

Table 2–8: Leadership Modifiers

General Leadership Modifiers

The Leader Has a Reputation of	Leadership Modifier
Great prestige	+2
Fairness and generosity	+1
Special power	+1
Failure	–1
Aloofness	–1
Cruelty	–2

Cohort-Only Leadership Modifiers

The Leader	Leadership Modifier
Has a familiar/paladin's warhorse/ animal companion	–2
Recruits a cohort of a different alignment	–1
Caused the death of a cohort	–2*

**Cumulative per cohort killed.*

Follower-Only Leadership Modifiers

The Leader	Leadership Modifier
Has a stronghold, base of operations, guildhouse, and so on	+2
Moves around a lot	–1
Caused the death of other followers	–1

Leaping Attack [General]

You can propel yourself from the water and strike with unerring precision.

Prerequisites: Aquatic creature, base attack bonus +3 or higher.

Benefit: You can make a special leaping attack. By taking a round action, you may leap from the water to a maximum height of 10 ft. and a distance of 20 ft. At any point during the leap, you may make a single melee attack at your highest base attack. You do not provoke an attack of opportunity with this action and your opponent loses his Dexterity bonus to AC.

Legendary [General]

You are destined for greatness.

Prerequisite: No ability score below 12.

Benefit: Add one point to any ability score every three levels, from the time this feat is taken.

Normal: Characters add 1 to any ability score at 4th level and every four levels thereafter (8th, 12th, 16th, and 20th).

Light Footed [General]

You are extremely light on your feet. Your footfalls are more difficult for creatures with tremorsense to detect your presence.

Prerequisites: Dex 13+

Benefit: Against creatures with the tremorsense ability, you are allowed to make a Move Silently check to avoid being detected.

Normal: Tremorsense allows a creature to automatically detect all movement within range of its ability.

Special: Against dragons or other creatures, which rely on their keen sense of their environment to detect enemies, you gain a +2 competence bonus to Move Silently checks.

Lightning Grab [General, Fighter]

You have cat-like reflexes allowing you to snatch an item from you opponent's hand.

Prerequisites: Dex 15+, Improved Initiative.

Benefit: You may steal an item from a flat footed opponent within 5 ft. Make a Pick Pocket check opposed by your opponent's Reflex save. If successful, you may steal an item from your opponent you can see and can normally carry. For example, you could take a belt pouch from an orc, but could not grab the coins inside of it.

Lightning Initiative [General, Fighter]

You can react to the movements of your enemies with devastating speed, able to attack those around you before they have time to react.

Prerequisites: Improved Initiative, base Reflex save +6 or higher.

Benefit: You gain a +4 bonus on Initiative checks. This bonus stacks with Improved Initiative.

Lightning Reflexes [General]

Benefit: The character gets a +2 bonus to all Reflex saving throws.

Like My Father Before Me [General]

You follow in the footsteps of your father's (or mother's) lineage, despite your half-breed blood.

Prerequisites: Half-elf or half-orc, Con 13+, Wis 13+, Iron Will.

Benefit: You may enter into a prestige class that normally excludes half-breeds. A half-elf may enter an elf only prestige class and a half-orc may enter an orc only prestige class.

Linguist [General]

You have a knack for language.

Prerequisites: Int 13+.

Benefit: Speak Language is considered a class skill. Furthermore, you gain a +2 competence bonus to all Decipher Script checks and Innuendo skill checks.

Lion's Rage [General, Fighter]

Your fighting style focuses on strength over guile, allowing you to push through your adversaries with ease.

Prerequisites: Str 13+, Cleave, Dodge, Mobility, Power Attack.

Benefit: When using the benefit of Cleave, you may take one 5-foot step before making an extra attack.

Special: If you have the Furious Blow feat, you may take a 5-foot step before applying the damage. If you have the Typhoon Attack feat, you may take a 5-foot step before making an extra attack. If you have the Great Cleave feat, you may take as many 5-foot steps as you like between each attack, so long as you do not exceed your base movement for the round.

Literacy [General]

You can read and write your native language.

Prerequisites: Int 13+, inability to read and write.

Benefit: You can read and write your native language in addition to being able to speak it. In addition, you may read and write any additional languages you can speak, by spending 2 skill points.

Living Shield [General]

You are adept at using captives, hostages, or anyone else you hold in your grasp as a human shield against attacks.

Benefit: If you hold an opponent helpless in your grasp, you may use him as a living shield. An opponent is considered helpless in your grasp if he is bound with rope or by some other means, under the effect of a paralyzing

effect such as poison or a hold person spell, or if you pinned your opponent via a grapple check.

When someone targets you with any effect that requires an attack roll, including but not limited to spells, melee attacks, and missile fire, you gain an AC bonus dependent on the relative size of the person you are holding. In addition, there is a chance that any attack that hits you instead strikes the person you hold hostage. In this case, compare the attack roll with a +4 bonus against the hostage's flat-footed AC.

If you must make a Reflex save while holding a hostage in this manner, apply the result of your check to your hostage, if applicable. For example, if you are caught in the blast radius of a fireball spell, your hostage does not get a save. Instead, if you make your save, the hostage is considered to have made his. If you fail the save, the hostage automatically fails.

Table 2–9: Living Shield

Relative Size of Captive	AC Bonus	% Hits to Living Shield
Two Sizes Smaller	+1	0%
One Size Smaller	+2	25%
Same Size	+4	50%
One Size Larger	+6	75%
Two+ Sizes Larger	+8	90%

Normal: Typically, attacks hit an object used for cover only if the attack would hit you if you did not get an AC bonus for cover. In that case, if the attack roll is high enough to hit the object used for cover, it hits it.

Special: Using this ability counts as a standard action. If you elect to take some other action besides using your hostage as a shield, anyone attacking you receives no modifiers to hit.

When characters with the Precise Shot fire on you while you use this feat, the hostage counts as one size smaller for purposes of resolving their attacks and only their attacks.

Lizard's Skin [General]

You can withstand the effects of extremely heat.

Benefit: You suffer only 1 point of subdual damage on a failed Fortitude save to resist the effects of hot weather.

Normal: An unprotected character in hot weather sustains 1d6 points of subdual damage on a failed Fortitude save.

The Longshot [General]

Excitement has a way of finding you.

Benefit: You may reroll any failed skill check or attack roll. Each time you use this feat, the DM may force you to roll one successful skill check or attack roll.

Special: It may become necessary to keep a tab of how many times this feat is used. It is the DM's responsibility to use up earned rerolls and the PC's responsibility to stay out of "debt."

Lookout [General]

You are better at standing watch than most, keeping a keen eye out for the enemy.

Prerequisites: Alertness, Keen Vision.

Benefit: You gain a +4 competence bonus to Spot checks.

Low Key [General]

You are often overlooked, by others. You easily blend into crowds, lacking any discernible features.

Prerequisites: A Charisma score no lower than 8 and no higher than 12.

Benefit: You gain a +3 bonus to all Disguise checks and Hide checks.

Special: This feat can only be chosen at 1st level.

Martial Weapon Proficiency [General]

Benefit: Choose a martial weapon when this feat is taken. You make attack rolls with the selected weapon normally.

Normal: A character who uses a weapon without being proficient with it suffers a –4 penalty on attack rolls.

Special: You can gain this feat multiple times. Each time you take this feat, it applies to a new weapon.

A cleric whose deity's favored weapon is a martial weapon and who chooses War as one of his domains receives the Martial Weapon Proficiency feat related to that weapon for free, as well as the Weapon Focus feat related to that weapon.

Master Alchemist [General]

You are adept at identifying poisons, potions, etc.

Prerequisites: Int 13+, 4+ ranks in Alchemy skill or 8+ ranks in Spellcraft skill.

Benefit: You gain a +5 competence bonus when using Alchemy to identify an alchemical substance, poison, or potion. You may use Spellcraft in place of Alchemy, but you do not gain the +5 competence bonus and the DC for identifying a poison, potion, or substance is increased by 5.

Master Feint [General, Fighter]

You have mastered the art of throwing your opponents off balance.

Prerequisites: Dex 17+, Int 17+, 4+ ranks in Bluff, Combat Reflexes, Dodge, Expert Feint, Improved Feint, base attack bonus +9 or higher.

Benefit: You may make a Bluff check in order to feint in combat as a free action.

MAGIC NULL [GENERAL]

Your resistance to magic is legendary.

Prerequisites: Dwarf.

Benefit: You receive a +4 racial bonus on saving throws against spells or spell-like effects. This bonus stacks with your dwarven racial bonus. However, even when harmless magic is cast on you, you must still make a saving throw against it.

MASTER ARCHER [GENERAL, FIGHTER]

Years of practice with the bow have steadied your aim and your resolve.

Prerequisites: Str 13+, Dex 13+, Far Shot, Point Blank Shot, Precise Shot.

Benefit: You gain a +2 competence bonus to attack rolls with a composite longbow, composite shortbow, longbow, or shortbow. In addition, you gain a +1 bonus to damage.

MASTER ASSASSIN [GENERAL]

Your lethal cunning is without equal.

Prerequisites: Dex 19+, Int 17+, Assassin, Expertise, Improved Initiative, base attack bonus +15 or higher.

Benefit: The threat range of all melee weapons you are proficient with is increased again by +1. In addition, any attack roll is that is a critical threat, is automatically a critical hit.

MASTER HELMSMAN [GENERAL, FIGHTER]

You are the master of wind and sea, capable of driving ships in the hardest storms.

Prerequisites: Wis 13+, 8+ ranks in Profession (sailor) skill

Benefit: When you are at the wheel or rudder of a ship the base speed and daily movement rate of the ship are both increased by 10%. In addition, you gain a +2 competence bonus to Profession (sailor) checks to pilot any sea going craft.

MASTER OF ARMS [GENERAL]

You are among the elite of the king's men, highly decorated and respected by the people of his kingdom. While serving the king, countrymen know to give you berth and cooperate when necessary.

Prerequisites: Base attack bonus +9 or higher.

Benefit: You gain a +4 circumstance bonus all Bluff checks, Diplomacy checks, Innuendo checks, Intimidate checks, and Perform checks while in the boundaries of your king's land.

Special: It is necessary that you have accomplished some feat to garner the king's attention in order to be given this position.

MASTER OF UNDEATH [GENERAL]

You have a greater command of undead than other clerics.

Prerequisites: Cha 15+, Extra Turning.

Benefit: You are considered 2 levels higher than your actual level when attempting to bolster, command, or rebuke undead.

MECHANICAL APTITUDE [GENERAL]

You have a knack for working with mechanical devices and gadgets.

Benefit: You gain a +2 bonus on all Disable Device checks and Open Lock checks.

MEMORY OF LIVES PAST [GENERAL]

Your soul's connection to your past life is stronger then normal.

Prerequisites: Elf.

Benefit: You may choose one additional class as a favored class.

MENTAL COMBATANT [GENERAL, FIGHTER]

You look for weaknesses in your opponent's fighting style, helping you to stay away from his weapon.

Prerequisites: Int 13+, Combat Reflexes.

Benefit: During your action, designate an opponent. You receive a dodge bonus to your Armor Class equal to your Intelligence modifier against all attacks from that opponent.

Special: Any condition that causes you to lose your Dexterity bonus to Armor Class also makes you lose dodge bonuses. Dodge bonuses stack with each other.

MIGHT MAKES RIGHT [GENERAL]

You quest is right and just. All those under you believe in your cause.

Prerequisites: Str 15+, Cha 15+, Inspire Loyalty, Leadership, divine spellcaster level 7th+

Benefit: Followers under your command gain a divine bonus to all skill checks, saving throws, attack rolls, and weapon damage rolls equal to your Wisdom bonus (if any).

MIGHTY CHARGE [GENERAL, FIGHTER]

You are highly trained as a footman's charge.

Prerequisites: Str 13+, Improved Charge, Power Attack, Run, base attack bonus +6 or higher.

Benefit: When taking a charge action, you gain a +2 circumstance bonus to your attack and damage rolls, increasing each bonus for charging to +4. This reckless charge causes you to suffer a –2 penalty to AC until your next turn, increasing the charge penalty from –2 to –4.

Normal: A charge action provides a +2 on a single attack roll and –2 to your AC for one round.

Ministry Guild [General]

You posses an important rank in your church, commanding respect from your peers.

Prerequisites: Cha 13+, divine spellcaster 5th+.

Benefit: As you rise in rank in your church, you gain prestige among the church constituents. You gain a +3 bonus to Gather Information checks and Intimidate checks when dealing with humanoids with less Hit Dice than you.

Special: You can gain this feat multiple times. Its effects stack.

Mobility [General]

You are agile and fleet of foot, staying out of range of your opponent's weapons.

Prerequisites: Dex 13+, Dodge.

Benefit: You gets a +4 dodge bonus to Armor Class against attacks of opportunity caused when you move out of or within a threatened area. Note: A condition that makes you lose the Dexterity bonus to Armor Class (if any) also makes you lose dodge bonuses. Also, dodge bonuses stack with each other, unlike most types of bonuses.

Mount Empathy [General]

You have a profound understanding of your mount.

Prerequisites: 4+ ranks in Animal Empathy skill, 4+ ranks in Handle Animal, 4+ ranks in Ride skill.

Benefit: As a move-equivalent action, you can coax your mount to great feats. When trying to 'push' your mount you gain a +4 competence bonus to your Handle Animal check. Push actions include multiplying the mount's run speed by 5 instead of 4, increasing overland movement by 10%, performing a trick it has not learned, overcome a fear effect, or anything that the mount is not trained or prepared to do.

Mounted Archery [General]

You have great skill with a bow while mounted.

Prerequisites: Ride skill, Mounted Combat.

Benefit: The penalty you suffer when using a ranged weapon from horseback is halved: –2 instead of –4 if you mount is taking a double move, and –4 instead of –8 if your mount is running.

Mounted Combat [General]

You can steer your mount clear of danger while in the midst of battle.

Prerequisite: Ride skill.

Benefit: Once per round when your mount is hit in combat, you may make a Ride check to negate the hit. The hit is negated if your Ride check is greater than the attack roll.

Multiattack [General]

You can fight with natural weapons with great affinity.

Prerequisite: Three or more natural weapons.

Benefit: Your secondary attacks with natural weapons suffer only a –2 penalty.

Normal: Without this feat, the creature's secondary natural attacks suffer a –5 penalty.

Multidexterity [General]

You can fight with all hands equally well.

Prerequisite: Dex 15+, three or more arms.

Benefit: You ignore all penalties for using an off hand.

Normal: Without this feat, a creature that uses an off hand suffers a –4 penalty to attack rolls, ability checks, and skill checks. A creature has one primary hand, and all the others are off hands; for example, a four-armed creature has one primary hand and three off hands.

Special: This feat replaces the Ambidexterity feat for creatures with more than two arms.

Multiweapon Fighting [General]

You can fight with many weapons at once.

Prerequisite: Three or more hands.

Benefit: All penalties for fighting with multiple weapons are reduced by 2.

Normal: A creature without this feat suffers a –6 penalty to attacks made with its primary hand and a –10 penalty to attacks made with its off hands. (It has one primary hand, and all the others are off hands.) See Attacking with Two Weapons, page 124 in the Player's Handbook.™

Special: This feat replaces the Two-Weapon Fighting feat for creatures with more than two arms. The Multidexterity feat further reduces penalties for off-hand attacks.

Mongoose Snaps the Cobra Strike [General]

You can hold an opponent at bay, while fighting another.

Prerequisites: Dex 13+, Eagle Claw Strike, Fishing Bear Strike, Improved Unarmed Strike, Tiger Watches from the Grass Strike, base attack bonus +9 or higher.

Benefit: Declare that you are using the feat before you make your attack roll. If you successfully strike your opponent with an unarmed strike, he must make a Fortitude save (DC 10 + ½ your level + Wis modifier). In addition to suffering normal damage, if the defender fails his saving throw, he is knocked unconscious for a number of rounds equal to 1 + your Strength bonus. You may attempt a mongoose snaps the cobra strike once per day for every four levels you have attained, and no more than once per round.

Natural Archer [General]

You have come to terms with the tenets of your faith and can use an archaic bow, reflecting your naturalist and primitive nature.

Prerequisites: Dex 13+, Wis 13+, druid level 1st+.

Benefit: You gain Martial Weapon Proficiency (longbow) and Martial Weapon Proficiency (shortbow). You do not gain proficiency with the composite version of these weapons however.

Normal: A druid's spiritual oath prohibits him from using weapons other than a club, dagger, dart, longspear, quarterstaff, scimitar, sickle, shortspear or sling.

Natural Armorsmith [General]

You have a knack for forging high-quality armor, worthy of a dwarven mark.

Prerequisite: Dwarf.

Benefit: You have a +2 racial bonus to any Craft (armorsmith) checks. In addition, when crafting armor, the cost is cut in half.

Natural Blacksmith [General]

You have a knack for forging high-quality items, worthy of a dwarven mark.

Prerequisite: Dwarf.

Benefit: You have a +2 racial bonus to any Craft (blacksmith) checks. In addition, when crafting non-lethal iron or steel items, the cost is cut in half.

Natural Carpenter [General]

You have a knack for forging high-quality items, worthy of a dwarven mark.

Prerequisite: Dwarf.

Benefit: You have a +2 racial bonus to any Craft (carpentry) checks. In addition, when crafting non-lethal wooden items, the cost is cut in half.

Natural Healing [General]

Through diligence and regime, your body has awakened new ways to heal.

Prerequisites: Wis 15+, Great Fortitude, Endurance.

Benefit: You regain hit points at a rate equal to your level plus Wisdom bonus. Anytime you would regain hit points from rest, you gain hit points back at this rate.

Normal: Characters recover their level in hit points when resting.

Natural Weaponry [General]

Your natural weapons are deadly and precise.

Prerequisites: Str 13+, Improved Unarmed Strike, any natural weapon attack.

Benefit: Increase the damage of one of your natural weapon attacks by one die category. Use the chart below to determine the new damage.

Table 2–10: Natural Weaponry

Old Damage	New Damage
1d2	1d3
1d3	1d4
1d4	1d6
1d6	1d8
1d8 or 1d10	2d6
1d12	2d8

Special: You may gain this feat multiple times. Its effects do not stack. Each time you take this feat, it applies to a new natural weapon.

Natural Weaponsmith [General]

You have a knack for forging high-quality weapons, worthy of a dwarven mark.

Prerequisite: Dwarf.

Benefit: You have a +2 racial bonus to any Craft (weaponsmith) checks. In addition, when crafting a weapon, the cost is cut in half.

Nature Sense [General]

You are a natural woodsman, knowing exactly where to fish, hunt, and trap. You know the safest route through the woods.

Prerequisite: Wis 17+.

Benefit: You gain a +3 competence bonus to Intuit Direction checks made outdoors and all Wilderness Lore checks.

Nature's Bounty [General]

You can identify plants and animals as druid.

Prerequisites: Wis 13+, 4+ ranks in Knowledge (nature).

Benefit: With a successful Knowledge (nature) check (DC 20), you can identify a single plant or animal (their species and special traits) with perfect accuracy. In addition, with a successful check, you can discern whether water is safe to drink or dangerous (polluted, poisoned, or otherwise unfit for consumption)

Naval Discipline [General]

You can inspire your crew to push on, even in the worst conditions.

Prerequisites: Cha 13+, 8+ ranks in Profession (sailor), Captaining, Leadership.

Benefit: You can push your crew to sail a ship faster than normal. Increase your ship's movement one and half times its normal distance in a single day with a Profession (sailor) check (DC 20). You can not push your crew more than two days in a row. In addition, each day, for a number of rounds equal to your Charisma bonus, all crew working under you gain a partial action.

Naval Expertise [General]

Your tactics at sea at are unmatched.

Prerequisites: Cha 13+, 8+ ranks in Profession (sailor), Captaining, Naval Tactics.

Benefit: Your ship gains a +4 bonus on Initiative checks made as part of a naval combat. You must be on deck, conscious, and in command of the ship in order to confer this bonus.

Naval Strategy [General]

Your crew trusts you, unequivocally.

Prerequisites: Cha 13+, 8+ ranks in Profession (sailor), Captaining, Naval Tactics.

Benefit: Your crew gain a morale bonus equal to your Intelligence bonus (if any) to all Profession (sailor) checks made aboard your ship.

Naval Tactics [General]

Your skill as a commander inspires men to fight on, even under the worst conditions.

Prerequisites: Cha 13+, 8+ ranks in Profession (sailor), Captaining.

Benefit: All crew under your command gain a competence bonus to all skill checks needed to run the ship equal to your Charisma bonus. This bonus extends to attack and damage rolls as well.

Neutralize Enemy [General, Fighter]

With a sudden flurry of blows, you can push your enemy on the defensive and disrupt his attacks. While you keep your opponent occupied, your allies can move by him or drop their guard without exposing themselves to attack.

Prerequisite: Base attack bonus +3 or higher.

Benefit: As a full round action, you may unleash a wild flurry of blows on your opponent, forcing him on the defensive. Until either your next action or your opponent moves at least 5 ft., your opponent does not threaten the area around him. You may only use this ability on creatures up to one size category larger than your own.

Special: While using this action, you are so focused on keeping your foe occupied that you may not take attacks of opportunity on any foes aside from the target of this feat.

Nightmare Ward [General]

Your mind is guarded against things that should not be.

Prerequisite: Int 13+.

Benefit: You gain a +2 resistance bonus to saving throws against supernatural effects.

No Escape [General]

You viciously strike down those who dare run from you in combat.

Prerequisites: Dex 13+, Combat Reflexes, Lightning Reflexes, Run.

Benefit: If a target in your threatened area turns to leave the fight, you get an attack of opportunity against them, even if all they do is move. You cannot strike someone who leaves your threatened area with a 5-foot step however.

Normal: If a foe only moves when leaving a threatened square, a character threatening that square does not get an attack of opportunity.

Nobody's Fool [General]

You have a knack for picking up skills and talents for someone with your mental aptitude.

Prerequisite: Int 9 or less.

Benefit: When determining the number of skill points you receive at each level, reduce your Intelligence penalty by 2 (minimum 0). You can only use it to reduce the penalty to the ranks you gain. If your Intelligence ever increases to the point that you no longer receive an Intelligence penalty to skill points at each level, you immediately lose the benefit of this feat. This feat does not provide a bonus. Rather, it reduces a penalty — a subtle but important distinction.

Special: You still suffer your Intelligence penalty under all other circumstances.

NON-THREATENING [GENERAL]

You have a timid, harmless manner that causes large, powerful creatures (such as dragons) to underestimate the threat that you pose. They look on you as an easily crushed victim not worth the effort.

Prerequisite: Size small or lower

Benefit: When dealing with intelligent creatures of size large or higher, you gain a +2 competence bonus to all Bluff and Diplomacy checks. In addition, if you have no weapon drawn and have made no hostile moves against such a creature, it ignores you in favor of other targets in combat. Note that if the creature has some reason to suspect that you are more powerful than you seem (perhaps it has heard rumors of your prowess) you lose the benefit of this feat. For example, if in battle you choose to move into flanking position, the creature assumes that you are merely a coward who is trying to avoid direct combat. In order to avoid the creature's attention, you must make a Bluff check opposed by its Sense Motive check. This ability can backfire, however, if the target enjoys bullying smaller, weaker foes.

NOTORIOUS [GENERAL]

You are dangerous and not to be trifled with.

Benefit: You gain a +4 bonus on all Intimidate checks when dealing with someone with a Charisma score lower than yours.

OATH [GENERAL]

You have sworn an oath to a being or higher concept. The details and specifics of this oath should be role-played out, and be appropriate to both the character and setting. The oath must be reasonable and possible to fulfill within the character's lifetime. Hence, an oath to rid the world of all goblinkind is not likely to be feasible, while a promise to kill one particular orc is within the scope of this feat.

Prerequisite: Iron Will, alignment must be lawful.

Benefit: The character receives a +1 morale bonus to all attack rolls, weapon damage rolls, saving throws and ability and skill checks made in immediate and direct pursuit of the oath.

The applications are varied and it is up to the DM to determine when they apply. Asking someone where the orc is certainly merits a bonus to an Intimidate check, however negotiating a room rate while in pursuit of the orc, would not.

Special: If the oath is ever violated, in word or spirit, or the character voluntarily passes up an opportunity to fulfill it, he loses this feat permanently and irrevocably.

OATH OF THE HUNDRED FOLD [GENERAL]

When your word is given, it is as good as law.

Prerequisites: Iron Will, Oath, lawful alignment, must have fulfilled at least one oath.

Benefit: You gain a +4 inherent bonus to all Charisma based checks when dealing with lawful or good creatures.

OATH OF IRON [GENERAL]

Your attunement to metal makes it easy for you to wield.

Prerequisite: Wis 15+.

Benefit: While wielding a weapon with a metal handle or grip, you gain a +4 enhancement bonus to your Strength check to disarm or strike an opponent's weapon.

OATH OF WOOD [GENERAL]

Your attunement to wood makes it easy for you to wield.

Prerequisite: Wis 15+.

Benefit: While wielding a weapon with a wooden handle or grip, you gain a +4 enhancement bonus to your Strength check to disarm or strike an opponent's weapon.

OFF-HAND STRENGTH [GENERAL, FIGHTER]

You have mastered the art of fighting with two weapons.

Prerequisites: Str 13+, Ambidexterity, Two-Weapon Fighting.

Benefit: You no longer halve your Strength damage bonus with your off-hand weapon.

OFF-HANDED [GENERAL, FIGHTER]

You have learned to exploit the use of your off-hand in combat to the disadvantage of your opponents. Warriors are not trained to fight against left-handed people and as a result their tactics are thrown off, thus causing them difficulties in combat.

Prerequisites: 13+ Dex, Ambidexterity.

Benefit: Your opponent suffers a –4 circumstance penalty to his attack rolls while in combat with you while you wield a light melee weapon in your off-hand. In addition, you gain a +2 circumstance bonus for fighting with your off-hand.

Normal: Most warriors fight with their right hand. If you find yourself against people trained with their off-hand this ability has no effect. Remember to calculate your attack modifiers for attacking with your off-hand.

OPPORTUNITY FIRE [GENERAL, FIGHTER]

You can respond quickly to opponents moving across your field of vision.

Prerequisites: Dex 15+, Combat Reflexes, Point Blank Shot, Precise Shot.

Benefit: If you have a ranged weapon readied, you may take an attack of opportunity against any target moving across your line of sight within 30 ft. You suffer a –4 circumstance penalty to the attack roll and may not attack anyone with one-half or better cover.

ORACLE [GENERAL]

You have a legendary vision of worlds beyond worlds.

Prerequisite: Wis 19+, Prescience, Visionary.

Benefit: Select one 3rd-level divination spell. The spell is chosen when this feat is taken and cannot be changed. You may cast this spell, at will, as a sorcerer equal to your character level. You do not spend time preparing this spell. This is a spell-like ability.

Special: You can gain this feat multiple times. The effects do not stack. Each time you take the feat, you may select another 3rd level divination spell.

ORATOR [GENERAL]

You have a commanding presence and a commanding voice.

Prerequisites: Cha 15+, 4+ ranks in Diplomacy skill or 4+ ranks in Perform (any).

Benefit: You gain a +2 competence bonus to Diplomacy checks and Intimidate checks. You gain a +2 to your Leadership score, if you have the Leadership feat.

OVERPOWERING ATTACK [GENERAL, FIGHTER]

You rely on your overpowering might to pummel your foes into submission. You can batter aside attempts to parry or ward off your blows.

Prerequisites: Str 15+, Power Attack.

Benefit: When attacking an opponent who has chosen the fighting defensively or total defense option, you gain a +2 circumstance bonus to your attack roll.

Special: Other combat abilities or maneuvers that grant your opponent an AC benefit, such as Expertise, do not provide this bonus to your attack roll.

PAINFUL STRIKE [GENERAL]

You know how to hit where it counts. When making an attack, you aim your blows to hit sensitive areas, causing tremendous pain in your target.

Prerequisites: Dex 13+, Back Alley Brawler, base attack bonus +3 or higher.

Benefit: By taking a full attack action, you may make one attack at your best base attack bonus. If you hit, your opponent must make a Fortitude save (DC 10 + half your level) or be overcome with pain. Your foe receives a –2 circumstance penalty to all attacks rolls, damage rolls, ability checks, skill checks, and saving throws for a number of rounds equal to your Dexterity bonus.

PALM STRIKE [GENERAL]

The power of your inner self is enough to keep your enemies at bay.

Prerequisites: Dex 13+, Improved Unarmed Strike, base attack bonus +6 or higher.

Benefit: Declare that you are using the feat before you make your attack roll. If you successfully strike your opponent with an unarmed strike, he must make a Reflex save (DC 10 + ½ your level + Wis modifier). In addition to suffering normal damage, if the defender fails his saving throw, he is pushed back 5 ft. You may attempt a palm strike once per day for every four levels you have attained, and no more than once per round.

PARRY [GENERAL, FIGHTER]

You are skilled at using your weapon to prevent blows from landing on your person.

Prerequisites: Weapon Finesse (any melee weapon), base attack bonus +1 or higher.

Benefit: When using a weapon you have the Weapon Finesse feat for, you gain a +1 dodge bonus to AC against all opponents you are engaged with in melee combat. This feat has no effect against opponents in missile combat or ranged spells that require an attack roll.

PARRYING WEAPON [GENERAL, FIGHTER]

You can use an off-hand weapon as a shield.

Prerequisites: Parry, Two-Weapon Fighting, Weapon Finesse (any melee weapon), base attack bonus +1 or higher.

Benefit: When wielding a light weapon you have the Weapon Finesse feat for in your off-hand, you gain a +2 deflection bonus. No armor check penalty applies, but normal arcane spell failure does as if it were a buckler. If you use the weapon to attack, you lose this bonus.

Special: If you also possess the Improved Two-Weapon Fighting feat, this bonus increases to +4.

PATH OF THE BOAR [GENERAL]

You charge with ferocity and courage.

Prerequisites: Str 13+, Improved Bull Rush, Power Attack.

Benefit: When you perform a charge action, the critical threat range of your weapon is increased by 1.

PATH OF THE DOG [GENERAL]

You are loyal and courageous, capable of fighting on in dire situations.

Prerequisites: Con 13+, Wis 13+.

Benefit: So long as an ally succeeds at a save against a fear effect, you may re-roll a failed save against the same effect.

PATH OF THE MONKEY [GENERAL]

You can climb walls quickly, without losing your footing.

Prerequisites: 5+ ranks in Climb skill, 5+ ranks in Jump skill.

Benefit: You do not lose their Dexterity bonus to AC when climbing. In addition, you may add your Dexterity bonus to your Climb checks in addition to Strength.

Path of the Ox [General]

You are sturdy and strong, nearly impossible to knock over.

Prerequisites: Str 15+, Combat Reflexes.

Benefit: You can a +4 competence bonus to bull rush and trip attempts, either as the attacker or the defender.

Path of the Preying Mantis [General]

Your attacks are deadly and precise, while your movements are graceful and deft.

Prerequisites: Dex 17+, Expertise.

Benefit: When fighting defensively, you gain a +4 dodge bonus to your AC.

Normal: A character fighting defensively takes a –4 penalty on all attacks in a round to gain a +2 dodge bonus to AC for the same round.

Path of the Rat [General]

You are tough and resilient, nearly impossible to kill.

Prerequisite: Con 15+.

Benefit: You gain a +2 bonus to all Fortitude saves to resist magical and mundane disease. In addition, when reduced to less than 0 hit points, you have a +5% chance per round of stabilizing.

Path of the Snake [General]

You strike quickly and unerringly, using speed and agility.

Prerequisites: Dex 15+, Dodge, Mobility, Spring Attack.

Benefit: You may make move 10 ft. in a single round and still take a full round action.

Normal: A character taking a full round action, such as full attack, may take a 5-foot step.

Path of the Tiger [General]

You are strong, fast, and deadly, capable of taking down opponents in a single round

Prerequisites: Str 15+, Dex 15+, Con 13+, base attack bonus +6 or higher.

Benefit: You gain a +1 bonus to your base attack bonus.

Path of the Wolf [General]

You are independent and fierce, able to fight alone and keep fighting.

Prerequisites: Dex 15+, Con 13+, Wis 13+.

Benefit: When you catch an opponent flat footed, he is considered flat footed in relation to you for one additional round. This benefit is non-cumulative. Should you catch an opponent flat footed for 3 consecutive rounds due to another effect, you still only gain one additional round from the benefit of this feat.

Patience [General, Fighter]

You can draw an opponent out, maneuvering them into a position more favorable to you and your allies.

Prerequisites: Int 15+, Expertise.

Benefit: When fighting defensively or using the Expertise feat, you observe the rhythms in your opponent's style, and use your knowledge against him. For every consecutive round you do so, you may do either of the following:

The Killing Stroke: You have watched your opponent work, and timed his movements. If you've spent at least one round fighting defensively or using the Expertise feat against an opponent, your next attack catches him flat-footed. Additionally, if you are using the Expertise feat, you may draw the fight out longer to find the best way to strike at your opponent. For each round you use Expertise beyond the first, add 1 to your critical threat range for the first attack you make against that opponent after you stop using Expertise. Your critical threat range is only increased in this manner by an amount up to either your Intelligence modifier or your base attack bonus, whichever is lower. If your attack hits within your normal critical threat range, increase the critical multiplier by 1. If you take damage while setting up a killing stroke, you must make a Concentrate check to avoid losing your timing for the strike, reducing your critical threat range to its listed value.

Follow the Leader: While you are fighting defensively or using the Expertise feat, your opponent attempts to move the same direction and distance you move. If you maneuver your opponent into a trap or into dangerous terrain such as lava or off a cliff, and your Intelligence modifier is greater than your opponent's, subtract the difference from any saves or checks your opponent makes to avoid or reduce damage from that trap or terrain, or to notice an ambush. Opponents cannot be tricked into maneuvering into an obviously dangerous area within their line of sight.

Pearl Diver [General]

You are a skilled diver, being able to hold your breath for extended periods.

Benefit: You gain a +2 bonus to Swim checks, and add a +4 bonus to Constitution checks to hold your breath.

Perfect Materials [General]

By using superior ingredients you can refine alchemical concoctions into their strongest or purest forms.

Prerequisites: Alchemy 12+ ranks, Brew Potion, spellcaster level 3rd+.

Benefit: When brewing a potion or creating an alchemical substance, all variable, numeric effects are maximized. A perfect potion cures the maximum number of hit points, lasts for the maximum number of rounds,

deals the maximum damage, etc. Alchemical fire deals 6 points of damage each round and a potion of wisdom increase the drinker's Wisdom by 5. Potions and alchemical substances without numeric effects are not affected.

A perfect potion costs twice as much to prepare than a normal potion of the same type.

PERFECT MEMORY [GENERAL]

You can instantly commit anything you see to memory.

Prerequisite: Int 15+.

Benefit: If you view a letter or a map you can reproduce it perfectly from memory. You can memorize a number of pages equal to three times your Intelligence bonus provided your spend at least 1 minute reading each page. Recovering the information at a latter time requires an Intelligence check (DC 10). Failure means you recall the information incorrectly and a natural 1 on the check indicates the information is lost for good.

Memorizing additional pages will cause those memorized earlier to be lost. You cannot memorize spells from tomes or scrolls with this feat.

PERFECT SHOT [GENERAL, FIGHTER]

Your crossbow bolts pierce armor.

Prerequisites: Point Blank Shot, Precise Shot, Weapon Focus (light crossbow).

Benefit: When you strike with a crossbow bolt, any attack roll that results in a natural 20 always results in a critical hit.

This feat only applies to attacks fired within the first range increment.

Normal: Critical hits are the result of a natural 20 followed by an additional roll to hit. While crossbows have an increased threat range (19–20), this feat only applies to those rolls that are a natural 20.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new weapon. The hand crossbow, heavy crossbow, shortbow or longbow are additional options for this feat, however Weapon Focus must be taken for each weapon before taking this feat.

PERFECTLY STILL [GENERAL]

By moving very slowly (or not at all), you can hide yourself amazingly well.

Prerequisite: Dex 13+.

Benefit: You gain a +4 circumstance bonus to Hide checks and Move Silently checks when standing still or a +2 circumstance bonus when only moving at a speed of 5 ft. per round.

Normal: A character can move at half his speed when attempting to hide himself.

PHALANX [GENERAL, FIGHTER]

You work well in the heavily-armored, tightly-packed military unit known as the phalanx.

Prerequisites: Armor Proficiency (heavy), base attack bonus +3 or higher.

Benefit: While fighting in formation, you gain a +1 competence bonus to your AC and attack rolls. Formation is defined as anytime you are adjacent to an ally. On a 5 ft. grid map, you must be in adjacent squares. You cannot be flanked when fighting in formation.

Special: If both characters have this feat, the bonus increases to +2 for each.

PHALANX FORMATION [GENERAL, FIGHTER]

You have trained extensively with spear and shield.

Prerequisites: Str 13+, Shield Proficiency, Weapon Focus (longspear), Weapon Specialization (longspear).

Benefit: While wielding a longspear, you may also carry a shield of any size. Since you hold the spear in one hand, you lose any benefits of wielding a longspear two-handed, including increased damage from Strength and any feats that require you to wield a weapon with two hands.

PINPOINT ACCURACY [GENERAL]

You can shoot the eye out of a hummingbird.

Prerequisites: Wis 13+, Point Blank Shot, Precise Shot

Benefit: As a full round action, you may make a single ranged attack, adding your Wisdom bonus to the attack roll in addition to your Dexterity bonus.

Special: If you have the Alertness feat, increase this bonus by +1.

POINT BLANK SHOT [GENERAL, FIGHTER]

You are deadly at close range with a thrown weapon or projectile weapon.

Benefit: You gets a +1 bonus to attack and damage rolls with ranged weapons at ranges of up to 30 ft.

POISON CRAFTSMAN [GENERAL]

You are a poison expert, able to craft powerful toxins.

Prerequisite: 8+ ranks in Craft (poison) skill.

Benefit: You gain a +4 bonus to all Craft (poison) checks made to create poisons. You can never poison yourself when working to produce a venom, no matter what the result of your skill check.

POISON IMMUNITY [GENERAL]

You are immune to simple poisons.

Prerequisites: Con 15+, Poison Resistance, base Fortitude save +5 or higher.

Benefit: You are immune to all mundane poisons. In addition, you gain a +4 competence bonus to all Fortitude saves to resist the effects of magical poisons.

Poison Resistance [General]

By inducing poison over time, your body has developed a stronger resistance to poison.

Prerequisites: Con 13+, base Fortitude save +3 or higher.

Benefit: You gain a +4 competence bonus to saving throws to resist the effects of all mundane poisons.

Polar Bear Skin [General]

You can withstand the effects of extremely cold.

Benefit: You suffer only 1 point of subdual damage on a failed Fortitude save to resist the effects of cold weather.

Normal: An unprotected character in cold weather sustains 1d6 points of subdual damage on a failed Fortitude save.

Port Savvy [General]

You know your way around docks and ports of call.

Benefit: You gain a +4 competence bonus on all Gather Information checks when in a seaside port city.

Pounce [General, Fighter]

You have learned to ambush and leap on your prey.

Prerequisites: Dex 13+, base attack bonus +4 or higher.

Benefit: During the first round an grappling attack, you gain a +4 competence bonus to your check. In addition, you may add your Dexterity bonus to the attack in addition to normal modifiers.

Power Attack [General, Fighter]

You may substitute strength for skill, dealing incredible damage with your melee attacks.

Prerequisite: Str 13+.

Benefit: On your action, before making attack rolls for a round, you may choose to subtract a number from all melee attack rolls and add the same number to all melee damage rolls. This number may not exceed your base attack bonus. The penalty on attacks and bonus on damage applies until your next action.

Power Climb [General]

You can climb ropes, ladders and walls with one hand.

Prerequisites: Str 15+, Dex 13+, 8+ ranks in Climb skill, Expert Climber.

Benefit: By using two legs and one arm you can climb ropes, ascend ladders and scale walls, leaving your other arm to hold a weapon or shield. Your climb rate is cut in half (¼ normal movement), but you may attack with a melee weapon in one hand at –2 penalty. If you use a shield instead, the armor bonus is reduced by 1 (unless *you are using a buckler).*

Normal: While climbing, a character cannot use a shield or attack.

Power Shot [General, Fighter]

Your missile attacks can cleave through your target and strike a second foe.

Prerequisites: Str 13+, Point Blank Shot, Power Attack, base attack bonus +5 or higher.

Benefit: If you deal enough damage to a creature to make it drop (typically by it below 0 or fewer hit points, killing it, etc.) with a missile attack, your missile rips through your target and potentially strikes a second foe. You may immediately make another missile attack at the same base attack bonus of your killing shot at an enemy directly behind your target. This target must stand behind your target relative to your position and must stand directly adjacent to your target.

Powerful Turning [General]

Your deity has blessed you with power over undead, unmatched.

Prerequisites: Cha 13+, Extra Turning, character level 5th+.

Benefit: You gain +4 on Charisma check to turn or rebuke undead, spirits, or any other creatures you can turn or rebuke.

Precise Shot [General, Fighter]

You can fire a bow or throw an axe with unerring accuracy.

Prerequisite: Point Blank Shot.

Benefit: You can shoot or throw ranged weapons at an opponent engaged in melee without suffering the standard –4 penalty.

Precision Archery [General, Fighter]

You can target hidden opponents with near precision.

Prerequisites: Wis 13+, Far Shot, Point Blank Shot, Precise Shot.

Benefit: When using a ranged weapon, your target's miss chance due to concealment is cut in half. This includes penalties for darkness, but not invisible attackers.

Prescience [General]

You have unearthly vision of things beyond most, allowing you to see what is not there.

Prerequisites: Wis 17+, Visionary.

Benefit: Select one 2nd-level divination spell. The spell is chosen when this feat is taken and cannot be changed. You may cast this spell, at will, as a sorcerer equal to your character level. You do not spend time preparing this spell. This is a spell-like ability.

Special: *You can gain this feat multiple times.* The effects do not stack. Each time you take the feat, you may select another 2nd level divination spell.

PRESS GANGER [GENERAL]

You are adept at "recruiting" unwilling sailors into naval service aboard your vessel.

Prerequisites: Str 13+ or Cha 13+, 4+ ranks in Profession (sailor) skill.

Benefit: You gain a +2 competence bonus on Intimidate checks and a +2 bonus on damage rolls that inflict subdual damage.

PRESSURE SURVIVAL [GENERAL]

You can withstand the pressure of sea water, diving deeper than most.

Prerequisite: 6+ ranks in Swim skill.

Benefit: You gain a +4 circumstance bonus on all Fortitude saves to resist the effects of pressure (atmospheres).

PRIMAL SHOUT [GENERAL]

You are able to unleash a terrible shout that frightens and panics opponents.

Prerequisite: The ability to rage.

Benefit: Once per rage, you may bellow a primal shout that frightens those around you. All creatures within 25 ft. must make a Will save (DC 10 + your character level). Failure indicates the creature is shaken, suffers a –2 morale penalty to attack rolls, damage rolls and saving throws. The affected creature remains shaken so long as it is within 25 ft. of you. Once beyond this distance, it may spend a move-equivalent action "catching" its breath, thus ending the effect.

You must be able to use your voice in order to use this feat.

PRONE FIGHTING [GENERAL, FIGHTER]

You are skilled at fighting from a prone or knocked down position.

Prerequisites: 4+ ranks in Tumble skill, base attack bonus +3 or higher.

Benefit: When prone you do not suffer a –4 penalty on attack rolls, nor do opponents attacking with melee weapons gain a +4 bonus on their attack rolls against you. You still cannot move at more than a crawl while prone, and must use a move-equivalent action to stand up.

PROSELYTIZE [GENERAL]

Your convictions are so strong, you can sway people to question their own faith.

Prerequisites: Wis 13+, Cha 13+, 4+ ranks in Diplomacy skill or 4+ ranks in Perform (any) skill, 4+ ranks in Knowledge (religion) skill, Enthrall.

Benefit: By spending two full rounds doing nothing else but proselytizing, anyone within 60 ft. that can hear and understand your words must succeed at a Willpower save (DC 10 +your Charisma modifier + your character level). Any bonuses received from divine spells or sacred magical items are negated for a number of rounds equal to your level. This includes divine, holy, sacred, profane, unholy, and any bonus derived from a religious source.

PROTECTED ARCHERY [GENERAL, FIGHTER]

You are a competent archer, capable of fighting alongside trained warriors without hesitation or fear.

Prerequisites: Back-to-Back, Point Blank Shot, base attack bonus +3 or higher.

Benefit: When adjacent to an ally with the Back-to-Back feat who is wielding a melee weapon, you do not provoke attacks of opportunity when making an attack with a ranged weapon or loading a ranged weapon.

PROTECTED CASTING [GENERAL]

You are a competent spellcaster, capable of fighting alongside trained warriors without hesitation or fear.

Prerequisites: Back-to-Back, Combat Casting, base attack bonus +3 or higher.

Benefit: When adjacent to an ally with the Back-to-Back feat who is wielding a melee weapon, you gain a +4 competence bonus on Concentration checks made to cast spells defensively.

PURE HEARTED [GENERAL]

Divine grace and positive energy flow through you. You are extremely resistant to negative energy attacks and are so attuned to holy divine energies that beings who attempt to impart negative levels upon you suffer a positive energy backlash.

Prerequisites: Wis 15+, Stout Hearted, good alignment.

Benefit: You may immediately make a Fort save when an undead creature deals you a negative level. The DC of this save is the same as if you were avoiding the permanent effects of a negative level and you gain all bonuses (such as for the Stout Hearted feat) you would receive for such a save. If you succeed, you do not suffer the negative energy and your opponent immediate takes 2d6 points of damage from the backlash of positive energy.

PURITY OF THE FAITHFUL [GENERAL]

You are surrounded by a holy aura, protecting you from harm.

Prerequisites: Wis 15+, Pure Hearted, Stout Hearted, must be good alignment.

Benefit: You are immune to ability drain, energy drain, and paralysis, from any undead source. In addition, you receive a +2 deflection bonus to AC and a +4 circumstance bonus to all saving throws against attacks from undead.

Purity of the Righteous [General]

You are blessed by the gods and given strength to smite evil. Those that would cause you harm are instead dealt a swift punishment.

Prerequisites: Wis 17+, Pure Hearted, Purity of the Faithful, Stout Hearted, good alignment.

Benefit: In addition to being immune to ability drain, energy drain, and paralysis from any undead source, when an undead opponent attempts to drain you of levels, he suffers 3d6 points of damage. Secondly, you gain a +4 deflection bonus to your Armor Class against attacks from undead creatures.

Special: You may gain this feat multiple times. Each time, increase the damage dealt to opponents by +1d6 and the deflection bonus to AC by +2.

Quick Draw [General, Fighter]

You can draw a weapon quickly, readying it for combat in the blink of an eye.

Prerequisite: Base attack bonus +1 or higher.

Benefit: You can draw a weapon as a free action instead of as a move-equivalent action.

Quick Load [General, Fighter]

You can load an arrow or bolt into a bow or crossbow with deft speed.

Prerequisites: Dex 13+, base attack bonus +1 or higher.

Benefit: You may load a crossbow bolt into a hand or light crossbow as a free action or a heavy or repeating crossbow as a move-equivalent action once per turn. With a hand or light crossbow, this allows you to load, fire, and load again in one round. With a heavy or repeating crossbow, this allows you to load and fire in a single round. When used in conjunction with a shortbow or longbow and the Rapid Shot Feat, the –2 penalty is ignored.

Normal: Loading a hand or light crossbow is a move-equivalent action. Loading a heavy or repeating crossbow is full-round action. Normally when using the Rapid Shot Feat with a bow, you suffer a –2 penalty to each attack. Loading a crossbow draws an attack of opportunity.

Quick Reload [General, Fighter]

You skill with a firearm extends to reloading it a fast and accurate manner.

Prerequisites: Combat Reflexes, Exotic Weapon Proficiency (firearms).

Benefit: You may reload a firearm as a move-equivalent action. Reloading provokes an attack of opportunity.

Quick Shot [General, Fighter]

Though inaccurate, you can fire a light crossbow without fully loading the weapon.

Prerequisites: Dex 13+, Base attack bonus +1 or higher.

Benefit: When loading a bolt into a hand or light crossbow, you may fire the bolt as a free action. This is highly inaccurate, as the bolt never locks into place, but rather flies from the crossbow. When using this feat, you suffer a –3 circumstance penalty to your attack roll.

A crossbow fired in this manner is inaccurate beyond the first range increment. Double all range penalties when using this feat. You may only use this feat once per round.

Normal: Firing a crossbow is a standard or partial action.

Special: When using a light crossbow in conjunction with the Quick Load and Quick Shot feats, you can fire, load, fire, load and fire again in 1 round so long as the crossbow was already loaded at the beginning of the round.

Quick Strike [General, Fighter]

Your speed with a blade is unparalleled allowing you to strike quickly and effectively.

Prerequisites: Base attack bonus +5 or higher, ability to sneak attack +2d6.

Benefit: If you successfully damage an opponent with a sneak attack, you make immediately attack the same opponent again. The attack is at the same base attack bonus and with the same weapon as the sneak attack. The damage bonus for the sneak attack does not apply to the extra attack, however.

You can use this ability once per round.

QUICKENING [GENERAL]

You move faster than lightning.

Prerequisites: Dex 13+, Improved Initiative, Lightning Reflexes.

Benefit: You gain a +2 bonus to Initiative checks. This stacks with Improved Initiative and other initiative enhancing bonuses. If you ever roll a natural 20 on your Initiative check or get an Initiative total of 30 or higher, you may take an additional partial action each round so long as your Initiative total does not change (e.g. don't delay, refocus, etc.)

RAGE THE ARCANE [GENERAL]

You may cast spells while raging.

Prerequisites: Con 13+, 6+ ranks in Concentration skill, ability to rage, spellcaster level 3rd+.

Benefit: By succeeding at a Concentration check (DC 20 + the spell's level) you may cast a spell. Failure indicates the spell is lost. Alternately, by sacrificing a remaining rage attempt for the day, you may automatically succeed at this check.

You must make this check for each spell you wish to cast during a rage.

Normal: A character may not cast spell while raging.

RAGE THE DIVINE [GENERAL]

You can rage longer than usual by expending spell energy.

Prerequisites: Con 13+, Wis 13+, ability to rage, spellcaster level 3rd+.

Benefit: When raging, you can extend the duration of your rage by spending a spell slot. The spent spell provides an additional number of rounds equal to the level of the slot. A 3rd level slot allows you to rage an additional 3 rounds. You can use this ability once per rage.

When this rage expires, the fatigue penalties are doubled.

Normal: You many only rage a number of rounds equal to 3 plus your (new) Constitution modifier.

RAGE OF THE MOUNTAIN [GENERAL]

You can continue fighting, despite grievous wounds.

Prerequisites: Str 15+, Con 15+, Great Fortitude, Heart of the Mountain, Iron Will, Toughness, base attack bonus +6 or higher.

Benefit: Before making an attack roll, you may sacrifice a number of hit points up to your Constitution bonus. For every full two points of damage suffered, you deal 1d6 extra damage to an opponent you hit. These hit points are lost whether or not your attack roll was successful.

RAKING NAILS [GENERAL]

You have strong nails, sharpened to a lethal edge.

Prerequisites: Improved Unarmed Strike, Toughness, base attack bonus +5 or higher.

Benefit: You add +1d3 to the damage of your unarmed strikes. However, when you do, the damage may not be subdual.

RANGED EXPERTISE [GENERAL, FIGHTER]

You are trained at using your combat skill with a ranged weapon for defense as well as offense.

Prerequisites: Int 13+, Expertise.

Benefit: When using an attack action or full attack action with a ranged weapon, you can take a penalty of as much as –5 on your attack and add the same number (up to +5) to your Armor Class. This number may not exceed your base attack bonus. The changes to attack rolls and Armor Class last until your next action. The bonus to the your Armor Class is a dodge bonus.

RANGED THREAT [GENERAL, FIGHTER]

You are so fast and accurate with a ranged weapon that you threaten a greater area around you.

Prerequisites: Dex 13+, Combat Reflexes, Point Blank Shot, Rapid Shot, base attack bonus +5 or higher.

Benefit: You threaten an area up to 20 ft. away as if he had reach, being able to make attacks of opportunity to opponents within that area with a readied ranged weapon. You do not threaten this area for the purposes of flanking, however.

RAPID HEALING [GENERAL]

You heal faster than most.

Prerequisites: Con 13+, Great Fortitude or Iron Will, Toughness.

Benefit: You recover hit points and ability damage from rest and bedrest at twice the normal rate.

Normal: Characters without this feat heal 1 point per level per day from rest and 1-½ points per level per day from bedrest. Temporary ability damage is normally restored at one point per day.

RAPID LOADER [GENERAL, FIGHTER]

With a strong aptitude for the large siege-like weapons used on board ship, you are able to lead a team of men to load and fire their weapon much faster than would be considered normal. This allows you to outshoot enemies on other ships with similar weapons, thus ensuring their eventual surrender.

Prerequisites: Str 13+, Dex 13+, 4+ ranks in Profession (siege engineer) skill.

Benefit: When part of a crew for a shipboard weapon, you may halve the time taken to reload the weapon after firing, rounding down. No matter what other factors apply (magic, for example), a shipboard weapon will always take at least one round to reload.

Rapid Movement [General]

You are faster than most.

Prerequisite: Dex 13+.

Benefit: Choose one type of movement that you possess (burrow, climb, fly, normal, or swim). Your base movement rate is increased by 5 ft. per round.

Special: You can take this feat multiple times.

Rapid Shot [General, Fighter]

You can attack quickly with ranged weapons, like a bow, delivering multiple attacks in a round.

Prerequisites: Dex 13+, Point Blank Shot.

Benefit: You get one extra attack per round with a ranged weapon. The attack is at your highest base attack bonus, but each attack suffers a –2 penalty. You must use the full attack action to use this feat.

Rat Hacker [General, Fighter]

You are skilled at fighting creatures smaller than yourself.

Prerequisites: Base attack bonus +4 or higher.

Benefit: When you are fighting creatures one size category or more smaller than yourself, they lose any benefits to Armor Class or attack rolls based on size.

Normal: Smaller creatures normally gain a bonus to Armor Class and attack rolls when battling larger foes.

Razor Tongue [General]

Your barbed wit makes you a potent and vicious verbal opponent.

Prerequisite: Skill Focus (intimidate).

Benefit: Add your Intelligence bonus (if any) to Intimidate checks.

Rear Echelon Troop [General, Fighter]

You are trained to fight as part of a phalanx or spear hedge, keeping tight ranks from behind the front line.

Prerequisite: Base attack bonus +1 or higher.

Benefit: When fighting in melee combat with a reach weapon, friendly interposing creatures do not provide cover to enemies behind them. Enemies continue to provide cover as normal.

Reckless Attack [General, Fighter]

You fight wildly in close quarters, channeling violent energy and unsettling your opponents (and allies).

Prerequisites: Str 15+, Power Attack.

Benefit: On your action, before making attack rolls for a round, you may choose to subtract a number from your Armor Class and add the same number to all melee damage rolls. This number may not exceed your base attack bonus. The penalty on your Armor Class and the bonus on damage apply until your next action.

The use of Reckless Attack may be combined with the Power Attack feat.

Redirect Attacks [General]

You are skilled at making your allies much more appealing targets when engaged in melee.

Prerequisite: Dodge, any non-good alignment.

Benefit: While fighting in melee combat, you can hinder your allies' ability to defend themselves, leading your opponents to strike at them rather than you. When someone attacks you and you have an ally within 5 ft., you may opt to give your opponent a +2 competence bonus to an attack against your ally and a –2 penalty on his roll to hit you. You accomplish this by "accidentally" bumping into your friend and disrupting his defense, all while maintaining your own. There is no guarantee that your attacker opts to target your friend, however. For example, a hated rival out for your blood probably just attacks you anyway. A more neutral attacker, though, may opt to strike at your friend.

When you use this ability, make a your ally notices your underhanded actions with a successful Sense Motive check opposed by your Bluff check.

Refined Skill Focus [General]

You have a natural aptitude with one or more related skills.

Benefit: Choose one of the following benefits when this feat is chosen:

- +2 bonus to any two skills with the same key ability.
- +3 bonus to any one skill you have 2+ ranks in.
- +2 ranks with any one skill you have 2+ ranks in.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you choose this feat, you must apply it to a different skill or skills.

Relentless [General]

Even after sustaining life-threatening injuries you continue to fight on as normal.

Prerequisites: Con 13+, Iron Will, Too Tough to Die, Toughness.

Benefit: You automatically make your Fortitude save to avoid death from attacks that deal massive damage. Furthermore, you may continue to take normal actions when your current hit points are below 0. Make a Fortitude save (DC 15) each round to act as normal. Each round you do continue to suffer 1 point of damage however. If your hit points fall to –10 (or if you have the Fervent feat negative of your Con), you immediately die. At any time, you may choose to collapse to the ground unconscious, checking for stabilization as normal. You make an attempt to stabilize on the same round that you drop if you do so willingly. If you choose to collapse, you may take no other actions that round.

If you fail your Fortitude save, you immediately collapse to the ground. You take 1 hp of damage as normal, but you may not check to stabilize on the round in which you missed your saving throw.

Normal: You must make a Fortitude save to avoid dying when hit by any single attack that does 50 or more points of damage. When reduced to –1 or fewer hit points, you fall automatically fall unconscious. When reduced to 0 hit points, you take a point of damage and fall unconscious if you take any strenuous action, such as attacking or casting a spell.

RESERVE ENERGY [GENERAL]

You can bounce back from tiring situations.

Prerequisites: Con 13+, Iron Will or Great Fortitude

Benefit: Any time your condition becomes exhausted, fatigued or shaken, you may suffer 1 point of damage to ignore the effects. If the condition persists for more than 10 minutes, you must suffer an additional point of damage again and every 10 minutes thereafter.

Special: Damage suffered from this feat cannot be healed until the condition causing it has been removed.

RESILIENT [GENERAL]

Adversity brings out the best in you. As a result, others have trouble overcoming your strong will.

Prerequisites: Con 13+, Wis 13+.

Benefit: You may add your Constitution bonus or Wisdom bonus (whichever is higher) to any opposed skill check.

RESIST ALCHEMY [GENERAL]

You are not deterred by poison or harmful alchemy.

Prerequisites: Con 13+, 6+ ranks in Alchemy skill, 4+ ranks in Heal skill, Great Fortitude.

Benefit: You gain a +4 bonus to all saving throws against poisons and harmful alchemical effects. This bonus does not apply to effects that are not targeted at you such as area effect damage like splash damage, but it does apply to poisonous gas.

RESIST FEY [GENERAL]

You are naturally resistant to the powers of the fey.

Prerequisite: Wis 13+.

Benefit: You gain a +4 bonus to all saving throws against effects generated by fey.

RESOURCEFUL [GENERAL]

You have a peculiar sort of luck. Whenever you reach into your backpack, a sack full of gear, or any other crowded collection of junk, you always manage to pull out what you are looking for.

Prerequisite: Dex 13+ or Int 13+.

Benefit: Each round, you may pull one item out of you backpack, belt pouch, or any other easily accessible container as a free action. If the container is tightly closed, you must use a move-equivalent action in order to retrieve any item from it.

Normal: Pulling an item out of a sack, pouch, or other container is a move-equivalent action.

RICOCHET [GENERAL, FIGHTER]

You can bounce projectiles off of surfaces to hit targets with cover.

Prerequisites: Dex 15+, Dead Eye, Point Blank Shot, Precise Shot, Weapon Focus (any ranged weapon), base attack bonus +9 or higher

Benefit: As a full round action, you may ricochet arrows, bolts or sling stones off a number of surfaces equal to the total number of attacks you have minus one. For example if you have a base attack bonus of +15/+10/+5 you can ricochet the missile off of two different angles or objects. Ricocheting an attack allows you to strike a target that would normally be protected by cover or that is hiding out of line of sight.

The difficulty of the attack is as follows:

Table 2–11: Ricochet Difficulty

One Ricochet	DC 20
Two Ricochets	DC 25, DC 20
Three Ricochets	DC 30, DC 25, DC 20

The first ricochet is rolled at your highest base attack bonus and so on. You lowest base attack bonus is used to finally hit the target. Range is calculated for the entire distance the missile travels, times two. Should this attack strike an opponent from behind, the target loses his Dexterity bonus to AC. However, a ricocheted attack can never be used for a sneak attack, no matter how close the target may be.

Example: Rallor the Quick wishes to target a demon behind ¾ cover. He needs to ricochet his arrow off two walls to strike the demon from behind from his position. His attack bonuses are +11/+6/+1. He first has to beat a DC 25 with the +11 attack, and then a DC 20 with the +6 attack. If both attack rolls succeed he may use his +1 base attack bonus to hit the demon's Armor Class.

RIDE-BY ATTACK [GENERAL, FIGHTER]

You can move and attack at the same time, cutting down your opponents as you ride.

Prerequisites: Ride skill, Mounted Combat.

Benefit: When you are mounted and using the charge action, you may move and attack as with a standard charge and then move again (continuing the straight line of the charge). You total movement for the round can't exceed double your mounted speed. You do not provoke an attack of opportunity from the opponent you attack.

RIGHTEOUS FURY [GENERAL]

Your faith is a sight to behold, as you channel the heavens into your fist.

Prerequisites: Dex 13+, Wis 13+, must be able to cast divine spells or have the ability to smite (good or evil), base attack bonus +6 or higher.

Benefit: When you use the attack action or full attack action in melee, you can take a penalty of as much as –5 on your AC and add the same number to your damage. This number may not exceed to total of your base attack bonus plus Dexterity bonus. The changes to damage rolls and Armor Class last until your next action.

RIPOSTE [GENERAL, FIGHTER]

Your reflexes in combat and steady hand are more than a match for your opponents. When struck with a melee weapon, you may return the favor.

Prerequisites: Dex 13+, Combat Reflexes or Lightning Reflexes, Improved Initiative, base attack bonus +6 or higher.

Benefit: As an attack of opportunity, you may target an opponent who has just made a melee attack against you, with a melee attack at your highest base attack bonus. Resolve your attack, after resolving your opponent's. Each time you use this feat in combat, reduce your initiative check by 1.

RITUAL SCARRING [GENERAL]

Your body is covered with ritual scars.

Prerequisites: Con 13+, Toughness.

Benefit: You gain a +3 insight bonus to all Bluff checks, Diplomacy checks, and Intimidate checks. In addition, you gain a +1 competence bonus to any save against a pain related effect.

Special: When you gain this feat, you lose 1 hit point permanently, to represent the among of scar tissue damage you've done to yourself.

ROCKLIKE [GENERAL]

Your ancestral tie with the earth hardens your skin.

Prerequisites: Con 15+, Dwarf, Stoneblood.

Benefit: You gain a +1 natural bonus to AC that stacks with other natural armor bonus, but not magical natural armor bonuses, such as an *amulet of natural armor.*

Special: You can take this feat multiple times.

ROLL WITH THE PUNCH [GENERAL, FIGHTER]

By spinning your body and twisting away from an enemy's blow, you can avoid a portion of the damage.

Prerequisites: Dex 15+, Combat Reflexes, Dodge, Mobility.

Benefit: Whenever you take damage, make a Reflex save (DC equal to 10 + the damage dealt). Reduce the damage by 1 point per die of damage from the attack.

ROPE A DOPE [GENERAL, FIGHTER]

You can trick your opponent into thinking you are badly injured, tired, or otherwise less capable in combat than you actually are.

Prerequisite: Int 13+, Dex 13+, base attack bonus +3 or higher.

Benefit: The first time you attack an enemy, you may elect to automatically miss with your attack. The next time you strike that opponent, you gain a circumstance bonus to attack equal to twice your Intelligence bonus. You do not necessarily have to strike on the very next round. You may, for example, cast a spell such as chill touch and then deliver an attack with that spell with the bonus to hit. Note that if you attack anyone else while in your opponent's line of sight, he observes your true skill and you do not gain the bonus. You may, however, make attacks of opportunity without losing this bonus.

ROUGHNECK [GENERAL]

You can muscle your way through any hardship.

Prerequisite: Str 13+.

Benefit: You may use your Strength bonus to Fortitude saves in addition to your Constitution.

RUN [GENERAL]

You can run faster than most, pushing yourself a greater and greater distance.

Benefit: When running, you move five times normal speed instead of four times normal speed. If you make a running jump, increase the distance or height cleared by one-fourth, but not past the maximum.

SADDLE WARRIOR [GENERAL, FIGHTER]

You are a natural in a saddle.

Prerequisites: Dex 13+, 4+ ranks in Ride skill, Mounted Combat, Skill Focus (ride)

Benefit: You gain a +2 competence bonus to all Ride skill checks and a +1 dodge bonus to AC while fighting mounted.

SCOUNDREL [GENERAL]

You have a reputation for being a rogue, consorting with lesser men and criminals. Whether or not it's true is up to you, but the impression is still the same.

Prerequisites: Cha 13+, must be chaotic or evil alignment.

Benefit: When using the Intimidate skill to change the behavior of others, the DC is 10 + half the target's Hit Dice, if he is familiar with who you are.

Normal: The DC to change someone's behavior is typically 10 + the target's Hit Dice.

SCOUNDREL'S LUCK [GENERAL]

You are blessed with charm and flair, even when your life is in danger.

Prerequisite: Cha 15+.

Benefit: You may add your Charisma bonus to your Reflex saves (in addition to your Dexterity bonus).

SCOURGE BUTCHER [GENERAL, FIGHTER]

You are a master of fighting smaller than average creatures.

Prerequisites: Str 13+, Goblin Slayer, Rat Hacker, base attack bonus +9 or higher.

Benefit: When fighting creatures smaller than yourself, each successful melee attack inflicts again your Strength bonus per size category of difference.

SCURVY DOG [GENERAL]

Your unhealthy living habits provide you resistance against disease.

Prerequisite: Con 13+.

Benefit: You gain a +4 competence bonus on all saving throws against all mundane and magical diseases. In addition, anyone trying to treat you gains a +2 synergy bonus to his Heal checks.

SCYTHE MASTER [GENERAL, FIGHTER]

You have mastered the scythe or sickle.

Prerequisites: Weapon Focus (sickle or scythe), Weapon Specialization (sickle or scythe).

Benefit: You receive a +1 bonus to all attack rolls and damage rolls with any sickle or scythe you are proficient with.

This bonus stacks with Weapon Focus.

SEA BROTHER [GENERAL]

You have an affinity for creatures of the deep, developing relationships few land-lovers understand.

Prerequisite: Any one aquatic language.

Benefit: You gain a +4 bonus on all Charisma ability checks and Charisma-based skill checks when dealing with aquatic races.

SEA DOG [GENERAL]

You have a knack for working aboard a ship.

Benefit: You get a +2 competence bonus on all Profession (sailor) and Use Rope skill checks. You also gain a +1 competence bonus on all Balance checks and Climb checks made on the rigging of a ship.

SEA LEGS [GENERAL]

You have a knack for keeping your balance aboard a ship.

Prerequisites: Dex 13+.

Benefit: You gain a +4 competence bonus to all Balance check while on board a ship. In addition, you gain a +4 competence bonus to Fort saves to avoid seasickness.

SENSE POISON [GENERAL]

You can detect poison in food and drink, even in the air.

Prerequisites: Wis 13+, Alertness.

Benefit: You may detect the presence of poison in food, drink, on weapons, and even in the air within 30 ft. of your position with a successful Spot check (DC 20). This ability works just as detect poison and requires a round of concentration.

Special: In addition to the prerequisites listed above you must have 4 or more ranks in one of the following skills — Alchemy, Heal, Knowledge (nature), or Wilderness lore.

SHADOW [GENERAL]

You can follow someone unnoticed, especially through the crowds common in cities and urban centers.

Prerequisites: Wis 13+, 4+ ranks in Spot skill, 4+ ranks in Hide skill.

Benefit: You may shadow (follow) one opponent unnoticed, by following the target 30 ft. to 100 ft. away based on the density of the crowd and the terrain. If the target is unaware of your presence, you must succeed at a Spot check (DC 10, modified by density of crowds or lack there

of) to keep up with his movement. If the target is actively trying to avoid being followed, you must succeed at an opposed check using your opponent's Hide skill check against your Spot check. If successful, another check must be made again in 15 minutes to maintain the "tail."

If unsuccessful, your opponent loses you in the crowd, disappearing from view. It takes another Spot check (DC 20 + target's Hide skill) to find him again. If this second check is missed, he is lost for good.

If your opponent watches for a shadow (or tail), he must make an opposed Spot check against your Hide check to 'make' the shadow and identify him. If he is not watching for a shadow, he only spots you with an opposed Spot check against your Hide check +10. If your opponent spots you, he receives a +4 circumstance bonus on all opposed checks to lose you.

Special: If you have the Track feat, you receive a +2 synergy bonus to your checks to follow the target. If you have 5 or more ranks of Bluff or Disguise, you receive a +2 synergy bonus on opposed checks to avoid being 'made' as a shadow.

If the shadow is working as part of a team (all of who have the Shadow feat), all members of the team receive a +2 circumstance bonus on all checks.

Shanty Man [General]

You know many songs and stories about the sea, rallying sailors around nightly revelries.

Prerequisite: 4+ ranks in Perform (any) skill.

Benefit: You get a +2 circumstance bonus on Perform checks before an audience composed largely of sailors and other sea travelers. A successful performance grants you a +2 circumstance bonus on Charisma checks, as well as Bluff checks, Diplomacy checks, and Gather Information checks when dealing with someone who heard your performance.

Special: You must have spent some time with sailors or pirates, or at the very least spent time in a sea side city where seaman frequent.

Sharp Senses [General]

You are nearly impossible to surprise, noticing everything around you.

Prerequisites: Wis 13+, Alertness, Heightened Senses, Keen Senses

Benefit: You gain an additional +4 bonus to all Listen checks, Search checks, and Spot checks.

Sharpshooter [General, Fighter]

You have a natural aptitude for firearms.

Prerequisites: Dex 15+, Exotic Weapon Proficiency (firearms).

Benefit: You may ignore the penalties for a firearm's Accuracy Rating.

Shield Bash [General, Fighter]

You can use your shield to bash your opponents.

Prerequisites: Shield Proficiency, base attack bonus +1 or higher.

Benefit: When taking a full attack action, you may make one additional attack with your shield (including a buckler, small, or large shield, but excluding a tower shield). This attack is at your highest base attack bonus, but each attack (the extra one and the normal ones) suffers a –2 penalty. After your attack, you lose the benefit of your shield until your next action.

Shield Focus [General, Fighter]

You have trained for hours with the shield, learning to move it where you need it.

Prerequisite: Shield Proficiency.

Benefit: You gain a +1 competence bonus to AC while using a shield. In addition, the armor check penalty for using a shield is reduced by 1, to no less than 0.

Shield Mastery [General, Fighter]

You have trained for years with the shield, learning to move it where you need it.

Prerequisites: Shield Focus, Shield Proficiency, Shield Specialization.

Benefit: You gain a +3 competence bonus to AC while using a shield. In addition, the armor check penalty for the shield is reduced by 3, to no less than 0. These bonuses stack with Shield Focus and Shield Specialization.

Shield Parry [General, Fighter]

You can intercept and deflect incoming attacks with your shield.

Prerequisites: Shield Proficiency, base attack bonus +1 or higher.

Benefit: Once per round, you may choose to parry a melee attack using your shield (including a buckler, small, or large shield, but excluding a tower shield). You must declare that you will parry before the attack roll is made. To parry, make an opposed melee attack roll against your opponent, adding your shield's AC bonus (including its magical bonus, if any) to your roll. If you succeed, the attack fails. You lose the benefit of your shield until your next action.

Shield Proficiency [General]

Benefit: You can use a shield and suffer only the standard penalties.

Normal: A character who is using a shield with which he or she is not proficient suffers the shield's armor check penalty on attack rolls and on all skill rolls that involve moving, including Ride.

Shield Rush [General, Fighter]

You can bull rush your opponent's with greater effect with your shield.

Prerequisites: Str 13+, Power Attack, Shield Proficiency, base attack bonus +1 or higher.

Benefit: You may use your shield (small or large, but not a buckler or tower shield) when you perform a bull rush action. This action does not draw an attack of opportunity from the defender, though it may draw an attack of opportunity from other foes nearby, and you do not receive your shield's AC bonus against these attacks. You may add your shield's AC bonus (including its magical bonus, if any) to your opposed Strength check. Regardless of the success of your bull rush, you lose the benefit of your shield until your next action.

Shield Specialization [General, Fighter]

You have trained for months with the shield, learning to move it where you need it.

Prerequisites: Shield Focus, Shield Proficiency.

Benefit: You gain a +2 competence bonus to AC while using a shield. In addition, the armor check penalty for the shield is reduced by 2, to no less than 0. This bonus stacks with Shield Focus.

Shield Wall [General, Fighter]

You are skilled at fighting next to shield-using allies.

Prerequisite: Shield Proficiency.

Benefit: When you are using a small or larger shield and end your turn adjacent to an ally with the Shield Wall feat who is also using a small or larger shield, you gain a +2 armor bonus to AC. This armor bonus stacks with those provided by your armor and shield. If you are separated from your adjacent ally at any time during the round (such as being pushed back by a bull rush attack), you immediately lose the benefits of the Shield Wall feat until such time as you are adjacent again.

Shot On the Run [General, Fighter]

You can fire a bow or used a ranged weapon while moving, targeting opponents on the run.

Prerequisites: Point Blank Shot, Dex 13+, Dodge, Mobility.

Benefit: When using the attack action with a ranged weapon, you can move both before and after the attack, provided that your total distance moved is not greater than your speed.

Show of Faith [General]

Your faith keeps the legions of undead away from you.

Prerequisites: Wis 13+, Good alignment.

Benefits: Just as a cleric has the ability to turn undead, this feat allows you to hold undead at bay by brandishing a blessed holy symbol of your god.

This effect duplicates clerical turning (*see PHB*), with the following exceptions:

You only turn a number of Hit Dice of undead equal to your level.

This effect only lasts for a number of minutes equal to your Wis modifier (minimum 1 minute).

You may not destroy undead in this fashion, even if you are twice their Hit Dice in level.

Undead held at bay in this fashion may not move within a 10-ft. radius of you, but otherwise act normally. They do not flee, as per normal rules for turning.

Normal: Only clerics and paladins may turn undead. Special: You must brandish a blessed or sanctified divine focus to use this ability.

Shrug Off [General]

You are able to shrug off attacks from one specific weapon type.

Prerequisites: Con 13+, damage reduction 1/– or better.

Benefit: Choose a weapon damage type (bludgeoning, piercing, or slashing) when this feat is taken. Your damage reduction is increased by 2 hit points against that weapon type.

Special: You can gain this feat multiple times. The effects do not stack. Each time you take this feat, it applies to a new weapon damage type.

Siege Engine Proficiency [General, Fighter]

You are proficient with siege engines such as catapults, trebuchets, and mangonels.

Prerequisite: None.

Benefit: Use your missile attack bonus as the chance of hitting with a siege engine. If the aiming procedure is performed by a group, which is common for most of these large devices, you must be the one issuing all of the orders.

Normal: Characters without this feat who attempt aim a siege engine use their missile attack bonuses, but at a –8 penalty.

The Sight [General]

You can view the invisible world, just as well as the physical.

Prerequisite: Wis 13+.

Benefit: You may sense incorporeal spirits within 60 ft. of your position with a successful Spot check (DC 20). This ability works just as detect evil, detect magic or detect undead and requires a round of concentration to activate.

SIGNATURE SKILL [GENERAL]

You are skilled at an esoteric or otherwise unknown skill to your class.

Benefit: Choose any one skill. It is considered a class skill, no matter your class. In addition, you gain 1 free rank in this skill when this feat is chosen.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new skill.

SIMPLE WEAPON PROFICIENCY [GENERAL]

Benefit: You can make attack rolls with simple weapons normally.

Normal: A character who uses a weapon without being proficient with it suffers a –4 penalty on attack rolls.

SIXTH SENSE [GENERAL]

You have an uncanny sense for detecting invisible or non-corporeal creatures.

Prerequisites: Wis 13+, Alertness, The Sight.

Benefit: When a incorporeal or invisible creature comes within 30 ft. of you, the DM makes a secret Spot check (DC 25). If this check is successful, you sense the creature's presence. This does not require any concentration, however you do not know its location or nature. You simply feel that something or someone is watching you.

Once it is determined that something is there, you may use The Sight feat to determine its location.

In addition, whenever someone scries your location you may make a Spot check (DC 30) to notice them.

SKILL EXPERTISE [GENERAL]

You are specially trained to use your Intelligence instead of Dexterity with a certain skill.

Prerequisite: Int 13+.

Benefit: Choose one class skill with the key ability of Dexterity, such as Ride or Tumble. With the selected skill, you may use your Intelligence modifier instead of your Dexterity modifier on skill checks.

Special: You can gain this feat multiple times. The effects do not stack. Each time you take the feat, it applies to a new skill.

SKILL FINESSE [GENERAL]

You are specially trained to use your Dexterity instead of Strength with a certain skill.

Prerequisite: Dex 13+.

Benefit: Choose one class skill with the key ability of Strength, such as Climb or Jump. With the selected skill, you may use your Dexterity modifier instead of your Strength modifier on skill checks.

Special: You can gain this feat multiple times. The effects do not stack. Each time you take the feat, it applies to a new skill.

SKILL FOCUS [GENERAL]

Choose a skill, such as Move Silently. You have a special knack with that skill.

Prerequisites: Elf, Con 15+.

Benefit: You get a +3 bonus on all skill checks with that skill.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take this feat, it applies to a new skill. This version of Skill Focus replaces the one in the PHB.

SKILL SPECIALIZATION [GENERAL]

You are not only well versed with a skill, but also versatile.

Prerequisites: Skill Focus (any skill)

Benefit: You may trade out the key ability for any skill you have the Skill Focus feat with. You may exchange Strength for Dexterity, Dexterity for Strength, Intelligence for Wisdom, or Wisdom for Intelligence.

Special: Unlike Skill Focus, you need not take this feat more than once. It applies to all skills you have the Skill Focus feat for.

SLEDGE STRIKE [GENERAL]

By bringing both fists down upon the head of an enemy, you can deliver a devastating blow.

Prerequisites: Str 13+, Improved Unarmed Strike, base attack bonus +3 or higher.

Benefit: Declare that you are using the feat before you make your attack roll, which requires a full round action. If you successfully strike your opponent with an unarmed strike, your Strength bonus is doubled for the strike and your deal damage one die higher than normal. An 8th level monk for instance normally deals 1d10 damage. When using a sledge strike he would roll a 1d12. You may attempt a sledge strike once per day for every four levels you have attained, and no more than once per round.

Special: A monk that normally deals 1d20 with an unarmed strike, deals 3d10 with this feat.

SMITE SPIRIT [GENERAL]

You can strike a spirit with a powerful blow.

Prerequisites: Cha 13+, ability to rebuke spirits, character level 3rd+.

Benefit: By using one of your rebuke attempts for the day you can strike a spirit with a powerful blow. Add your Charisma bonus to your attack roll and deal one extra point of damage per level. So an 8th-level shaman with Charisma 15 would smite a spirit with a +2 bonus to the attack roll and a +8 bonus to damage. Note that this feat does not give you the ability to strike incorporeal spirits without a magical weapon (or the use of a feat like Spirit Strike), nor does it overcome any weapon immunities the spirit may have.

Snake in Dragon's Teeth Strike [General]

You can hold an opponent at bay, while fighting another.

Prerequisites: Dex 13+, Improved Unarmed Strike, base attack bonus +6 or higher.

Benefit: Declare that you are using the feat before you make your attack roll. If you successfully strike your opponent with an unarmed strike, he must make a Reflex save (DC 10 + ½ your level + Wis modifier). In addition to suffering normal damage, if the defender fails his saving throw, he is considered grappled. You may continue fighting normally while your opponent is grappled, but you must spend a move-equivalent action each round to hold your opponent. You may attempt a snake in dragon's teeth strike once per day for every four levels you have attained, and no more than once per round.

Snake Strike [General]

You can move in quickly to strike, catching your opponent off guard, using your momentum to trip him up.

Prerequisites: Dex 13+, Improved Unarmed Strike, base attack bonus +4 or higher.

Benefit: Declare that you are using the feat before you make your attack roll. You may use the Bluff skill to Feint as a move-equivalent action this round. You may attempt a snake strike watches from the grass strike once per day for every four levels you have attained, and no more than once per round.

Sniper [General, Fighter]

You can make a ranged sneak attack at a target more than 60 ft. away.

Prerequisites: Far Shot, Point Blank Shot, Improved Ranged Sneak Attack, ability to sneak attack.

Benefit: When you use a ranged weapon (but not a thrown weapon) to perform a sneak attack, the maximum allowable range is increased from 60 ft. to 90 ft.

Social Scourge [General]

You are the master of the subtle put-down. With a few words, you can leave a rival sputtering and flushed with embarrassment, and onlookers amused by your cutting words.

Prerequisites: Cha 13+, 4+ ranks in Bluff skill or 4+ ranks in Diplomacy skill.

Benefit: When someone attempts a Diplomacy check in your presence, you may use this feat to impose a –6 morale penalty to that check. To inflict the penalty, you must win an opposed Diplomacy check with your opponent. However, you need not be the target of the original check to use this feat.

Sociopathic [General]

You are numb to the feelings of others to the point of callousness.

Prerequisites: Con 13+, Cha 15 or less, 6+ ranks in Intimidate skill, any non-good alignment.

Benefit: You gain a +3 bonus to all Willpower saving throws and an additional +1 to any save involving mind-affecting magic.

Social Perception [General]

You are a keen study of people and their interactions.

Prerequisites: Wis 13+, Cha 13+.

Benefit: You gain a +2 competence bonus to all Read Lips checks and Sense Motive checks.

Soul of Iron [General]

Your essence is one with iron, .

Prerequisites: Con 15+, Wis 15+, Oath of Iron.

Benefit: You gain damage resistance 10/+5 against iron or steel melee weapons.

Spark of Genius [General]

You have a knack for solving problems on the fly.

Prerequisite: Int 15+.

Benefit: You may take 10 twice per day, or take 20, once per day, even if stress and distractions would normally prevent you from doing so.

Spear Mastery [General, Fighter]

You have mastered the spear.

Prerequisites: Weapon Focus (any spear), Weapon Specialization (any spear).

Benefit: You receive a +1 bonus to all attack rolls with any spear you are proficient with.

This bonus stacks with Weapon Focus.

Specialist [General]

Your specialized spells last longer than normal.

Prerequisite: Wizard specialist 5th+ level.

Benefit: All of your 1st and 2nd level spells from your chosen specialist school have their duration doubled.

Speedy Trapper [General]

You can build traps quickly and efficiently, still producing perfect results.

Prerequisites: Dex 15+, Clever Designer, Trapmaster.

Benefit: When building a simple trap, you take only one-half the normal time to produce a complete trap.

Spirit Familiar [General]

Your animal companion or familiar is a spirit creature rather than a magical beast.

Prerequisites: Animal companion or familiar, character level 4th+.

Benefit: You animal companion or familiar is a spirit creature and thus considered incorporeal.

SPIRIT FRIEND [GENERAL]

You have an affinity for speaking with incorporeal creatures, either stemming from your ancestry or personality.

Benefit: You gain a +4 competence bonus to all Charisma related checks when dealing with incorporeal spirits.

SPIRIT GUIDE [GENERAL]

Your spirit friend protects you from hard, lending aid whenever possible.

Prerequisites: Spirit Friend.

Benefit: You receive a +2 bonus to all saves against arcane and divine spells, from a non-shaman or corporeal source.

SPIRITED [GENERAL]

You are not afraid of much, throwing yourself head-long into any fray.

Benefit: You gain a +2 bonus to all melee weapon damage rolls against foes larger than yourself.

SPIRITED CHARGE [GENERAL, FIGHTER]

You are a powerful jouster, capable of unseating a rider or trampling infantry.

Prerequisites: Ride skill, Mounted Combat, Ride-By Attack.

Benefit: When mounted and using the charge action, you deal double damage with a melee weapon (or triple damage with a lance).

SPIRITUAL MAGNET [GENERAL]

Your presence of spirit extends from the mortal world into ethereal.

Prerequisite: Cha 15+.

Benefit: You have a +2 circumstance bonus to all your dealings with spirits.

SPITTING COBRA [GENERAL, FIGHTER]

Your fighting style is quick and mobile, relying on intuition and speed, rather than strength.

Prerequisites: Dex 13+, 6+ ranks in Tumble skill, Alertness, Combat Reflexes, Dodge.

Benefit: You gain a +2 bonus to your Initiative checks and your dodge bonus increases to +2. If you perform a 'quick strike,' you gain a +2 bonus to your attack roll, while suffering a –2 penalty to damage.

Special: You can gain this feat twice. The second time, you take this feat, all bonuses increase to +3, but the penalty to damage remains the same.

SPLINTERING STRIKE [GENERAL, FIGHTER]

You can find structural weaknesses in constructs, deliver a crippling blow to a sensitive or exposed portion of the construct.

Prerequisites: Str 13+ or Dex 13+, 4+ ranks in Craft (any) skill, ability to sneak attack, base attack bonus +3 or higher.

Benefit: When in a situation when you would normally gain your sneak attack bonus against a construct, you instead gain a damage bonus equal to the number of dice you normally roll for your sneak attack damage (i.e., a 7th level rogue with +4d6 sneak attack deal +4 damage to a flanked construct).

SPRING ATTACK [GENERAL, FIGHTER]

You are fast and agile, moving quickly to strike and get away again before your opponent can respond.

Prerequisites: Dex 13+, Dodge, Mobility, base attack bonus +4 or higher.

Benefit: When using the attack action with a melee weapon, you can move both before and after the attack, provided that your total distance moved is not greater than your speed. Moving in this way does not provoke an attack of opportunity from the defender you attacks. You can't use this feat while wearing heavy armor.

SPRITE FENDER [GENERAL, FIGHTER]

Small creatures are no match for your keen eye and battle prowess.

Prerequisites: Goblin Slayer, Rat Hacker, base attack bonus +6 or higher.

Benefit: Creatures smaller than you gain no benefit from the size difference when fighting you, losing their Armor Class and attack bonuses against you.

STEADY CAPTAIN [GENERAL]

You have earned the respect of your crew.

Prerequisites: Cha 13+, 6+ ranks in Profession (sailor) skill, Leadership.

Benefit: The crew of your ship gains a +2 competence bonus to all Profession (sailor) checks whilst you remain in command of the ship.

Special: You must have worked with the crew for at least a month or they must know of your reputation as a Captain to gain this bonus.

STEALTHY [GENERAL]

You are elusive and hard to find, being able to hide from site and avoid detection, even in daylight.

Prerequisites: Dex 15+, 4+ ranks in Hide skill, 4+ ranks in Move Silently.

Benefit: You gain a +3 competence bonus to Hide checks and Move Silently checks.

Steel Mind [General]

You are not influenced easily, barring your mind from temptation.

Prerequisites: Wis 13+, Iron Will.

Benefit: You have a +3 bonus to your saving throws against illusions and mind-affecting effects.

Stick With Him [General]

You may pursue those who attempt to flee your grasp.

Prerequisites: Str 13+, Int 13+, Expertise, Improved Grab, Improved Trip, Improved Unarmed Strike, Lightning Reflexes, Sticking, Wrestler.

Benefit: When an opponent moves out of your threatened area, you may immediately make a Reflex save (DC equal to opponent's Dexterity score). If successful, you may immediately take a 5-foot step toward the opponent to keep him in your threatened area. Effectively, if he moves again, he has moved twice through your threatened area.

Sticking [General, Fighter]

Prerequisites: Str 13+, Int 13+, Expertise, Improved Grab, Improved Trip, Improved Unarmed Strike, Lightning Reflexes, Wrestler.

Benefit: You are trained to read your foe's moves, anticipating his next action. You gain a +4 competence bonus to all disarm, grapple, or trip attempts.

Stoic [General]

You rarely show emotion, concealing your true feelings from others. You can hide your true intentions well.

Prerequisite: Wis 13+.

Benefit: You gain a +3 circumstance bonus on Bluff checks when others try to read your reactions or emotions. This bonus applies only when another initiates a Sense Motive check against you. You also get +1 circumstance bonus on Diplomacy checks made to influence the reactions of dwarves and other individuals who dislike emotional exuberance. Lastly, you gain a +1 bonus to Will saves involving mind-affecting spells or spell-like effects.

Stone Bones [General]

Your stout bones provide resistance to damage.

Prerequisites: Con 13+, dwarf, Toughness.

Benefit: You gain Damage Reduction 2/–.

Storm Sense [General]

Through an unexplainable sixth sense, and a familiarity with nature, you can predict changes in the weather.

Prerequisites: Wis 13+, 4+ ranks in Knowledge (nature) skill or 4+ ranks in Wilderness Lore skill.

Benefit: By making a successful Knowledge (nature) check, you can predict the weather patterns for the next 12 hours. Use of this feat is a standard action.

Stout Hearted [General]

You are strongly devoted to the cause of good. Your spirit is resistant to the effects of negative energy.

Prerequisites: Wis 13+, good alignment.

Benefit: You gain a +4 competence bonus on saves to shrug off the permanent effects of gaining a negative level and to resist any spells that deal negative levels.

Streetsmart [General]

You know people and you know the streets. You are not easily tricked and you always know the right questions to ask.

Benefit: You gain a +2 bonus on all Gather Information checks and Innuendo checks.

Streetwise (City) [General]

You intimately know the physical geography, important figures, and power structures (legal and criminal) of a particular city.

Benefit: Choose a city when you gain this feat. When attempting skill rolls that have to do with this city, you gain a + 2 circumstance bonus. Some skills that can benefit from this feat include: Bluff, Diplomacy, Gather Information, Knowledge (local history, etc.) and Spot.

Special: You may gain this feat more than once. Its effects do not stack. Each time you take this feat it applies to a new city.

Strength of Arms [General, Fighter]

Your speed with a blade allows you to kill without compunction or hesitation.

Prerequisites: Cleave, Power Attack, base attack bonus +6 or higher.

Benefit: When deliver a coup de grace to a helpless foe, your opponent is not allowed a saving throw, nor do you provoke an attack of opportunity.

Strength of Blood [General, Fighter]

You are among the strongest of your race.

Prerequisites: Con 15+, Great Fortitude, Thick Skin, Thick Skull, Toughness.

Benefit: Each level that you advance, you gain the maximum hit points for your class.

Normal: A character without this feat rolls a die of the appropriate type each level, taking that roll for his hit points.

Strength of the Heart [General]

The strength of your deity resides in you, giving you courage beyond courage.

Benefit: You gain a +2 divine bonus against fear effects. When facing overwhelming odds (5 to 1 or more), this bonus increases to +4.

Strength of Personality [General]

Your strong personality gives a bonus to influence others.

Prerequisites: Wis 13+, Iron Will, character level 5th+.

Benefit: You gain a +2 competence bonus to all Charisma based ability checks and skill checks.

Strength of the Stag [General]

You gain short bursts of energy, allowing you to run and fight longer than normal.

Prerequisites: Con 13+, Great Fortitude.

Benefit: Once per day, you may gain a temporary boost of energy. When this feat is invoked, you gain 1d4 temporary hit points for each point of Constitution bonus. These temporary hit points last for 10 minutes per point of Constitution.

Special: You can gain this feat multiple times. Each time, you may use this feat an additional time per day. You may not take this feat more times that you have points of Constitution bonus.

Strong Swimmer [General]

You are a fast swimmer, capable of incredible bursts of speed.

Prerequisites: Str 13+, 8+ ranks in Swim skill.

Benefit: With a successful Swim check, you may now swim at one-half your speed as a move equivalent action, or your full speed as a full-round action. You may use this feat for a number of rounds equal to 3 + your Strength bonus, before needing to rest for 1d4 rounds.

Sturdy Back [General]

You have trained to pack well and carry a heavy load.

Prerequisites: Str 13+, Con 13+.

Benefit: When calculating encumbrance, count Heavy loads as Medium, and Medium loads as Light. This has no effect on reduction of movement due to encumbrance by armor, which reduces your speed, normally.

Stunning Fist [General]

Prerequisites: Dex 13+, Wis 13+, Improved Unarmed Strike, base attack bonus +8 or higher.

Benefit: Declare that you are using the feat before making an attack roll (thus, a missed attack roll ruins the attempt). It forces a foe damaged by your unarmed attack to make a Fortitude saving throw (DC 10 + one-half the character's level + Wis modifier), in addition to dealing damage normally. If the defender fails his saving throw, he is stunned for 1 round (until just before the character's next action). A stunned character can't act and loses any Dexterity bonus to Armor Class. Attackers get a +2 bonus on attack rolls against a stunned opponent. You may attempt a stunning attack once per day for every four levels attained, and no more than once per round.

Sunder [General, Fighter]

You are skilled at striking an opponent's weapon in an attempt to break it.

Prerequisites: Str 13+, Power Attack.

Benefit: When you strike at an opponent's weapon, you do not provoke an attack of opportunity.

Sunder Natural Weapon [General]

You have experienced many battles against wild animals and vicious monsters that fight with claws and fangs. You've learned a few special moves that allow you to cripple a creature's natural attacks.

Prerequisites: Str 13+, 4+ ranks in Knowledge (nature) skill, 4+ ranks in Wilderness Lore skill, Power Attack, Sunder

Benefit: When fighting a creature of large or greater size that fights with natural weapons, such as claws, a bite attack, or a bludgeoning tail, you may choose to partially cripple one of those attacks. When you score a critical hit against such a creature, you may choose to inflict a –4 penalty to one of the creature's natural attacks and a –2 to its damage rather than deal extra damage. This penalty lasts until the creature is healed to its maximum hit points.

Superior Cleave [General, Fighter]

You may make an additional attack with either hand when following through with a cleave.

Prerequisites: Str 13+, Cleave, Power Attack, Two-Weapon Fighting.

Benefit: When you drop an opponent, you may follow through with your cleave action with either your primary attack or off-hand attack.

Superior Disarm [General, Fighter]

You have mastered the art of disarming your foes.

Prerequisites: Dex 13+, Int 13+, Expertise, Improved Disarm.

Benefit: When you successfully disarm an opponent, you may immediately take an attack of opportunity against the same opponent.

Superior Dodge [General]

Prerequisites: Dex 17+, Dodge, Improved Dodge, Lightning Reflexes.

Benefit: Your dodge bonus increases by a cumulative +4.

Superior Feint [General]

You can misdirect opponents with effortless and elegant combat moves.

Prerequisites: Dex 13+, Int 13+, 6+ ranks in Bluff, Combat Reflexes, Dodge, Improved Feint, base attack bonus +6 or higher.

Benefit: When you use the Bluff skill to feint in combat, you may do so as a move-equivalent action.

Normal: Using the Bluff skill to feint is a standard action.

Superior Finesse [General, Fighter]

You deal extra damage with light weapons because you know how to cut with it.

Prerequisites: Dex 13+, Int 13+, Expertise, Weapon Finesse (any)

Benefit: Choose any weapon you have the Weapon Finesse feat with. You may add your Dexterity bonus to damage instead of your Strength modifier.

Superior Helmsman [General]

Having spent a great deal of time piloting ships, you can feel each twist of the rudder and every flap of the sail almost as if it were your own body. The ship becomes an extension of yourself whenever you take the wheel and you are able to turn it about at great speed.

Prerequisites: Knowledge (seamanship) 6 ranks.

Benefit: When either at the wheel or rudder of a ship, you are able to make very fast turns that can throw an enemy completely off guard. Any ship you control gains a +1 competence bonus to its Maneuverability.

Superior Sneak Attack [General]

Your understanding of anatomy allows you to make fatal sneak attacks.

Prerequisites: Alertness, Improved Sneak Attack, base attack bonus +8 or higher.

Benefit: Your bonus for sneak attacks increases by one die type. If your original sneak attack damage is d4s, it now increases to d8s, d6s to d10s, and so on. You cannot go beyond d12 with this feat.

Superior Toughness [General]

Your resilience is exceptional.

Prerequisites: Con 17+, Improved Toughness, Toughness.

Benefit: You gain +8 hit points.

Special: You can gain this feat multiple times.

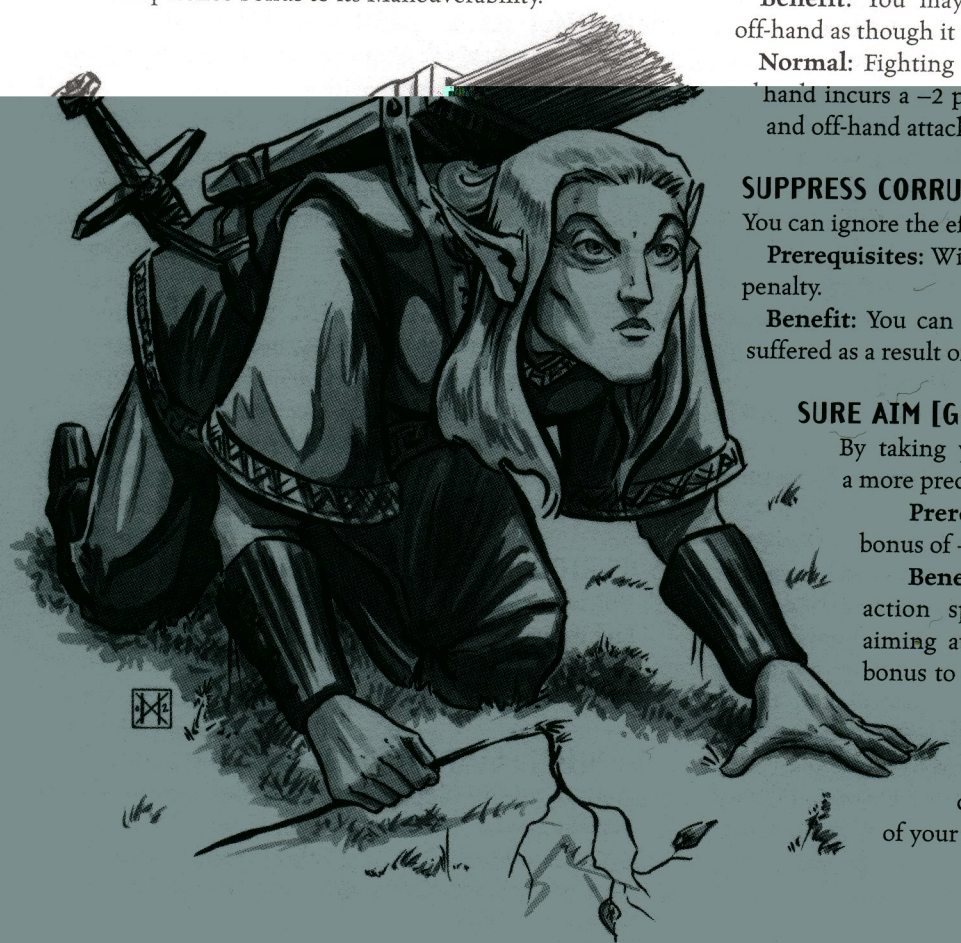
Superior Two-Weapon Fighting [General, Fighter]

You can fight with a larger weapon than normal in your off-hand.

Prerequisites: Str 15+, Dex 15+, Ambidexterity, Improved Two-Weapon Fighting, Two-Weapon Fighting, base attack bonus +10 or higher.

Benefit: You may use a medium weapon in your off-hand as though it were a light weapon.

Normal: Fighting with a medium weapon in an off-hand incurs a –2 penalty to hit with both the primary and off-hand attacks.



Suppress Corruption Effect [General]

You can ignore the effects corruption penalties.

Prerequisites: Wis 13+, Iron Will, any one corruption penalty.

Benefit: You can ignore any one corruption penalty suffered as a result of a feat.

Sure Aim [General]

By taking your time aiming, you can secure a more precise ranged attack.

Prerequisites: Dex 13+, base attack bonus of +3 or higher.

Benefit: For every consecutive standard action spent doing nothing other than aiming at a single target, you receive a +1 bonus to your next attack roll with a ranged weapon. A maximum bonus of +3 may be gained in this way. This feat may only be used in conjunction with ranged weapons of your size class or larger.

SURVIVAL INSTINCTS [GENERAL]

When the end of time comes, you will be one of the last people standing.

Benefit: You gain a +1 bonus to Fortitude saves and a +2 to all Wilderness Lore checks.

SUSTAINED TURNING [GENERAL]

Your faith is so strong, you may keep undead at bay twice as long as normal.

Prerequisites: Cha 15+, Extra Turning, ability to Turn Undead.

Benefit: Undead that you turn, remain turned for twice as long as normal. As such, you roll 4d6 to determine the duration of your turn attempts.

SURGE [GENERAL]

Your constitution allows you to display short bursts of energy.

Prerequisite: Improved Initiative.

Benefit: At any point in combat, you may increase your current initiative check by +5. After taking an action with your augmented initiative, subtract –15 from your new initiative check.

You may use this ability when making an initiative check in order to take advantage of it on your first action. You can use this ability a number of times per combat equal to 1 + your Constitution bonus (if any).

SURVIVALIST [GENERAL]

You can live off the land, expertly finding sustenance in any terrain.

Benefit: You gain a +4 bonus to any Wilderness Lore checks to get along in the wild. 'Getting along in the wild' is defined as hunting and foraging for food while in the wild.

SWARM ATTACK [GENERAL, FIGHTER]

You can fight well in close quarters, overwhelming your enemies with sheer numbers.

Prerequisites: Dex 13+, must be Fine, Diminutive, Tiny, or Small.

Benefit: You may occupy the same space as an ally who is small or smaller. You can take all actions as normal when sharing a space, such as attacking, casting spells, or using skills. In addition, the ally who shares your space may also act normally. For example, you may both attack the same target, or you may cast a spell at one enemy while your ally attacks someone else.

Normal: You cannot share the same space with anyone else who is not dead, unconscious, or otherwise incapacitated.

Special: While occupying the same square as another creature, you are still vulnerable to flanking attacks and other hazards. If two enemies flank your position, both you and your ally are considered flanked. No more than two people may ever share a space, no matter how many have this feat.

SWIFT REBUKE [GENERAL]

With a single thought, you can force unwanted spirits away.

Prerequisites: Cha 13+, Extra Turning, ability to rebuke spirits.

Benefit: You can rebuke spirits as a free action, suffering a –4 penalty to both the rebuke check and the damage roll. You can still only make one rebuke attempt per round and this feat only applies to actually rebuking spirits, not using another spirit feat.

SWORD BREAKER [GENERAL]

You have trained to strike at swords, shields, and specific items held or worn by foes.

Prerequisites: Str 13+, Power Attack, Sunder.

Benefit: When attacking a weapon, shield, or any item in your opponent's possession, you gain a +4 competence bonus to all Strength checks.

TACTICIAN [GENERAL]

You are quick on your feet, thinking and acting in tandem.

Prerequisites: Dex 15+, Wis 13+, Combat Reflexes.

Benefit: Instead of making an initiative check, you replace the 1d20 roll with your base attack bonus, adding your Dexterity modifier and any appropriate bonuses.

TACTICAL LEADERSHIP [GENERAL, FIGHTER]

Prerequisites: Dex 15+, 8+ ranks in Tumble skill, Avoidance, Dodge, Expertise, Evasion, Know Terrain, Mobility, Spring Attack.

Benefit: By taking a move equivalent action to instruct an ally, you can share the benefits of the Avoidance and Know Terrain feats for a number of rounds equal to 1 + your Wisdom bonus (if any).

TAKE 'EM ALIVE [GENERAL, FIGHTER]

You can attack an opponent, dealing subdual damage without penalty.

Benefit: You may use any weapon you are proficient with to strike a target for subdual damage without penalty.

Normal: A character can use a melee weapon that deals normal damage to deal subdual damage, suffering a –4 penalty on the attack roll.

TAIL ATTACK [GENERAL]

Your tail is long, supple, and strong, allowing you to lash at enemies with it.

Prerequisite: Usable Tail

Benefit: In addition to your normal attack, you gain an additional unarmed attack when using the full-attack action. Make this attack at your highest base attack bonus –4. You deal normal unarmed damage, though you halve your Strength bonus to damage as per a standard off-hand attack.

Normal: Without this feat, you cannot normally make attacks with your tail.

Special: You may attack with your tail in place of your normal attacks. When you do so, resolve an unarmed attack as normal. You do not receive the –4 penalty to your tail attack when using it in this manner.

TAIL SWEEP [GENERAL]

You can snap at your opponent's legs with your tail, tangling them up and sending him crashing to the ground.

Prerequisite: Tail Attack.

Benefit: You gain the benefit of the Improved Trip feat when making attacks with your tail. When you trip an opponent with your tail, you may use one of your other attack methods, such as a melee weapon or other natural attack, to make the attack granted by this feat.

Normal: Making a trip attack uses one of your regular attacks.

Special: Normally, if you use Improved Trip with a weapon you then use that weapon to make the attack granted by Improved Trip. This feat allows you to trip someone with your tail and then follow up with a different attack form.

TANDEM FIGHTING [GENERAL, FIGHTER]

You are skilled at fighting alongside other skilled warriors, and you are more effective in combat when coordinating your attacks against a single opponent.

Prerequisites: Back-to-Back, base attack bonus +3 or higher.

Benefit: When you are adjacent to an ally who also has the Tandem Fighting feat, you gain a +1 circumstance bonus on attack and damage rolls against foes that you both threaten.

TAUNT [GENERAL]

You have a wicked sense of humor and can come up with scathing, incisive jibes at the drop of a hat. Most people are leery of getting on your bad side, though sometimes you have to hold your tongue in order to avoid getting in trouble with those in power.

Prerequisite: Cha 13+

Benefit: In combat, you can throw off your opponent's guard by delivering a devastating insult that enrages him. Make a Charisma check opposed by your opponent's Willpower saving throw. If you succeed, your opponent gains a +1 morale bonus to attack, and a –1 morale penalty to his armor class as he wildly attacks you. If you are not in melee with your opponent, he ignores all other targets to attack you. This counts as a mind-influencing effect. You must speak in a language that your target understands for this to work.

Special: If you have 5 or more ranks of Bluff or Perform, you gain a +2 synergy bonus to your Charisma check when using this feat.

TERTIARY DOMAIN [GENERAL]

Your devotion to your order grants you the power to tap deep into the tenets of your faith.

Prerequisites: Wis 15+, Skill Focus (knowledge: religion), cleric level 1st+.

Benefit: You gain a third domain.

THICK HIDE [GENERAL]

You are much more resistant to extreme temperatures.

Benefit: You receive a +4 bonus to Fortitude saves made to resist subdual damage from exposure to very hot (over 90° Fahrenheit) or very cold (below 40 degrees Fahrenheit) environments.

Special: You must choose whether you receive the bonus against hot or cold weather when you take this feat. You may take this feat more than once in order to gain a bonus against both hot and cold conditions.

THICK SKIN [GENERAL]

You are much tougher than normal.

Prerequisites: Con 13+, Toughness.

Benefit: You gain a +1 natural armor bonus.

Special: Your skin is obviously tough, weathered or scarred, and people who know what to look for (Spot check, DC 15) realize you have this feat.

THICK SKULL [GENERAL]

You are as tough as they come.

Prerequisites: Con 15+, Thick Skin.

Benefit: You gain damage reduction 1/–.

TIGER WATCHES FROM THE GRASS STRIKE [GENERAL]

You can hold an opponent at bay, while fighting another.

Prerequisites: Dex 13+, Eagle Claw Strike, Improved Unarmed Strike, base attack bonus +8 or higher.

Benefit: Declare that you are using the feat before you make your attack roll. If you successfully strike your opponent with an unarmed strike, he must make a Reflex save (DC 10 + ½ your level + Wis modifier). In addition to

suffering normal damage, if the defender fails his saving throw, he is considered flat footed for this strike, losing his Dexterity bonus to AC. You may attempt a tiger watches from the grass strike once per day for every four levels you have attained, and no more than once per round.

Too Tough to Die [General]

You are incredibly tough. You can survive terrible wounds that would kill lesser men.

Prerequisite: Toughness.

Benefit: When reduced to less than 0 hit points, you have a 20% chance per round of stabilizing. You also have a 20% chance of becoming conscious after stabilizing due to outside help, such as a *cure* spell or a successful Heal check. If you stabilize on your own and are left to fend for yourself, you have a 20% each hour of regaining consciousness.

In addition, you have a 20% chance to begin recovering hit points naturally each day after regaining consciousness.

Normal: Characters without this feat have a 10% chance to stabilize, regain consciousness, and begin healing naturally.

Tooth and Nail [General]

You have wicked claws and sharp fangs that allow you to tear and rend your opponents. Even when unarmed you are a dangerous foe.

Prerequisite: You must have your DM's approval to select this feat. Not every race has the potential to develop fangs and claws.

Benefit: Depending on your size, you deal normal damage with your unarmed attacks. You can attack with two claws and a bite attack when you use the full attack action. You may also use these traits to attack with your free hands and bite in addition to an attack with a weapon. You must designate your bite, claws, or other attack as your primary attack. You make this attack at –2 to hit, while the rest of your attacks are at –5.

Table 2–12: Size and Damage

Size	Bite	Claws
Tiny	1d2	1d2
Small	1d3	1d3
Medium	1d4	1d4
Large	1d6	1d6
Huge	2d4	2d4
Gargantuan	2d6	2d6
Colossal	2d8	2d8

Normal: Most humanoids do not gain additional claw and bite attacks, as their teeth and nails are not normally sharp enough to harm others.

Special: If you already have a bite and claw attack, this feat gives you no further bonus. You may choose feats such as Weapon Focus or Weapon Finesse to enhance these attacks. Any time you select a feat that requires you to select a specific weapon to work with it, you may choose either your bite or your claw attacks in place of a weapon.

Torturer [General]

You know how to use various implements of pain, such as the rack, thumbscrews and other devices to extract information from captives. Your methods are rarely pretty, but they are quite effective. With enough time, you can make almost anyone talk.

Prerequisite: 4+ ranks in Intimidate skill, any non-good alignment.

Benefit: If you have the proper tools at hand you may use your Intimidate skill to extract information from an unwilling captive. For every ten minutes you spend working on a captive, he sustains 1d6 points of damage. In addition, both you and the victim must make opposed Will checks. If the victim fails, he truthfully answers one specific question you pose to him. For every ten minutes of torture beyond the first, the victim sustains a –2 circumstance penalty to his save. Proper tools can include anything from an elaborate rack to a burning torch applied to a victim's bare feet.

Total Defense [General, Fighter]

When fighting defensively, you are difficult to subdue, parrying, striking, and moving with the utmost efficiency.

Prerequisites: Dex 15+, Dodge, Defensive Fighter.

Benefit: You gain an additional +1 dodge bonus to your Armor Class when fighting defensively, taking a full defense action or using the Expertise feat. In addition, you cannot be flanked. However, you may only take a 5-foot step.

Normal: As a standard action, the character can simply defend himself. The character cannot perform any actions other than moving his speed, but gains a +4 dodge bonus to his Armor Class for 1 round.

Toxin Purge [General]

Through sheer will and meditation, you can alter your metabolism and purge venom in your blood.

Prerequisites: Con 13+, Wis 13+, 6+ ranks in Concentration skill, Great Fortitude, Iron Will.

Benefit: If you are poisoned and have failed your saving throw, you may fall prone into a meditative trance. During this time you may take no actions and are considered helpless. When the time comes to make the secondary saving throw against the poison, you may add your ranks in Concentration and your Wisdom bonus to your Fortitude saving throw.

Special: Monks may take this feat by meeting the following prerequisites; Wis 13+, Iron Will.

Toughness [General]

You are hardier than most, being able to withstand even the heaviest blow.

Benefit: You gain +3 hit points.

Special: You may gain this feat multiple times.

Track [General]

You can track your prey across most any terrain, using your understanding of wilderness to guide you.

Benefit: To find tracks or to follow them for one mile requires a Wilderness Lore check. You must make another Wilderness Lore check every time the tracks become difficult to follow, such as when other tracks cross them or when the tracks backtrack and diverge.

You move at half normal speed (or at normal speed with a –5 penalty on the check). The DC depends on the surface and the prevailing conditions:

Table 2–13: Tracking Surface and Difficulty

Surface	DC
Very soft	5
Soft	10
Firm	15
Hard	20

Very Soft Ground: Any surface (fresh snow, thick dust, wet mud) that holds deep, clear impressions of footprints. Soft Ground: Any surface soft enough to yield to pressure, but firmer than wet mud or fresh snow, in which the creature leaves frequent but shallow footprints.

Firm Ground: Most normal outdoor surfaces (such as lawns, fields, woods, and the like) or exceptionally soft or dirty indoor surfaces (thick rugs, very dirty or dusty floors). The creature might leave some traces (broken branches, tufts of hair) but leaves only occasional or partial footprints.

Hard Ground: Any surface that doesn't hold footprints at all, such as bare rock or indoor floors. Most streambeds fall into this category, since any footprints left behind are obscured or washed away. The creature leaves only traces (scuff marks, displaced pebbles).

Table 2–14: Tracking Conditions and Modifiers

Condition	DC Modifier
Every three creatures in the group being tracked	–1
*Size of creature or creatures being tracked:**	
Fine	+8
Diminutive	+4
Tiny	+2
Small	+1
Medium-size	0
Large	–1
Huge	–2
Gargantuan	–4
Colossal	–8
Every 24 hours since the trail was made	+1
Every hour of rain since the trail was made	+1
Fresh snow cover since the trail was made	+10
*Poor visibility:***	
Overcast or moonless night	+6
Moonlight	+3
Fog or precipitation	+3
Tracked party hides trail (and moves at half speed)	+5

**For a group of mixed sizes, apply only the modifier for the largest size category.*

***Apply only the largest modifier from this category.*

If you fail a Wilderness Lore check, you can retry after 1 hour (outdoors) or 10 minutes (indoors) of searching.

Normal: A character without this feat can use the Search skill to find tracks, but can only follow tracks if the DC is 10 or less.

Trample [General, Fighter]

You are trained to drive your horse into combat.

Prerequisites: Ride skill, Mounted Combat.

Benefit: When you attempt to overrun an opponent while mounted, the target may not choose to avoid you. If you knock down the target, your mount may make one hoof attack against the target, gaining the standard +4 bonus on attack rolls against prone targets.

Trapmaster [General]

You are a highly skilled trap builder.

Prerequisite: Dex 15+.

Benefit: You gain a +2 bonus to all Craft (trap making) and Disable Device checks.

Trick Shot (Archery) [General, Fighter]

You are a master of fancy shooting, using bows.

Prerequisites: Dex 15+, Martial Weapon Proficiency (any bow), Point Blank Shot, Precise Shot, Weapon Focus (any bow).

Benefit: You gains a +4 competence bonus to attack rolls and skill checks whenever you attempt a trick shot. A trick shot is defined as any attack that does not deal damage to a living target such as disarming someone at a distance or severing a rope.

The DC for each is determined by the DM, but should never be less than 20.

Trick Shot (Firearms) [General, Fighter]

You are a master of fancy shooting, using firearms.

Prerequisites: Dex 15+, Exotic Weapon Proficiency (renaissance), Point Blank Shot, Precise Shot, Sharpshooter.

Benefit: You gains a +4 competence bonus to attack rolls and skill checks whenever you attempt a trick shot. A trick shot is defined as any attack that does not deal damage to a living target such as disarming someone at a distance or severing a rope.

The DC for each is determined by the DM, but should never be less than 20.

True Alchemist [General]

Your study of alchemy is not for gain, but for understanding. You know things about the elements that would curl the hairs of even the bravest mages.

Prerequisites: Int 15+, Wis 15+, 4+ ranks in Alchemy

Benefit: Whenever you must make an Alchemy check, roll 1d20 twice, taking the better result. If both dice are a natural 1, your alchemical concoction goes off, producing its effect immediately and with maximum results (at the DM's discretion).

True Astrologer [General]

You have learned to read the arcane beyond the scope of normal knowledge. Your understanding of the stars gives you insight into the mysteries that few know.

Prerequisites: Int 13+, Wis 15+, 4+ ranks in Knowledge (arcana)

Benefit: Whenever you must make a Knowledge (arcana) check, roll 1d20 twice, taking the better result. If both dice are a natural 1, you gain a glimpse of something terrifying and wrong about the universe (at the DM's discretion).

Twin Shot [General, Fighter]

You can fire two weapons at once, one in each hand.

Prerequisite: Ambidexterity.

Benefit: You may simultaneously use any pistol or crossbow of one size class less or smaller than yourself in each hand. Each weapon suffers a –2 penalty on its attack roll.

Two-Handed Power Attack [General, Fighter]

By wielding a weapon in two hands, you may increase the damage you deal in combat.

Prerequisites: Str 15+, Power Attack.

Benefit: When using a melee weapon in two hands in conjunction with the Power Attack feat, you may double the penalty to the attack roll and thus double the bonus to the damage roll.

Two-Handed Power Strike [General, Fighter]

You deal extra damage with a two-handed weapon, having learned to use the weapon's weight and momentum to your advantage.

Prerequisites: Str 15+, Power Attack.

Benefit: You may add twice your Strength bonus to damage when using a two-handed melee weapon with both hands.

Normal: A character adds one and a half times his Strength bonus to damage with a two-handed weapon.

Two-Weapon Defense [General, Fighter]

You can attack and defend with a weapon in each hand. You can fight defensively while still making your normal attacks each round.

Prerequisites: Dex 13+, Two-Weapon Fighting.

Benefit: Your penalty for fighting defensively while fighting with two weapons is reduced by 4, but you still gain a +2 dodge bonus to your AC for the round.

Special: The Ambidexterity feat increases the dodge bonus to +4. You can only use this feat if you wield a weapon in each hand.

Two-Weapon Fighting [General, Fighter]

You can fight well with two weapons.

Benefit: The penalties for fighting with two weapons are reduced by 2.

Tunnel Fighter [General, Fighter]

You are especially adept at battling creatures smaller than yourself.

Prerequisites: Base Reflex save +4 or higher, base attack bonus +4 or higher.

Benefit: When fighting a creature smaller than yourself, you gain a +2 bonus on your attack rolls.

Turn Outsider [Special]

As your church is devoted to protecting the prime material plane, you may turn or rebuke Outsiders.

Prerequisite: Wis 15+.

Benefit: You may turn or rebuke Outsiders as though they were undead with +4 turn resistance. Doing so is still considered a turn attempt for the day.

Twelve Dragon Fist [General]

You have learned to harness the power inside to deliver powerful unarmed strikes.

Prerequisites: Dex 13+, Improved Unarmed Strike, base attack bonus +6 or higher.

Benefit: If you successfully strike your opponent with an unarmed strike, roll two dice, taking the better result.

Typhoon Attack [General, Fighter]

By jumping head-long into battle, you can strike multiple opponents at once.

Prerequisites: Dex 13+, 6+ ranks in Jump skill, 4+ ranks in Tumble Skill, Combat Reflexes.

Benefit: In order to use this feat, you must be unarmed, fighting with two weapons, or carry a double weapon, such as a staff. While charging, if you successfully strike your opponent, you may immediately make another attack at your highest base attack bonus against a second opponent within the threatened area.

You may not take a 5-foot after making the first attack.

TYRANT [GENERAL]

You are adept at bullying evil creatures into following you. You possess the brutal charisma that evil humanoids seek in leaders, and can recruit a horde of followers from amongst orcs, goblins, giants, and other evil races. Unlike characters with the Leadership feat, you rely on brutal strength, threats, and an iron-fisted rule to maintain a hold over your followers.

Prerequisites: Level 6th+, evil alignment.

Benefits: This feat allows you to attract a sizable horde of evil humanoids. However, you must constantly strive to maintain your command over these followers, as you lead more out of a sense of fear and a promise of loot than any sense of loyalty.

Tyrant Score: A character's Tyrant score is equal to his level plus the higher of his Strength or Charisma modifiers.

Table 2–15: Tyrant

Tyrant Score	— Number of Followers by CR —								
	¼	½	1	2	3	4	5	6	7
Less than 1	–	–	–	–	–	–	–	–	–
1	1	–	–	–	–	–	–	–	–
2	1	–	–	–	–	–	–	–	–
3	1	–	–	–	–	–	–	–	–
4	1	–	–	–	–	–	–	–	–
5	2	1	–	–	–	–	–	–	–
6	4	2	–	–	–	–	–	–	–
7	8	4	-	-	-	-	-	-	-
8	12	6	1	–	–	–	–	–	–
9	16	8	3	–	–	–	–	–	–
10	20	10	5	1	–	–	–	–	
11	24	12	6	3	–	–	–	–	–
12	32	16	8	5	1	–	–	–	–
13	40	20	10	6	3	-	-	-	-
14	60	30	15	8	5	1	–	–	–
15	80	40	20	10	6	3	–	–	–
16	100	50	25	15	8	5	1	–	–
17	110	60	30	20	10	6	3	–	–
18	120	70	35	25	15	8	5	1	–
19	130	80	40	30	20	10	6	3	–
20	140	100	50	35	25	15	8	5	1
21	240	120	60	40	30	20	10	6	3
22	300	150	75	45	35	25	15	8	5
23	360	180	90	50	40	30	20	10	6
24	440	220	110	55	45	35	25	15	8
25	540	270	135	60	50	40	30	20	10
+1	+100	+50	+25	+5	+5	+5	+5	+5	+5

Table 2–16: Tyrant Modifiers

The Tyrant Has a Reputation of	Tyrant Modifier
Cruelty	+2
Success in Combat	+1
Magical power	+1
Working with demons or devils	+1
Losing Battles	–1
Restraining looting or pillaging	–1
Mercy	–2

Events	Tyrant Modifier
Victory over enemy army	+4
Tyrant defeated in personal combat	–6
Defeated by entire army	–8
Unsuccessful coup	–2
Village looted	+4
City looted	+6
Tyrant defeats tribal leader in combat	+1
Tyrant's horde actively campaigning	+2
Tyrant's horde inactive	–4

Number of Followers by CR: You can control up to a number of creatures of each Challenge Rating listed for your Tyrant Score. It's possible to lead more creatures than this, but doing so has a negative effect on your followers' morale. The creatures attracted to your horde are unclassed monsters native to the region in which you recruit. It takes 1 week and 50 gp in supplies to attract 100 monsters to your banner. At the DM's option, he may require you to role-play negotiations with humanoid tribes or defeat tribal champions in combat to earn the monsters' respect.

Of course, the DM has final say as to whether enough monsters live in a region to create a horde.

Whenever your horde enters combat, each unit under your command that is not within your or a trusted lieutenant's line of sight must make a Will save with a DC equal to your current Tyrant score. If the unit succeeds, it flees from combat or cowers at the edge of the combat zone, seeking a chance to loot but avoiding any direct fighting.

You may attempt to rein in a horde larger than the one you can control given your current Tyrant Score. Look up the highest Tyrant Score you would need to control your horde. Subtract your current Tyrant Score from this value, and use the resulting value as a bonus to your followers' Will save to avoid combat at the beginning of a battle.

Example: Lord Tylar the Fat has a Tyrant Score of 15. He leads 80 kobolds, 36 orcs, 12 gnolls, and 22 ogres. Normally, a character with a Tyrant Score of 15 could only command 10 ogres. Tylar would need a Tyrant Score of at least 18 to command the ogres without problem. The minimum score of 18 minus Tylar's current score gives a result of 3. Whenever Tylar's horde must enter combat when not under his or one of his officer's direct observation, they receive a +3 bonus to its Will save to avoid combat.

If you command more than your maximum number of more than one creature type, find the Tyrant Score you would need to control the entire horde. Subtract your current score from this score to compute your horde's Will save bonus.

Ultimate Feint [General]

Your ability to deceive combatants is unparalleled.

Prerequisites: Dex 13+, Int 13+, 6+ ranks in Bluff, Combat Reflexes, Dodge, Improved Feint, Superior Feint, base attack bonus +6 or higher.

Benefit: When you use the Bluff skill to feint in combat, you may do so as a free action.

Normal: Using the Bluff skill to feint is a standard action.

Ultimate Toughness [General]

Your resilience is exceptional.

Prerequisites: Con 19+, Improved Toughness, Superior Toughness, Toughness

Benefit: You gain +12 hit points.

Special: You can gain this feat multiple times.

Usable Tail [General]

You have developed excellent strength and flexibility in your tail. You can use it to grasp objects and perform some simple tasks.

Prerequisite: You must belong to a species that has a tail, such as troglodytes or Neslikaar.

Benefit: You may pick up and carry objects using your tail at half your Strength. You may use your tail to complete skill checks, such as Disable Device or Craft at a –4 circumstance penalty.

Normal: You normally must have your hands free in order to complete most tasks and skill checks.

Unarmored Defense Focus [General, Fighter]

Your ability to defend yourself while unarmored is improved.

Prerequisite: Unarmored Defense Proficiency.

Benefits: The bonus to your AC granted by the Unarmored Defense Proficiency feat is replaced with the following chart:

Table 2–17: Unarmored Defense Focus

Level	Bonus	Level	Bonus
1	+0	11	+5
2	+1	12	+6
3	+1	13	+6
4	+2	14	+7
5	+2	15	+7
6	+3	16	+8
7	+3	17	+8
8	+4	18	+9
9	+4	19	+9
10	+5	20	+10

Special: This bonus is applied even when you are caught flat-footed or denied your Dex modifier to your AC. This bonus is an increase to the character's base AC and thus is not named.

Unarmored Defense Mastery [General, Fighter]

You function with near perfection when unarmored.

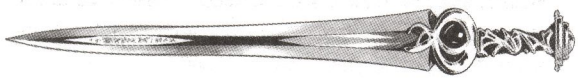
Prerequisites: Unarmored Defense Focus, Unarmored Defense Proficiency, Unarmored Defense Specialization.

Benefits: The bonus to your AC granted by the Unarmored Defense Proficiency feat is replaced with the chart on the following page:

Table 2–18: Unarmored Defense Mastery

Level	Bonus	Level	Bonus
1	+1	11	+11
2	+2	12	+12
3	+3	13	+13
4	+4	14	+14
5	+5	15	+15
6	+6	16	+16
7	+7	17	+17
8	+8	18	+18
9	+9	19	+19
10	+10	20	+20

Special: This bonus is applied even when you are caught flat-footed or denied your Dex modifier to your AC. This bonus is an increase to the character's base AC and thus is not named.



Unarmored Defense Proficiency [General, Fighter]

You have a general knack for protecting yourself when unarmored.

Benefits: Your base AC (normally a 10) is increased by a bonus determined by your level when you are unarmored. This bonus does not stack with any armor bonuses granted by armor. When wearing armor this bonus is not applied.

Table 2–19: Unarmored Defense Proficiency

Level	Bonus	Level	Bonus
1	+0	11	+4
2	+1	12	+4
3	+1	13	+4
4	+1	14	+5
5	+2	15	+5
6	+2	16	+5
7	+2	17	+6
8	+3	18	+6
9	+3	19	+6
10	+3	20	+7

Special: This bonus is applied even when you are caught flat-footed or denied your Dex modifier to your AC. This bonus is an increase to the character's base AC and thus is not named.

Unarmored Defense Specialization [General, Fighter]

You function with near perfection when unarmored.

Prerequisites: Unarmored Defense Focus, Unarmored Defense Proficiency.

Benefits: The bonus to your character's AC granted by the Unarmored Defense Proficiency feat is replaced with the following chart:

Table 2–20: Unarmored Defense Specialization

Level	Bonus	Level	Bonus
1	+0	11	+8
2	+1	12	+9
3	+2	13	+9
4	+3	14	+10
5	+3	15	+11
6	+4	16	+12
7	+5	17	+12
8	+6	18	+13
9	+6	19	+14
10	+7	20	+15

Special: This bonus is applied even when you are caught flat-footed or denied your Dex modifier to your AC. This bonus is an increase to the character's base AC and thus is not named.

Uncanny Alertness [General]

You are sharp and attentive, always ready for action. .

Prerequisites: Improved Initiative, Iron Will.

Benefit: After making an Initiative check, you may immediately reroll your check. You must accept the second check, no matter the outcome.

Underwater Combat [General]

You can fight well underwater, moving with the ebb and flow of the ocean.

Prerequisite: Dex 13+.

Benefit: When fighting underwater, you suffer a –2 penalty to Initiative checks and attack rolls. In addition, you receive a –2 penalty to damage when using slashing or bludgeoning weapons.

Normal: A character fighting underwater suffers a –4 penalty to Initiative checks and attack rolls. In addition, using a slashing or bludgeoning weapons incurs a –4 penalty to damage rolls.

Unrelenting Will [General]

Go without food or water for much longer than the average adventurer.

Prerequisite: Endurance.

Benefit: You gain a +8 bonus to resist the effects of starving or thirst.

Unyielding Aura [General]

Those who follow you are guided by your strength of personality and courage.

Prerequisites: Cha 13+, Leadership.

Benefit: All cohorts and followers within 30 ft. of your location gain a +1 morale bonus to all attack rolls, damage, and saving throws.

Visionary [General]

You have sight beyond normal vision, allowing you to see what is not there.

Prerequisite: Wis 17+.

Benefit: Select one 1st-level divination spell. The spell is chosen when this feat is taken and cannot be changed. You may cast this spell, at will, as a sorcerer equal to your character level. You do not spend time preparing this spell. This is a spell-like ability.

Special: You can gain this feat multiple times. The effects do not stack. Each time you take the feat, you may select another 1st level divination spell.

VENGEFUL STRIKE [GENERAL]

You may deal one final strike before your death.

Prerequisites: Con 13+, Iron Will, character level 7th+.

Benefit: Once per day, when you are reduced to 0 or fewer hit points, but not below –10, you may immediately take one last partial action. You may not use this ability in response to spells that instantly destroy your character, such as *disintegrate* or any other spell that kills without dealing damage.

VERTICAL WALK [GENERAL]

You can walk short distances on vertical surfaces.

Prerequisites: Dex 15+, Dodge, monk level 6th+.

Benefit: Each round, you may walk up to 10 ft. on a vertical surface, before landing on the ground again. This 10 ft. may be horizontal or vertical, so long as you do not exceed your base movement for the round. Moving across a vertical surface provokes an attack of opportunity, just as any horizontal surface does.

VISIONS OF LIVES PAST [GENERAL]

You have constant visions of your past life, drawing upon knowledge you should not have.

Benefit: Once per day, you may gain a single +5 circumstance bonus to any single ability check, skill check, saving throw, attack roll, or damage roll. You must declare that you are using this feat before making your roll.

WALL FIGHTER [GENERAL, FIGHTER]

You are an expert climber, capable of scaling walls and eluding pursuers.

Prerequisites: Dex 13+, Expert Climber.

Benefit: You may climb at your normal movement rate while still maintaining your Dexterity bonus to AC.

WAR COLLEGE [GENERAL, FIGHTER]

Your formal training with a blade allows you to attack unwary opponents with deft precision.

Prerequisites: Int 15+, Academy, Warrior General, base attack bonus +8 or higher.

Benefit: You gain the ability to sneak attack as a rogue, dealing an extra +2d6 damage, with any melee weapon with which you are proficient. However, unlike a rogue, your ability is based on intelligence and planning. You cannot sneak attack opponents with a higher Intelligence score than you.

This bonus stacks with other sneak attack damage, so long as the conditions are met.

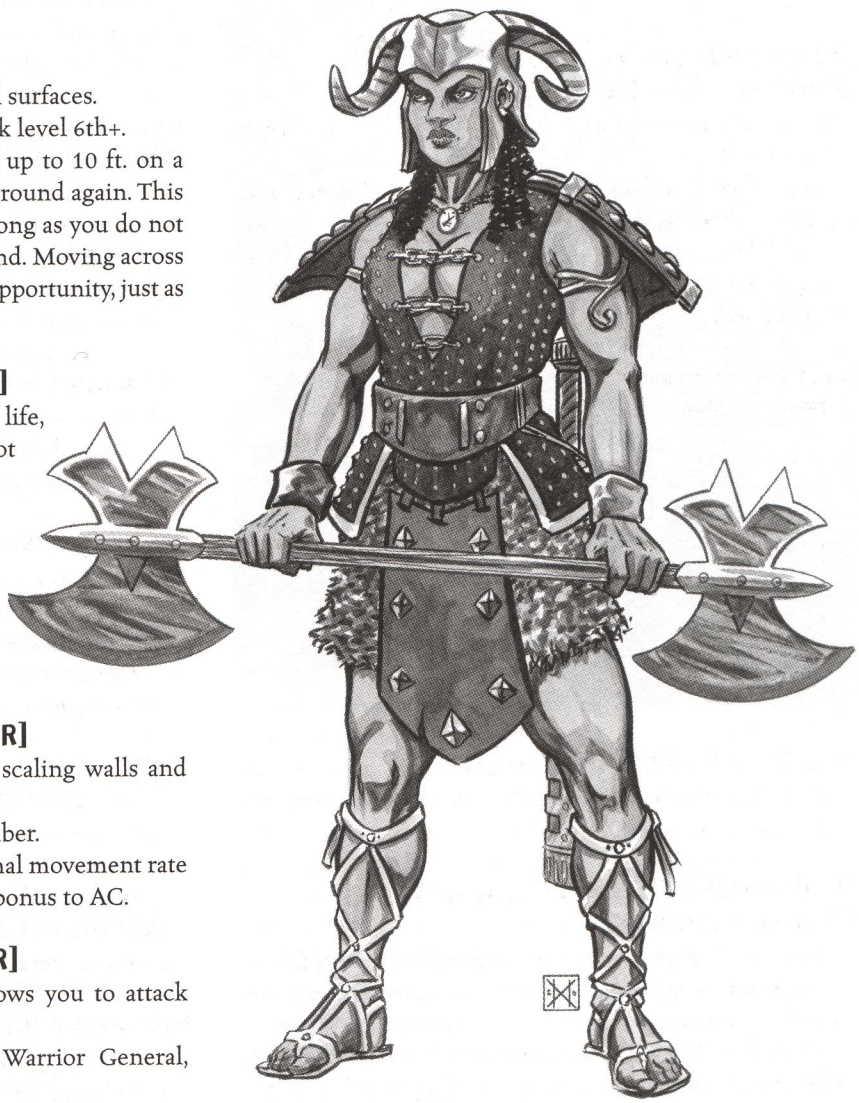
Special: This feat does not affect aberrations, constructs, dragons, elementals, oozes, outsiders, plants, undead, and creatures immune to critical hits.

WARRIOR GENERAL [GENERAL, FIGHTER]

Your mental acumen off-sets your opponent's brute force.

Prerequisites: Int 13+, base attack bonus +6 or higher.

Benefit: When fighting an opponent whose Intelligence score is lower than yours, you may add your Intelligence



bonus to your melee attack roll, in addition to Strength and other modifiers. In addition, when making a ranged strike against a flat-footed opponent up to 30 ft., your damage increases by your Intelligence modifier.

Special: This feat does not affect aberrations, constructs, dragons, elementals, oozes, outsiders, plants, undead, vermin and creatures immune to critical hits.

WARSINGER [GENERAL]

You can inspire courage in others while still raging into combat.

Prerequisites: 6+ ranks in Perform (any) skill, barbarian level 1st+, bard level 1st+.

Benefit: You may use your bardic music ability while raging. Both *inspire courage* and *inspire greatness* impart and additional +1 morale bonus to attack and damage rolls when you use your bardic music ability while raging. When your rage ends, this additional bonus ends with it, though the normal effects of *inspire courage* and *inspire greatness* may continue.

WATER COMBAT [GENERAL]

You can swim very well, fighting effectively underwater.

Prerequisites: Dex 15+, 4+ ranks in Swim skill.

Benefit: You can attack without penalty with a piercing weapon underwater. You may also attack with a thrusting or bludgeoning weapon, but incur the –2 penalty to hit and damage normally associated with thrusting weapons.

WEAPON CATCHING [GENERAL, FIGHTER]

You can catch your opponent's weapon with the lip of your shield, disarming him in the process.

Prerequisites: Dex 13+, Shield Proficiency.

Benefit: When an opponent attacks you with a natural 1 on his attack roll, you may attempt to catch his weapon with the rim of your shield, provided you are wielding a shield larger than a buckler. Make a contested Dexterity check against your opponent, adding ½ your base attack bonus to your check, but his. If successful, your opponent is disarmed and the weapon is either stuck in your shield or on the ground within 5 ft. of you.

Whether or not you are successful, the shield 1 point of damage that bypasses its hardness.

WEAPON CONTROL [GENERAL, FIGHTER]

It is difficult to disarm you or attack your weapons.

Prerequisites: Int 13+, Expertise.

Benefit: When an opponent attempts a disarm action or strikes at your weapon, you gain a +4 competence bonus to your opposed attack roll to retain your weapon.

WEAPON FINESSE [GENERAL, FIGHTER]

You are skilled enough with a weapon to wield it with grace, rather than strength.

Prerequisite: Proficient with weapon, base attack bonus +1 or higher.

Choose one light weapon. Alternatively, you can choose a rapier, provided you can use it in one hand, or a spiked chain, provided you are at least Medium-size.

Benefit: With the selected weapon, you may add your Dexterity modifier instead of your Strength modifier on attack rolls. Since you need your second hand for balance, apply the armor check penalty of any shield worn to attack rolls.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you takes the feat, it applies to a new weapon.

WEAPON FOCUS [GENERAL, FIGHTER]

Choose one type of weapon, such as a longsword. You are especially good at using this weapon. You can choose "unarmed strike" or "grapple" for the character's weapon for purposes of this feat. You can choose "ray," in which case the character is especially good with rays.

Prerequisites: Proficient with weapon, base attack bonus +1 or higher.

Benefit: You add +1 to all attack rolls you make using the selected weapon.

Special: The character can gain this feat multiple times. Its effects do not stack. Each time the character takes the feat, it applies to a new weapon.

WEAPON MASTERY [FIGHTER]

Your skill with a blade is unmatched, marking you as a legendary warrior.

Prerequisites: Weapon Focus (any), Weapon Specialization (any), base attack bonus +8 or higher.

Benefit: Choose one type of weapon you have Weapon Focus and Weapon Specialization in. Increase the damage of the weapon by one die type. A weapon that normally deals 1d12 damage, deals 2d8 damage by virtue of this feat.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new weapon.

WEAPON SPECIALIZATION [FIGHTER]

Choose one type of weapon. You are especially good at inflicting damage with this weapon.

Prerequisites: Weapon Focus (any), fighter level 4th+.

Benefit: You add +2 to all damage inflicted with the weapon you are specialized with. If the weapon is a ranged weapon, the target must be within 30 ft.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new weapon.

THE WEIGHT OF DREAMS [GENERAL]

By entering a meditative trance or dream state, you can see things beyond this world.

Prerequisites: Wis 15+, Concentration skill, monk level 6th+

Benefit: By spending 1 hour preparing your body and meditating, you may cast *contact other plane*, as if contacting the Astral Plane. You may use this ability once per day.

WHIRLWIND ATTACK [GENERAL, FIGHTER]

With a single whirlwind motion, you can strike everyone around you.

Prerequisites: Dex 13+, Int 13+, Dodge, Expertise, Mobility, Spring Attack, base attack bonus +4 or higher.

Benefit: When you perform the full attack action, you can give up all regular attacks and instead make one melee attack at the full base attack bonus against each opponent within 5 ft.

WHIRLWIND KICK [GENERAL]

Jumping and spinning in a single fluid motion, you can deal two blows at once.

Prerequisites: Dex 15+, Improved Unarmed Strike, base attack bonus +6 or higher.

Benefit: If you land an unarmed strike successfully against an opponent, you may immediately make another attack against the same opponent or against an adjacent opponent at a –4. This attack is in addition to any other attacks you would gain that round. You may attempt a whirlwind kick once per day for every four levels you have attained and no more than once per round.

WICKED STRIKE [GENERAL]

Your sneak attack damage is difficult heal.

Prerequisites: Dex 15+, Agonizing Strike, Back Alley Brawler, Crippling Strike, Painful Strike, Wounding Strike, base attack bonus +9 or higher, ability to sneak attack.

Benefit: When you damage an opponent with a sneak attack, he suffers the effect of *wounding*, per the special ability for magical weapons.

WILLOW STEP [GENERAL]

Prerequisites: 5 ranks in Tumble and Dexterity 15+.

Benefit: After taking a charge action, you may continue moving to the full extent of your movement (base speed times two) in a straight line moving past your opponent on a successful Tumble check (DC 20 + your opponents base attack bonus). This does not provoke an attack of opportunity if the Tumble check is successful.

WILL OF STONE [GENERAL, FIGHTER]

You have a will that is immovable as a boulder.

Prerequisite: Iron Will.

Benefit: You gain a +3 bonus to all Will saving throws. This feat stacks with Iron Will.

WISDOM OF THE AGES [GENERAL]

Your life experience provides you insight that others lack.

Prerequisites: Wis 17+, must be at least middle age, character level 9th+.

Benefit: You may add your Wisdom bonus to any skill check you have at least 2 ranks in. You may add half your Wisdom bonus to any skill you have less than 2 ranks in and any ability related checks (breaking down a door, remembering a fact, etc.).

WORLDLY [GENERAL]

You have seen the world and you have learned a great deal from its vast and exotic reaches.

Prerequisite: Character level 6th+.

Benefit: You gain a +3 bonus to all Bluff checks and Diplomacy checks.

WOUNDING STRIKE [GENERAL]

Your sneak attack is by far the most devastating or any known, bringing your opponents to their knees.

Prerequisites: Dex 15+, Agonizing Strike, Back Alley Brawler, Crippling Strike, Painful Strike, base attack bonus +9 or higher, ability to sneak attack.

Benefit: When you damage an opponent with a sneak attack, you also deal an additional 1d3 points of permanent damage to either your opponent's Strength, Dexterity or Constitution ability score.

WRANGLER [GENERAL]

You can drive teams of animals faster and harder than anyone.

Prerequisites: 8+ ranks in Handle Animal skill, Handler.

Benefit: You gain a +8 bonus to your Handle Animal skill checks to when driving animals, either in a wagon train or when wrangling a herd. This bonus stacks with the bonus from Handler.

WRESTLER [GENERAL, FIGHTER]

You are an expert wrestler, able to get under opponent's attacks.

Prerequisites: Str 13+, Int 13+, Expertise, Improved Unarmed Strike, Improved Trip.

Benefit: When attempting a grapple attack or moving in to maintain a grapple, you do not provoke an attack of opportunity from any opponent.

Normal: A character starting a grapple provokes an attack of opportunity from his opponent. When moving into the target's square to maintain the grapple, the character provokes an attack of opportunity from enemies threatening the area.

ZEN ARCHERY [GENERAL, FIGHTER]

You can target hidden opponents with absolute precision.

Prerequisites: Wis 15+, Far Shot, Point Blank Shot, Precise Shot, Precision Archery.

Benefit: When using a ranged weapon, your target's miss chance due to concealment is negated. This includes penalties for darkness, but not invisible attackers.

ZEN MASTERY [GENERAL, FIGHTER]

Your skill with ranged weapons is unmatched, allowing you to even split an arrow through the grooves in one's armor.

Prerequisites: Wis 17+, Far Shot, Point Blank Shot, Precise Shot, Precision Archery, Zen Archery.

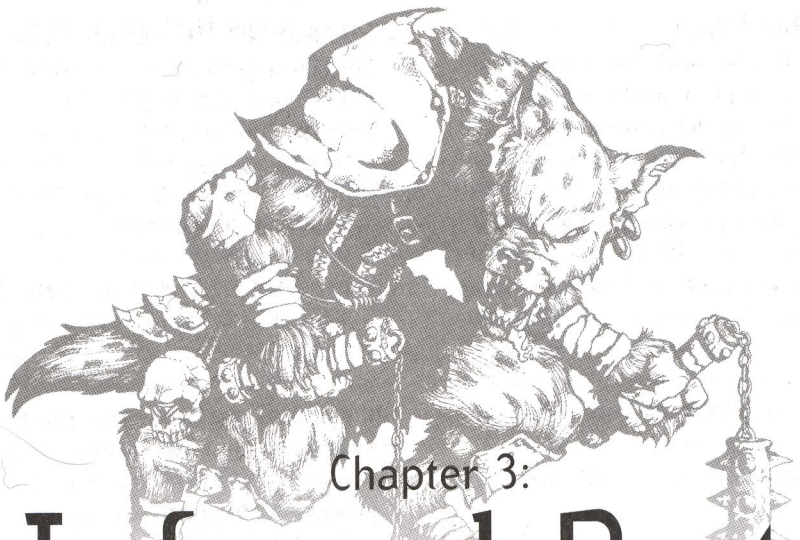
Benefit: When using a ranged weapon, you gain a bonus to the attack roll equal to your Wisdom bonus. In addition, your target's armor bonus (if any) is reduced by ½ your Wisdom bonus.

ZEN SWORDSMANSHIP [GENERAL, FIGHTER]

You guide your sword with a spiritual grace and precision that almost defies belief. Those who try to hide from your blade are in for an unpleasant surprised.

Prerequisites: Int 13+, Wis 13+, Combat Reflexes, Expertise, Weapon Focus (any melee weapon), base attack bonus +7 or higher.

Benefit: When using a melee weapon, reduce the miss chance due to concealment by 20% (and the penalty for blindness by 30%). Because of your near spiritual link with your weapon, you also reduce the miss chance when striking at incorporeal creatures by 10%.



Chapter 3:

Infernal Pacts

The following feats are very powerful. It is up to the DM whether they are allowed in your campaigns or not. Be aware, that a single character with 4 infernal feats is much more powerful than one with 4 normal ones. However, some of the drawbacks to infernal feats may prohibit their use in certain campaigns.

Infernal feats are only available to characters that make pacts with fiendish or demonic beasts. How this infernal pact is made is between the DM and PC. *Evil* details a number of methods, but nearly any system you develop is fair. We recommend this method, however.

The first stage of power is to contact and bargain with the demon. In game terms this could be as simple as saying the demon's name three times or finding a sacred, rare spell. It is up to your DM whether or not you have the resources to summon the demon to you. After that you'll be able to draw upon the powers listed below.

The second stage is to take the Infernal Pact feat in place of a general feat. This feat must be chosen before any other infernal feat.

Lastly, the PC should get used to the drawbacks associated with each feat, because there is no way to avoid them. Any character class (with the exception of paladins) may create an Infernal Pact. Every time the PC is granted a general feat, he may instead choose an Infernal feat once the pact has been made. He is not required to take one every time... but why wouldn't he?

In addition, some feats require an XP expenditure. This cost must be paid immediately, even if you lose a level as a result of this expenditure.

CLAWS/FANGS [INFERNAL]

You have sharp claws for fingers or sharp fangs for eyeteeth.

Prerequisite: Infernal Pact.

Benefit: You deal 1d8 points of damage in unarmed combat. This damage is not subdual.

Special: You may take this feat twice: once for claws and once for fangs.

Drawback: The fangs and claws are quite noticeable. You suffer a one rank penalty to all attitude results for each feature to those that would notice or care. For example a PC with fangs that earns a friendly attitude from an NPC immediately turns that attitude to indifferent. A PC with fangs and claws turns it unfriendly. Dragons, demons, and creatures that care little about human society are unlikely to notice.

DARKVISION [INFERNAL]

You have darkvision.

Prerequisite: Infernal Pact.

Benefit: You gain the benefits of darkvision 60 ft. as though you were from a race born with it.

Drawback: The irises of your eyes have slits, like a cat's, and they glow under even the smallest light flashed in your direction.

ELEMENT RESISTANCE [INFERNAL]

You can resist damage from one energy source.

Prerequisite: Infernal Pact.

Benefit: You ignore the first 25 points of damage from one element type (acid, cold, electricity, fire, or sonic).

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, choose another source of energy that you are immune to.

Drawback: Depending upon the element, your skin and body take on an inhuman composition. Someone resistant to sound loses his ears as they recess into his soft flesh, while someone resistant to electricity has light-blue or pale-green rubber-like skin. Cold resistance grows fur on your arms and fire resistance brings about the appearance of scales. Acid resistance causes your skin to become smooth like porcelain, but taking on a light green tint.

Each of these causes a cumulative –2 penalty to Charisma based skill checks. Multiple resistances cause freakish combinations of these traits.

FLIGHT [INFERNAL]

You are capable of flight.

Prerequisite: Infernal Pact.

Benefit: You may cast *fly* once per day as a spellcaster equal to your level.

Special: You can gain this feat multiple times. Its effects stack. Each time you take the feat, you may *fly* one more time per day.

Drawback: Your bones become hollow and you lose weight. Your Strength is considered 6 less for the purposes of bull rush attacks and determining encumbrance.

IMMORTALITY [INFERNAL]

You stop aging and will never die. Only acts of violence against you can end your eternal existence.

Prerequisites: Immunity, Infernal Pact, Unholy Blessing, 5,000 XP cost.

Benefit: You are immortal. You will never age, or die from aging effects. Any magic attempts to age you, automatically fails.

Drawback: Since you are now immortal, you no longer have such a desire to learn. After all, you have all the time in the world. You lose 10% of any XP you gain after taking this pact.

Special: The demon is counting on someone to eventually kill you, even going as far as providing the weapon to do it. When you do finally die, your soul will be his to torment forever, commensurate with the years you gained from this feat.

IMMUNITY [INFERNAL]

You are immune to all diseases, including supernatural ones, such as mummy rot and lycanthropy.

Prerequisites: Infernal Pact, 250 XP cost.

Benefit: You are immune to all diseases (mundane and magical) and never need to save against any contagion. However, you can still be a carrier of disease.

Drawback: You suffer from a nagging throaty cough that afflicts you on the average once per day. The DM is encouraged to have this cough erupt at all the wrong times.

IMP [INFERNAL]

You gain an Imp familiar.

Prerequisites: Infernal Pact, arcane or divine spell caster.

Benefit: You gain an imp as a familiar (if this pact was made with a demon, you gain a quasit). It works for you, but still serves its master in every way. Its powers can be used to aid you if necessary, but it is unreliable and will only respect promises it makes to you in the spirit of the law. Imps are Lawful Evil and likely to make loose pacts to avoid being held to the 'letter' of the law.

Drawback: If you already have a familiar, the Imp slays it and consumes its soul. You do not suffer an XP loss per the rules for losing a familiar, however any benefits that were gained from the familiar are lost.

IMPROVED FLIGHT [INFERNAL]

You are capable of flight per the spell *fly* at will.

Prerequisites: Infernal Pact, Flight, 250 XP cost.

Benefit: You can *fly* at will as a spell caster equal to your level. There is no limit to the amount of times you can use the ability per day, and you no longer have to spend an action to cast *fly*.

Drawback: Small demon-like wings protrude from your back. Although they are not necessary for flight, they do move on their own, involuntarily when you fly and sometimes at rest. Covering them with clothing requires special tailoring and wearing armor is not possible without serious modifications.

IMPROVED REGENERATION [INFERNAL]

You are now capable of regenerating damage as a supernatural creature.

Prerequisites: Infernal Pact, Immunity, Regeneration, 500 XP cost.

Benefit: You regenerate as per the supernatural power. All damage dealt to you except from holy sources and one element type chosen by the DM is considered subdual damage, and you heal damage at a fixed rate of 3 points per round.

Special: You may take this feat multiple times. Each time you take the feat, increase your regeneration rate by 2.

Drawback: Your skin pales and you are cannot tan. You always appear sickly and sweaty, even in cold conditions. Alternately, your body quickly becomes covered by knotty growths of scar tissue. Every second time this feat is taken, reduce your Charisma by 1 permanently.

Increased Movement [Infernal]

You are faster than normal.

Prerequisite: Infernal Pact.

Benefit: You gain +20 ft. to your base movement.

Special: You may take this feat multiple times. Each additional time you take the feat, you gain a +10 ft. to your base movement.

Drawback: You develop cloven hooves. Your Dexterity is unaffected by this; however, good luck finding boots that fit.

Infernal Pact [Infernal]

You must take this feat to begin your path to power.

Prerequisites: Bargain with a demon, devil or daemon, alignment shift (*see drawback below*).

Benefit: This feat allows you access to any infernal feat.

Normal: There's nothing normal about it. In fact, it is recommended that you don't tell your that friends you've done this, unless of course they were all in on it with you.

Special: You must permanently offer something up to the demon. Some hit points, a point of Constitution or Wisdom, the life of a loved one, or something else that the DM finds equally twisted and deranged.

Drawback: You have just taken your first steps towards damnation. You are forever evil from this point on, and no magic short of a *miracle, wish,* or major holy artifact can change that.

Infernal Soul [Infernal]

You are tougher than normal.

Prerequisites: Immunity, Infernal Pact.

Benefit: You gain +10 hit points or +1 hit points per character level, whichever is greater.

Special: You can gain this feat multiple times. Its effects stack.

Drawback: You radiate evil. Anyone able to detect evil can sense your aura up to 100 ft. away. In addition, your master's kin look upon you with a touch more respect, as though you were one of their own.

Invisibility [Infernal]

You are capable of turning yourself invisible.

Prerequisite: Infernal Pact.

Benefit: You can become *invisible* once per day as a spell caster equal to your level as per the spell *invisibility.*

Special: You can gain this feat multiple times. Each time you take the feat, you may become invisible one more time per day.

Drawback: People notice you less and your voice becomes softer and less aggressive. Your Charisma is considered 4 less for all skill checks. This Charisma penalty increases by 2 each time this feat is taken. People, who you want to remember you, start to forget you (but your enemies remember you just fine).

Love [Infernal]

Someone who never considered you attractive is now your romantic thrall.

Prerequisite: Infernal Pact, 250 XP cost.

Benefit: You may make any one person fall in love with you. At the time this feat is taken, choose any one person. He or she is forever in love with you and nothing short of a *miracle* or *wish* can change this. So devoted is he or she, that this person is permanently affected by *dominate person.*

Drawback: As time goes on, the person who loves you will grow more and more obsessed with you, to the point of dementia. Alternately, your beloved will die 1 year and 1 day from now, fulfilling some sick plan of the demon who betrothed the loved one to you in the first place.

MAGIC ITEM [INFERNAL]

You are given a single magic item.

Prerequisites: Infernal Pact, Wealth.

Benefit: You have one roll in the DMG for a magic item. The item rolled is all you receive, and no bargaining can change what magic the demon bestows upon you. The magic item is permanent and is yours to keep.

Special: You can gain this feat multiple times. Each time you take the feat, you may roll again for another item. You gain a medium item the first time and a major item each time after that.

You may spend 500 XP to gain a +5 modifier on the roll of the for the item, or 2,000 XP to gain a +10%modifier on the roll for the item, allowing you some (perceived) control over what you receive.

Drawback: The item stands a greater chance of being cursed and was more than likely owned by someone before you.

MULTIPLE LIMBS [INFERNAL]

Your bargain grants you additional limbs.

Prerequisites: Immunity, Infernal Pact, Infernal Soul, Shape Change.

Benefit: You grow two additional arms, two additional legs, or a prehensile tail.

Special: With extra arms come extra attacks. You may make two additional off-hand attacks with your additional limbs. Ambidexterity and Two-Weapon Fighting do not affect these arms. The feat Multidexterity is useful with these additional arms, however, should you choose to take it. Two additional legs makes it more difficult to knock someone over. You cannot be tripped and you receive a +4 circumstance bonus to all bull rush attacks.

A prehensile tail has the same Strength as you. You may lift as much with your tail as you could with any part of your body. This tail may attack as you could with your arms, gaining the feat Improved Trip for use with your tail only. In addition, if the tail is not holding anything, you gain a +2 competence bonus to Balance checks.

Drawback: Besides the obvious? Extra limbs mean ordering custom made garments. The limbs are difficult to hide as well. People look upon you with fear and trepidation. Your Charisma score is effectively –8 if the extra limbs are noticeable. Clerics and Paladins are likely to treat you as evil, as well, and attack you on the spot.

POISON BLOOD [INFERNAL]

Your blood is poisonous and is unsafe to touch by others.

Prerequisites: Immunity, Infernal Pact, 100 XP cost.

Benefit: When cut, the blood in your body becomes toxic to others. Anyone touching you with a melee touch attack risks your poison. You may also use their own blood to coat weapons, or by cutting themselves before combat starts.

When this feat is gained, choose a poison from the list below. Once chosen, this poison can never be changed. In addition, you are immune to all poisons (mundane and magical).

Poison Type: Contact.

DC: varies.

Initial damage: Choose from the chart below. All characteristic damage is temporary.

Secondary damage: Determined by chart. All characteristic damage is temporary.

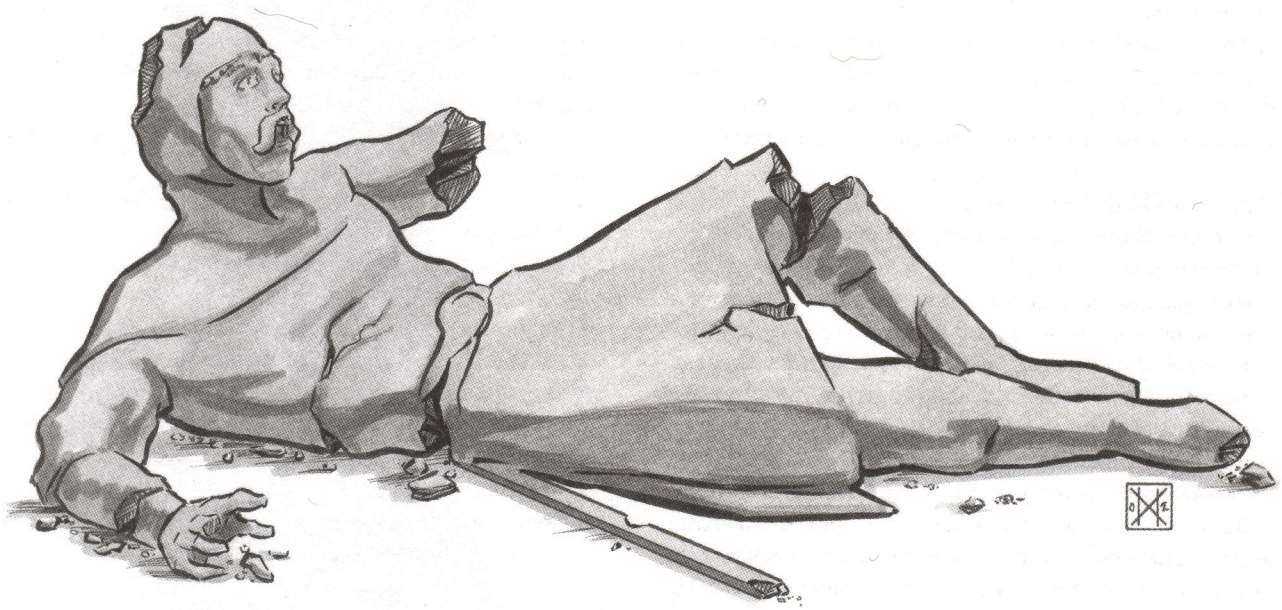


Table 3–1: Infernal Poisons

DC	Initial Damage	Secondary Effect
10	0	Death
11	2d12 hp	2d12 hp
12	1d3 Con + 1 Wis	1d3 Con + 1d3 Wis
13	0	Unconsciousness
14	1 hp	2d6 Cha
15	1 hp	ghoul touch
16	2d8 hp	1 Con
17	1d6 Str	1d6 Str
18	1d6 Con	2d6 hp
19	1d6 Dex	1d6 Wis
22	1d6 Int	1d4 hp
25	1d6 hp	1d6 hp

You must sacrifice 1 hp to coat a Tiny weapon (or 3 arrows), 2 hit points for a Small weapon, 4 hit points for a Medium-size weapon, and 8 hit points for a large weapon. Once coated, the weapon has one dose of the poison in question.

Special: You can gain this feat multiple times. Each time you take the feat, you may choose a new poison. However, your touch can only deliver one type of poison at any one time. You must decide which poison to use before making an attack roll.

Drawback: You are a cold-blooded creature, your eye-slits are now vertical and you are slowly becoming nocturnal. You cannot wear heavier than leather armor and use this feat.

REGENERATION [INFERNAL]

You recover faster than others, and can even regrow severed limbs.

Prerequisites: Immunity, Infernal Pact, 200 XP cost.

Benefit: You may cast regenerate once per day as a divine spellcaster equal to your level.

Drawback: You are cold-blooded. In addition, fire damage deals double damage without a successful saving throw.

ROT [INFERNAL]

Your skin has a malignant contagion and everything you touch suffers from your festering rot.

Prerequisites: Immunity, Infernal Pact.

Benefit: You can inflict mummy rot, as per the supernatural mummy disease.

Drawback: You stink like a rotting corpse and cannot control the rot. Sometimes the act of helping someone out of pit can transfer the disease.

SHAPECHANGE [INFERNAL]

You can change shape to fit you whim.

Prerequisites: Immunity, Infernal Pact, Infernal Soul.

Benefit: You may change shape once per day, per the spell, *shapechange* as a sorcerer equal to your level. Activating this power is a standard action that does not provoke an attack of opportunity.

Drawback: You become increasingly bestial as you indulge your beast forms. Worse yet, your Intelligence score drops by 1, each time you take this feat.

Special: You can gain this feat multiple times. Each time you take the feat, you may shapechange one more time per day.

UNDETECTABLE LIE [INFERNAL]

You can lie without fault, negating all effects to penetrate your words.

Prerequisite: Infernal Pact.

Benefit: You can lie without detection. All spells that attempt to discern that you are lying fail, and powerful magic cast by anyone other than an Outsider finds what your words truthful. Should a powerful artifact be able to detect lies, there is a 50% chance of failure.

Drawback: Your tongue is forked. Anyone looking closely while you are talking (Spot check against opposed Bluff or Hide check) can see that there is something wrong with your tongue.

UNHOLY BLESSING [INFERNAL]

Having been blessed by a demon, you radiate powerful evil and are rewarded with an unholy aura.

Prerequisites: Infernal Pact, Immunity, character level 12th+, 500 XP cost.

Benefit: You are blessed with the permanent effects of *unholy aura* as if cast by a 20th level cleric.

Drawback: Small horns sprout from your skull. These horns will grow into full demonic horns over time.

UNHOLY STRENGTH [INFERNAL]

You have higher Strength than normal.

Prerequisite: Infernal Pact.

Benefit: You permanently gain a +2 profane bonus to your Strength score.

Special: You may take this feat multiple times. Each time you take the feat, you gain an additional +2 to your Strength score.

Drawback: Your muscle growth is not normal and your body looks deformed and abused. Taken repeatedly, your flexibility diminishes and your ability to manipulate small objects fades. Every second time this feat is taken, reduce your Dexterity by 1.

WEALTH [INFERNAL]

You are given a great deal of money and/or valuables.

Prerequisite: Infernal Pact.

Benefit: You gain 15,000 gp or equivalent in gems, goods and magic items.

Special: You may take this feat multiple times. Each additional time you take the feat, you gain an additional 10,000 gp or the equivalent.

At higher levels, the DM may determine that 15,000 gp is not enough to tempt you. In such instances, a demon is open to bargain for a "better" deal.

Drawback: Nothing directly. This is perhaps the easiest desire for a demon to fulfill, although he's likely to merely take the goods from someone close-by rather than forge the items itself.

WISH [INFERNAL]

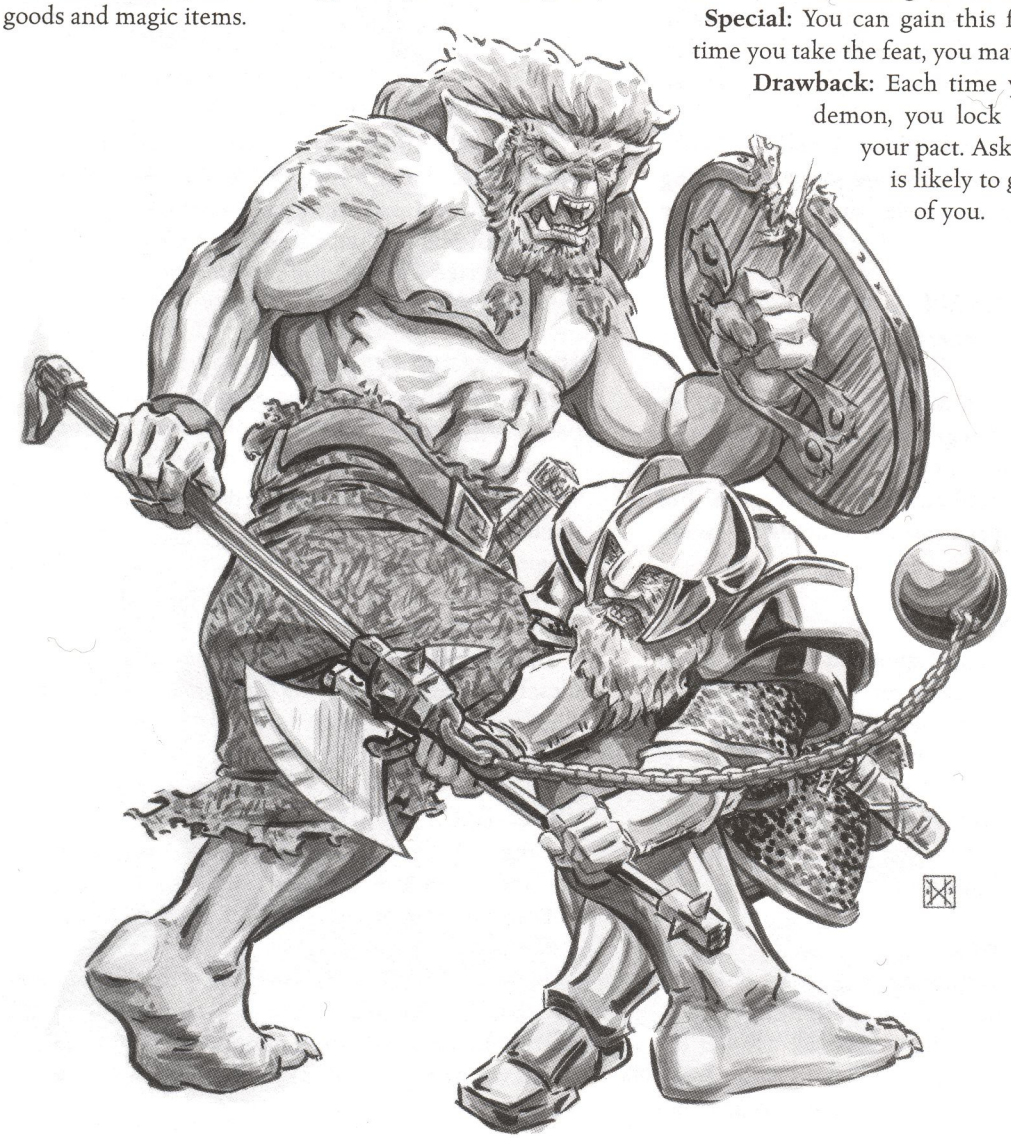
You earn a one time-wish from your bargainer.

Prerequisites: Infernal Pact, any two Infernal feats, 1,000 XP cost, 3 hit point cost.

Benefit: You may make one *wish* of the demon you are bargaining with. Consider the demon a 20th level spellcaster for determining the effects of the *wish*.

Special: You can gain this feat multiple times. Each time you take the feat, you may make another wish.

Drawback: Each time you make a wish from a demon, you lock yourself in further with your pact. Asking a favor from a demon is likely to get a demon to ask a favor of you.



Chapter 4: Magic Feats

This chapter details feats associated with spellcasters. Metamagic feats, item creation feats, and general feats that affect spellcasting abilities are all listed here. For the sake of convenience, some of these appear in chapter three as well as chapter four. We did tried to keep this to a minimum. There are a host of new feats that you can take to augment your spellcasting overall and you'll notice many changes from feats you may already be familiar with.

As always, logic should prevail when choosing feats. If the DM sees two feats that don't "fit" well, he should deny a PC from choosing both or at the very least prove himself worthy of having them.

ABOVE THE LAW [GENERAL]

You are resistant to spells cast by lawful characters or creatures.

Prerequisites: Wis 15+, divine spellcaster level 5th+, any chaotic alignment.

Benefit: You gain spell resistance 10 + your character level from all spells cast by lawful characters or creatures.

ABSORB SPELL [METAMAGIC]

You can absorb magical energy and use it to power your own spells.

Prerequisites: Cha 17+, 6+ ranks in Spellcraft skill, Bloodburn, must be able to cast arcane spells without preparation.

Benefit: When your are targeted by a spell, you may forego any saving throw and attempt to absorb the spell instead. You make a Will save against DC 15 + 2 per level of the spell. If successful, a spell slot at least one level lower than the absorbed spell is replenished. In other words, one prepared spell the sorcerer already cast for the day is prepared again as if he had not cast it. This feat cannot be used if there are no empty spell slots to hold the magical energy. If you succeed, you absorb the spell and must immediately decide which slot is replenished.

If you fail the saving throw, you are subjected to the full effect of the spell, plus an additional 1d6 points of subdual damage per spell level. Absorb Spell always fails on a 'natural 1'. The level of the spell to be absorbed is calculated including any metamagic feats used. Thus, a Maximized *fireball* is considered 5th-level for the purposes of the DC of the Will save and the damage dealt on a failed save. Spells that do not allow a saving throw or that are considered harmless may not be absorbed. You cannot absorb a spell while flat footed.

ABYSSAL FAMILIAR [GENERAL]

You may call a special creature, affiliated with the dark powers, to serve as your familiar.

Prerequisite: No existing familiar must have a demonic defect form dealing with abyssal powers.

Benefit: You may choose from the special list of familiars presented below. You and the Abyssal familiar share a magical bond, as with a normal familiar, and the creature follows all general rules for familiars with the following exceptions.

The familiar uses the statistics for a normal creature of its type, and has either one-half the master's total hit points or the creature's normal total, whichever is higher.

Use either the master or the familiar's base attack bonus, whichever is higher. Use the greater of the familiar's Strength or Dexterity modifier to get the familiar's melee attack bonus with natural attacks. Base damage is that of a normal creature of the familiar's type. The familiar has all the special attacks, special qualities, base saving throws (unless the master's are better), and skills of its kind.

In addition, some Abyssal familiars grant special abilities to their master.

Table 4–1: Abyssal Familiar

Familiar	Special
Black dog *(see dog in the MM)*	Master gains a +2 bonus on Willpower saves
Giant bee	Master gains a +2 bonus on Fortitude saves.
Boar	Master gains a +2 bonus to any check for performing a physical action extended over a period of time.
Giant praying mantis	Master gains a +4 bonus to all Balance checks.
Giant wasp	Master gains a +4 bonus on Fortitude saves involving poison.
Mandragoras	
Monstrous spider *(Medium-Size)*	Poisonous bite; master gains a +2 bonus on Balance checks
Quasit	
Wolf	
Wolverine	

Acid Lattice [Metamagic]

You can increase the damage your spells deal, by crossing them with caustic energy.

Prerequisite: Any two metamagic feats.

Benefit: You can enhance your damage dealing spells with caustic energy. In addition to the spell's normal effect, you inflict an additional 1d6 points of acid damage of the chosen energy type per spell level (a 3rd level spell deals an additional 3d6 damage, etc.). This additional damage follows the same rules for saving throws and spell resistance of the original spell. An acid lattice spell takes up a spell slot one level higher than the spell's actual level.

Aid Spell [Metamagic]

You may change the range of a spell from personal to touch, or from touch to close.

Benefit: An aided spell increases its range from personal to touch or from touch to Close (25 ft. + 5 ft./2 levels). An aided spell that is increased to touch or close, still requires a ranged touch attack. An aided spell uses up a spell slot one level higher than the spell's actual level.

Animation by Touch [General]

You may now animate corpses into skeletons or zombies by touch.

Prerequisites: Spell Focus (necromancy), spellcaster 7th+, ability to cast *animate dead*.

Benefit: You may cast *animate dead* at will, however, you only need touch a corpse and there is no material component when using this ability. Only one undead creature may be animated each time this feat is used, though you may still control multiple undead. The maximum number of undead you may control is equal to 2 HD per caster level.

Arcane Affinity [Metamagic]

You can refresh your mind quickly, preparing your spells in less time than normal.

Prerequisites: Wis 13+, wizard only.

Benefit: When preparing spells from a spellbook, you require half the necessary time. In addition, you can write a new spell into your spellbook in half the time.

Normal: A character preparing all of his spells, takes 1 hour to complete the process. The process of writing a new spell into a spell book requires 1 day, plus 1 additional day per spell level (0-level spells require 1 day).

Arcane Armor Proficiency (Heavy) [General]

You may arcane cast spells while wearing heavy armor, such as splint mail or full plate.

Prerequisites: Armor Proficiency (heavy), Armor Proficiency (light), Armor Proficiency (medium), Arcane Armor Proficiency (light), Arcane Armor Proficiency (medium), arcane spellcaster level 1st+.

Benefit: While wearing armor, you may opt to cast a spell as a full-round action rather than a standard one, reducing the arcane spell failure of any armor by 30%, to a minimum of 5%. This reduction is not cumulative with those gained from Arcane Armor Proficiency (light) and Arcane Armor Proficiency (medium). Instead, you only apply the highest reduction.

Special: Spells that require more than 1 action to cast do not benefit from this feat.

Arcane Armor Proficiency (Light) [General]

You have trained to wear armor while casting spells. You may arcane cast spells while wearing light armor, such as padded or leather.

Prerequisite: Armor Proficiency (light), arcane spellcaster level 1st+.

Benefit: While wearing armor, you may opt to cast a spell as a full-round action rather than a standard one, reducing the arcane spell failure of any light armor by 10%, to a minimum of 5%.

This feat does not affect the arcane failure chance for medium or heavy armor.

Special: Spell that require more than 1 action to cast do not benefit from this feat.

Arcane Armor Proficiency (Medium) [General]

With intensive training and practice, you slowly adjust to wearing heavier armor while casting spells.

Prerequisites: Armor Proficiency (light), Armor Proficiency (medium), Arcane Armor Proficiency (light), arcane spellcaster level 1st+.

Benefit: While wearing armor, you may opt to cast a spell as a full-round action rather than a standard one, reducing the arcane spell failure of any light or medium armor by 20%, to a minimum of 5%. This reduction is not cumulative with the reduction gained from Arcane Armor Proficiency (light). Instead, you only apply the highest reduction.

This feat does not affect the arcane failure chance for heavy armor.

Special: Spells that require more than 1 action to cast do not benefit from this feat.

Arcane Authority [General]

You are knowledgeable in all manner of magic and arcana.

Prerequisites: Arcane Expert, Arcane Focus.

Benefit: You gain a +4 insight bonus to all Concentration checks, Knowledge (arcana) checks, Spellcraft checks, and Use Magic Device checks.

Arcane Expert [General]

You are an expert of arcane lore.

Benefit: You gain a +2 insight bonus to all Knowledge (arcana) checks and Use Magic Device checks.

Arcane Eye [General]

You have a thirst for arcane knowledge, seeking truth to deep mysteries and esoteric riddles.

Prerequisites: Int 15+, Wis 13+, 4+ ranks in Knowledge (arcana).

Benefit: You receive a +2 competence bonus to all Knowledge skill checks, even ones you don't have ranks in. In addition, you may make a Knowledge (arcana) check in place of a Spellcraft check when trying to determine the nature of a magical device or spell.

Arcane Focus [General]

You have a head and an eye for magic.

Benefit: You gain a +2 insight bonus on all Concentration checks and Spellcraft checks.

Arcane Knack [General]

Arcane secrets come easily to you.

Benefit: You gain a +2 bonus to Knowledge (arcana) checks and Spellcraft checks.

Arcane Knowledge [General]

You know to activate magical items and the arcane marks used to identify them. You know which effects are associated with which items and the sigils that reveal an item's true nature.

Prerequisites: 4+ ranks in Use Magic Device skill, Arcane Sensitivity.

Benefit: You may identify magic items by studying them and utilizing your Use Magic Device skill. You must spend four hours inspecting the item and testing it. In the process of studying a wand, staff or wondrous item that uses charges, you automatically expend one charge, though its magic seeps out harmlessly. After four hours, make a Use Magic Device check with a DC determined by the table below. If you succeed you identify one of the item's magical properties. On a natural roll of 1, you fail and immediately activate the item, expending the maximum number of charges. If the item has a personal effect, it targets you. If it has an area of effect, the item's ability centers on your position.

Table 4–2: Arcane Knowledge

Item Type	DC
Armor	25
Potion	20
Ring	30
Rod	25
Scroll	20
Staff	30
Wand	20
Weapon	25
Wondrous Item	30+

If you have the item creation feat necessary to craft the item in question, you gain a +5 synergy bonus to the check. If you are studying a potion and have 5 or more ranks in Alchemy and, you gain a +2 synergy bonus to check.

Special: At the DM's discretion, the DC may increase by 5 or 10 for more powerful or arcane magic items. Magic items with *Nystul's undetectable aura* cast on them increase this DC by 10.

Arcane Proficiency [General]

Through research and study, you discover the secrets of several magic spells that you add to your books.

Prerequisite: Ability to prepare arcane spells from a spellbook.

Benefit: Each time you select this feat; you gain three arcane spells in your spellbook. These spells may be selected from any level that you may normally cast.

Special: You may select this feat more than once, gaining three additional spells each time.

Arcane Ritual Mastery [Metamagic]

You are especially adept at casting arcane rituals.

Prerequisites: Int 17+, sorcerer level 10th+ or wizard level 9th+.

Benefit: You gain a +4 competence bonus to all skill checks involving arcane rituals.

Arcane Senses [General]

You have developed arcane awareness far beyond your mundane senses. You can feel the presence of magic and other arcane effects without the aid of magic.

Prerequisites: Spell Focus (divination), arcane spellcaster level 7th+.

Benefit: Once per round, as a free action, you may cast one of the following three spells: *detect chaos/evil/good/law, detect magic,* or *detect undead.* You may only gain the benefit of one of these spells at any given moment, though you may choose to terminate one effect to activate another. Treat each effect as an arcane spell cast at your arcane caster level. There is no limit to the number of times you may use this ability per day.

Arcane Sensitivity [General]

Your skill at activating magic items comes not only from training and study but also from your innate ability to detect magical auras. When you grasp an item and concentrate, you can feel arcane energies flow through it.

Prerequisite: 4+ ranks in Use Magic Device skill.

Benefit: You can detect magic items by grasping an item and concentrating. After one minute, make a Use Magic Device check (DC 20). If you succeed and the item is enchanted, you sense the power that flows through it as well as one school of magic involved as if you had succeeded at a Spellcraft check while casting *detect magic.*

The DM makes your check secretly.

Arcane Shield Proficiency [General]

While other wizards or sorcerers fumble through their spells while carrying a shield, you are able to handle one without disrupting your magic.

Prerequisites: Shield Proficiency, spellcaster level 1st+.

Benefit: While carrying a shield reduce its arcane spell failure chance by 5%. You gain the armor class bonus offered by the shield even while casting spells.

The Art of War [General]

As a follower of the god of war, you are an excellent commander and a powerful leader.

Prerequisites: Str 13+, divine spellcaster level 9th+, must have access to the War domain.

Benefit: You gain 6 ranks in Profession (military commander) skill. This skill is used to earn a living as a professional military officer. In addition your Leadership Score is increased by 3.

Astrologer [General]

You can interpret the stars, read tarot cards, and otherwise divine the fortunes of others.

Prerequisites: Wis 13+, 4+ ranks in Knowledge (arcana) skill, 4+ ranks in Knowledge (the planes) skill, spellcaster level 1st+.

Benefit: You may spell 1 minute reading the fortune of any one creature. You may cast *augury* in regards to this creature, asking any one question of the 'fates.' You may use this ability a number of times per day equal to 1 + your Wisdom bonus.

Augment Undead [General]

You are able to animate and create powerful undead, vastly increasing their resilience to damage.

Prerequisites: 8+ ranks in Knowledge (arcana) skill or 4+ ranks in Knowledge (necromancy) skill, spellcaster level 5th+.

Benefit: Undead you summon (in conjunction with an animation of creation spell) gain +1 hit points per Hit Die for every 3 caster levels. This ability stacks with spells that increase an undead's hit points or turn resistance. Augmented undead may exceed their normal hit point maximums.

Aura of Courage [General]

You are shrouded in an aura of strength, giving your allies the will to fight on.

Prerequisites: Wis 15+, Cha 13+, divine spellcaster 5th+.

Benefit: You provide a +4 morale bonus on saving throws against fear effects to all allies within 30 ft. If you are a paladin, this range extends to 60 ft.

Aura of Darkness [General]

Undead creatures near you are protected from the adverse effects of sunlight.

Prerequisites: Divine spellcaster level 9th+.

Benefit: You are surrounded by an unholy shadow that emanates from you in a 50-ft. radius. Any creature standing in the shadow that is harmed or affected in any way by

sunlight is treated as being in darkness. The aura does not hamper vision in any way, nor does it confer any special protection from Sun spells such as *searing light, sunbeam* or *sunburst.*

Special: You must have access to a domain such as Darkness, Night, etc., depending on the campaign. Clerics worshipping domains such as good and sun cannot take this feat.

AURA OF PROTECTION [GENERAL]

You are blessed with divine protection from physical damage.

Prerequisite: Divine spellcaster level 5th+.

Benefit: You are protected by your deity. You gain a +1 deflection bonus to AC. This increase applies at all times, even if you are caught flat-footed.

AURA OF RESISTANCE [GENERAL]

You are blessed with an extraordinary ability to resist magical or special attacks.

Prerequisites: Character level 8th+, divine spellcaster level 1st+.

Benefit: Once per day, you automatically succeed on a saving throw against a spell or special attack that has just affected you. You may use this ability after you have already attempted a saving throw and failed. You are still subject to any effects that apply if you make your saving throw.

Special: If no saving throw is allowed against a magical or supernatural attack, this feat may not be used.

BANE LATTICE [METAMAGIC]

By tuning your magic to a specific enemy, you can increase the damage of your spells.

Prerequisite: Any two metamagic feats.

Benefit: Choose a monster type when preparing your spell (aberration, animal, beasts, constructs, dragon, elemental, fey, giants, humanoid*, magical beasts, monstrous humanoid, oozes, outsider, plants, shapechangers, undead, or vermin). When choosing humanoid, you must choose an appropriate subtype (goblinoid, human, etc.), but not when choosing an outsider. The spell cannot harm any creature other than one chosen, but deals one and a half times normal damage and lasts twice as long as normal. For example, a *magic missile* deals one and half times normal damage (roll 1d4+1 and multiply the result by 1.5) and *hold person* lasts 2 rounds/level. A bane lattice spell takes up a spell slot one level higher than the spell's actual level.

BATTLE AWARENESS [GENERAL, FIGHTER]

You possess an increased awareness of battle.

Prerequisites: Cha 13+, Leadership, divine spellcaster level 12th+, access to the domain of Strength or War.

Benefit: By spending 10 minutes preparing for battle, the goddess of strength and war inspires you with courage. During this preparation time, you may give an inspiring speech to your allies and those under your command. You and everyone listening to the speech gains a +2 divine bonus to hit, damage, and AC for the duration of the upcoming battle.

BLESSED HEATH [GENERAL]

Your health is an obvious blessing from the gods.

Prerequisites: Con 13+, Disease Resistance, divine spellcaster 7th+.

Benefit: This feat permanently increases your Constitution by 2.

BIND SPIRIT [GENERAL]

You can craft inexpensive, temporary magic items.

Prerequisites: Any Item Creation feat except Brew Potion or Scribe Scroll, ability to summon spirits.

Benefit: When creating a magical item with an Item Creation feat, you summon a spirit into the item, imbuing it with temporary power. You do not need masterwork or high quality components. Instead, you only pay the price of a normal item, or even use self-crafted items. You must summon a spirit, but instead of convincing the spirit to be your ally, you convince it to inhabit the item and endow it with a spell the spirit possesses. Caster level is the minimum required to cast the spell in question, and you only spend ¼ the XP you would need to craft the item without the spirit's help.

The item has limited charges, however, and can only be used a number of times equal to twice your Charisma bonus (if any), minimum 1. After the last 'charge' is used the spirit leaves.

Special: Spirits cannot be bound in order to brew potions or scribe scrolls.

BLIGHTED SPELL [METAMAGIC]

You may taint your spells with raw blighted energy.

Prerequisite: Any two metamagic feats, must be of evil alignment.

Benefit: Blighted spells add a component of blight damage in addition to the usual spell effects. The additional damage is 1d6 per die of damage the original spell does, and is subject to the same saving throw rules as the original spell.

For example, a 12th level sorcerer casts a blighted *magic missile.* The *magic missile* normally does 5d4+5 damage, so the blighted version deals 5d4+5 plus 5d6 blight damage with no saving throw. If the same sorcerer casts a blighted *fireball* it deals 10d6 fire damage plus 10d6 blight damage with a Reflex save for half damage.

A blighted spell uses up a spell slot four levels higher than the spell's actual level.

Blind-Casting [General]

You are adept at casting spells against unseen opponents. Specialized training has taught you how to target spells using non-visual cues.

Prerequisite: Blind-Fight.

Benefit: When casting a spell that requires an attack roll, every time you miss because of concealment, you can reroll your miss chance percentile roll once to see if you hit. The target of the spell must be within 25 ft. of you. If the target is further away than that, you do not get the chance to reroll your miss chance.

Blood Beyond Blood [Metamagic]

You may cast spells at a higher level than normal.

Prerequisites: Cha 13+, must be able to cast arcane spells without preparation.

Benefit: Using this feat, you increase your effective caster level by your Charisma bonus in levels, improving spell effects dependent on caster level. When you do so, you suffer 1d6 points of damage per effective caster level increase. You need not increase the full amount and may add any amount up to your Charisma bonus to your effective level.

Special: This increase does not grant you access to more spells.

Blood Burn [Metamagic]

You may draw upon yourself to fuel the power of magic items. The process is painful, but effective.

Prerequisite: Con 13+

Benefit: When using a magic item that would normally expend a charge, you may instead suffer 2 temporary points of Constitution damage per charge.

Special: This Constitution damage cannot be healed by magical means. It can only heal through rest.

Blood of Magic [Bloodgift, Metamagic]

Your draconic heritage allows you to apply metamagic feats to your spells quickly and instinctively.

Prerequisites: Cha 13+, Drakeblood, any two metamagic feats, arcane spellcaster level 1st+.

Benefit: You can cast a spell enhanced by your own metamagic feats as a standard action. Metamagic feats used in conjunction with this feat affect the level of the spell normally. You can use this ability a number of times per day equal to your Charisma bonus. This lets you shorten the casting time for only the first metamagic feat applied to a spell; additional metamagic feats lengthen the casting time as normal.

Normal: A bard or sorcerer using a metamagic feat must cast the enhanced spell as a full-round action.

Special: This feat can only be chosen at 1st level. A character can never have more than one bloodgift.

Blood Power [Metamagic]

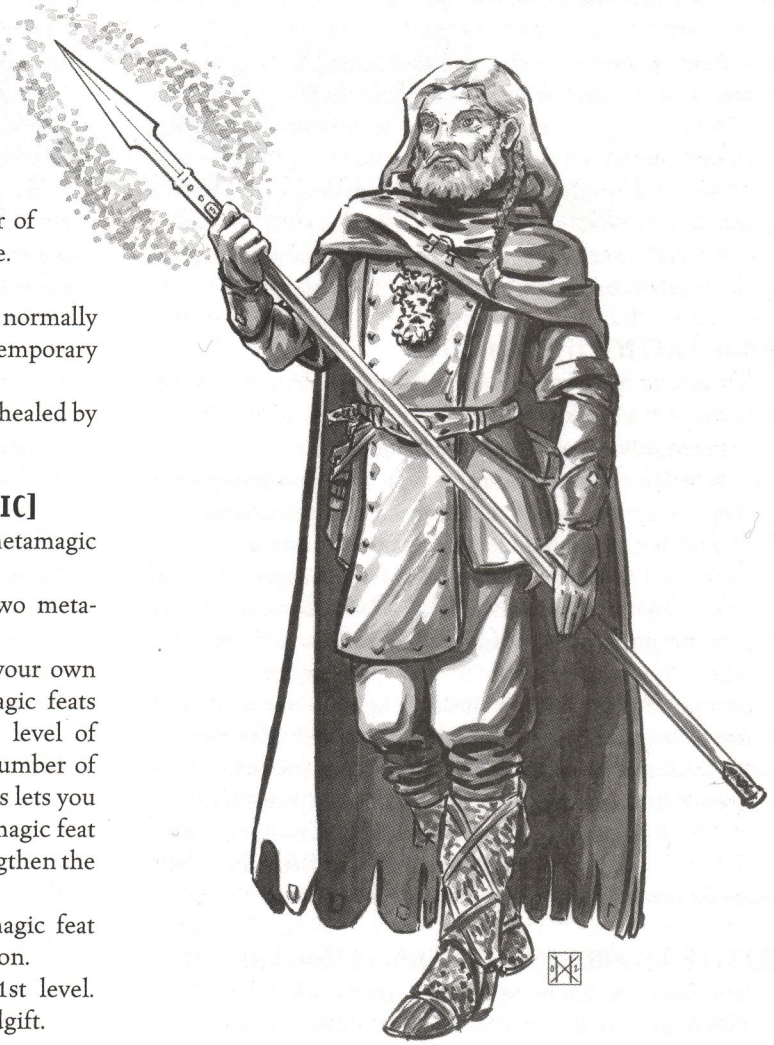
You are able to use your life force to power arcane spells, enabling you to cast more spells per day in exchange for taking physical damage.

Prerequisites: Arcane spellcaster level 3rd+, 10 or more hit points.

Benefit: You may cast extra spells by dealing damage to yourself. When using this ability, the spell is cast normally, including casting time, concentration checks and attacks of opportunity. If the spell is successfully cast, the spellcaster takes 5 hit points of damage per level of the spell cast, including any modifiers for using a metamagic feat, but does not expend a spell slot.

Death or unconsciousness do not interfere with the spell's function, but you do suffer the effects immediately after casting the spell.

Special: A spellcaster dying from such overexertion may only be brought back to life by a *resurrection*, *reincarnation*, or *true resurrection* spell. Damage taken from using the Blood Power feat does not heal naturally.



Bloodcasting [Metamagic]

You may exceed your daily number of spells by sacrificing your health.

Prerequisites: Con 13+, must be able to cast arcane or battle magic spells of 3rd level of higher.

Benefit: You may cast one more spell up to your highest known level. This spell does not have to be prepared, but must be among those known. Immediately after casting, you suffer temporary points of Constitution damage equal to the spell level. You may use this feat as many times a day as you like, but Constitution damage is suffered each time.

Death or unconsciousness do not interfere with the spell's function, but you do suffer the effects immediately after casting the spell.

Special: A spellcaster dying from such overexertion may only be brought back to life by a *resurrection*, *reincarnation*, or *true resurrection* spell. Damage taken from using the Bloodcasting feat does not heal naturally.

Bloodletting [General, Fighter]

Your strikes can cause someone to bleed to death.

Prerequisites: Str 13+, Cleave, Power Attack, Sunder, base attack bonus +8 or higher, or divine spellcaster level 12th+.

Benefit: When dealing a critical hit with a slashing or piercing weapon, your opponent begins bleeding, suffering 1d4 additional points of damage each round until the wound is treated. The wound can be closed with a successful Heal check (DC 15), or cure spell. However, the first 5 points of healing are spent closing the wound and do not heal the character. Should a cure spell be cast for less than 5 points, the bleeding resumes next round and a new cure spell (for at least 5 points) or Heal check must be made.

Once the bleeding stops, healing resumes normally.

Bond Item [Item Creation Feat]

You can bond yourself to a magic item, gaining power from and feed power to it.

Prerequisites: Int 17+, 4+ ranks in Spellcraft skill, any item creation feat, arcane spellcaster level 7th+.

Benefit: During the item creation process, you may bond the item specifically to yourself, making the item difficult for anyone else to use and increasing the items power. First, the item must be created using the standard rules for item creation. Next, the item must be named. Only you (the creator) should know the name of the item. Should anyone else learn it, they can draw upon its power (*see below*). Once the item is named, determine how many additional XP you wish to imbue into the weapon. Every 500 XP you spend increases its bond factor by 1. This bond factor is used to determine a number of things.

First, it increases the saving throw, ability check or skill check DC of any effect the item has — a bond factor of 3 increases the Strength check of an immovable rod to DC 33; a bond factor of 5 increases the Will save of a mirror of trapping to DC 24; and so on. Second, each day you may feed hit points into the item for use later. As a full round action, roll 1d6 up to a number times equal to your bond factor. You suffer this much damage and item gains this many stored hit points. Once the item has stored the bond factor times 5 in hit points, it cannot store anymore. Excess points are lost. As a standard action, you may heal yourself. You gain a number of hit points equal to the bond factor. The effect is the same as casting a *cure* spell.

Those who know the name of the item, but who are not bonded to it, still gain the benefit of an increased DC while using the item, but cannot use its healing power.

Those who do not know the name of the magic item you create, increase the DC by two times the bond factor for all Spellcraft checks to determine the item's effect. Even the spell identify will not properly deduce the item's power without a Spellcraft check. Should they ever learn its true power (but not its true name), they can use them item, but do not gain access to the either special ability imbued in the item.

Bounce Spell [Metamagic]

You can use other creatures' bodies as the source of any spell you cast.

Prerequisite: Enlarge Spell.

Benefit: When you cast a spell at a primary target within the spell's normal range, instead of being affected by the spell, the target becomes the new source of the casting. From there, a secondary target is chosen and the spell releases from the primary target, calculating range and line of effect from that point. You must still be able to see the secondary target. A bounced spell uses up a spell slot two levels higher than the spell's actual level.

Special: The primary target is normally an ally. If the primary target is hostile, he is allowed a save against the spell (if applicable). If successful, the spell is negated.

Braid Spell [Metamagic]

You can braid two spells together to form a single effect.

Benefit: You can join two spells from the same school of magic, to form a single effect. Only spells that can be cast in a single action can be combined. The spells need not be the same level, but must have the same legal target. For instance, jump and spider climb could be braided together into a single spell, and expeditious retreat and reduce could be braided together into a single spell, so long as the caster is the target.

All variable effects of the spell are based on the highest level spell.

A braided spell uses up a spell slot two levels higher than the spell's actual level, for the highest level spell in question (choose one in the case of a tie) and uses up a slot at the other spell's actual level. Wizard's must prepare both spells together, planning which spells they will braid ahead of time.

Brew Healing Restoratives [Item Creation]

You can create herbal medicines to aid healers and their patients.

Prerequisites: 8+ ranks in Alchemy, or 8+ ranks in Profession (herbalist), or 8+ ranks in Profession (apothecary). 4+ ranks in Heal skill.

Benefit: You can create non-magical healing draughts, poultices, powders, salves, unguents, etc. The base cost to create a restorative is equal 100 gp per healing die. Determine the die type before brewing. Any die between 1d3 and 1d12 may be used as the base for the restorative. The creation DC is the number of dice times the die type. For instance a draught that cures 3d6 points of damage costs 300 gp and requires a DC 18 skill check against the appropriate skill — Alchemy, Profession (herbalist), or Profession (apothecary). If the restorative only cures a specific type of damage (fire, venom, etc.,), but not ability damage, the cost to brew it is cut in half.

You must expend all of the components before making your skill check. Success indicates the restorative has been created successfully. Failure indicates the contents have been consumed and the restorative is useless.

Special: A character with this feat gains a +4 synergy bonus to Heal skill checks involving long term care.

Brew Ingestibles [Item Creation]

You can create alchemical or herbal drinks and rations.

Prerequisite: Brew Potion

Benefit: This feat duplicates the effects of brew potion, allowing you to store a magical effect in any ingestible, including dry goods, fruit, gels, and even pastes. The limits of this feat are left to the imagination of the player and the DM.

Brew Potion [Item Creation]

You can brew potions, imbuing them with magic or spells.

Prerequisite: Spellcaster level 3rd+.

Benefit: You can create a potion of any spell of 3rd level or lower that you know and that targets a creature or creatures. Brewing a potion takes 1 day. When you create a potion, you set the caster level. The caster level must be sufficient to cast the spell in question and no higher than your own level. The base price of a potion is its spell level multiplied by its caster level multiplied by 50 gp. To brew a potion, you must spend $\frac{1}{25}$ of this base price in XP and use up raw materials costing half this base price.

When you create a potion, you make any choices that the character would normally make when casting the spell. Whoever drinks the potion is the target of the spell.

Any potion that stores a spell with a costly material component or an XP cost also carries a commensurate cost. In addition to the costs derived from the base price, you must expend the material component or pay the XP when creating the potion.

The Call to Justice [General]

You are immune to attacks from evil outsiders.

Prerequisites: Wis 13+, Cha 13+, divine spellcaster 13th+, must have access to Justice or Law domain.

Benefit: You are immune to attacks from evil outsiders. In addition, you no longer need a +1 weapon to affect evil incorporeal creatures.

Cast on the Run [General]

You can keep your wits about you and focus your magic even while running from your enemy or moving to attack.

Prerequisites: Combat Casting, Dodge, Mobility, spellcaster level 1st+.

Benefit: When using a standard action to cast a spell, you can move both before and after casting your spell, provided that your total distance moved does not exceed your current speed. Moving in this manner does not provoke an attack of opportunity from the target of your spell.

Chain Spell [Metamagic]

You can cast spells that arc to secondary targets.

Prerequisite: Any metamagic feat.

Benefit: This feat allows you to arc your spells from target to target. Only spells with an area of "ray" or "cone" are affected by this feat, and cone effects require a ranged touch attack just as ray spells do. Once the spell hits the primary target, secondary rays extend to hit a number of additional targets. You may generate a maximum number of secondary rays equal to your caster level. You choose to affect fewer secondary targets than the feat allows.

Each target requires an additional ranged touch attack and each must be within 30 ft. of the primary target. While more than one secondary bolt may be targeted at a secondary target, the target only suffers the effects of one secondary ray no matter how many succeed in striking him.

The primary target is affected by the spell as normal, but secondary targets halve the damage (or effect) from the spell. If the spell causes an effect other than damage, the secondary target receives +4 to any applicable saving throw.

A chained spell uses up a spell slot three levels higher than the spell's actual level.

Channel Energy [General]

When casting a spell, you focused concentration grants it a tremendous burst of power. While your spell is rendered brutally powerful, the strain of this casting leaves you a hollow wreck.

Prerequisites: Con 13+, 4+ ranks in Concentration skill, Toughness, arcane spellcaster level 1st+

Benefit: Once per week, when casting an arcane spell, you may choose to inflict up to 8 points of temporary Constitution, Intelligence, or Wisdom damage to yourself. For each point of damage you take, you increase the save DC of your spell by 2 and gain a +2 bonus to your caster level check to defeat spell resistance. The DC bonus granted by this ability stacks with other abilities that increase DC.

Chaos Lattice [Metamagic]

By twisting your spells with chaotic energy, you increase their potency against law.

Prerequisite: Any two metamagic feats.

Benefit: A lawful creature targeted with damage dealing spells suffer an additional 1d8 points of damage per spell level (a 3rd level spell deals an additional 3d8 damage, etc.,). This additional damage follows the same rules for saving throws and spell resistance of the original spell. In addition, lawful creatures suffer a –2 luck penalty to any saving throw involved with the spell. Chaotic creatures gain a +2 luck bonus to their saving throw. A chaos lattice spell takes up a spell slot one level higher than the spell's actual level.

Chaos Summoner [General]

Your study of chaotic magic allows you do more with your summoning spells.

Prerequisites: Chaotic or evil alignment only, conjuration specialist.

Benefit: Your *summon monster* spells have a range of Medium (100 ft. + 10 ft./level). However, you can only summon chaotic or evil creatures at each level.

Normal: *Summon monster* spells have a range of Close (25 ft. + 5 ft./2 levels).

Cheat Death [General]

Your understanding of anatomy and healing is so great that you can drag living souls back from beyond the brink of death.

Prerequisites: 6+ ranks in Heal skill, 4+ ranks in Knowledge (anatomy) skill, divine spellcaster level 5th+.

Benefit: You can restore a target creature to life that has fallen to as few as –30 hp. This requires a full round action which provokes an attack of opportunity. During this time you are considered flat footed. It also requires the successful application of either a *cure* spell of at least 1st level or the Heal skill. The attempt must be made within one round per rank in Heal skill after the target has fallen to –10 hp or below. The target must make a Fortitude saving throw with a DC equal to the number of hp the target has fallen below 0 (so a character at –16 hp has DC 16). If successful, the target acquires a negative level but is stabilized at –9 hp. If the saving throw fails, the target cannot be revived without powerful magic (such as *resurrection* or *raise dead*).

Colorize Spell [Metamagic]

You can add color to, or change the colors of any visible spell effect.

Prerequisites: Int 13+, ability to cast at least one illusion spell.

Benefit: You can change the color of any visible spell effect. *Fireballs* can be made green, purple, or blue. Changing the color of a spell does not increase damage or alter its effect. It does make spells appear far more impressive and dangerous, enhancing the impression of the casters power. Using colorized spells grants you a +2 circumstance bonus to all Bluff checks and Intimidate checks for a period of 10 rounds or until the spell expires, whichever is shorter. A maximized, colorized spell adds a +4 circumstance bonus to all Bluff checks and Intimidate checks.

A colorized spell uses up a spell slot zero levels higher than the spell's actual level.

Combat Casting [General]

You are steady and focused in combat, rarely loses your concentration.

Benefit: You gain a +4 bonus to Concentration checks made to cast a spell while on the defensive.

Command Undead [General]

You may command undead creatures, even those not created or animated by yourself.

Prerequisites: Cha 13+, 12+ ranks Knowledge (arcana) skill or 8+ ranks Knowledge (necromancy) skill, Spell Focus (necromancy), arcane spellcaster 7th+.

Benefit: You may rebuke and command undead as a cleric of half your character level, rounded down a number of times per day equal to 1 + your Charisma bonus. No holy symbol or icon is required, as the direct power of negative energy is harnessed instead to force the undead into submission.

Special: You may add any cleric or paladin levels to the check as well, if applicable.

Compose Song [Item Creation]

You can write a song that duplicates a single magical spell.

Prerequisites: Int 13+, 8+ ranks in Perform skill, Spellcaster level 3rd+.

Benefit: You can compose a song of power that duplicates any single spell that you know. Composing a song of power takes 1 day. It has a base price of spell level times caster level times 50 gp. You must also expend 1/25 of this base price in XP. Any song of power that duplicates a spell with costly material components or an XP cost carries a commensurate cost to be paid by you. A song of power is stored in your memory until activated by singing it. You can have no more songs of power memorized at any given time than your Intelligence bonus.

You can teach a song of power to another person that meets the prerequisites of this feat. Teaching a song of power takes 1 hour of instruction and counts against the target's limit of songs of power. A song of power counts as a use-activated item for all purposes, except that it does not provoke an attack of opportunity.

Special: You cannot activate a song of power if you cannot sing (gagged, silenced, etc.).

COMPRESSED SPELL [METAMAGIC]

You are able to reduce the area of effect of a spell in order to increase its damage.

Benefit: You can reduce the radius of a spell's area of effect by 10 ft. in order to increase its damage by 2 dice. Only spells with a radius listed in the area of effect and that deal damage can benefit from this spell. A compressed spell uses up a spell slot two levels higher than the spell's actual level.

Special: You may choose to cast a compressed spell normally after it is prepared as a compressed spell, however it still uses up a spell slot two levels higher than the spell's actual level.

COOLNESS UNDER FIRE [GENERAL]

You are not normally distracted when casting spells.

Prerequisite: Combat Casting.

Benefit: You gain a +6 bonus to Concentration checks made to cast a spell. This bonus stacks with the bonus from the Combat Casting feat.

CONE CONTROL [METAMAGIC]

You are able to direct any spell with an area of effect (cone) at specific targets rather than covering an area.

Prerequisite: 15+ ranks in Spellcraft skill.

Benefit: You may remove the cone effect of a prepared spell. Instead, you direct a blast at one target for every 5 ft. of the cone's maximum length. Thus, if a spell has a maximum width of 25 ft., up to five creatures could be targeted with this feat. This feat does not increase the range of the spell — all targets must still be within the spell's range. All targets are allowed saving throws and are treated exactly as if they had been caught within the cone. Cone control uses up a spell slot one level higher than the spell's actual level.

CONJURE MASTERY [GENERAL]

Your summoning spells produce more powerful beasts to aid you.

Prerequisites: Cha 17+, Spell Focus (conjuration), spellcaster level 7th+.

Benefit: When casting Conjuration (Summoning) spells, creatures summoned by you gain a +2 bonus to Strength, Constitution, and Dexterity.

COOPERATIVE MAGIC [METAMAGIC]

You and other spellcasters may work together to produce great effects.

Prerequisite: 4+ ranks in Spellcraft skill.

Benefit: You and another spellcaster may combine your energies to cast a spell together. If both of you have the same spell prepared, you cast the spell as a single spell, applying any one Metamagic feat applied to the spell, for every 3 levels of the spell prepared. Neither spellcaster need have the Metamagic feat they wish to apply to the Cooperative spell. When the spell is cast, the primary spellcaster must succeed at a Spellcraft check (DC 10 + spell's level) or the spell is lost.

Casting a cooperative spell is a full round action, unless the spell has a longer casting time, in which case that casting time is doubled. Spells with a casting time of longer than one round add +5 to the initial Concentration check to cast the cooperative spell. Spellcasters must be of the same type (arcane or divine) in order to cast a cooperative spell, but need not be of the same class.

CRAFT CHARM [ITEM CREATION]

You can create charms, one use magic items that contain spells.

Prerequisite: Spellcaster level 3rd+.

Benefit: This feat works exactly like the Brew Potion feat, except it creates a charm rather than a potion. The charm has one use and crumbles to dust after one use.

Special: Using a charm provokes an attack of opportunity and in all ways is just like drinking a potion.

CRAFT CHEMICALS [ITEM CREATION]

You can create chemicals beyond the scope of standard alchemy. As a result, your powders and charms contain more powerful dweomers than normal items.

Prerequisites: Brew Potion, Skill Focus (alchemy), 8+ ranks in Alchemy skill.

Benefit: When brewing potions with the Brew Potion feat, you no longer pay an XP cost, provided that you double the time spent making the potion and spend twice as much gp one finer raw materials. Your potions increase all numerical effects by one die type and increase all bonuses by 50%. For instance a potion of cure light wounds created in this manner by a 5th level character, heals 1d10+5 hit points and oil of slipperiness adds a

+45 bonus to Escape Artist checks. In addition, mundane and superior alchemical items gain a magical aura (enchantment and transmutation) and the benefits listed above, so long as the additional gp are spent.

Craft Fetish [Item Creation]

You can create fetishes, items that contain spells you or another spellcaster can use.

Prerequisite: Spellcaster level 1st+.

Benefit: This feat works like Scribe Scroll, except it creates a fetish rather than a scroll. Like a scroll, the fetish is consumed after one use.

Special: Using a charm provokes an attack of opportunity and in all ways is just like reading a scroll.

Craft Magic Arms and Armor [Item Creation]

You can craft magical armor and weapons, imbuing them with magical energy.

Prerequisite: Spellcaster level 5th+.

Benefit: You can create any magic weapon, armor, or shield whose prerequisites you meet. Enhancing a weapon, suit of armor, or shield takes 1 day for each 1,000 gp in the price of its magical features. To enhance a weapon, suit of armor, or shield, the character must spend 1/25 of its features' total price in XP and use up raw materials costing half of this total price.

The character can also mend a broken magic weapon, suit of armor, or shield if it is one that you could make. Doing so costs half the XP, half the raw materials, and half the time it would take to enchant that item in the first place.

The weapon, armor, or shield to be enhanced must be a masterwork item that you must provide. (Its cost is not included in the above cost.)

Craft Named Arms and Armor [Item Creation]

You may name a magical item, giving it power beyond traditional magic items.

Prerequisites: Spellcaster 12th+ level, Craft Magic Arms and Armor.

Benefit: When using the Craft Arms and Armor feat to create magical armor and weapons, you may forge an item with a effective bonus up to +12, with its enhancement bonus increases no higher than +6. The item, when forged, but be given a true name. Only when this true name is known by the owner of the item, may the bonuses be used.

Normal: Magic armor and weapons can never have more than a +5 enhancement bonus and no more than a +10 effective bonus total.

Craft Rod [Item Creation]

You can craft rods, imbuing them with magical energy.

Prerequisite: Spellcaster level 9th+.

Benefit: You can create any rod whose prerequisites you meet. Crafting a rod takes 1 day for each 1,000 gp in its base price. To craft a rod, you must spend 1/25 of its base price in XP and use up raw materials costing half of its base price.

Some rods incur extra costs in material components or XP as noted in their descriptions. These costs are in addition to those derived from the rod's base price.

Craft Staff [Item Creation]

You can craft staves, imbuing them with magical energy.

Prerequisite: Spellcaster level 12th+.

Benefit: You can create any staff whose prerequisites you meet. Crafting a staff takes 1 day for each 1,000 gp in its base price. To craft a staff, you must spend 1/25 of its base price in XP and use up raw materials costing half of its base price.

A newly created staff has 50 charges.

Some staffs incur extra costs in material components or XP as noted in their descriptions. These costs are in addition to those derived from the staff's base price.

Craft Tainted Magic Arms and Armor [Item Creation]

You can imbue magical weapons with blighted, unholy magic.

Prerequisites: Int 13+, Craft Magic Arms and Armor, must be evil alignment, spellcaster 9th+ level.

Benefit: When crafting magical arms and armor, you may infuse the item with blight magic, making it more powerful by filling it with dread powers. This dreadful ritual doubles the normal time necessary to enchant the item and deals 1 point of temporary Constitution damage per day, that cannot be healed until the ceremony is over.

Weapons enchanted in this manner gain either the unholy or wounding trait. Armor gains an additional +2 unholy bonus. These bonuses do not count against the maximum (+10) bonus allowed for weapons and armor. However, the cost to create the item increases by 25% both in XP and gp and the item is forever tainted with evil (i.e. effects that target evil creatures now effect the owner even if he is not evil). If the wielder or wearer is not evil, he must make a Fortitude save (DC 17) or suffer a –2 profane penalty to all attack rolls, damage rolls, and skill checks so long as he remains in contact with the item. This roll need only be made once per day.

Use of tainted items is tantamount to courting evil. It should be avoided by good characters at all costs and a paladin who knowingly does so immediately loses his paladin status.

Craft Wand [Item Creation]

You can craft wands, imbuing them with magical energy.

Prerequisite: Spellcaster level 5th+.

Benefit: You can create a wand of any spell of 4th level or lower that the you know. Crafting a wand takes 1 day for each 1,000 gp in its base price. The base price of a wand is its caster level multiplied by the spell level multiplied by 750 gp. To craft a wand, you must spend 1/25 of this base price in XP and use up raw materials costing half of this base price.

A newly created wand has 50 charges.

Any wand that stores a spell with a costly material component or an XP cost also carries a commensurate cost. In addition to the cost derived from the base cost, you must expend fifty copies of the material component or pay fifty times the XP cost.

Craft Wondrous Item [Item Creation]

You can craft wondrous items, imbuing them with magical energy.

Prerequisite: Spellcaster level 3rd+.

Benefit: You can create any miscellaneous magic item whose prerequisites you meet. Enchanting a miscellaneous magic item takes 1 day for each 1,000 gp in its price. To enchant a miscellaneous magic item, you must spend 1/25 of the item's price in XP and use up raw materials costing half of this price.

You can also mend a broken miscellaneous magic item if it is one that you could make. Doing so costs half the XP, half the raw materials, and half the time it would take to enchant that item in the first place.

Some wondrous items incur extra costs in material components or XP as noted in their descriptions. These costs are in addition to those derived from the item's base price. You must pay such a cost to create an item or to mend a broken one.

The Death Lady's Kiss [General]

You are highly resistant to negative energy attacks.

Prerequisites: 6+ ranks in Knowledge (arcana) skill, Spell Focus (necromancy), arcane spellcaster 7th+.

Benefit: You gain a bonus to saving throws against negative energy attacks equal to your highest spellcaster level.

Death Magic Immunity [General]

You are truly blessed by the heavens, walking unafraid into the maw of undeath.

Prerequisites: Wis 17+, divine spellcaster level 12th+, any good alignment.

Benefit: You are immune to all death magic, including energy drains, ability drains, and paralysis.

Death's Visage [General]

You have great control over negative energies. However, that control is not absolute and there is a great price for demanding too much over black sources of magic.

Prerequisites: Int 13+, Wis 13+, Spell Focus (necromancy), any evil alignment, arcane spellcaster 13th+.

Benefit: When this feat is taken, choose any one necromancy spell. You may even choose one that is normally only available to clerics. However, the level requirement is the same. You may cast this spell once per day in addition to any other known spells and it does not count against your normal allotment of spells per day. However, when the spell is cast, you must succeed at a Spellcraft check (DC 15 + spell's level) or the spell is considered cast with no effect. In addition you suffer a number of points of damage equal to the spell's level as a result of negative energy lashing back against you.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you choose this feat, you may select a new spell.

Dictum Lattice [Metamagic]

By structuring your spells with lawful energy, you increase their potency against chaos.

Prerequisite: Any two metamagic feats.

Benefit: A chaotic creature targeted with damage dealing spells suffer an additional 1d8 points of damage (a 3rd level spell deals an additional 3d8 damage, etc.,). This additional damage follows the same rules for saving throws and spell resistance of the original spell. In addition, chaotic creatures suffer a –2 insight penalty to any saving throw involved with the spell. Lawful creatures gain a +2 insight bonus to their saving throw. A dictum lattice spell takes up a spell slot one level higher than the spell's actual level.

Divine Blessing [General]

Your dedication and reverence for your deity allows you to cast a single divine spell.

Prerequisites: 4+ ranks in Knowledge (religion), arcane spellcaster level 1st+.

Benefit: When you gain this feat, choose a single spell from the cleric or druid spell lists, whose level is up to one less than the highest level arcane spell level you may normally cast. Add this incantation to your spellbook or list of known spells. You may now prepare and cast it as an arcane spell.

Special: You may only ever choose this feat once. This feat blurs the lines between arcane and divine magic. If used carefully it can add a lot of dimension to a campaign, but DMs should handle this feat with care.

Divine Lattice [Metamagic]

By tying together living magic with your spells, you can increase their effect against the undead.

Benefit: An undead creature targeted with damage dealing spells suffer an additional 1d8 points of damage per spell level (a 3rd level spell deals an additional 3d8 damage, etc.). This additional damage follows the same rules for saving throws and spell resistance of the original spell. In addition, undead creatures suffer a –2 divine penalty to any saving throw involved with the spell. Non-undead creatures gain a +2 divine bonus to their saving throw. A divine lattice spell takes up a spell slot one level higher than the spell's actual level.

Divine Leadership [General]

In lieu of noble leadership, you have taken the role of spiritual leader.

Prerequisites: Cha 13+, Leadership, divine spellcaster level 7th+.

Benefit: Your Leadership score is increased by +2. In addition, the church has provided you with an additional cohort of the highest level you can command. He is a cleric of your faith, with the same domains and same weapon as your god. This cohort obeys the church first and you second. So long as your views are the same as the church, there is no problem.

Divine Ritual Mastery [General]

You are especially adept at casting divine rituals.

Prerequisites: Wis 17+, divine spellcaster level 9th+.

Benefit: Provides a +4 bonus to all skill checks for divine rituals.

Divine Sense [General]

You can sense the true nature of things.

Prerequisites: Wis 17+, divine spellcaster 7th+.

Benefit: By concentrating for one full round, you can cast *true seeing*, at will. However, this is not a perfect form of the spell. Instead, while concentrating, make a Spot check (DC 20). If successful, you can see things as they truly are for 1 minute, so long as you continue to concentrate. If you fail this check or lose concentration, you cannot try again for one full day.

The is considered the divine version of the spell.

Divine Weapon Mastery [General]

You have been blessed with the skill's of a true defender of your god.

Prerequisites: Str 13+, divine spellcaster level 12th+, access to the War domain.

Benefit: You gain Martial Weapon Proficiency with all martial weapons as a fighter and Weapon Focus in any three martial weapons of your choice.

Divine Wisdom [General]

You are blessed with insight from your deity.

Prerequisites: Divine spellcaster level 3rd+, access to Knowledge domain.

Benefit: Your Wisdom is permanently increased by 2 points.

Divinity's Aid [General]

Your healing powers can stop other from bleeding to death.

Prerequisites: Wis 15+, good alignment, divine spellcaster level 5th+.

Benefit: As a standard action you can automatically save the life of a dying creature. You must touch the dying creature for this feat to work, but once touched, the creature immediately stabilizes at their current hit points. You suffer 1 point of damage if the creature is a different alignment than you and 1d6 points of damage if the creature is of an opposite alignment.

Normal: A character can stabilize a dying creature as standard action, by making a Heal skill check (DC 15).

Divinity's Grace [General]

Your ability to spontaneously cast spells expands to fit your god's purview.

Prerequisites: Wis 15+, Cha 13+, divine spellcaster level 3rd+.

Benefit: When spontaneously casting a spell in place of a prepared spell of the same level or higher, you may cast a domain spell from one of your domain lists instead of casting a *cure* or *inflict* spell of the same level. The domain must be chosen at the time this feat is taken.

Normal: Good clerics spontaneously cast *cure* spells and evil clerics spontaneously cast *inflict* spells. Neutral clerics must choose at the time of character creation whether to spontaneously cast *cure* or *inflict* spells.

Special: You may gain this feat multiple times. Its effects do not stack. Each time this feat. Each time you take this feat, it applies to a new domain.

Divinity's Presence [General]

You tongue has been touched by the gods, giving your words the weight of divinity.

Prerequisites: Cha 13+, divine spellcaster 5th+.

Benefit: Once per day you gain a +4 divine bonus to your Charisma for one round per character level.

Dragonsmith [Item Creation]

You are a master of draconic anatomy and have acquired a comprehensive knowledge of the magical armor, weapons, and wondrous items that can be created from a dragon's remains.

Prerequisite: Any Item Creation feat, spellcaster level 3rd+.

Benefit: If you have access to a recently slain dragon, you can produce magical items for 25% less than the standard gp cost for creating the item. In addition, you gain a +2 competence bonus to any Craft checks necessary to complete the item. However, if a dragon is aware of your chosen craft, it immediately treats you as hostile.

Special: *Dragons* by Alderac Entertainment Group, Inc. details a great number of items and alchemical concoctions that can be created with dragon parts.

DUAL SPELLS [METAMAGIC]

You can cast two spells at once.

Prerequisite: Any two Metamagic feats.

Benefit: You may cast two spells in the same round. These spells are cast at half your normal caster level. For example, if a 10th-level wizard casts *magic missile* and *web* in the same round, he would be casting these spells as a 5th-level wizard. This half-level casting ability only affects numeric variables dependent on level for the spell, including what spell level is available for casting. A 10th-level wizard can normally cast up to 5th-level spells. When using this feat he would only be able to dual cast spells of up to half his normal caster level, 3rd-level spells.

DURABLE MAGIC [GENERAL]

Your spells are strong, and once cast resist attempts to be cancelled.

Prerequisite: Spellcaster level 5th+.

Benefit: When an opponent attempts to use *dispel magic* or *greater dispelling* against a spell you cast, including attempts to counterspell, you gain a +2 enhancement bonus to your effective caster level.

EERIE PRESENCE [GENERAL]

You have an air of strangeness around you that disquiets your opponents (and your friends).

Prerequisites: Cha 15+, 5+ ranks in Intimidate skill, spellcaster level 1st+.

Benefit: Anyone attacking you in melee combat, must succeed with a Will save (DC 10 + half your character level) or suffer a –1 morale penalty to his attack and damage rolls for the rest of the encounter.

This is considered a supernatural ability and does not affect aberrations, constructs, dragons, elementals, oozes, outsiders, plants, undead, vermin and creatures immune to fear effects.

Special: You also suffer a –2 penalty to any check that involves social interaction with non spellcasters.

ELDRITCH KNOT [GENERAL]

You have learned to braid spells from different schools of magic.

Prerequisite: Braid Spell.

Benefit: When braiding a spell, you may add any spell you know, from any school of magic, to the braid. The spell must still conform to the other requirements for the braid (such as targets, etc.). The DC of the spell is reduced by 1.

ELEMENTAL FOCUS [GENERAL]

You have learned how to cajole and skillfully manipulate the spirit of one of the elements.

Prerequisites: Cha 13+, ability to cast at least three spells of the appropriate elemental type.

Benefit: When the feat is chosen, select an energy type (acid, cold, electricity, fire or sonic). Add +2 to the Difficult Class for all saving throws against spells with the appropriate energy type.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take this feat, it applies to a new energy type.

ELEMENTAL INDEPENDENCE [METAMAGIC]

You can strip away the elemental aspects of magical spells you cast.

Prerequisites: 8+ ranks in Spellcraft skill, 8+ ranks in Knowledge (arcana).

Benefit: You can strip away the element type of damage dealing spells and replace them with pure magical force. This technique is useful for battling creatures with elemental immunity. An elemental independence spell uses up a spell slot two levels higher than the spell's actual level.

Special: If used in conjunction with Elemental Focus, the DC increase is lost.

ELEMENTAL LATTICE [METAMAGIC]

You can increase the damage your spells deal, by crossing them with elemental energy.

Prerequisite: Any two metamagic feats.

Benefit: You can enhance your damage dealing spells with elemental energy. Choose an energy type when preparing your spell (acid, cold, electricity, fire, or sonic). In addition to the spell's normal effect, you inflict an additional 1d8 points of damage of the chosen energy type per spell level (a 3rd level spell deals an additional 3d6 damage, etc.). This additional damage follows the same rules for saving throws and spell resistance of the original spell. An elemental lattice spell takes up a spell slot two levels higher than the spell's actual level.

EMPOWER SPELL [METAMAGIC]

Benefit: All variable, numeric effects of an empowered spell are increased by one-half. An empowered spell deals half again as much damage as normal, cures half again as many hit points, affects half again as many targets, etc., as appropriate. Saving throws and opposed rolls (such as the

one the character makes when the character casts dispel magic) are not affected. Spells without random variables are not affected. An empowered spell uses up a spell slot two levels higher than the spell's actual level.

EMPOWER UNDEAD [GENERAL]

The undead you create are resistant to turning.

Prerequisites: 12+ ranks in Knowledge (arcana) skill or 6+ ranks in Knowledge (necromancy) skill, Augment Undead, spellcaster level 9th+.

Benefit: Undead you summon (in conjunction with an animation of creation spell) gain Turn Resistance equal to your Intelligence bonus (if any).

EMPOWERED BLOOD [METAMAGIC]

You magic can be fueled with your own blood, increasing its potency.

Prerequisites: Cleric, druid, sorcerer or wizard level 1st+.

Benefit: Prior to casting a spell, you may wound yourself to feed the magical energies you unleash. You may suffer 3 points of damage (which cannot be prevented in any way) to generate one of the following effects.

- The target's spell resistance is reduced by two.
- The spell DC is increased by 2.
- The spell deals +1 damage.

You may deal damage to your target in multiples of 3 to generate these effects, up to a number of times equal to 1 + your Constitution bonus (if any).

Special: A spell need not be prepared ahead of time as an empowered blood spell in order to take advantage of this feat.

ENCOMPASS SPELL [METAMAGIC]

You can make a spell encompass a much larger area than normal.

Prerequisites: Enlarge Spell, Grow Spell.

Benefit: An encompassed spell triples its area of effect. A spell whose area of effect is determined by its range, or whose target is a personal or a single creature are not affected. An encompassed spell uses up a spell slot one level higher than the spell's actual level.

ENDURING SPELL [METAMAGIC]

You can cast spells that last much longer than normal-.

Prerequisites: Extend Spell, Grow Spell.

Benefit: An enduring spell lasts exponentially longer than normal. The unit of time used to measure the spells duration, progresses by one unit. The increments of units are as follows — round, minute, 10 minutes, hour, day, week, month, year, decade and century. A spell cannot be extended beyond 100 years with this feat, no matter the source. Spells with a concentration, instantaneous or permanent duration are not affected by this feat. An enduring spell used up a slot two levels higher than the spell's actual level.

ENEMY FOCUS [GENERAL]

Your spells are deadly against a particular race or monster type.

Prerequisites: 4+ ranks in Knowledge (arcana), 4+ ranks in Spellcraft skill, spellcaster level 3rd+.

Benefit: Select any monster type from this list: aberrations, animals, beasts, constructs, dragons, elementals, fey, giants, humanoids, magical beasts, oozes, outsiders, plants, shapechangers, undead or vermin. If you select humanoids or outsiders, you must select a specific creature type from those categories, just as a ranger chooses a favored enemy.

Add +2 to the DC for all saving throws against spell targeting this chosen enemy. You also gain a +2 bonus to caster level checks to beat the spell resistance of the creature type in question.

Special: You can gain this feat multiple times. The effects do not stack. Each time you take the feat, it applies to a new monster type.

ENHANCED TURNING [GENERAL]

You are blessed by your god to destroy undead.

Prerequisites: Cha 13+, Extra Turning.

Benefit: You roll 3d6 + your cleric level + Charisma modifier when determining turning damage.

Normal: Without this feat, a cleric rolls 2d6 + cleric level + Charisma modifier when determining turning damage.

ENLARGE SPELL [METAMAGIC]

Benefit: An enlarged spell has its range doubled. Spells whose ranges are not defined by distance do not have their ranges increased. A spell whose area or effect is determined by its range has the dimensions of its area or effect increased proportionally. An enlarged spell uses up a spell slot one level higher than the spell's actual level.

ENLARGED FAMILIAR [GENERAL]

Your familiar is unusually large and powerful for its type.

Prerequisites: Familiar or spirit familiar, spellcaster level 5th+.

Benefit: Your familiar is one size category larger than normal. Using the rules in the Monster Manual for Hit Dice and Size advancement, increase its Strength, Constitution, natural armor, and damage. Decrease its Dexterity, AC bonus and attack bonus.

ERASE MEMORY [METAMAGIC]

You may unlearn what you have learned.

Prerequisites: Arcane spellcaster level 1st+, Wis 13+.

Benefit: You can free (unlearn) a number of spell slot equal to your Wisdom bonus that are filled with a learned spell.

Special: You can gain this feat multiple times. The effects do not stack. Each time you take the feat, you may unlearn another spell, freeing those spell slots.

ESSENCE MASTERY [METAMAGIC]

You have mastered the art of spell study and casting, learning whatever you can and making it your own.

Prerequisites: No ability score below 10, 15+ ranks in Knowledge (arcana) skill, 8+ ranks in Knowledge (nature), 8+ ranks in Knowledge (religion), 15+ ranks in Spellcraft skill, any three metamagic feats, non-specialist wizard only.

Benefit: When learning a new spell, you may draw from any spell list, arcane, divine, or otherwise. No spell is beyond your abilities, so long as you have access to the scroll or spellbook. In the case of divine spells, a cleric or similar caster must transcribe the spell for you to learn from. If a spell is available to more than one spellcasting class, you may now learn it at the lowest level (with the exception of domain levels).

Special: The DM must approve any character taking this feat. Because of the tendency to violate the tenets of arcane and divine magic, this is a *very* powerful feat and should be taken with care.

EXAGGERATE SPELL [METAMAGIC]

Your spells are louder, bigger, and more damaging.

Benefit: All variable, numeric effects of an exaggerated spell are increased by 3 points per die. An exaggerated spell deals 3 extra points of damage, heals 3 extra damage, or targets 3 additional subjects. For example, an exaggerated shocking grasp deals 1d8+6 when cast by a 3rd level spell caster. Saving throws and opposed rolls, such as those made when casting dispel magic, are not affected. Spells without random variables are not affected either. An exaggerated spell uses up a spell slot two levels higher than the spell's actual level.

THE EXIT [GENERAL]

Your god watches over you and protects you from harm.

Prerequisites: Divine spellcaster level 15th+, must have access to Trickery domain.

Benefit: Once per session, you may call upon the favor of your god to *teleport* you from harm (without error). Most often this is a shrine or temple to your deity. However, your deity will move you the shortest distance possible and only when you are threatened. The effect of this feat cannot be stopped by anything except a *dimensional anchor.*

EXPAND SPELL [METAMAGIC]

You can expand the perimeters of a spell.

Prerequisites: Enlarge Spell, Encompass Spell, Grow Spell.

Benefit: An expanded spell's area of effect increases to 1 mile. A spell whose area of effect is determined by its range, or whose target is a personal or a single creature are not affected. An expanded spell uses up a spell slot four level higher than the spell's actual level.

EXPERT SPECIALIST [GENERAL]

Your specialized spells last longer than normal.

Prerequisites: Wizard specialist level 13th+, Improved Specialist, Specialist.

Benefit: All of your 5th and 6th level spells from your chosen specialist school have their duration doubled.

EXTEND SPELL [METAMAGIC]

Benefit: An extended spell lasts twice as long as normal. Spells with a concentration, instantaneous, or permanent duration are not affected by this feat. An extended spell uses up a spell slot one level higher than the spell's actual level.

EXTRA FAMILIAR [GENERAL]

You have an additional familiar.

Prerequisites: Familiar or Spirit Familiar, spellcaster level 5th+.

Benefit: You gain an additional familiar of the type appropriate for your class (animal familiar or spirit familiar). This familiar may be the same type as your first or different.

Special: You can gain this feat multiple times. Each time you may choose another familiar.

Any familiar feats you have, apply to all your familiars.

EXTRA SPELL [GENERAL]

Your meditation and study have advanced your mind to such a degree that you can learn more magic.

Prerequisites: Int 13+, Wis 13+, Wizard level 3rd+.

Benefit: You can prepare one (and only one) extra spell of any level you can currently cast.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, you may prepare an additional spell per day, however, never more than one spell of the same level. A 9th level wizard, with Extra Spell ×3, could prepare an extra 5th, 4th, and 3rd level spell, but not 3 5th or 2 5th and a 4th.

EXTRA TURNING [GENERAL]

You can turn undead four more times per day than normal.

Prerequisite: Ability to Turn Undead

Benefit: Allows you to turn undead four more times per day than normal.

Special: You can take this feat multiple times, gaining four extra daily turning attempts each time.

Eyes of the Gods [General]

Your faith allows you to spot undead without fail.

Prerequisites: Wis 13+, cleric or paladin level 3rd+.

Benefit: You may use divination spells, such as *detect undead* or *true seeing*, to detect resurrected or reincarnated characters.

False Prophet [General]

You are not the typical adherent of your faith.

Prerequisites: Wis 13+, cleric level 1st+.

Benefit: When spontaneously casting a spell in place of a prepared spell of the same level or higher, you may cast either *cure* or *inflict* spells.

Normal: Good clerics spontaneously cast *cure* spells and evil clerics spontaneously cast *inflict* spells. Neutral clerics must choose at the time of character creation whether to spontaneously cast *cure* or *inflict* spells.

Fatal Curse [Metamagic]

Your willful nature allows you to cast one last spell before…

Prerequisites: Con 13+, 6+ ranks in Spellcraft skill, 6+ ranks in Concentration skill, Combat Casting.

Benefit: Once per day, if your hit point total ever reaches –1 or lower (but not –10), you may make a Concentration check (DC 20 + spell level) to cast one last spell before slipping into unconsciousness. The spell cannot have a casting time longer than 1 action and whether or not the Concentration check is successful, the spell slot is spent and you suffer an additional point of damage from the strain.

Fearful Gaze [Metamagic]

You can fix your gaze on someone, rooting them with fear.

Prerequisites: Cha 13+, 6+ ranks in Intimidate skill.

Benefit: As a full round action, you may stare down any opponent that can see you. On a successful Intimidate check, the target is affected by fear as per the spell *cause fear*. A single opponent cannot be affected by this ability more than once per day. The Will save DC is equal to the Intimidate check total.

Special: Creatures with more Hit Dice than you, or with more than 6 Hit Dice are immune to this effect.

Fist of the Gods [General]

The holy force of the gods flows through you, touching you as a true warrior of the faith.

Prerequisites: Wis 13+, Eyes of the Gods, cleric or paladin level 3rd+.

Benefit: You may turn or rebuke resurrected and reincarnated characters as undead.

Special: Paladins may use their smite ability against the same targets.

Flame Lattice [Metamagic]

You can increase the damage your spells deal, by crossing them with fire energy.

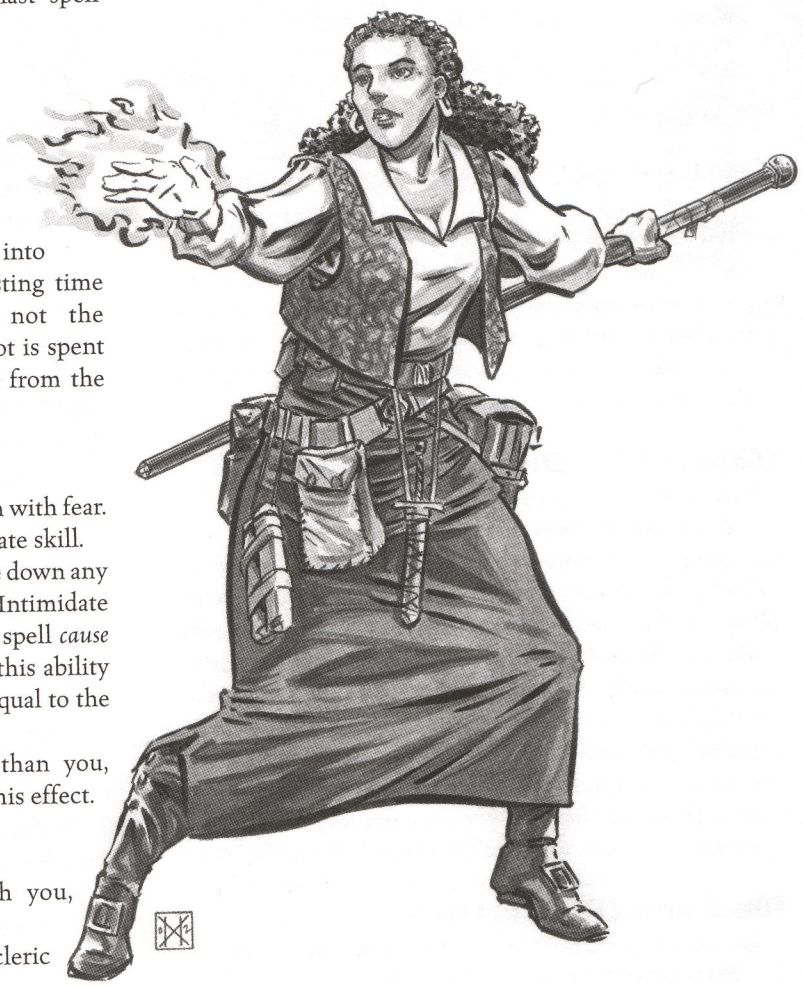
Prerequisite: Any two metamagic feats.

Benefit: You can enhance your damage dealing spells with fire energy. In addition to the spell's normal effect, you inflict an additional 1d6 points of fire damage of the chosen energy type per spell level (a 3rd level spell deals an additional 3d6 damage, etc.). This additional damage follows the same rules for saving throws and spell resistance of the original spell. A flame lattice spell takes up a spell slot one level higher than the spell's actual level.

Focused Spell [Metamagic]

You can eliminate all extraneous effects from your spells, leaving only pure arcane power.

Prerequisites: Any five metamagic feats.



Benefit: As a full round action, you may convert the magic of any prepared spell (casting time 1 action or less) to pure arcane power. The spell converts to the spell listed below and deals damage according to the level of the spell being perverted. All information not listed below is drawn from the original spell.

Arcane Power
Universal
Level: Original spell
Components: Original spell
Casting Time: 1 full round
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: Instantaneous
Saving Throw: Ref half
Spell Resistance: Yes

A blast of arcane magic erupts from your hand, dealing damage to any single creature within range. Based on the level of spell channeled in this manner, your arcane energies deal damage in the following manner.

Spell Level	Spell Effect
0-level	1 point/2 caster levels
1st-level	1 point/caster level
2nd-level	1d3 point/caster level
3rd-level	1d4 points/caster level
4th-level	1d6 points/caster level
5th-level	1d8 points/caster level
6th-level	1d8+2 points/caster level
7th-level	1d10 points/caster level
8th-level	1d10+3 points/caster level
9th-level	1d12+3 points/caster level

A focused spell uses up a standard spell. You may use this feat a number of times per day equal to the ability bonus relevant to your spellcasting ability (sorcerers use Charisma, wizards use Intelligence, so on.)

FORGE BOND [ITEM CREATION]

You can bond with any friendly animal companion.

Prerequisite: 4+ ranks in Animal Empathy skill.

Benefit: So long as you have only befriended one animal — either through the spell *animal friendship*, a successful animal empathy check, a druid or ranger class ability, and so on — you treat that animal as a familiar, gaining all the benefits of a sorcerer of your character level. You may not befriend another animal without a spell effect so long as this bond exists.

You do not suffer the negative effects of losing the animal as a familiar, but you may not forge a bond with another animal in this manner for another year.

FORGE RING [ITEM CREATION]

You can forge rings, imbuing them with magical energy.

Prerequisite: Spellcaster level 12th+.

Benefit: You can create any ring whose prerequisites you meet. Crafting a ring takes 1 day for each 1,000 gp in its base price. To craft a ring, you must spend 1/25 of its base price in XP and use up raw materials costing half of its base price.

You can also mend a broken ring if it is a ring that you could make. Doing so costs half the XP, half the raw materials, and half the time it would take to craft that ring in the first place.

Some magic rings incur extra costs in material components or XP as noted in their descriptions.

GHOST MAGIC [METAMAGIC]

The spirit realm is able to work its magic in the material world.

Prerequisites: Wis 15+, any metamagic feat.

Benefit: Your magic exists on two planes, both the prime material world and the ethereal plane. All of your spells benefit from this ability and strike unerringly on both planes. Against incorporeal creatures, the miss chance is negated. A grown spell uses up a spell slot one level higher than the spell's actual level.

Normal: Spells only affect targets in the same plane as the caster. Force spells affect both the material and the ethereal plane and gain no extra benefit from this feat.

GROW SPELL [METAMAGIC]

Your spells can affect a greater number of targets.

Prerequisite: Enlarge Spell.

Benefit: A grown spell affects one and half more targets than normal, so long as they fit within the area of effect. Spells with a personal effect or that target only a single creature are not affected. A grown spell uses up a spell slot two levels higher than the spell's actual level.

HAND OF JUSTICE [GENERAL]

You are an important leader of the church and an archon of justice.

Prerequisites: Cha 13+, 6+ ranks in Diplomacy skill, 10+ ranks in Knowledge (religion) skill, Leadership, divine spellcaster level 13th+ or paladin level 13th+.

Benefit: You are among the highest ranking of clerics. A number of benefits come from this station. You gain a +2 divine bonus to Charisma. So long as you hold this station, the benefit remains.

You gain the paladin ability to smite once per day. However, this smite can be delivered to anyone that is not from your alignment or who have violated the tenets of the church.

You gain one additional domain, spell per day, of any level that you can cast. In addition, choose one permutation of detect chaos/evil/good/law. A servant of a true neutral god may choose two. You may now cast this spell at will.

Lastly, when casting inflict spells increase the damage dealt by your Strength bonus (if any) and when casting cure spells increase the damage healed by your Charisma bonus (if any). Your Strength bonus and Charisma bonus may exceed the normal maximum of the spell.

Special: Each church has its own rituals and rites regarding the archon of justice. You and the DM should work out the specific requirements (go on a quest, endure a week without food, etc.,). In addition, some churches have only one archon and someday someone is going to want your job.

The archon of justice has many mundane responsibilities as well, from overseeing festivals and religious celebrations to maintaining the records, churches and shrines of his faith. The archon is responsible primarily to his faith and god.

The smite ability granted by this feat stacks with the paladin ability to smite.

HEIGHTEN SPELL [METAMAGIC]

Benefit: A heightened spell has a higher spell level than normal (up to 9th level). Unlike other metamagic feats, Heighten Spell actually increases the effective level of the spell that it modifies. All effects dependent on spell level (such as saving throw DCs and ability to penetrate a minor globe of invulnerability) are calculated according to the heightened level. The heightened spell is as difficult to prepare and cast as a spell of its effective level.

HIDE SPELL [METAMAGIC]

Your spells are difficult to notice, even baffling other spellcasters.

Prerequisites: Silent Spell, Still Spell.

Benefit: A hidden spell is difficult to discern. Increase the DC of any Spellcraft check to identify the spell by 10. In addition, it is harder to dispel a hidden spell. Increase the DC of dispelling a hidden spell by 5. A hidden spell uses up a spell slot one level higher than the spell's actual level.

HIGH MAGIC [METAMAGIC]

You have learned the secrets of elven High Magic.

Prerequisites: 10+ranks in Spellcraft skill, spellcaster level 9th+.

Benefit: You can suffer a temporary point of Constitution damage in place of "spending" one higher level slot to power spells cast with a metamagic feat. Constitution points lost in this manner cannot be regained by magical means; only rest brings them back. In addition, the Constitution damage cannot be restored until the spells that cause them have been cast or unlearned.

HOLY LATTICE [METAMAGIC]

By blessing your spells with holy energy, you increase their potency against evil.

Prerequisite: Any two metamagic feats.

Benefit: An evil creature targeted with damage dealing spells suffer an additional 1d8 points of damage per spell level (a 3rd level spell deals an additional 3d8 damage, etc.). This additional damage follows the same rules for saving throws and spell resistance of the original spell. In addition, evil creatures suffer a –2 sacred penalty to any saving throw involved with the spell. Good creatures gain a +2 sacred bonus to their saving throw. A holy lattice spell takes up a spell slot one level higher than the spell's actual level.

HOLY SMITE [GENERAL]

You forge a link to the victims you slay, knowing if they ever return.

Prerequisites: Wis 13+, divine spellcaster level 7th+.

Benefit: Any creature that you reduce to –10 hp or below and is then later raised, resurrected, reincarnated, or brought back as undead, becomes known to you. This works exactly like the spell *locate creature*, except there is no range limit and the spell is always active.

HOLY WEAPON OF POWER [GENERAL]

Your god's power flows through your arm, turning your weapon into a tool of good.

Prerequisites: Str 13+, Cleave, Power Attack, must be evil alignment, divine spellcaster level 9th+.

Benefit: While wielding a weapon of the same type as your deity's favored weapon, it gains +1 and the special magical ability *holy*. These abilities stack with any magical abilities of the weapon, but the weapon must at least be masterwork to gain this power.

ICE LATTICE [METAMAGIC]

You can increase the damage your spells deal, by crossing them with cold energy.

Prerequisite: Any two metamagic feats.

Benefit: You can enhance your damage dealing spells with cold energy. In addition to the spell's normal effect, you inflict an additional 1d6 points of cold damage of the chosen energy type per spell level (a 3rd level spell deals an additional 3d6 damage, etc.,). This additional damage follows the same rules for saving throws and spell resistance of the original spell. An ice lattice spell takes up a spell slot one level higher than the spell's actual level.

IDENTIFY ELIXIR [METAMAGIC]

You may identify potions without fail.

Prerequisites: 8+ ranks in Alchemy skill, Brew Potion, any metamagic feat.

Benefit: You can accurately identify the contents of any magical or non-magical elixir, poison, potion, or other alchemical substance. This feat works in all ways like the *identify* spell, but only requires 1 hour of time to activate.

Normal: Without this feat it is necessary to have the Alchemy skill in order to identify a potion.

IDENTIFY ITEM [METAMAGIC]

You may identify magic items without fail, drawing upon your understanding of magic.

Prerequisites: Int 17+, Wis 15+, 12+ ranks in Spellcraft, any three metamagic feats.

Benefit: You may cast the spell *identify* at will. In addition, the casting time for the spell is cut in half and the material component cost is waived.

IMBUE WEAPON [METAMAGIC]

You may transfer the power of your touch spells through a melee weapon.

Prerequisites: Weapon Focus (any), base attack bonus +3 or higher, spellcaster level 1st+.

Benefit: When casting a spell with a range of touch, you may instead cast it through a melee weapon to deliver the spell effect. The effect is instantaneous allowing you to cast the spell and attack in the same round. If the attack hits, you deal normal damage *and* the spell effect. If you miss, compare your attack result to your opponent's touch armor class. If you hit their touch AC, the effect is triggered, but weapon damage is not. This feat only works on spells that require you to physically touch a target, not ones that require a ranged touch attack.

An imbued weapon spell used up a spell slot one level higher than the spell's actual level.

IMPROVED ARCANE SENSITIVITY [GENERAL]

Not only can you sense magic, but you unearth important information about magic items.

Prerequisite: 8+ ranks in Use Magic Device skill, Arcane Sensitivity.

Benefit: While holding an item you know to be magical, you may grap the item and concentrate. After one minute, make a Use Magic Device check (DC 25). If you succeed, you learn the command word required to activate the item.

IMPROVED DISPEL [GENERAL]

You can dispel magical effects easily.

Prerequisites: Con 13+, ability to cast *dispel magic* or *greater dispelling*.

Benefit: You gain a +2 competence bonus on caster level checks made to dispel a magical effect. This bonus applies only when casting a spell such as *dispel magic* or *greater dispelling*. It does not affect dispel checks made with items or means other than your own spells. The bonus applies to checks made to counter a spell using *dispel magic* or similar spells.

IMPROVED FAMILIAR [GENERAL]

Your familiar is unusual.

Prerequisites: Con 13+, familiar or spirit familiar, spellcaster level 7th+.

Benefit: You may choose a familiar from a family of animals much larger than most. Using the standard rules for familiars, choose an animal listed below, and consult the special abilities of common Medium-size familiars.

Table 4–3: Improved Familiar

Familiar	Special
Bear, black	Master gains a +2 bonus on Wilderness Lore checks
Boar	Master gains a +2 bonus on Fortitude saves
Cheetah	Master gains +10 ft. movement once per day for 3 rounds
Crocodile	Master gains a +2 bonus on Hide checks
Dog	Master gains a +2 bonus on Sense Motive checks
Horse	Master gains +2 Strength for determining encumbrance, Endurance feat
Leopard	Master gains a +2 bonus on Hide checks
Lizard, giant	Master gains a +2 bonus on Reflex saves
Monkey	Gains Weapon Finesse with a Tiny weapon
Porpoise	Master gains a +2 bonus on Swim checks
Snake, constrictor	Master gains a +2 bonus on Climb checks
Wolf	Master gains a +2 bonus on Listen checks
Wolverine	Master gains a +2 bonus on Fortitude saves

Special: You gain this familiar in place of your old familiar, not in addition too. The spellcaster must sever the tie with his previous familiar before gaining a new one.

IMPROVED ILLUSION [GENERAL]

Your illusions appear solid and perfect, distracting even the hardiest opponents.

Prerequisites: Spell Focus (illusion), arcane spellcaster level 7th+.

Benefit: Your illusions are so real that when positioned on the opposite side of a target, the target is considered flanked, losing his Dexterity bonus to AC and gaining you or an ally a +2 bonus to the attack roll.

If the target succeeds at a Willpower save against the illusion, this feat has no effect.

Improved Imbue Weapon [Metamagic]

You may now transfer the power of your touch spells through any item of your choice.

Prerequisite: Imbue Weapon.

Benefit: When casting a spell with a range of touch, you may instead cast it through a ranged weapon to deliver the spell effect. The effect is instantaneous allowing you to cast the spell and attack in the same round. If the attack hits, you deal normal damage *and* the spell effect. If you miss, compare your attack result to your opponent's touch armor class. If you hit their touch AC, the effect is triggered, but weapon damage is not. This feat only works on spells that require you to physically touch a target, not ones that require a ranged touch attack and it is only effective up to 30 ft.

An imbued weapon spell used up a spell slot one level higher than the spell's actual level.

Improved Specialist [General]

Your specialized spells last longer than normal.

Prerequisites: Wizard specialist level 9th+.

Benefit: All of your 3rd and 4th level spells from your chosen specialist school have their duration doubled.

Improvise Counterspell [Metamagic]

You may counterspell your opponent's magic, even if you cannot cast the spell you are trying to counter.

Prerequisite: Ability to cast arcane spells without preparation.

Benefit: You may counterspell a spell without casting your opponent's chosen spell. Once you have successfully identified your opponent's spell (Spellcraft check, DC 15 + spell's level) you may counterspell the effect, by casting any spell that is at least two levels higher than your opponent's spell.

Normal: A character may only counter spell being cast by casting the correct spell.

Increased Arcane Affinity [Metamagic]

You are attuned to your own magic spells so well you can prepare them with little rest.

Prerequisites: Wis 15+, Arcane Affinity, wizard only.

Benefit: You only need 6 hours of rest each day before preparing spells from your spellbook. In addition, you can abandon a previously prepared spell and replace it with a new one (of the same level). This process takes 15 minutes for 0-level spells and 30 minutes for all other spells.

Normal: A character needs a clear mind and 8 hours of rest to prepare her spells. Once prepared, his spells cannot be changed with another 8 hours of rest.

Inner Peace [General]

You can meditate in the middle of the day, regaining one lost spell slot.

Prerequisites: Wis 15+, any metamagic feat, arcane spellcaster level 5th+.

Benefit: By spending 1 hour in quiet contemplation, without interruption, you may regain 1 lost spell slot from the day. Choose a previously cast spell from your list of known spells. That spell is "refreshed" and considered prepared. You may use this ability a number of times per day equal to your Wisdom bonus.

Instill Faith [General]

You have religious zeal that cannot be easily sedated. People follow your word as if the heavens were talking directly through you.

Prerequisites: Wis 13+, Cha 15+, 4+ ranks in Knowledge (religion) skill, divine spellcaster level 3rd+.

Benefit: All of your enchantment spells have their duration increased by 50%.

Intensify Poison [Metamagic]

You can imbue poisons with minor threads of magic, escalating its virulence. Some of your spells impart more dangers onto the poison, making you a deadly adversary.

Prerequisites: Wis 15+, 8+ ranks in Alchemy, 8+ ranks in Craft (poison), Brew Potion, spellcaster level 7th+.

Benefit: You can distill magical energy into a poison, increasing its intensity, extending its life, and altering its function. Any prepared spell can be cast to intensify the poison and its very common for advanced alchemists to hide potent curses with illusion spells.

The level of spell used to intensify the poison, determines the longevity and potency of the poison. First, the spell level increases the DC of the poison save by the level of the spell. For instance, a 3rd-level spell used to imbue a bloodroot poison, increase the save DC by 3 to 15.

Secondly, for every 3 full levels of the spell, the poison lasts for an additional minute, dealing the secondary damage again, each minute thereafter. If the secondary damage is 0, the drinker suffers the primary damage.

Third, just as brew potion, you must expend gold and XP to intensify the poison.

Lastly, the college of magic that is used to intensify the poison effects the poison in various ways. The chart below shows the effect based on the college.

Table 4–4: Intensify Poison

College	Effect
Abjuration	Allows poison a saving throw against spells like *neutralize poison*.
Conjuration	The poison renders the drinker immobile for a number of hours equal to the spell level.
Divination	The drinker of the poison must make a Willpower save against the poison DC, or lose one important memory. This is a effectively a –1 penalty to Intelligence.
Enchantment	That consumes the poison must make a Fort save against the poison DC. Failure means the drinker grows boils, cysts, pustules or some other physical deformity, effectively suffering a –4 penalty to his Charisma.
Evocation	Doubles the damage of poison.
Illusion	Hides the fact that its a poison. *Detect magic* fails against this spell.
Necromancy	Drinker loses XP equal to 100 times the level of the spell.
Transmutation	Duplicate any ability above. However transmutation magic increases the save DC of the poison at ½ the potency of other spells.

Light Lattice [Metamagic]

By layering light magic into your spells, you can increase their visual effect and illumination.

Prerequisite: Any two metamagic feats.

Benefit: A light lattice spell illuminates in every direction, filling the area of effect with *daylight*, per the spell, enhancing the spell's effect. The *daylight* persists as long as the original spell persists. Spells with a concentration, instantaneous or permanent duration or those lacking an area of effect are not affected by this feat. A light lattice spell uses up a slot one level higher than the spell's actual level.

Lightning Lattice [Metamagic]

You can increase the damage your spells deal, by crossing them with electrical energy.

Prerequisite: Any two metamagic feats.

Benefit: You can enhance your damage dealing spells with electrical energy. In addition to the spell's normal effect, you inflict an additional 1d6 points of electricity damage of the chosen energy type per spell level (a 3rd level spell deals an additional 3d6 damage, etc.). This additional damage follows the same rules for saving throws and spell resistance of the original spell. An lightning lattice spell takes up a spell slot one level higher than the spell's actual level.

Machine Mastery [General]

Your magic is crossed with energy derived from your knowledge of artificial and arcane intelligence, allowing you to affect them with enchantment spells.

Prerequisites: Spell Focus (enchantment), arcane spellcaster level 7th+.

Benefit: You ignore a construct's immunity to mind-influencing effects with enchantment spells you cast. Constructs are still immune to mind-influencing effects caused by magic items or special abilities you wield.

Normal: Constructs are immune to mind-influencing effects, poisons, disease and similar effects.

Magical Training [General]

You have been trained to master lesser elements of magic, freeing your mind for more advanced spells.

Prerequisites: Int 13+, wizard level 1st+.

Benefit: Select three 0-level arcane spells. These spells are chosen when this feat is taken and cannot be changed. You may cast these spells once per day, as a 1st level wizard. However, you do not spend time preparing them.

Special: This feat can only be chosen at 1st level.

The Maker's Choice [General]

Your god has blessed you with the tools to defeat your enemies.

Prerequisite: Divine spellcaster level 15th+.

Benefit: When this feat is gained, choose a special ability from the list below.

Table 4–5: Maker's Choice

Special Ability	Class
Animal companion	Druid
Aura of courage	Paladin
Bardic knowledge	Bard
Damage reduction 2/–	Barbarian
Divine grace	Paladin
Divine health	Paladin
Evasion	Rogue
Favored enemy	Ranger
Nature sense	Druid
Rage 1/day	Barbarian
Smite evil	Paladin
Sneak attack +2d6	Rogue
Trackless step	Druid
Uncanny dodge (Can't be flanked)	Barbarian
Uncanny dodge (Dex bonus to AC)	Barbarian
Venom immunity	Druid
Weapon specialization	Fighter
Woodland stride	Druid

You gain access to this ability as though you were a member of the class from which it stems.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take this feat, choose a new special ability.

Mask Signature [Metamagic]

You can mask your magical signature, removing any notable features you do not discern.

Prerequisites: Any three metamagic feats.

Benefit: A masked spell removes any one aspect to a spell, such as evil, chaotic, fire, light, mind-affecting, and so on. By removing this signature, the spell can now bypass the defenses of certain monsters. For example, a masked *cone of cold* spell cast on a nightshade by a 14th level wizard deals 14d6 damage that cannot be blocked by the nightshade's cold resistance. A masked spell takes up a spell slot one level higher than the spell's actual level.

Master of Undeath [General]

You have a greater command of undead than other clerics.

Prerequisites: Cha 15+, Extra Turning.

Benefit: You are considered 2 levels higher than your actual level when attempting to bolster, command, or rebuke undead.

Master's Wisdom [General]

You can draw upon your sacred nature to inspire those who follow you.

Prerequisites: Cha 13+, Leadership, divine spellcaster 5th+.

Benefit: You can share your wisdom and knowledge with those who serve you. So long as you have 4 or more ranks in a skill, your followers gain a +1 divine bonus with that skill, whether they are skilled with it or not.

Special: If you have a score of 15 or more in the appropriate ability, you confer an additional +1 on your followers when using that skill.

Masters of the Past [Metamagic]

Your spells are more effective against specific targets.

Prerequisites: Wis 13+, necromancy specialist level 3rd+.

Benefit: Add +2 to the DC for all saving throws against spells cast against ancestors, ghosts, incorporeal creatures, or spirits.

Material Sacrifice [General]

By sacrificing valuable material components while preparing a spell, your metamagic feats are more powerful.

Prerequisites: Any two metamagic feats, spellcaster level 7th+.

Benefit: For every 500 gp worth of gold, precious gems, etc., that you use when preparing your spells, reduce the level cost of any metamagic feats associated with the spell by 1. You may not reduce the level cost imposed by a metamagic feat below 0. Material components used in this manner are consumed when you prepare the spell.

Maximize Spell [Metamagic]

Benefit: All variable, numeric effects of a maximized spell are maximized. A maximized spell deals maximum damage, cures the maximum number of hit points, affects the maximum number of targets, etc., as appropriate. Spells without random variables are not affected. A maximized spell uses up a spell slot three levels higher than the spell's actual level.

An empowered, maximized spell gains the separate benefits of each feat: the maximum result plus one-half the normally rolled result.

Might Makes Right [General]

All those under you believe in your cause.

Prerequisites: Str 15+, Cha 15+, Inspire Loyalty, Leadership, divine spellcaster level 7th+

Benefit: Followers under your command gain a divine bonus to all skill checks, saving throws, attack rolls, and weapon damage rolls equal to your Wisdom bonus (if any).

Ministry Guild [General]

You posses an important rank in your church, commanding respect from your peers.

Prerequisites: Cha 13+, divine spellcaster 5th+.

Benefit: As you rise in rank in your church hierarchy, you gain prestige amongst your constituents, which appeals to you. You gain a +3 bonus to Gather Information checks and Intimidate checks when dealing with humanoids with less Hit Dice than you.

Special: You can gain this feat multiple times. Its effects stack.

Minor Magic Mastery [General]

Your mastery over weaker magic, allows you control and power unknown to others.

Prerequisites: Int 13+, Minor Magic Specialization (any), Spell Focus (any), spellcaster level 12th+.

Benefit: When this feat is taken, choose a college of magic. You get an additional +4 to the Difficulty Class for all saving throws from the school of magic you select to focus on, up to 5th level. As a result of taking this feat, you may never gain access to 8th level spells.

This bonus stacks with the bonus from Minor Magic Specialization and Spell Focus.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take this feat, it applies to a new school of magic.

Minor Magic Specialization [General]

Your power over weaker forms of magic, allows greater control and power.

Prerequisites: Int 13+, Spell Focus (any), spellcaster level 9th+.

Benefit: When this feat is taken, choose a college of magic. You get an additional +3 to the Difficulty Class for all saving throws from the school of magic you select to focus on, up to 4th level. As a result of taking this feat, you may never gain access to 9th level spells.
This bonus stacks with the bonus from Spell Focus.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take this feat, it applies to a new school of magic.

MIRRORSIGHT [METAMAGIC]

You have tapped into a source of divination that few understand.

Prerequisites: Wis 13+, 6+ ranks in Scry skill, Craft Wondrous Item, divination specialist level 3rd+.

Benefit: So long as you possess a *blessed mirror*, you may cast *scrying* as a 2nd level spell. The *blessed mirror* must be crafted by you and attuned to your mind. It takes 5 days, 200 XP, and 2,500 gp to craft.

When using the *blessed mirror*, you gain a +3 enhancement bonus to your scry checks.

MYSTIC BLOODHOUND [GENERAL]

By studying the arcane patterns magic, you know the location of the spellcaster and gain a better understanding of resisting its effects.

Prerequisites: 6+ ranks in Spellcraft, Spell Focus (divination), arcane spellcaster level 3rd+.

Benefit: When affected by a spell, you may choose to automatically fail your saving throw (if any) in order to gain new insight into the spell. In return, you gain several advantages. You receive a +2 bonus to all saving throws against that spellcaster's spells. In addition, you gain a +1 bonus to all saving throws against that specific spell, no matter who casts it.

You also gain an intuitive sense of the spellcaster's magic, allowing you to determine his general direction and distance relative to your current location. Your target's distance is defined either as Close, Medium, Long, up to a mile away, up to 10 miles away, over 10 miles away. You are considered to have the Track feat in relation to the caster. So long as that caster lives, you can track him anywhere.

Only one spellcaster may be the target of this feat at any one time, although the spells you gain a +1 bonus against never change. Should you choose to fail a saving throw against a new spellcaster, you lose the previous benefit and target your bonuses and Track ability to the new caster.

You can only use this feat when you elect to fail a save against a spell. For instance, you would not be able to activate it against a sorcerer who hit you with a *magic missile*, as that spell does not allow a save.

MYSTIC ENDURANCE [GENERAL]

Your power over the arcane, increases your resolve.

Prerequisites: Toughness, arcane spellcaster level 5th+.

Benefit: As a standard action, you may cast any prepared transmutation spell. The spell's normal effect does not trigger, but the spell is still spent. You gain a +1 enhancement bonus to your Constitution score for every level of the spent spell. The effect lasts for 1 minute per caster level. If you cast a 5th level or higher spell in this manner, you also gain immunity to poison for the duration of this effect. Lastly, if you cast a 9th level spell in this manner, you gain immunity to death magic and ability score drains.

MYSTIC FORCE [GENERAL]

Your power over the arcane, increases your ability to penetrate an enemies resistance.

Prerequisites: Str 13+, arcane spellcaster level 5th+.

Benefit: As a standard action, you may cast any prepared evocation spell. The spell's normal effect does not trigger, but the spell is still spent. You gain a +1 enhancement bonus to the next check you make to beat a creature's spell resistance for every level of the spent spell. The effect lasts for 1 minute per caster level, allowing you wait for the right moment to strike.

MYSTIC PRESENCE [GENERAL]

Your power over the arcane, enhances your charismatic nature.

Prerequisites: Cha 13+, arcane spellcaster level 5th+.

Benefit: As a standard action, you may cast any prepared enchantment spell. The spell's normal effect does not trigger, but the spell is still spent. You gain a +1 enhancement bonus to your Charisma score for every level of the spent spell. The effect lasts for 1 minute per caster level. If you cast a 5th level or higher spell in this manner, you may also make an Intimidate check as a free action against any creature you damage. Lastly, if you cast a 9th level spell in this manner, you may also make an Intimidate check as a free action against any creature you damage. If the check is successful, the target is panicked for 2d6 rounds.

MYSTIC RESISTANCE [GENERAL]

Your power over the arcane, increases your resistance to energy.

Prerequisites: Con 13+, arcane spellcaster level 5th+.

Benefit: As a standard action, you may cast any prepared abjuration spell. The spell's normal effect does not trigger, but the spell is still spent. Choose an energy type (acid, cold, electricity, fire, or sonic). You ignore 3 points of damage from the chosen energy type per round for every level of the spent spell. The effect lasts for 1 minute per caster level. If you cast a 5th level or higher

spell in this manner, you may choose two energy types. Lastly, if you cast a 9th level spell in this manner, you may choose three energy types.

Special: The benefit granted by Mystic Resistance overlaps (and does not stack with) spells such as *protection from elements.*

MYSTIC SIGHT [GENERAL]

Your power over the arcane, increases your awareness.

Prerequisites: Wis 13+, arcane spellcaster level 5th+.

Benefit: As a standard action, you may cast any prepared divination spell. The spell's normal effect does not trigger, but the spell is still spent. You gain a +2 enhancement bonus on Listen checks, Search checks and Spot checks for every level of the spent spell. The effect lasts for 1 minute per caster level. If you cast a 5th level or higher spell in this manner, you gain low-light vision (if you already have low-light vision, you see three times as far as a human in poor lighting conditions). Lastly, if you cast a 9th level spell in this manner, you gain dark-vision up to 90 ft.

MYSTIC STEALTH [GENERAL]

Your power over the arcane, allows you to cloak yourself from others.

Prerequisites: Dex 13+, arcane spellcaster level 5th+.

Benefit: As a standard action, you may cast any prepared illusion spell. The spell's normal effect does not trigger, but the spell is still spent. You gain a +2 enhancement bonus on Hide checks, and Move Silently checks for every level of the spent spell. The effect lasts for 1 minute per caster level. If you cast a 5th level or higher spell in this manner, you may use these skills even if previous observed. Lastly, if you cast a 9th level spell in this manner, you may *shadow walk*, but the effect only applies to you.

MYSTIC SUMMONING [GENERAL]

Your power over the arcane, allows you to summon more powerful creatures.

Prerequisites: Con 13+, Spell Focus (conjuration), arcane spellcaster level 5th+.

Benefit: As a standard action, you may cast any prepared conjuration spell. The spell's normal effect does not trigger, but the spell is still spent. Creatures summoned by any of the *summon monster* spells you cast advances number of Hit Dice equal to the level of the spent spell. The effect lasts for 1 minute per caster level. If you cast a 5th level or higher spell in this manner, creatures summoned by you gain +1 hit point per die. Lastly, if you cast a 9th level spell in this manner, creatures summoned by you gain maximum hit points per hit die.

MYSTIC TURNING [GENERAL]

Your power over the arcane, allows you to turn undead.

Prerequisites: Wis 13+, Spell Focus (necromancy), arcane spellcaster level 5th+.

Benefit: As a standard action, you may cast any prepared necromancy spell. The spell's normal effect does not trigger, but the spell is still spent. You may turn or rebuke (dependent upon your alignment) undead as a cleric of a level equal to the spell cast. For example, a 4th level necromancy spell cast in this manner, allows you to turn undead as a 4th level cleric. The effect lasts for 1 minute per caster level. If you cast a 5th level or higher spell in this manner, you gain a +2 enhancement bonus to the Charisma check and turning damage. Lastly, if you cast a 9th level spell in this manner, undead turned are destroyed or bolstered instead.

NECROMANTIC RITUAL MASTERY [METAMAGIC]

You are especially adept at casting necromantic rituals.

Prerequisites: Evil alignment, sorcerer level 10th+ or wizard level 9th+.

Benefit: You gain a +6 competence bonus to all skill checks involving necromantic rituals.

PAINFUL ECSTASY [GENERAL]

Your order prides itself on understanding pain.

Prerequisites: Con 13+, divine spellcaster level 6th+.

Benefit: You gain damage resistance 1/–. In addition, you gain a +2 divine bonus to all Constitution based checks and a +1 divine bonus on all Fortitude saves.

PERFECT MATERIALS [GENERAL]

By using superior ingredients you can refine alchemical concoctions into their strongest or purest forms.

Prerequisites: Alchemy 12+ ranks, Brew Potion, spell-caster level 3rd+.

Benefit: When brewing a potion or creating an alchemical substance, all variable, numeric effects are maximized. A perfect potion cures the maximum number of hit points, lasts for the maximum number of rounds, deals the maximum damage, etc. Alchemical fire deals 6 points of damage each round and a potion of wisdom increase the drinker's Wisdom by 5. Potions and alchemical substances without numeric effects are not affected.

A perfect potion costs twice as much to prepare than a normal potion of the same type.

PERMANENT CONTROL [GENERAL]

Those who you charm are forever altered by your magic.

Prerequisites: Cha 15+, Spell Focus (enchantment).

Benefit: When casting any mind-influencing spell or magical effect, the duration of the spell is doubled.

Persuasive Conversion [General]

You are well versed and articulate, capable of making intelligent speeches, convincing others of your views and convictions.

Prerequisites: Cha 13+, divine spellcaster 1st+.

Benefit: You gain a competence bonus to all Charisma based skill checks equal to your Charisma bonus. In effect, your Charisma bonus is doubled.

Pledge Arcane [General]

By joining your magic with that of the universe, you sense the magical auras of others.

Prerequisites: 10+ ranks in Knowledge (arcana) skill, 8+ ranks in Spellcraft skill, any metamagic feat, arcane spellcaster 1st+ level.

Benefit: You may cast *detect magic* at will, as a spell-like ability, as a sorcerer equal to your highest arcane spell-casting level.

Powerful Turning [General]

Your deity has blessed you with power over undead, which is unmatched.

Prerequisites: Cha 13+, Extra Turning, character level 5th+.

Benefit: You gain +4 on Charisma check to turn or rebuke undead, spirits, or any other creatures you can turn or rebuke.

Pox Magic [General]

Your magic is plagued with a taint that cannot be adequately defined. Sages call the inability to draw purely from magical ley lines pox magic.

Prerequisite: Arcane spellcaster 1st+ level.

Benefit: Your magic does not tap purely into the ley lines of eldritch magic. As a result, your spells have a foul and malevolent taint. The term among sages is pox magic and it is a terrible curse.

First, increase the save DC of your spells by +1. Second, spells that require the target to make a Fortitude save have an additional effect. Every time a creature fails a Fortitude save as a result of pox magic, the target suffers 1 point of temporary Constitution damage. Lastly, pox magic is hard to identify and the DC for Spellcraft checks to identify your spells is increased by +5.

The drawback to pox magic is that it is difficult to learn and acquire new spells. Whenever you advance in a level that would allow you to learn a new spell, make a Willpower save (DC 15 + spell level) for each chosen spell. Failure indicates the DM chooses the spell for you instead.

Special: This feat can only be chosen at 1st level.

Premonitions [General]

Your mastery of magic allows you to attune to your surroundings, reading the weave of history to predict events in the immediate future.

Prerequisite: Spell Focus (divination).

Benefit: Once per day, you may elect to re-roll a single attack, skill check, or saving throw. You must keep the new result. Based on your limited knowledge of the future, you foresee the fruit of your efforts and attempt to alter your actions with this insight in mind.

Protected Casting [General]

You are a competent spellcaster, capable of fighting alongside trained warriors without hesitation or fear.

Prerequisites: Back-to-Back, Combat Casting, base attack bonus +3 or higher.

Benefit: When adjacent to an ally with the Back-to-Back feat who is wielding a melee weapon, you gain a +4 competence bonus on Concentration checks made to cast spells defensively.

Purifying Light [General]

Your divine aura shields you harmful and evil effects.

Prerequisites: Good alignment, divine spellcaster 3rd+.

Benefit: You gain a +3 sacred bonus on saving throws against spell and spell-like effects with the [Evil] descriptor.

Purifying Vigor [General]

Your divine aura shields you from poisonous effects.

Prerequisites: Good alignment, divine spellcaster 3rd+.

Benefit: You gain a +3 sacred bonus on Fortitude saving throws to resistance poisonous effects.

Quicken Spell [Metamagic]

Benefit: Casting a quickened spell is a free action. The character can perform another action, even casting another spell, in the same round as the character casts a quickened spell. The character may only cast one quickened spell per round. A spell whose casting time is more than 1 full round cannot be quickened. A quickened spell uses up a spell slot four levels higher than the spell's actual level.

Quicken Summoning [General]

You have performed so many rituals in your time, that you can reduce the time it takes.

Prerequisites: 8+ ranks in Knowledge (arcana) or 8+ ranks in Knowledge (demons), spellcaster level 5th+.

Benefit: The time required to perform summoning rituals is halved without penalty.

Rage the Arcane [General]

You may cast spells while raging.

Prerequisites: Con 13+, 6+ ranks in Concentration skill, ability to rage, spellcaster level 3rd+.

Benefit: By succeeding at a Concentration check (DC 20 + the spell's level) you may cast a spell. Failure indicates the spell is lost. Alternately, by sacrificing a remaining rage attempt for the day, you may automatically succeed at this check.

You must make this check for each spell you wish to cast during a rage.

Normal: A character may not cast spell while raging.

Rage the Divine [General]

You can rage longer than usual by expending spell energy.

Prerequisites: Con 13+, Wis 13+, ability to rage, spellcaster level 3rd+.

Benefit: When raging, you can extend the duration of your rage by spending a spell slot. The spent spell provides an additional number of rounds equal to the level of the slot. A 3rd level slot allows you to rage an additional 3 rounds. You can use this ability once per rage.

When this rage expires, the fatigue penalties are doubled.

Normal: You many only rage a number of rounds equal to 3 plus your (new) Constitution modifier.

Ready Spell [Metamagic]

By preparing your spell in a more efficient manner, you can discharge it faster.

Prerequisites: Con 13+, 8+ ranks in Concentration skill, spellcaster level 5th+.

Benefit: You may partially cast a spell, summoning its energy but holding it in check until you choose to unleash it. When the spell is first prepared, use a standard action to harness its energy. Later, at another time, use a standard action to prime the spell. Once primed, you may "hold" it for a number of minutes equal to 5 plus your Constitution bonus, releasing it at anytime as a free action. If you do not complete the spell before this duration, its energy dissipates harmlessly and you lose the spell.

If you take damage or encounter any other condition that would normally force you to make a Concentration check, you must make the check in regards to the readied spell. If you fail, the spell immediately discharges. If the spell has an area of effect, it centers on you. Otherwise, the spell affects a randomly determined eligible target in your line of sight or discharges in a random direction (like a grenade-like weapon) if the spell appears as a cone, semicircle, or other directional area.

A readied spell uses up a slot two levels higher than the spell's actual level.

Special: As holding a spell takes a certain amount of concentration, you may not cast another spell while holding a spell.

Remote Casting [Metamagic]

You understand spatial relationships, allowing you to cast spells without line of sight.

Prerequisites: 6+ ranks in Intuit Direction skill, 6+ ranks in Spellcraft skill, any one metamagic feat.

Benefit: You can cause burst, emanation, or spread spells to take effect at any point within the normal range of the spell, even if you do not have an unbroken line of sight. Make a Spellcraft check with a DC equal to 15 + the spell's level. You must specify both distance and direction before casting the spell. If you fail the Spellcraft check, or the spell's point of origin ends up in a material object, the spell fails. A remote cast spell uses up a spell slot two levels higher than the spell's actual level.

Normal: A spellcaster must have an unbroken line of effect to cast a spell.

Renewal [General]

You know alternate ways to refresh your your spells.

Prerequisites: Wis 17+, divine spellcaster level 9th+.

Benefit: By making a sacrifice to your god, you may, once per day, regain all cast spells for the day. A sacrifice is defined as any act that pleases your god. In game terms this means healing the sick, smiting your enemies, or waging war against the infidels. In game terms, it is much different.

Choose a sacrifice from the list below (or work one out with the DM):

- Spend 500 XP.
- Suffer 4 points of temporary Constitution damage that cannot be healed with magic.
- Destroy a magic item of an opposing faith worth at least 4,000 gp.
- Restore a magic item of your deity's faith worth at least 10,000 gp.
- Take on a *geas/quest* for your deity that cannot be avoided.
- Cast all of your spells spontaneously to *cure* ailing NPCs (without compensation).
- Lose 2 hit points permanently.

Once completed (and after 15 minutes of meditation), you regain all lost spells for the day.

Special: This is a powerful feat, and DMs should not allow PCs to look for loopholes to gain more spells per day. These "restored" spells are a boon from your god and should not be taken lightly, lest he take them away from you.

Resist Acid [General]

You are strong enough to shrug off elemental effects, most specifically, acid.

Prerequisites: Wis 13+, divine spellcaster level 7th+.

Benefit: You permanently blessed with Acid Resistance 5. In addition, you gain a +4 divine bonus to all saving throws against acid damage, whether from a magical or natural source.

Resist Anger [General]

You are not deterred by magic and enchantments.

Prerequisites: Wis 13+, any good or lawful alignment, divine spellcaster level 3rd+.

Benefit: You gain a +4 sacred bonus against all mind-influencing effects. In addition, you can never be forced to rage.

Resist Bindings [General]

You are not deterred by paralysis.

Prerequisites: Wis 13+, divine spellcaster level 3rd+, access to Protection or Travel domain.

Benefit: You gain a +4 divine bonus to any effect that paralyze, slow or otherwise prohibit movement, including *entangle* and *web* and Escape Artist checks.

Resist Bondage [General]

You cannot be stopped by any magical means.

Prerequisites: Wis 15+, Resist Bindings, divine spellcaster level 9th+, access to Protection or Travel domain.

Benefit: You are permanently blessed by the spell *freedom of movement* as cast by a 20th level cleric.

Resist Cold [General]

You are strong enough to shrug off elemental effects, most specifically, cold.

Prerequisites: Wis 13+, divine spellcaster level 7th+.

Benefit: You permanently blessed with Cold Resistance. In addition, you gain a +4 divine bonus to all saving throws against cold damage, whether from a magical or natural source.

Resist Chaos [General]

Your lawful nature protects you from chaotic magic and effects.

Prerequisites: Wis 13+, any lawful alignment, divine spellcaster level 7th+, access to Law domain.

Benefit: You gain a +2 deflection bonus to AC against attacks from chaotic creatures. In addition, you gain a +4 sacred bonus to resist any spells or spell-like effects from a chaotic source. For the purposes of this feat a *+1 chaotic sword* wielded by a neutral creature is considered a chaotic source, just as a normal *+1 sword* would be wielded by a chaotic creature.

Resist Elementalism [General]

Your belief shields you and sustains you in face of the fury of the elements.

Prerequisites: Con 13+, Wis 15+, druid level 9th+ or cleric level 12th+.

Benefit: You are permanently blessed with Damage Resistance 5/– against magical elemental effects. In addition, you gain a +4 divine bonus to all saving throws against acid, cold, electricity, fire, and sonic damage, whether from a magical or natural source.

Resist Fire [General]

You are strong enough to shrug off elemental effects, most specifically, fire.

Prerequisites: Wis 13+, divine spellcaster level 7th+.

Benefit: You are permanently blessed with Fire Resistance. In addition, you gain a +4 divine bonus to all saving throws against fire damage, whether from a magical or natural source.

Resist Law [General]

Your chaotic nature protects you from lawful magic.

Prerequisites: Wis 13+, any chaotic alignment, divine spellcaster level 7th+, access to Chaos domain.

Benefit: You gain a +2 deflection bonus to AC against attacks from lawful creatures. In addition, you gain a +4 sacred bonus to resist any spells or spell-like effects from a lawful source. For the purposes of this feat a *+1 lawful sword* wielded by a neutral creature is considered a lawful source, just as a normal *+1 sword* would be wielded by a lawful creature.

Resist Lightning [General]

You are strong enough to shrug off elemental effects, most specifically, electricity.

Prerequisites: Wis 13+, divine spellcaster level 7th+.

Benefit: You are permanently blessed with Electricity Resistance 5. In addition, you gain a +4 divine bonus to all saving throws against electricity damage, whether from a magical or natural source.

Resist Magic [General]

Your study of magic has allowed you to unlock a path to magic few know of

Prerequisites: Int 15+, Wis 13+, Cha 13+, 8+ rank in Knowledge (arcana) skill, 12+ ranks in Spellcraft skill, arcane spellcaster level 9th+.

Benefit: You gain SR 5 + your character level, permanently.

Resist Thunder [General]

You are strong enough to shrug off elemental effects, most specifically, sonic.

Prerequisites: Wis 13+, divine spellcaster level 7th+.

Benefit: You are permanently blessed with Sonic Resistance 5. In addition, you gain a +4 divine bonus to all saving throws against sonic damage, whether from a magical or natural source.

Resonant Magic [General]

Your magic is enchanted with the harmonics of ethereal space. As a result, targets of your magic hear things that mortals should never hear.

Prerequisites: Int 15+, Wis 13+, 8+ ranks in Knowledge (arcana) skill, 8+ ranks in Spellcraft skill, arcane spellcaster 5th+.

Benefit: Your magic does not tap purely into the ley lines of eldritch magic. As a result, your spells have an unearthly aura that effects everyone that can hear you.

First, increase the save DC of your spells by +1. Second, spells that require the target to make a Willpower save have an additional effect. Every time a creature fails a Willpower save as a result of resonant magic, the target suffers 1d3 points of temporary Wisdom damage.

Lastly, resonant magic is hard to identify as much of it bleeds off into the ethereal and the DC for Spellcraft checks to identify your spells is increased by +5.

Special: Astral, ethereal, and incorporeal creatures struck by resonant magic must succeed at a Willpower save against the spell's save DC or suffer the effects of *fear.*

Righteous Faith [General]

You may draw upon your connection to your god, using his fury as a tool of your own righteousness.

Prerequisites: Wis 13+, any two metamagic feats, divine spellcaster 1st+.

Benefit: You may raise the effective level of any spell you cast by an additional 1d4 levels. You may also use this power to turn or rebuke undead, increasing your effective level by 1d4.

However, this is a taxing effort. Each time you increase your level, either to cast a spell or turn or rebuke undead, you suffer 1d4 points of subdual damage per level of increase.

Special: You may voluntarily choose to take less levels of increase then you rolled, to reduce the negative effects. For instance, If you roll a 3 to increase your effective level to cast a spell, you may choose to increase your level by 1 or 2 instead.

Righteous Fury [General]

Your faith is a sight to behold, as you channel the heavens into your fist.

Prerequisites: Dex 13+, Wis 13+, must be able to cast divine spells or have the ability to smite (good or evil), base attack bonus +6 or higher.

Benefit: When you use the attack action or full attack action in melee, you can take a penalty of as much as –5 on your AC and add the same number to your damage. This number may not exceed the total of your base attack bonus plus Dexterity bonus. The changes to damage rolls and Armor Class last until your next action.

Rite Master [General]

You are a powerful shaman, capable of interacting with many spirits.

Prerequisites: 5+ ranks in Concentration skill, ability to summon spirits.

Benefit: You can enact four additional rites per day above the normal limit.

Normal: Shamans can only enact one rite per day per level.

The Sacred Hunt [General]

Your faith drives you to hunt a specific prey.

Prerequisite: Divine spellcaster level 9th+.

Benefit: Choose as favored enemy as a ranger, gaining the benefits of this class against that creature. In addition you gain the benefit of the Track feat for the purposes of tracking this enemy, only. Every five levels after choosing this feat your favored enemy bonuses improve by +1.

Special: This is considered a sacred bonus and therefore stacks with any the character may have from the ranger class.

Sanctuary of the Sun [General]

The sun god protects you from harm.

Prerequisites: Wis 15+, Cha 13+, divine spellcaster level 15th+.

Benefit: You are permanently protected by damage reduction X/–, where X is equal to your Wisdom bonus or Charisma bonus, whichever is higher. In addition, you gain a +3 deflection bonus to your Armor Class at all times, even while asleep.

Special: The flavor of this feat implies that the sun god protects you, but nearly any deity can bestow this ability.

Savant [General]

You are adept at creating items more efficiently than most.

Prerequisites: Int 17+, Wis 13+, any metamagic feat.

Benefit: The XP cost for items you create using an Item Creation feat is halved.

School Focus [Metamagic]

You have grown more used to casting spells of a particular school, but not to the same extent that a specialist has focused.

Prerequisites: 6+ ranks in Knowledge (arcana) skill, 6+ ranks in Spellcraft skill, wizard level 3rd+.

Benefit: Choose a school of magic, such as Abjuration or Illusion. Each day, when preparing spells, you may prepare one spell of that school at a slot one level lower than normal. However, you must be able to cast the spell normally (i.e., without the level modification) and it must be from your list of known spells.

Special: Specialist wizards are banned from taking this feat.

Scribe Scroll [Item Creation]

Prerequisite: Spellcaster level 1st+.

Benefit: You can create a scroll of any spell that you know. Scribing a scroll takes 1 day for each 1,000 gp in its base price. The base price of a scroll is its spell level multiplied by its caster level multiplied by 25 gp. To scribe a scroll, you must spend 1/25 of this base price in XP and use up raw materials costing half of this base price.

Any scroll that stores a spell with a costly material component or an XP cost also carries a commensurate cost. In addition to the costs derived from the base price, you must expend the material component or pay the XP when scribing the scroll.

Secrets of Spellcraft [General]

You know hidden lore about magic that few understand.

Prerequisites: Int 13+, 6+ ranks in Knowledge (arcana) skill, 6+ ranks in Spellcraft skill, wizard level 3rd+.

Benefit: You gain a +6 bonus to Spellcraft checks when researching new spells.

Seduction [General]

The power to seduce is strong in your church and your god's plans involve your perfection of this art.

Prerequisites: Cha 13+, 10+ ranks in Bluff skill or 10+ ranks in Diplomacy skill, divine spellcaster level 15th+.

Benefit: You may cast *charm person* or *charm monster* a number of times per day equal to your Wisdom bonus (if any) in addition to your normal allotment of spells. You may cast either spell so long as the total number of castings does not exceed your Wisdom bonus.

Sense Corruption [General]

You can sense evil.

Prerequisites: Wis 13+, divine spellcaster level 3rd+.

Benefit: You can *detect evil* at will, as a paladin. Paladins with this feat, double the range of their *detect evil* class ability to 120 ft.

Sense Infidel [General]

You can root out those who oppose your faith.

Prerequisites: Wis 13+, Sense Corruption, divine spellcaster level 5th+.

Benefit: You can *detect* the presence of anyone whose alignment is different from yours, per the spell *detect evil.* You can use this feat at will.

Sense Undead [General]

You have been wounded by the unholy touch of the undead and can sense their presence around you.

Prerequisites: Wis 13+, divine spellcaster level 1st+.

Benefit: You can *detect undead* at will.

Special: The DM may determine that you must have fought at least one undead creature of 1 HD or more to gain this feat.

Shade Magic [General]

Your magic is elusive and foggy. There is a hint of shadow in your magic, drawing from illusionary forces.

Prerequisite: Arcane spellcaster 1st+ level.

Benefit: Your magic does not tap purely into the ley lines of eldritch magic. As a result, your spells have a shadowy allure that cannot be pinned down. Sages call this magic, shade magic, and it is quite common in illusion circles. For starters, shade magic is hard to see. A *magic missile* cast from shade magic looks like nothing more than a smoky stream of shadow.

First, increase the save DC of your spells by +1. Second, spells that require the target to make a Willpower save have an additional effect. Every time a creature fails a Willpower save as a result of shade magic, the target suffers 1 point of temporary Dexterity damage. Lastly, shade magic is hard to identify and the DC for Spellcraft checks to identify your spells is increased by +5.

The drawback to shade magic is that it is difficult to learn and acquire new spells. Whenever you advance to a level that would allow you to learn a new spell, make a Willpower save (DC 15 + spell level) for each chosen spell. Failure indicates the DM chooses the spell for you instead. Illusion specialists do not suffer this penalty.

Special: This feat can only be chosen at 1st level.

SHIELD OF THE FAITHFUL [GENERAL]

Many spells that a cleric can cast have an area of effect that can be quite devastating to those caught within. Clerics who wish to shield the faithful from their own spells should definitely take this feat.

Prerequisite: Wis 13+, any two metamagic feats, divine spellcaster 9th+.

Benefit: When you cast a divine area-effect spell, you decide at the moment the spell is cast whether or not it will affect members of the faithful who are within the spell's boundaries. This allows you to safely cast damaging spells into a melee involving members of the faithful and be sure you will not cause them harm through your actions.

SICKENED SPELL [METAMAGIC]

Your pox magic grows more powerful.

Prerequisite: Pox Magic.

Benefit: All targets affected by the spell that fail the spell's saving throw becomes nauseous due to the diseased nature of your magic. For 1d6 rounds the affected targets suffer a –2 penalty to attack rolls, weapon damage rolls, ability checks, skill checks and saving throws. Sickened spells that do not normally get a saving throw automatically fail. A sickened spell uses up a spell slot one level higher than the spell's actual level.

SILENT SPELL [METAMAGIC]

Benefit: A silent spell can be cast with no verbal components. Spells without verbal components are not affected. A silent spell uses up a spell slot one level higher than the spell's actual level.

Special: Bard spells cannot be enhanced by this metamagic feat.

SMITE SPIRIT [GENERAL]

You can strike a spirit with a powerful blow.

Prerequisites: Cha 13+, ability to rebuke spirits, character level 3rd+.

Benefit: By using one of your rebuke attempts for the day you can strike a spirit with a powerful blow. Add your Charisma bonus to your attack roll and deal one extra point of damage per level. So an 8th-level shaman with Charisma 15 would smite a spirit with a +2 bonus to the attack roll and a +8 bonus to damage. Note that this feat does not give you the ability to strike incorporeal spirits without a magical weapon (or the use of a feat like Spirit Strike), nor does it overcome any weapon immunities the spirit may have.

SORCEROUS QUICKEN [METAMAGIC]

You may cast spells quickly.

Prerequisites: Cha 15+, any two metamagic feats, bard or sorcerer level 9th+.

Benefit: Once per day, you may cast any spell as a free action. Unlike other metamagic feats, this ability does not take a full round; it is used at will. To use it, the sorcerer must have an unused spell slot four levels higher than the spell being cast. Despite the name of this feat, bards can take it as well.

SPECIALIST [GENERAL]

Your specialized spells last longer than normal.

Prerequisite: Wizard specialist 5th+ level.

Benefit: All of your 1st and 2nd level spells from your chosen specialist school have their duration doubled.

SPECIALIZED FOCUS [GENERAL]

You magic is focused and powerful, allowing you a deeper focus.

Prerequisites: Int 13+, Spell Focus (any), spellcaster level 9th+.

Benefit: You get an additional +2 to the Difficulty Class for all saving throws from the school of magic you select to focus on.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take this feat, it applies to a new school of magic.

SPELL EXCHANGE [GENERAL]

You may exchange a memorized spell for one of lower level that you have mastered.

Prerequisites: Wizard level 3rd+.

Benefit: The wizard can cast any spell that he does not need a spellbook for (through the Spell Mastery ability) in place of one of equal or higher level. The original spell is considered cast and is lost.

Using this feat is considered a full round action.

SPELL FOCUS [GENERAL]

Choose a school of magic, such as Illusion. Your spells from that school are more potent than normal.

Benefit: Add +2 to the Difficulty Class for all saving throws against spells from the school of magic you select to focus on.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new school of magic.

Spell Hawk [General]

You are skilled at counterspells, counteracting your opponent's magic.

Benefit: You gain a +4 competence to any Spellcraft checks made to identify a spell. If successfully identified, you may elect to counterspell it, gaining a +2 competence bonus to your caster level check (if *dispel magic* is cast) to defeat your opponent's spell. In addition, you may also use *greater dispelling* when attempting to counterspell.

Spell Knowledge [General]

You have been blessed with knowledge that few deity's would grant to their subjects.

Prerequisites: No ability score below 10, 15+ ranks in Knowledge (religion) skill, 8+ ranks in Knowledge (nature), 8+ ranks in Knowledge (arcana), any three metamagic feats, divine spellcaster 9th+, access to Knowledge domain.

Benefit: When learning a new spell, you may draw from any spell list, arcane, divine, or otherwise. No spell is beyond your abilities. In the case of arcane spells, your deity has blessed you with a guarded secret and it is wise not to use this power too frequently. If a spell is available to more than one spellcasting class, you may now learn it at the lowest level (with the exception of domain levels).

Special: The DM must approve any character taking this feat. Because of the tendency to violate the tenets of arcane and divine magic, this is a *very* powerful feat and should be taken with care.

Spell Mastery [Special]

Benefit: Each time you take this feat, choose a number of spells equal to the your Intelligence modifier (they must be spells you already know). From that point on, you can prepare those spells without referring to a spellbook.

Special: Spell Mastery is available only to wizards.

Spell Penetration [General]

Benefit: You gain a +2 bonus to caster level checks (1d20 + caster level) to beat a creature's spell resistance.

Spell Reserve [General]

You are so intimately familiar with a particular spell that you may drop a prepared spell in order to cast it.

Prerequisites: Spell Mastery with chosen spell, wizard level 3rd+.

Benefit: Choose a spell that you have spell mastery with. Once per day, you may elect to "lose" a spell at least one level higher and replace it with your chosen spell. This is a free action, but casting the spell still takes its normal time.

Special: You may take this feat multiple times. Its effects do not stack. Each time you gain this feat, choose a different spell from your Spell Mastery feat each time.

Spell Scan [General]

When counterspelling a spell attempt, you may read your opponent's thoughts instead. This allows you to determine other spells he has prepared for the day.

Prerequisite: Spell Hawk.

Benefit: If you successfully counter an enemy's spell, you may elect to allow him to complete the spell as normal, instead analyzing his magical aura and reading his mind. You immediately learn a number of spells your opponent has prepared for the day equal to 1 + your Wisdom bonus (if any). Since their abilities are drawn from their magical heritage and innate abilities, they exhibit unique magical patterns, which are impossible to analyze with arcane training, spellcasters who do not prepare spells, such as bards and sorcerers, are immune to this ability.

Spell Spike [General]

When counterspelling a spell attempt, you may destroy or ruin a prepared spells before it is even cast.

Prerequisites: Spell Hawk, Spell Scanner, Spell Stealer.

Benefit: If you successfully counter an enemy's spell, you may elect to allow him to complete the spell as normal, instead destroying one of his prepared spells. You gain an immediate insight into your opponent's prepared spells, as per the Spell Scanner feat. In addition, you may force your opponent to lose a prepared spell of your choice by making a caster level check with a DC equal 10 plus your opponent's caster level plus the level of the spell you wish to ruin. If you succeed, your opponent immediately loses that incantation from his list of prepared spells.

Spellcasters who do not prepare spells, such as bards and sorcerers, are immune to this ability.

Spell Stealer [General]

When you counterspell your enemy's incantation, you may cause a backlash of magical energy that, rather than terminating his spell, allows you to force it to affect a target of your choice.

Prerequisite: Spell Hawk.

Benefit: If you successfully counter a spell, you may allow your opponent to complete his spell by changing his target. Your enemy casts his spell as normal, but you pick the target of the spell. You must obey all rules for picking a target as normal. For example, you could not force your victim to cast *magic missile* at an invisible creature that you could see, but that was invisible to your opponent. This feat only affects spells that require you to select a target at the time of the spell's completion. Spells with a target listed as you or touch are not subject to this feat. You cannot force an enemy spellcaster to touch a particular target, for instance.

Spells of Defiance [General]

You can regain lost spells

Prerequisites: Con 13+, Wis 13+, 8+ ranks in Concentration skill, Iron Will, spellcaster level 7th+.

Benefit: When a spell would normally be lost due too much damage, you may make a Concentration check (DC 25 + spell's level + any applicable modifiers) to regain the spell before it is lost. You may only use this feat once per spell cast attempt.

Spirit Familiar [General]

Your animal companion or familiar is a spirit creature rather than a magical beast.

Prerequisites: Animal companion or familiar, character level 4th+.

Benefit: You animal companion or familiar is a spirit creature and thus considered incorporeal.

Spirit Song [General]

Your magic can touch the empty minds of the undead in ways that normal magic cannot.

Prerequisites: Cha 13+, Spell Focus (enchantment), arcane spellcaster level 7th+.

Benefit: Your mind-influencing spells can affect undead. However, the undead are still immune to mind-influencing effects caused by magic items or special abilities you wield.

Normal: Undead creatures are immune to the effects of mind-influencing magic.

Spirit Strike [General]

Divine power infuses your chosen weapon.

Prerequisites: Wis 13+, divine spellcaster level 9th+.

Benefit: While wielding a weapon as the same type as your deity's favored weapon, it gains the special magical ability *ghost touch*. This ability stack with any magical abilities of the weapon, but the weapon must at least be masterwork to gain this power.

Spirit Ward [General]

Due to your powerful aura, spirits avoid your presence.

Prerequisites: Wis 13+, Cha 13+, Spirit Strike, ability to rebuke spirits, divine spellcaster level 9th+.

Benefit: By using one of your rebuke attempts for the day, you and any allies within a 60-ft. radius of your position gain a +2 sacred bonus on all saving throws against the attacks and powers of spirits for a number of rounds equal to your Charisma bonus.

Steely Stare [General]

Your withering gaze strikes fear in mortal opponents and demands obedience from the undead.

Prerequisites: Cha 13+, Intimidate skill, wizard necromancy specialist level 5th+.

Benefit: You gain a +2 bonus to all Intimidate checks against living targets. You gain a +2 bonus to all attempts to rebuke or command undead, but not to turning damage.

Still Spell [Metamagic]

Benefit: A still spell can be cast with no somatic components. Spells without somatic components are not affected. A still spell uses up a spell slot one level higher than the spell's actual level.

Strength of the Gods [General]

You gain temporary vitality from defeating your foes.

Prerequisites: Str 13+, divine spellcaster level 3rd+.

Benefit: While wielding a weapon as the same type as your deity's favored weapon and delivering a *coup de grace* against a helpless foe of an alignment other than your own or your god's, you gain a number of temporary hit points equal to his hit dice. These temporary hit points last for 1 hour.

Submerged Spell [Metamagic]

Your magic is just as effective underwater as it is on land.

Benefit: A submerged spell functions underwater exactly as it would on land, regardless of the effects of the spell. Even fire spells and other elemental effects that would normally not function underwater will remain unchanged. A submerged spell uses up a spell slot one level higher than the spell's actual level.

Summon Weapon [General]

You can call a weapon to your hand at any time.

Prerequisite: Divine spellcaster 9th+.

Benefit: As a standard action, you can summon a weapon to your hand, instantly teleporting it so long as a weapon of that type is within 1 mile. The weapon in question must be your deity's favored weapon and has no other special features beyond masterwork, unless a weapon consecrated or blessed by your faith is within the 1 mile radius.

Superior Divine Lattice [Metamagic]

Your magic deals extra damage to evil outsiders.

Benefit: An evil outsider or undead creature targeted with damage dealing spells suffer an additional 1d8 points of damage per level of the spell (a 3rd level spell deals an additional 3d8 damage, etc.). This additional damage follows the same rules for saving throws and spell resistance of the original spell. In addition, evil outsiders and undead creatures suffer a –2 divine penalty to any saving throw involved with the spell. Non-evil outsider and non-undead creatures gain a +2 divine bonus to their saving throw. A superior divine lattice spell takes up a spell slot two levels higher than the spell's actual level.

SUPERIOR DIVINITY [GENERAL]

The gods have truly blessed you as one of their faithful. You are a champion of the righteous and a bastion to your people.

Prerequisites: Wis 17+, Cha 13+, Divinity's Grace, Divinity's Presence, divine spellcaster 9th+.

Benefit: All of your divine spells have their duration increased by 50%. All of your domain spells have their duration doubled. In addition, *permanency* becomes a domain spell in addition to all other spells you can cast.

SUSTAINED TURNING [GENERAL]

Your faith is so strong, you may keep undead at bay twice as long as normal.

Prerequisites: Cha 15+, Extra Turning, ability to Turn Undead.

Benefit: Undead that you turn, remain turned for twice as long as normal. As such, you roll 4d6 to determine the duration of your turn attempts.

SWIFT REBUKE [GENERAL]

With a single thought, you can force unwanted spirits away.

Prerequisites: Cha 13+, Extra Turning, ability to rebuke spirits.

Benefit: You can rebuke spirits as a free action, suffering a –4 penalty to both the rebuke check and the damage roll. You can still only make one rebuke attempt per round and this feat only applies to actually rebuking spirits, not using another spirit feat.

TERTIARY DOMAIN [GENERAL]

Your devotion to your order grants you the power to tap deep into the tenets of your faith.

Prerequisites: Wis 15+, Skill Focus (knowledge: religion), cleric level 1st+.

Benefit: You gain a third domain.

A THOUSAND FURS [GENERAL]

You have mastered the secrets of personal illusions, allowing you to change yourself completely.

Prerequisites: Wis 15+, A Thousand Shades, A Thousand Skins, divine spellcaster 13th+.

Benefit: You may cast *shapechange* 1/day, as a spellcaster equal to your character level.

Special: Druid characters waive the prerequisites for this feat (except A Thousand Shades and A Thousand Skins), being able to take it at any level.

A THOUSAND SHADES [GENERAL]

You know the secrets of personal illusions, allowing you to disguise yourself.

Prerequisites: Wis 13+, divine spellcaster 3rd+.

Benefit: You may cast *change self* at will, as a spellcaster equal to your character level.

Special: Druid characters waive the prerequisites for this feat, being able to take it at any level.

A THOUSAND SKINS [GENERAL]

You know deeper secrets of personal illusions, allowing you to hide yourself in a crowd.

Prerequisites: Wis 15+, A Thousand Shades, divine spellcaster level 5th+.

Benefit: You may cast *alter self* at will, as a spellcaster equal to your character level.

Special: Druid characters waive the prerequisites for this feat (except A Thousand Shades), being able to take it at any level.

THUNDER LATTICE [METAMAGIC]

You can increase the damage your spells deal, by crossing them with thundering energy.

Prerequisite: Any two metamagic feats.

Benefit: You can enhance your damage dealing spells with thundering energy. In addition to the spell's normal effect, you inflict an additional 1d6 points of sonic damage of the chosen energy type per spell level (a 3rd level spell deals an additional 3d6 damage, etc.). This additional damage follows the same rules for saving throws and spell resistance of the original spell. A thunder lattice spell takes up a spell slot one level higher than the spell's actual level.

TURN OUTSIDER [SPECIAL]

As your church is devoted to protecting the prime material plane, you may turn or rebuke Outsiders.

Prerequisite: Wis 15+.

Benefit: You may turn or rebuke Outsiders as though they were undead with +4 turn resistance. Doing so is still considered a turn attempt for the day.

UNHOLY LATTICE [METAMAGIC]

By blighting your spells with unholy energy, you increase their potency against good.

Prerequisite: Any two metamagic feats.

Benefit: A good creature targeted with damage dealing spells suffer an additional 1d8 points of damage per spell level (a 3rd level spell deals an additional 3d8 damage, etc.). This additional damage follows the same rules for saving throws and spell resistance of the original spell. In addition, good creatures suffer a –2 profane penalty to any saving throw involved with the spell. Evil creatures gain a +2 profane bonus to their saving throw. An unholy lattice spell takes up a spell slot one level higher than the spell's actual level.

Unholy Weapon of Power [General]

Your god's power flows through your arm, turning your weapon into a tool of evil.

Prerequisites: Str 13+, Cleave, Power Attack, must be evil alignment, divine spellcaster level 9th+.

Benefit: While wielding a weapon of the same type as your deity's favored weapon, it gains +1 and the special magical ability *unholy*. These abilities stack with any magical abilities of the weapon, but the weapon must at least be masterwork to gain this power.

Unholy Friendship [General]

You are "blessed" with an unholy allegiance to the undead.

Prerequisites: Must be evil alignment, divine spellcaster level 3rd+.

Benefit: Undead creatures will not attack you, unless you attack first or they are directly commanded to. Intelligent undead may make a Will save (DC 10 + your divine spellcaster level + your Charisma bonus) to overcome this ability and act against you. They may make this check each round, until successful. Once successful, an undead need not make another save that day.

The Unmaker's Aura [General]

You have been blessed by the power to destroy the weapons of your enemies.

Prerequisites: Str 13+, Power Attack, Sunder, must be chaotic alignment, divine spellcaster level 9th+.

Benefit: You gain a +8 profane damage bonus when attacking an opponent's weapon. This bonus is increase to +12 against any object that it is not being wielded or held by a living creature. The power of this feat extends to all chaotic allies within 15 ft., but they gain only half the bonus.

Unscry [General]

Allows the initiate protection from magical scrying.

Prerequisites: Wis 13+, divine spellcaster level 9th+ or divine spellcaster 5th+ and access to Trickery domain.

Benefit: Any attempt to scry your location has its DC increased by 10. In addition, should a scry attempt against you fail by 10 or more, the person attempting to scry you is lead false information. Only the most extremely powerful magic (such as a *wish* spell) can pierce the veil of unscry.

Visions of the Divine [General]

You gain insight to things beyond normal vision.

Prerequisites: Wis 15+, 12+ ranks in Knowledge (religion), 8+ ranks in Scry skill, divine spellcaster level 12th+.

Benefit: Once per day, you may cast *commune*, without paying an XP cost. This is in addition to any spells you may normally cast.

Voice of Angels [General]

You are likable and persuasive, possessing a gift for charm.

Prerequisites: Cha 13+, divine spellcaster level 12th+.

Benefit: You gain a permanent +2 divine bonus to Charisma.

Special: Should you ever displease your god or act in a manner uncharacteristic of your station, this bonus can be taken away from you, until such time as you regain your god's favor.

Walk of the Unseen [General]

You can walk the paths between worlds.

Prerequisites: Wis 15+, 12+ ranks in Knowledge (planes) skill, divine spellcaster level 15th+.

Benefit: You may cast *etherealness* a number of times per day equal to your Wisdom bonus.

Weapon of Destruction [General]

The power of your deity allows you to destroy the weapons of your enemies.

Prerequisites: Str 13+, Divine Weapon Mastery, Sunder, divine spellcaster level 12th+, access to the War domain.

Benefit: When striking an opponent's non-magical weapon with a weapon that is the same type as the favored weapon of your god, your opponent's weapon is destroyed instantly. If it is magical it must make a save against a DC equal to the damage dealt to the weapon or it is destroyed. The weapon gains a bonus equal to its magical bonus plus the wielder's Strength bonus.

Special: You must wield at least a masterwork weapon to use this feat.

Weapon of Flame [General]

Your god's power flows through your arm, turning your weapon into living flame.

Prerequisites: Str 13+, divine spellcaster level 9th+, access to the War domain.

Benefit: While wielding a weapon of the same type as your deity's favored weapon, it gains the special magical ability *flaming burst*. This ability stacks with any magical abilities of the weapon, but the weapon must at least be masterwork to gain this power.

Weapon of Frost [General]

Your god's power flows through your arm, turning your weapon into living frost.

Prerequisites: Str 13+, divine spellcaster level 9th+, access to the War domain.

Benefit: While wielding a weapon of the same type as your deity's favored weapon, it gains the special magical ability *icy burst*. This ability stacks with any magical abilities of the weapon, but the weapon must at least be masterwork to gain this power.

Weapon of Lightning [General]

Your god's power flows through your arm, turning your weapon into living lightning.

Prerequisites: Str 13+, divine spellcaster level 9th+, access to the War domain.

Benefit: While wielding a weapon of the same type as your deity's favored weapon, it gains the special magical ability *shocking burst*. This ability stacks with any magical abilities of the weapon, but the weapon must at least be masterwork to gain this power.

Weapon of Power [General]

Your god grants you a gift, empowering your weapon.

Prerequisites: Str 13+, Cleave, Power Attack, divine spellcaster level 9th+, access to the War domain.

Benefit: While wielding a weapon of the same type as your deity's favored weapon, it gains +1 and the special magical ability *mighty cleaving*. These abilities stack with any magical abilities of the weapon, but the weapon must at least be masterwork to gain this power.

Weapon of Strength [General]

Your god's power flows through your arm, turning your weapon into a highly tuned scalpel.

Prerequisites: Str 13+, divine spellcaster level 9th+, access to the War domain.

Benefit: While wielding a weapon of the same type as your deity's favored weapon, it gains +2 and the special magical ability *keen*. Your weapon gains this ability even if it is not slashing. These abilities stack with any magical abilities of the weapon, but the weapon must at least be masterwork to gain this power.

Weapon of Thunder [General]

Your god's power flows through your arm, turning your weapon into living thunder.

Prerequisites: Str 13+, divine spellcaster level 9th+, access to the War domain.

Benefit: While wielding a weapon of the same type as your deity's favored weapon, it gains the special magical ability *thundering*. This ability stacks with any magical abilities of the weapon, but the weapon must at least be masterwork to gain this power.

Weave Wards [Item Creation]

You can tie magical spells to a specific location, rather than to an item.

Prerequisites: Int 13+, arcane spellcaster level 5th+.

Benefit: You can imbue a specific location with an abjuration or divination spell by weaving a ward into a central arcane anchor point. Warding a location takes 1 day for each 1,000 gp in the ward's base price. When you weave a ward, you set the caster level. The caster level must be sufficient to cast the spell in question and no higher than your own level. The base price of a ward is its spell level multiplied by its caster level multiplied by 500 gp. To weave a ward, you must spend $\frac{1}{25}$ of the ward's base price in XP and use up raw materials costing half of this base price. A ward can also be made so that it only triggers once, then it is gone, in which case it only costs $\frac{1}{20}$ th of the amount calculated above.

When you weave a ward, you make any choices you would normally make when casting the spell. Whoever touches or disturbs the ward, is the target of the spell. Divination spells, such as *detect evil*, can be set to activate and reveal (as per the first round of the spell only) their targeted classification when a creature crosses a ward. For example, a *detect undead* ward would reveal any undead that passed over it, while a *detect magic* ward would show a multiplicity of magical auras when an experienced adventurer crossed it.

Any ward that stores a spell with a costly material component or an XP cost also carries a commensurate cost. In addition to the costs derived from the base price, you must expend the material component or pay the XP when weaving the ward.

Wrath of the Divine [General]

You are charged with dispatching those who have been denied their rightful death.

Prerequisites: Str 13+, divine spellcaster 6th+ level.

Benefit: You may target resurrected or reincarnated characters as though they were undead.

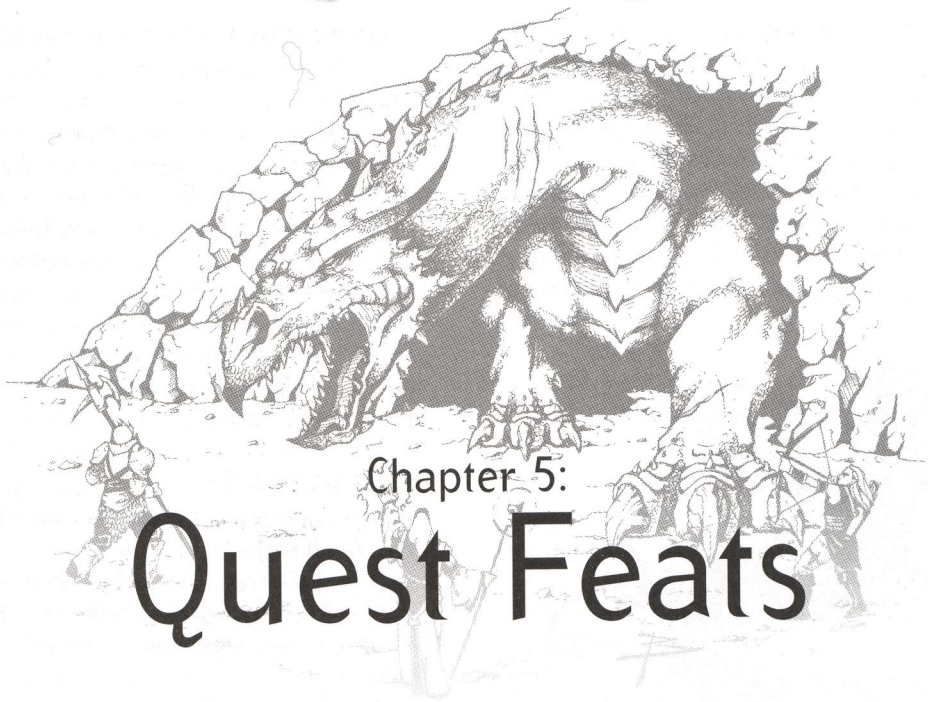
The Wyld Transformation [General]

You may change shape, as a druid.

Prerequisites: Divine spellcaster level 15th+, access to the Animal domain.

Benefit: You gain access to the druid ability, wild shape, as a druid of half your character level.

Special: If you already have the ability to *wild shape*, this ability stacks with your existing level to determine which wild shapes you gain access to.



Chapter 5:
Quest Feats

While most characters earn feats through physical or mental training, others come at a higher difficulty — the result of a long and difficult journey. Unlike most feats, quest feats require unusual requirements, which require roleplay. A quest feat must be earned as part of a story, and the player must announce the intent to pursue a quest feat instead of purchasing a normal one. Once the character has fulfilled the requirements for the quest feat, he immediately gains it. A character that has lost the effects of a quest feat may not purchase it again, and wastes his previous feat expenditure.

There are times a DM may wish to reward exemplary role-playing and effort with a bonus quest feat. But these should be saved for exceptional circumstances.

In any case, No quest feat is available before 9th level.

ABSOLUTE FAITH [QUEST]

For most, faith is a question to ponder. For you, it is a certainty to take to heart.

Prerequisites: 8+ ranks in Knowledge (arcana) skill, 8+ ranks in Knowledge (religion) skill. The ability to cast divine spells. Must have made friendly contact with an avatar or greater (CR 15+) servitor of your god (druids and rangers may make friendly contact instead with a similarly powerful creature of the elemental subtype).

Benefit: Due to your knowledge and experiences, your faith is absolutely unshakeable. Plagues, defeats, and deaths of loved ones are mere trials, and you could survive torture without giving in. So long as you believe, you will endure.

You gain a +10 competence bonus on any save or contested check against an effect that would force you to betray your religion, its members, or its ideals. You also turn or rebuke undead as though you were one level higher. Finally, you may always memorize your class spells, even if other effects would normally prohibit you from doing so.

Special: Should you ever lose the ability to advance in your divine spellcasting class, you lose the effects of this feat. Even should you again advance in the class, your faith in yourself is shattered.

BEYOND GOOD AND EVIL [QUEST]

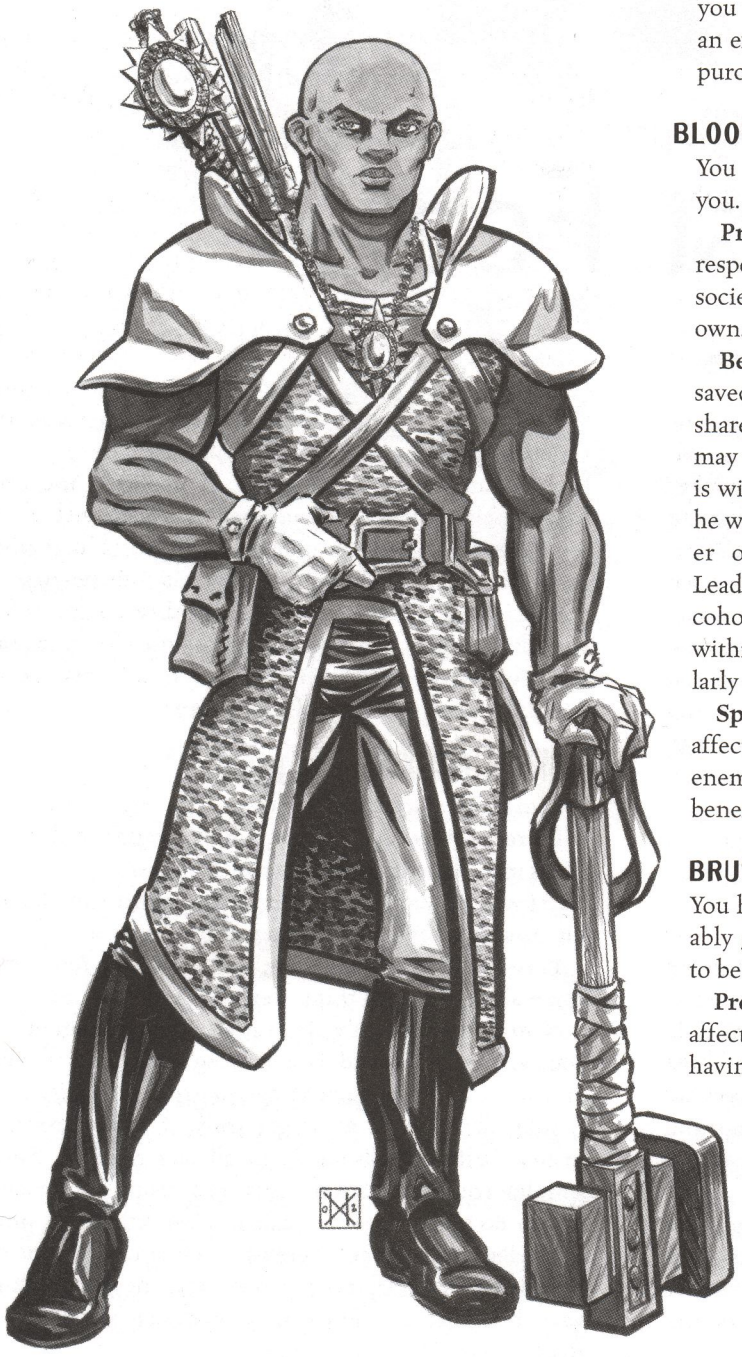
And to think, they called you mad.

Prerequisites: 8+ ranks in Concentration skill, 10+ ranks in Knowledge (arcana) skill. You must have spent at least five continuous years without contact with intelligent life. You may not have the iron will feat.

Benefits: You're better now, really, you are. Your time alone allowed you to think freely for the first time. You now understand what a sham it all is — the notions of good and evil, right and wrong, living and dead — the lot of it.

Your character is no longer truly of any alignment, instead believing absolutely in all and none of them, simultaneously. You are not truly of a neutral alignment, as you do not believe in a balance, but rather that only fools view anything as inherently good or evil, chaotic or lawful. For role-playing purposes, your new outlook is vaguely similar to neutral evil, but you fail to see any need to engage in self-serving actions.

You receive a +8 profane bonus against all Sense Motive checks. Additionally, any magical effects which attempt to guide your attitude (as opposed to controlling it outright) work unreliably on you; while you may be charmed, since there is literally nothing that you will not do, and that you do not believe that death harms someone in any way, your new master had best be very, very careful in explaining what he wants you to do. Similarly, any spell which affects or wards off an alignment has utterly no effect on you.



On the other hand, you automatically fail any attempt to resist the effects of *confusion, cause insanity,* or any spells or spell-like effects that are variations thereof. Further, you may no longer advance in any class that requires you to be of a specific alignment. At the DM's discretion, monks may ignore this restriction, as many a monk has mistaken their madness as true enlightenment.

Special: Purchasing the iron will feat ends the effects of this feat, but at this point, purchasing iron will requires that you do so as though it were a quest feat that demands you to focus all your will on one single task or subject for an extended period of time, no less than a month before purchasing iron will.

BLOOD KIN [QUEST]

You have powerful friends that would do anything for you. Anything.

Prerequisites: Cha 15+. You must be personally responsible for saving the life of a major figure of a society, whose alignment is not in opposition to your own.

Benefits: Though you are not a relative of the man you saved, he looks upon you with the same affection he shares with his closest kin. Once per game session, you may ask him to do any one thing for you, and so long as it is within his power and is not utterly repugnant to him, he will do as you ask without question. He is not a follower or cohort, however (unless you also have the Leadership feat, at which point you may select him as a cohort), and he has a life and a mind of his own. He is within his rights to ask that you aid him, as well, particularly if he has risked his life or station on your behalf.

Special: You are not required to return your blood-kin's affections, but failure to return his loyalty will net you an enemy who is quite familiar with you, and cost you the benefits of this feat.

BRUSH WITH GREATNESS [QUEST]

You have come into contact with something unquestionably greater than yourself, and you would give anything to be closer to that again.

Prerequisites: You must have used or been directly affected by a major artifact or relic, or have survived having the undivided attention of a creature of CR 20+.

Benefits: Whether you admit it or not, you are thrilled to the sensation of being so close to such a primal power. You never felt anything like it before or since, and you would know immediately if you felt it again.

You instantly sense the presence and general direction of any major artifact or creature of 20+ CR, up to a half-mile distance.

Carrier [Quest]

Though you are yourself immune to it, you still bear a disease that could harm others.

Prerequisites: Con 13+. In addition, you must have survived being infected with a potentially fatal disease, using only your own natural healing, but not including your own class features.

Benefits: Though you are now immune to the disease that you once bore, and indeed all natural diseases, you are still infectious. Anyone who touches your bare flesh or your blood risks contracting the same disease (as though you were a cleric of your level casting *cause disease* against them). This is not a conscious ability on your part, and knowingly using it as a weapon is an evil act.

Carte Blanche [Quest]

You have an official document in your possession that renders you untouchable by the law.

Prerequisites: The absolute trust of the Lawful Neutral or Lawful Evil ruler, theft of the document from a person serving the same, or a Forgery check (DC 40) using the signet ring marking of a Lawful Neutral or Lawful Evil ruler.

Benefit: You have a one-time +20 enhancement bonus to any Charisma-based skill checks when dealing with officials or law enforcement in an encounter. These other NPCs must owe fealty to the person who gave you the document, but the benefits last the duration of the encounter, after which they recover the document from you for authentication.

Special: Forged or stolen documents may place a significant price on your head, and no ruler gives out carte blanche to those who have exploited such blessings in the past.

Chaotic Magic [Quest, Metamagic]

Your magic seethes with chaotic energy, difficult to control but equally difficult to counter.

Prerequisites: Ability to cast spells. Must be of chaotic alignment. You must visit a plane with a strong, inherently chaotic element, and cast a spell of your highest level but remain in absolute control of it for the spell's duration.

Benefits: Your magic does not act precisely as magic of other, similar spellcasters, and even archmages and high priests have difficulty understanding it. All Spellcraft checks to identify the spell you are casting have +10 DC, and even then any attempt to counter one of your spells have a 25% chance of failing.

Unfortunately, chaotic energy is very difficult to manipulate, and your Concentration checks to avoid miscasting a spell are increased by twice the spell's level.

The Chosen One [Quest]

Whether it is true or not, a group of people believes you to be their chosen savior.

Prerequisites: Leadership or Tyrant. Additionally, you must make contact with a cult or minor religion (fewer than 50 members), be able to speak their language, and have an identifying, natural mark or feature such as a birthmark, a scar, mismatched eyes, etc.

Benefit: In addition to your normal corps of followers, a cult has determined that you are their prophesied hero. Unlike the rest, these few people are fanatically devoted to you, believing as they do that you are the single most important figure in history. The prophecy may or may not be true, and you may or may not be the hero spoken of in it. You do not have to believe — they do, and that is enough for them.

You have an additional number of followers equal to 10% of your base followers, up to a total of 50 more than normal, and one additional cohort (usually a bodyguard, liaison, or cleric). These people are members of your cult, and obey your word without question, so long as they believe you to be their prophesied hero. Unlike normal followers and cohorts, the cultists may be of any alignment, class, or race that could be a follower or cohort, regardless of those normally barred to you.

Unfortunately for you, the cult's number is finite, and their goals clear. Cultists killed are not replaced, and while they believe that you are their champion, their loyalty is only assured so long as they continue to believe such.

Special: If you are ever proven not to be the cult's champion, they will not merely abandon you, turning on you instead. You would not only lose the benefits of this feat, but gain a potentially deadly enemy.

Chosen by the Gods [Quest]

Whether because of great heroism or pure luck, you have been proclaimed a hero of your religion by your god or his immediate, supernatural servants.

Prerequisites: You must have exactly the same alignment as your god, and you must perform a great act in his name — the recovery of a lost artifact, the defeat of a rival god's favored servants, etc.

Benefit: You are the hero of an entire religion — a blessing and a curse. While the church will not give you its artifacts or dispatch a cleric to join you, it will do most anything else for you, including performing divine spells in an emergency. and offer you sanctuary in time of need.

Unfortunately, the church will also make requests that you further your quest for your god, and you are a prime target for any enemies of either your church or your deity. Furthermore, not even clerics are immune to ambition, and any fool can take power by turning a hero into a martyr.

Cosmological Secret [Quest]

You have figured out one of the underlying secrets of reality, and may exploit it to your advantage.

Prerequisites: 15+ ranks in Knowledge (arcana) skill. Additionally, you must have at least inspected a major artifact, for a period of no less than a month.

Benefits: The universe, contrary to popular opinion, is nowhere near perfect, and you may exploit an imperfection. Once per day, you may reroll any roll, even a natural 1 or 20, and accept the better result.

Nobody likes others pointing out their failures, however, and every time you use this ability, your action acts as a blaring siren, attracting the attention of the entity whose failure you exploit.

Special: Clerics with the Trickery domain may waive the knowledge (arcana) requirement of this feat.

Exotic Casting Style [Metamagic, Quest]

You have trained under a great spellcaster, and discovered how to improve your art.

Prerequisites: Ability to cast spells. 19+ in the ability that determines whether you can cast a class spell. Knowledge (arcana) 10+. Further, you must use magic to best a character or creature that already has this feat, and spend one year of continuous study under him.

Benefit: Your spells are stronger and more powerful than normal. You cast all your class spells as though you were one level higher.

Special: You may purchase this feat multiple times. Each time you do so, you apply its benefit to a different spellcasting class.

Exotic Fighting Style [Quest]

You have received exceptional martial training, and can counter even the most esoteric maneuvers in combat.

Prerequisites: Base attack bonus of +12, Expertise. Additionally, you must defeat in combat a character or creature who already has this feat, and spend one year of continuous training with him.

Benefit: You have learned how to counter the most common combat moves, while at the same time confusing your opponent as to what your next action will be. Add your base attack bonus to any Bluff check to disguise what your next move in combat will be. In addition, while you are in combat with an individual, you may name one feat available on the fighter bonus feats list. If your opponent has this feat, he cannot use it for the duration of the fight with you, or until you use this feat on another combatant. Opponents may still use other feats, even if the feat you have chosen is a prerequisite for another feat.

Special: Assuming that the characters meet the prerequisites, fighters may choose this as a bonus feat.

Favor of the Gods [Quest]

You have earned the favor of your deity.

Prerequisites: Your alignment must exactly match your deity's, and you must successfully undertake two quests for him — one to expand his interests, and an additional one against an enemy god. Both these quests must involve great hardship for you, during which time your ideals are tested and deemed worthy.

Benefit: Clerics gain access to an additional domain of their deity. Paladins gain access to a domain of their deity, and one additional domain spell, per spell level per day. Other classes gain a domain benefit of their deity. Non-clerics with this feat gain cleric as a favored class, but must use this domain as one of their cleric domains.

Special: You are held to more exacting standards than other worshippers, and the deity repeals this feat if you act against his wishes. Clerics may purchase this feat multiple times, each time adding an additional quest.

Foreign Magicks [Quest]

You have journeyed the length and breadth of the world, and harvested its mysteries for your own purposes.

Prerequisites: 8+ ranks in Knowledge (arcana) skill, 8+ ranks in Spellcraft 8+ skill, spellcaster level 12th+. You must personally discover no fewer than three lost spells which you can cast, each from a different time and/or creator.

Benefits: Your spellcasting is particularly exotic. Your spell DC is increased by 3. This bonus stacks with other DC increases. Others attempting to use Spellcraft checks to discern your magic, do so with a –5 circumstance penalty.

Forsaken [Quest]

Something terrible has happened to you, and even your friends worry about the mark it has left on your soul.

Prerequisites: You must have lost the most important thing in your life — a loved one unceremoniously destroyed before your eyes, your great quest hopelessly diverted, your family sword shattered, your honor irretrievably besmirched, etc.

Benefits: As you no longer have anything to live for, you no longer care for life. Increase by your overall level the DC of any Charisma-based check against you. Unfortunately, since you no longer have anything to live for, you cannot be raised from the dead.

Glimpse into the Beyond [Quest]

Perhaps you read the wrong book, or perhaps you entered the wrong plane at the wrong time. Whatever the cause, you now know something mankind was not meant to know…

Prerequisites: 6+ ranks in Knowledge (arcana) skill. You must make a brush with a powerful, unnatural force, including (but not limited to) an outsider with a minimum CR of 19, an artifact-level tome of forbidden lore, an extremely unusual and fearsome planar event, or similar. Alternately, you can die and be resurrected. Regardless, you must have a dangerous obsession with knowledge, and pursue it beyond reason.

Benefits: You may use any Knowledge skill as though you had 10 ranks in it, though doing so is painful, and costs you 1d4 temporary Wisdom each time. You also have a +4 inherent bonus to all Intimidate checks against creatures with the aberrant type.

GREATER SORCEROUS BLOODLINE [QUEST]

You have made contact with the ancestor whose blood powers your spells, and he has granted you a boon.

Prerequisites: 8+ ranks in Knowledge (arcane) skill, 8+ ranks in Knowledge (history) skill, sorcerer level 1st+. Additionally, you must first discover and then meet the progenitor of your sorcerous bloodline.

Benefits: Your ancestor unlocked a portion of your potential, increasing your capabilities and your understanding of your own art. So long as you only use one metamagic feat when casting a spell, your casting time is not increased.

Special: Not all sorcerous bloodlines have progenitors, and even among those that do there is no guarantee that the progenitor is still alive.

HONORARY NOBILITY [QUEST]

In recognition of your services, a noble has granted you a title.

Prerequisites: Repeated and exemplary service to a noble (or, more rarely, against one whom wishes to ingratiate you to him or otherwise manipulate you).

Benefits: Other nobles treat you with more respect than is afforded to a mere commoner, granting you a +2 enhancement bonus in all Charisma-based checks with local nobles. You may also use your title to deliver orders to other nobles beneath you in station, but those who abuse this may find nobles planning to destroy the "upstart" in their midst.

Normal: While characters may be nobility without the use of this feat, earned nobility means you command respect, even from those nobles who still turn their nose up at you — after all, they know that you have political connections in addition to your more brutish abilities.

HONORED ENEMY [QUEST]

While you know that one day you must finally settle your differences, you have earned the trust and respect of an honorable foe.

Prerequisites: Lawful alignment.

You must survive at least three combat encounters with the same, lawful-aligned enemy, at least one of which you must force him to flee. Afterwards, you must meet with the enemy again at least once, this time under peaceful conditions.

Benefits: Though you remain enemies, your opponent holds you in the highest esteem, trusting you in some cases above his own colleagues. While he will never break his own code of honor for you, he will see to it that you receive fair treatment should his forces capture you, and he will listen to your words should you ask him to. In dire straits, he may even come to your aid, particularly if doing so would strike a blow against a mutual foe.

Special: Your enemy expects the same treatment from you. Should you ever fail to treat him fairly, or otherwise prove yourself dishonorable, you lose all benefits of this feat.

LEGENDARY ABILITY [QUEST]

One of your abilities has marked you as more than mortal.

Prerequisites: Any ability score 20+, which you used to best in a duel an unique, supernatural creature known for that ability (20+ in the ability).

Benefits: Having beaten a powerful, supernatural creature at its own game, you have wrested a portion of that creature's unnatural essence from it, and used it to empower yourself. You may not kill your opponent in the process (your power stems from the creature, and its death would mean the end of your gift; the creature will not directly harm you while you have this feat, as your death would mean a bit of it dies, too). No longer constrained by the limitations of a wholly mortal form, you gain a number of abilities. You now age at half the normal rate of someone of your race, and you may reroll any one check made with this ability once per game session, keeping the better result. In contested checks, you may simply declare a victory over your opponent once per session, so long as your ability score and skill ranks are both higher than the opponent's and the opponent is not of the dragon, elemental, fey, magical beast, outsider, or undead types. Finally, you may return your supernatural essence to the creature you took it from, losing the benefits of this feat but extracting a service from them in the process.

There are certain consequences to attempting to contain such powerful energies in a relatively weak frame, of course. Your every use of your enhanced ability counts as a supernatural ability in addition to any existing

extraordinary or spell-like nature your use might have. Additionally, your essence occasionally trips over certain magical spells, and there is a 50% chance that any spell that would hedge out or otherwise affect the creature you subjugated affects you, too. Finally, stealing power from a greater creature is not something done lightly, as it does not simply anger the creature you best, but any allied creature. Others, particularly creatures who may themselves fall victim to this feat, may wish to make an example of you, while others may attempt to take what you rightfully stole.

Special: The creature whose essence you steal must be of one of the following types: dragon, elemental, outsider, or undead, and their score in this ability must equal or exceed your own. Should this creature die, you lose the benefits of this feat, and while the creature will only rarely risk killing you, it may well bend all its thoughts toward retrieving that piece of its soul that you have stolen. The creature becomes an NPC with a rather severe vendetta against you.

LOST SOUL [QUEST]

You've made a terrible, terrible mistake, and while it provides you some benefits on occasion, you have put yourself at great risk.

Prerequisites: A powerful creature (usually but not always an undead or outsider of CR 15 or greater; some evil wizards and clerics may be able to fulfill this role, at the GM's discretion) must have taken your soul from you, usually through a deal though certain necromantic effects may duplicate it.

Benefit: Though there are few direct benefits from separation with your soul, some do exist. While you still have emotions, they feel distant and incomplete from what you once had, and you have a +5 profane bonus to resist any magical or supernatural effect that would manipulate your feelings, as well as any opposed check where your opponent uses his Charisma. Additionally, increase the DC of any Scry attempt made against you by anyone other than the new owner of your soul by the new owner's challenge rating. Lastly, you are utterly immune to any effect which relies upon your soul, including energy drain, as your foes cannot strike at that which you do not have.

The downside of all of this is great, however. Your distant emotions give you a –5 profane penalty to all of your Charisma-based checks, and you automatically fail any Will save against an effect from someone who has your soul. Further, as your body is a mere husk with no more spirit than an animal's, it is simplicity itself for anyone or anything to possess you, and you automatically fail any saves against a possession attempt.

Worst of all, your soulless state has a degenerative affect upon your personality. For every level you advance while you have this feat, you suffer a permanent point of Charisma loss, and move one alignment step closer to true neutrality. If you are a divine spellcaster in service to a non-evil god, you cast your spells as though you were one level lower. All effects end if and when you retrieve your soul.

Special: All effects end when you retrieve your soul. At the GM's discretion, you gain double the experience of defeating your soul's owner if you are solely responsible for retrieving your soul.

MASTER OF THE FIELD [QUEST]

You are a legendary figure within your field of expertise.

Prerequisites: 10+ ranks in any one skill, Skill Focus (any), three or more renowned uses of that skill tied to your name and efforts.

Benefit: With great ability comes great respect, and you have both. Within groups that respect your skill, you may add your skill's default ability modifier to any Charisma checks you make. Even those who normally would not care about your skill view you with more respect; when dealing with those who have heard of your legendary skill, but who do not respect others' use of it, you may use your skill's default ability modifier instead of Charisma for all Charisma-based checks.

Additionally, your face is known to many. Anyone with 5 or more ranks in your skill may make a Spot check to recognize you.

Special: Respect does not equal favor, and others in your field may view you as a rival rather than as a colleague. Those outside your field may hold even dimmer views on you, especially if your renowned uses of the skill were actions they would disapprove of.

Special: You may take this feat multiple times. Each time you take this feat, choose a different skill associated with it.

NOTORIETY [QUEST]

Everyone knows your name. Everyone.

Prerequisite: Cha 15+, character level 12th+. You must be publicly held responsible for an action so major that hundreds of people or more have lived or died solely because of your efforts.

Benefit: Almost everyone knows who you are and what you did. They may like you or hate you, or not care in the slightest, but they know just the same. Whatever the case, only the most ignorant or foolhardy opponent will simply kill you outright, particularly since so many of your enemies would pay well for the opportunity to do it themselves…

Whenever a new NPC or intelligent creature spots you for the first time during an encounter or when you enter a settlement, the GM compares your Charisma modifier + character level to the NPC's Intelligence modifier + the NPC's challenge rating or character level. If the difference is 10 or less, the other realizes your identity and reports it to a superior. If it is feasible and an enemy believes they can profit from it, the enemy will attempt to capture you alive even if they normally kill prisoners.

When making Charisma-based checks with people who know of you and your notorious actions, your Charisma modifier is doubled (if you are making an Intimidate check and your action caused people to die, or if the other person found favor with your action), or reduced to zero (if the person is aware but uncaring of your action, or hates you because of it and you are not making an Intimidate check).

Finally, you gain a one-time +5 bonus to your leadership or tyrant scores (if any you gain the bonus to your leadership if you saved lives, or tyrant if you ended them instead).

Special: If you are ever proven not to be the cause of your own notoriety, you lose all the effects of this feat.

Oracle's Wisdom [Quest]

You have consulted an oracle about your future, though understanding what he told you is an altogether different matter.

Prerequisites: You must journey to an oracle's lair, and convince him to share his wisdom with you — usually through a quest that is a thinly-veiled test of character.

Benefits: The oracle has told you a prophecy of your future and your ultimate fate. Unfortunately, this did not have the precise effect that you desired — you've begun to notice that certain portions of the foretelling occur no matter how you act, while other portions of the prophecy have had entirely unpredictable hidden meanings. Once per session, you may force a reroll of any die, but doing so allows the DM to force a reroll of any other die that session.

Ordered Magic [Quest, Metamagic]

Your magic is precisely patterned and orchestrated.

Prerequisites: Lawful alignment. Ability to cast spells. In addition, you must journey to a plane with a prominent lawful nature, and practice casting spells there for a continuous period of no less than three months.

Benefits: You notice the tiny variables and flow of spells, and can duplicate or exploit them with effort. Once per day, you may cast a spell that you had cast earlier that day (including metamagic feats, if any), against the same targets. The spell produces precisely the same effect, dealing the same damage (if any) to the same targets as the previous casting. Targets fail or save as they did at the previous casting, but may use spell resistance against the second casting as normal.

In addition, you have a +5 insight bonus to Spellcraft checks to counterspies.

Penitent [Quest]

Try as you might, you cannot forget your past, or the person you once were…

Prerequisite: An alignment change to a new alignment at least partially in opposition to your old one (i.e. chaotic good to lawful neutral). Formerly true neutral characters must change to any of lawful good, chaotic good, lawful evil, or chaotic evil. Additionally, you must publicly perform one act of contrition, proving your change of heart to yourself and others.

Benefits: No matter how much you may wish to the contrary, your change of heart provides several benefits. Your insight into your former alignment, combined with your newfound perspective, gives you a greater understanding of how those of your old alignment think, garnering you a +2 insight bonus to all Bluff, Diplomacy, and Sense Motive checks with intelligent people and creatures of that alignment. Your dedication to never go back to that alignment is also great, and you have a +5 morale bonus to any Will save that would force you to return to it, and you may ask the GM whether a specific action will lead you back toward that end.

Special: With the GM's permission, a character with this feat and who is presently lawful good may multi-class into the paladin class, obeying the multi-class restrictions of the paladin class from then on.

Special: A character with this feat who changes alignment again loses all benefit of this feat, and may not take it again.

Revolutionary Figurehead [Quest]

Having taken part in the downfall of a government, you find yourself the new ideal of its replacement, whether for good or ill.

Prerequisites: You must have openly and directly aided in the toppling of a government as part of a popular revolution.

Benefits: Though you have little legal power, politics have made you a leader of the people (willing or otherwise, officially or otherwise). You gain a +6 circumstance bonus to all of your Bluff and Diplomacy checks made in public on behalf of the new government, and with effort, you might be able to wrangle a position of actual power, though this will almost certainly anger the people who want to use your image, not your person, to lead.

Ritual Atonement [Quest]

You have been absolved of your greatest sins.

Prerequisites: Non-evil. You must recompense those you have seriously wronged in some way, quested to gain the forgiveness of your deity, and received an atonement.

Benefit: Others attempting to invoke your past to taunt you receive a –4 circumstance penalty to all checks doing so. In addition, you are continually under the effects of a *bless* spell until such time as you perform an action unbefitting to your alignment.

Special: Characters who attempt to convince clergy of the need of this feat for minor sins may face excommunication.

Scourge [Quest]

Through action or inaction, you have angered the wrong man.

Prerequisites: You must have combated (directly or otherwise) a character or creature of CR 15 or greater, and dealt a severe blow to his reputation or his schemes.

Benefits: Though you now have the undivided attention of a powerful being who would do you ill, you have also earned the quiet support of his enemies (and possibly some of his lieutenants). Such people will surreptitiously aid you (so long as you keep your ties secret — they are not so foolish as to draw your enemy's wrath themselves), perhaps providing you with knowledge of your enemy's whereabouts, his weaknesses or strengths, or insight into his plans.

Soulless [Quest]

Through some unforeseen catastrophe, you no longer have a soul inhabiting your body.

Prerequisites: You must face a powerful (15 CR+) noncorporeal creature in combat, which reduces you below half your hit points. Alternately, some powerful creature must somehow earn more claim to your soul than you have.

Benefits: Without a soul, you have no emotions — there is no better nature for others to appeal to, nor anything to chill with fear. Subsequently, any effect which attempts to trigger an emotion within you automatically fails.

In contrast, any creature capable of possession may possess you at will, and you have no saving throw against this. Furthermore, you may not be raised from the dead while soulless.

Soul Twin [Quest]

Both you and another member of your party now share a soul between you.

Prerequisites: Two party members with the same alignment must choose this feat at the same time. Characters must share a great bond between them (i.e. family, marriage, or having saved each other's lives multiple times).

Benefit: By taking a full-round action, you always know the exact whereabouts and present condition of your soul-twin. While you are within fifteen feet of your soul-twin, both of you have the Alertness feat. Finally, when your soul-twin suffers wounds which would reduce him below zero, you may opt to take the excess wounds instead.

Special: If you ever betray your soul-twin, or if he ever betrays you, the link is permanently severed.

Stronghold [Quest]

You have and run a base of operations, which gives you access to certain amenities.

Prerequisites: Leadership feat, and at least one cohort (who will act as seneschal in your absence). The purchase (or gift) of the lands and all buildings upon it. A means of using this stronghold as a source of income.

Benefits: The stronghold provides a source of income (your Leadership skill + your level, multiplied by your Charisma modifier (minimum of one) every week). Furthermore, you receive a competence bonus equal to one fourth your level in all Charisma-based skill checks when dealing with local nobility and leadership.

Special: Your stronghold may be conquered or destroyed, or your seneschal may revolt.

Supernatural Mentor [Quest]

You have impressed a great and terrible creature, and now it offers you its insight.

Prerequisites: You must make friendly contact with a powerful, aged creature of unusual intelligence (dragons certainly qualify, but so do celestials, demons, beholders, liches, and elemental lords). You must then do something that either impresses them unduly (i.e. a clever and novel method to overturn a centuries-old plan of a lich), or do them a great favor (i.e. freeing a djinni from a curse). Though not necessarily of your alignment, this creature favors you, and will treat you fairly and wisely.

Benefits: Once per adventure, you may call on your mentor for aid. Your mentor will not personally fight or die for you, halt its plans for you, or lend you money or goods, but it freely offers advice, training, political manipulations, and the occasional non-combat spell. The mentor may likewise request aid from you, usually in acting for it as a proxy. If you are careless, however, you may anger his rivals or other students.

Surety Bond [Quest]

Others are willing to stake their reputation on your loyalty, despite you being a mercenary.

Prerequisites: You must have signed on and completed three campaigns as a mercenary. Additionally, you must have performed functions key to the success of at least two of those campaigns, and garnered the attention of an NPC of at least double your level.

Benefit: The NPC provides backing for a surety bond, a notarized document declaring your loyalty. You receive a +4 competence bonus to all Profession (mercenary) checks, and you may call upon the NPC in times of trouble.

Special: These effects end if you betray a mercenary contract.

Unclean Soul [Quest]

After a close brush with the undead, their mark has twisted your soul.

Prerequisites: An undead must inflict a negative level on you, and you must go an extended period (a week or more) without healing it.

Benefits: Superstitious peasants make the evil eye at you, and some overzealous clerics may attempt to exorcise you, but you are not necessarily evil, merely damned. Though you are rarely at ease, and always feel colder than you should, you can feel the pull to darkness all about you… especially when undead are near. You may use this ability any number of times per day, but it otherwise acts exactly like a detect undead spell cast by a sorcerer of your level. You have a +2 profane bonus to all Charisma-based checks with undead.

Special: Clerics, paladins, and other characters capable of turning undead find that they no longer do so after developing an unclean soul — they begin to rebuke dead instead, regardless of alignment or overriding choice from a deity. Each time you rebuke undead, you must make a Will save (DC equal to the number of times you have used this ability) to avoid moving one alignment step closer to evil.

Unnatural Blessing [Quest]

Through dire need, a powerful creature has given you a portion of its essence.

Prerequisites: Compatible (no alignments in opposition, at least one in common) alignment with a powerful (CR 15+) NPC or creature. You need not be aware of this other character, but he must be aware of you, and must be willing to lend you such a mighty boon, typically by an illustration of how important and/or useful you are to his cause, or (for good creatures only) feel that he has wronged you deeply.

Benefits: Your benefactor immediately heals you of all damage, including temporary ability loss and negative levels. Your natural lifespan is also increased, though you are not sure how long. Unfortunately, this is not without its price — your soul is now partially alien, and you are subject to hallucinations, spiritual manipulation by your benefactor, and any other such effects your DM deigns appropriate.

Special: Unavailable to characters with Unclean Soul.

VENDETTA [QUEST]

Someone has wronged you, deeply, and they may even live to regret it.

Prerequisites: You must face the same opponent (whose level or CR is equal to or greater than your own) three times. As a result of at least one such encounter, the opponent must have cost you something you hold dear (i.e. the loss of a loved one, the destruction of a holy relic of your god, permanently preventing you from completing a quest, etc.).

Benefit: You add your base Will bonus to all rolls and checks directly against this opponent.

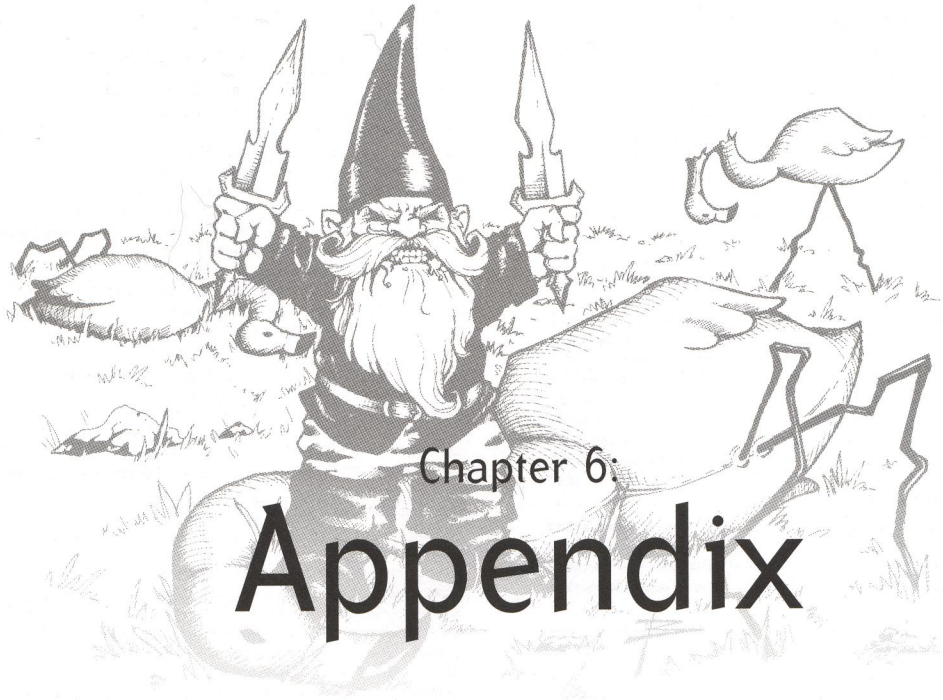
Special: If you ever show mercy to your opponent, or if you have mistakenly called a vendetta against an opponent innocent of your accusations, you lose the effects of this feat.

WEAPON OF PRIDE [QUEST]

By using your weapon repeatedly, it has become part of your legend.

Prerequisites: You must have used the same masterwork weapon — and only this weapon — for three levels. Weapon Focus feat for this weapon. You must defeat (strike the killing or final subduing blow) an enemy who has four or more levels more than you do, or a CR of five or more than your level.

Benefit: This feat may be taken multiple times. Each time you take this feat, your weapon gains a +1 enhancement modifier, or an enchantment of equal value (you may save up several feats to purchase higher cost enchantments). This feat has no effect on previously enchanted items, and items enchanted in this manner may not be otherwise enchanted.



Chapter 6: Appendix

More of a chapter of "fun" feats than an appendix, we couldn't resist making up some new feats that fit less "realistic" campaigns. Enjoy.

BONUS FEAT [GENERAL]

Benefit: Choose any one feat from *Feats*.

Special: You may take this feat multiple times. Each time you take this feat, choose a new feat.

COOL [GENERAL]

You are just that cool and everyone knows it.

Prerequisites: Cha 13+, rogue level 1st+.

Benefit: You gain a +1 on all Charisma based skill checks. This bonus is +2 against members of the opposite sex, +5 if you're a woman and your opponent is a gamer or knows a gamer.

Special: You gain an additional +1 circumstance bonus to your AC when wearing leather armor, 'cause it's the coolest.

ELVEN BLOOD, KEEBLER® [BACKGROUND, BLOODGIFT]

Benefit: You gain a +4 racial bonus to all Craft (baking) checks and Profession (cook) checks to make sweet, delicious treats.

GARDEN GNOME [BACKGROUND]

Prerequisite: Isn't being a gnome enough?

Benefit: You gain a +3 competence bonus to Hide checks and Move Silently checks while in tall grass and rose bushes.

GRASSY GNOLL [BACKGROUND]

Prerequisites: Wis 13+, gnoll, knowing the truth.

Benefit: You gain +4 paranoia bonus to your Hide checks.

LOGIC HOUND [GENERAL]

Prerequisite: Having a brain.

Benefit: You are allowed a Will save (DC 10 or more) anytime a gnome or halfling confronts you as you know they shouldn't exist. The DC to resist gnome of halfling effects could be higher in situation where the creature is part of alcohol-related vision or an illusion created by some sick, deranged elf.

MONKEY GRABS THE PEACH [GENERAL]

Prerequisite: Monk level 9th+.

Benefit: This is the most dangerous and vile of monk techniques, involving a strong, powerful, crushing attack to the opponent's groin. We were going to make rules for this, but for the sake of the children we opted to leave such graphic and painful descriptions out of the book.

SEVEN DWARVES [GENERAL]

Prerequisite: Dwarf.

Benefit: You gain a cumulative +1 racial bonus to all Perform (ode) checks for every dwarf ally within 60 ft.

SPELL TURNING [GENERAL]

Prerequisite: Int 13+.

Benefit: You always spell the word "turning" correctly.

AEG 8515

FEATS™

Dodge • Parry • Strike

I was alone on the streets of Merrick, waiting for the guards to leave… waiting for the sun to set. I had one task at hand, steal the Rose of Persephone and return it to the King of Annur.

And no one was going to get in my way.

But just then one of those uppity, green watchmen, you know the type, he blows his signal whistle and tells the guards he sees something. Before I knew it, six goons were swarming my location and I'd spent all week casing this alley. I had only one chance to get out alive…

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