

*Gryphons & Nettles*



*Street Feats*

*Robert Smith*



# Gryphons Book of 3<sup>rd</sup> Edition Feats

## Welcome

*My name is Gryphon and you can call me sir. Why I here you ask because I am a Demon, and I am sure your mother told you to be polite to demons. If not shame on her. This tome is not complete, and it is not meant to be taken as gospel. The magic users who live near the sea have that privilege. Take them into your life if you wish but be sure that your master of the game approves them before you use them. Know that they are not for munchkins but give you some extra options. Think before you use.*

### Gryphon-Demon Lord of the Meme

## Descriptions

### ACQUIRING FEATS

Unlike skills, feats are not bought with points. You choose them for your character, but you work for them, some require training some require specific requirements. Each character gets one feat when the character is created, then another at 3<sup>rd</sup> level and every three levels thereafter (6<sup>th</sup>, 9<sup>th</sup>, 12<sup>th</sup>, 15<sup>th</sup>, and 18<sup>th</sup>). For multiclass characters, the feats come according to total character level, regardless of individual class levels. Humans also get a bonus feat at 1<sup>st</sup> level, chosen by the player from any feat for which his or her character qualifies.

### PREREQUISITES

Some feats have prerequisites. You must have the listed ability score, feat, skill, or Base Attack Bonus in order to select or use that feat. A character can gain a feat at the same level at which he or she gains the prerequisite.

If the requirement is lost due to artificial means for example, if your Strength drops below 13 because a ray of enfeeblement hits you, you can't use the Exotic Weapon Bastard Sword feat.

### TYPES OF FEATS

Some feats are general, meaning that no special rules govern them as a group. Others are item creation feats, which allow spellcasters to create magic items of all sorts. A metamagic feat lets a spellcaster prepare and cast a spell with greater effect, albeit as if the spell were a higher level than it actually is. Special feats are available only to the specified class.

### COMBAT

These Feats are open to anyone that meets the requirements. They are described elsewhere as General Feats but in this book they are referred to as Combat Feats. Basically they encompass Feats which directly effect the dice rolls made during combat, effecting when where and how the combat occurs. Unlike the Fighting Style Feats below they do not have a requirement for training.

### DIVINE

The feats in this new category share a few characteristics. First, they all have as a prerequisite the ability to turn (or, in most cases, rebuke) undead. Thus, they are open to clerics, paladins of 3<sup>rd</sup> level or higher, and any prestige class that has that ability.

Second, the force that powers a divine feat is the ability to channel positive or negative energy to turn or rebuke undead. Each use of a divine feat costs the character one turn/rebuke attempt from his or her number of attempts each day. If you don't have any turn/rebuke attempts left, you can't use the feat. Since turning or rebuking is a standard action, activating any of these feats is also a standard action.

Third, you can't use the Quicken Turning feat to speed up the use of a divine feat.

### FIGHTER

Feats that are only eligible to Fighters, due to their specific training

### FIGHTING STYLE

Some combatants study highly specialised weapon techniques, katas, and styles that set them apart from less skilled warriors. Such techniques often expand the character's options quite a bit and make for a very dangerous opponent. Other, less trained opponents may be able to develop a style or two, through practice, imitation, or other means. Thus, any character that meets the prerequisites may take one of the following Fighting Style Feats just as they may take any other Feat they meet the prerequisites for.

Each Fighting Style represents a broad classification or type of manoeuvre rather than a specific technique; thus two practitioners of a given Fighting Style will likely employ 2 different methods to achieve the same general end result. Practitioners of Fighting Styles often refer to their Style in flowery, descriptive, or mysterious terms, and several different techniques may combine to form a Fighting Style. Regardless of whether a character has studied his Agrippa or knows his Acappa-Ferra or mastered the Five Ribbon Sword Technique, the game effect is that the practitioner may use the Multiple Level Attack, Restricted Quarters, and Rapid Assault Styles.

The styles are generally combinable, but full attack actions are obviously not usable in conjunction with other full or partial action Fighting Styles unless some other ability is used to expand the characters number of allowable actions.

Most of the Styles may be used with barehanded attacks if the practitioner has the Improved Unarmed Combat Feat and has taken Weapon Focus: Bare hand. These 2 Feats are sufficient to classify the practitioners' hands lethal weapons. However, some of the Fighting Styles (such as Weapon Throwing) are obviously not usable barehanded. Main Gauche and Offensive Shield Technique are usable barehanded as dagger and fist or shield and fist respectively.

A Fighting Style is the result of training in a certain manner of fighting rather than a purely physical or untrained ability, all of the Fighting Styles have the prerequisites that you receive the necessary training.

Fighting Styles should be used with individual melee weapons, including skilled use of bare hands, or large and general groupings of them such as Sweeping Blow.

### GENERAL

General feats are just that, if you meet the requirements in the description, then you can have learn or develop the feat. They are open to all classes and at any level, as long as you meet the requirement.

### HERITAGE

These feats are available on generation of the character only, based on your racial background, your geographic background or your family background. Each of these feats may only be taken once, normally at the generation of the character.

### ITEM CREATION

Spellcasters can use their personal power to create lasting magic items. Doing so, however, is draining. A spellcaster must put a little of himself or herself into every magic item he or she creates.

An item creation feat lets a spellcaster create a magic item of a certain type. Regardless of the type of item, each item creation feat has certain features in common;

xp Cost, Raw Materials Cost, Time, Item Cost, Extra Costs, which are more clearly described in the Core Rule Book 1.

### MAGIC

These feats assist the spellcaster in the way in which they cast their spells. These feats are different from metamagic feats in that you do not have to give up spell slots to have the benefits of these feats active.

### MARTIAL ARTS

These feats are open to all characters who meet the basic requirements, but are specifically to do with unarmed fighting.

### METAMAGIC

As a spellcaster's knowledge of magic grows, she can learn to cast spells in ways slightly different from how the spells were originally designed or learned. A spellcaster can learn to cast a spell without having to say its magic word, to cast a spell for greater effect, or even to cast it with nothing but a moment's thought. Preparing and casting a spell in such a way is harder than normal but, thanks to metamagic feats, at least it is possible.

See the Core Rule Book 1 for clear details of how metamagic feats can be used by the various spellcasting classes.

### METAPSIONIC

As a psionic's knowledge of psionics grows, she can learn to cast psionic abilities in ways slightly different from how the abilities were originally designed or learned. A psionic can learn to use an ability for greater effect, or even to use it with nothing but a moment's thought. Preparing and triggering a psionic ability in such a way is harder than normal but, thanks to metapsionics feats, at least it is possible.

### MONSTER

These feats are specifically for the use of monsters and not characters, unless the character comes from a monstrous race, like Drow.

### MUSIC

These feats are open to anyone who can meet the prerequisites and who is a bard.

### PSIONIC FEATS

These feats are only available if the character is trained in psionics.

### RAGE

These feats are open to anyone who can meet the prerequisites and who has the ability to Rage.

### ROGUE

These Feats are open to anyone with the class ability to Sneak Attack.

### SPECIAL FEATS

These are feats available only to the specified class. Only clerics or paladins can take Extra Turning, only fighters can take Weapon Specialisation, and only wizards can take Arcane Mastery.

### WILD FEATS

The feats in this category relate to the druids wild shape ability, and all require it as a prerequisite. Any class feature or ability that has the words "wild shape" in its name counts as wild shape for meeting prerequisites. Wild feats apply to any version of wild shape.

### FEAT TEMPLATE

#### FEAT NAME

Description of what the feat does or represents in plain English.

**Prerequisite:** A minimum ability score, another feat or feats, a minimum base attack, a skill, or a level that a character must have in order to acquire this feat. This entry is absent if a feat has no prerequisite. A feat may have more than one prerequisite.

**Benefit:** What the feat enables you (the character) to do.

**Normal:** What a character who does not have this feat is limited to or restricted from doing. Where not having this feat causes no particular drawback this entry is absent.

**Special:** Additional facts about the feat that may be helpful when you decide whether to acquire the feat.

#### NOTES ON FEAT PROGRESSION

In this book there are progressive feats, i.e. normal improved and greater feats. The attempt has been made to make these progressions logical, but some may seem a little strange. Feats that duplicate spells or spell like abilities are also balanced in the following manner. There may even be feats that duplicate effects, although the majority of these have been removed.

**Basic Feat** should offer a broad bonus of +2, a narrow situational bonus of +3, or a bonus to abilities similar to a spell of up to 2nd level. These should be available to all character of 1-5th level with a reasonable prerequisite, e.g. a statistic of 11+, a skill of +3 or something similar

**Improved Feats** should offer a broad bonus of up to +4 a narrow situational bonus of +5, or a bonus to abilities similar to a spell of up to 3rd level. These should be available to all character of 6th to 10th level with a more difficult prerequisite e.g. a statistic of 13+ a skill of +5 or something similar and another feat.

**Greater Feats** should offer a broad bonus of up to +6 or a bonus to abilities similar to a spell of up to 4th level. These should be available to all character of 10th+ level with a more difficult prerequisite e.g. a statistic of 15+ a skill of +8 or something similar and more than one other feat.

This however is a guide not a hard and fast rule, there may be things in the book that differ from these guidelines, if you don't agree with them don't use them, if you want to modify them to better fit do so.

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# Gryphons Book of 3<sup>rd</sup> Edition Feats

## COMBAT

### ALL OUT ATTACK; IMPROVED

You are experienced at making furious attacks in melee.

**Prerequisite:** Base Attack Bonus +6.

**Benefit:** When you take the All Out Attack full round action, you can make a single melee attack (but not a touch melee attack) at your full Base Attack Bonus, with a further +2 bonus to your attack roll. For every 5 full points of Base Attack Bonus this bonus increases by one.

If you make an All Out Attack, you suffer a -4 dodge penalty to AC until the start of your next turn.

**Normal:** A character without this feat can take the all out attack full round action. She gives up all her normal attacks to make one melee attack at her full Base Attack Bonus +2. Touch attacks don't benefit from this action, because a large part of it lies in battering through a target's armour defences, which touch attacks ignore. She suffers a -4 dodge penalty to her AC until the start of her next turn.

A character who makes an all out attack can't use the defensive fighting option, the Expertise feat or any skill or ability that requires patience or concentration. She loses any spells she is maintaining, and any touch spells she has in hand.

**Special:** A charge is a form of all out attack that channels your momentum into your blow. The bonuses and penalties from a charge don't stack with those from an all out attack.

A barbarian while raging is effectively making all out attacks each round. The effective bonuses and penalties from raging don't stack with those from an all out attack.

A dwarven defender who takes a defensive stance can't make an all out attack.

Spells and effects that nullify strong emotions (such as the calm emotions spell) prevent those affected from making all out attacks.

### AMBIDEXTERITY

You are equally adept at using either hand.

**Prerequisite:** 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:** The feat helps offset the penalty for fighting with two weapons.

### AMBIDEXTERITY; GREATER

Your hand eye coordination is so great that it allows you to master the use of both hands with the same sized items.

**Prerequisites:** Dex 17+, Ambidexterity, Two-Weapon Fighting, Base Attack Bonus +8 or higher

**Benefit:** Reduces primary and off-hand penalties for two-weapon fighting by two. In addition, penalties for using a "heavier-than-light" weapon in the off-hand are eliminated (i.e., a human can use a medium-size weapon in the off-hand as if it were light). In short, with the Improved Ambidexterity Feat, and the Improved Two-Weapon Fighting Feat, a character can fight with two medium sized weapons with zero penalties to either the primary or off-hand.

### ARMOUR FOCUS

You are accustomed to wearing heavy armours for extended periods of time.

**Prerequisites:** Medium or Heavy Armour Proficiency, Strength 13+, Fighter level 4+.

**Benefit:** You may reduce the Armour Check Penalty for Strength-Based Skills and increase the Maximum Dexterity Bonus of any Heavy or Medium armour that you wear by 2. Your movement is affected as if he were wearing armour of one category lighter.

### ARMOUR PROFICIENCY (EXOTIC)

You are skilled in the use of unusual armours.

**Benefit:** Choose an exotic armour when you choose this feat. You do not suffer the armour's check penalties to attack and all movement skills as per the non-proficient with armour worn rules (Core Rule Book 1 pg. 104).

### ARMOUR PROFICIENCY (HEAVY)

You are proficient with heavy Armour

**Prerequisite:** Armour Proficiency (light), Armour Proficiency (medium).

**Benefit:** See Armour Proficiency (light).

**Special:** Fighters, paladins, and clerics have this feat for free.

### ARMOUR PROFICIENCY (LIGHT)

You are proficient with light Armour

**Benefit:** When you wear a type of Armour with which you are proficient, the Armour check penalty applies on checks to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble checks.

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

**Special:** All classes except wizards, sorcerers, and monks have this feat for free.

### ARMOUR PROFICIENCY (MEDIUM)

You are proficient with medium Armour.

**Prerequisite:** Armour Proficiency (light).

**Benefit:** See Armour Proficiency (light).

**Special:** Fighters, barbarians, paladins, rangers, clerics, druids, and bards have this feat for free. Wizards, sorcerers, rogues, and monks do not.

### ARMoured VIGILANCE

You can hastily don and remove armour.

**Prerequisite:** Proficient in armour donned or removed.

**Benefit:** You can don, don hastily and remove armour in half the standard time.

## ASSIST ANOTHER

You can be of great help to an ally during combat.

**Benefit:** When you successfully perform the aid another action you grant your ally a +4 bonus to attack rolls or Armour Class (your choice). This replaces (does not stack with) the +2 bonus normally granted.

## BATTLE CRY

Your intense and powerful words can grant you strength in combat.

**Prerequisites:** Cha 14+

**Benefit:** When making a charge action you receive a +1 morale bonus to hit and damage for as many rounds as you your charisma bonus.

The battle cry can only be used as many times a day as your charisma bonus.

**Special:** It's best if the player creates a battle cry for his character if he chooses to take this feat.

## BATTLE CRY; UNNERVING

When you charge, your battle cry is extremely unnerving to foes.

**Prerequisite:** Battle cry, Intimidate 5, Base Attack Bonus +6 or higher

**Benefit:** When making a charge action you and successfully damage your opponent, receive a +2 morale bonus to your saving throws and Armour Class. You must declare you are using this feat before you make an attack roll. The intimidating effect lasts for a number of rounds equal to your charisma bonus. You can use this feat once per day for every four levels attained, and only once per round.

**Special:** It's best if the player creates a battle cry for his character if he chooses to take this feat.

## BATTLE HARDENED

You are a veteran of many tough, gruelling battles.

**Prerequisite:** Base attack bonus +3 or higher.

**Benefit:** When you are reduced to 0 hit points, you can still act normally and you don't suffer 1 point of damage for performing strenuous activity. If you are reduced to less than 0 hit points (you are dying), you still fall unconscious but this feat doubles your normal chance to stabilise each round (20%).

**Normal:** Characters without this feat may only take partial actions, suffer 1 point of damage after performing strenuous activity, and are considered dying unless their activity increases their hit points (such as casting a cure spell on themselves). Dying characters normally have a 10% chance to stabilise each round.

## BEWILDERING ATTACKS

You have an innate ability to disrupt a spell crafter.

**Prerequisite:** Spellcraft and Base Attack Bonus +3 or better

**Benefit:** You have an innate ability to ruin the concentration of spellcaster.

**Special:** The character must declare she is using a bewildering attack before making the attack roll. The attack is resolved normally for attack and damage but any mage struck is forced to make a concentration check and add the character's attack bonus to the difficulty number.

## BLIND-FIGHTING

You know how to fight in melee without being able to see your foes.

**Benefit:** In melee, every time you miss because of concealment, you can reroll your miss chance percentile roll one time to see if you actually hit. And invisible attacker gets no bonus to hit you in melee. That is, you don't lose your positive Dexterity bonus to Armour 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.

**Normal:** Regular attack roll modifiers for invisible attackers trying to hit you apply, as does the speed reduction for darkness and poor visibility.

**Special:** The Blind-Fight feat is of no use against a character who is the subject of a blink spell.

## BLIND-FIGHTING; IMPROVED

**Prerequisites:** Blind-Fight, Wis 13+

**Benefit:** In melee, your miss chance because of concealment is reduced by 10% (see *Core Rule Book 1* Table 8-10: Concealment, p. 133).

## BULL RUSH IMPROVED

**Prerequisite:** Str 13+, Power Attack.

**Benefit:** When the character performs a bull rush, the character does not draw an attack of opportunity from the defender.

## CHARGE; IMPROVED

Your battle charges are even more dangerous.

**Prerequisite:** Power Attack.

**Benefit:** When you charge you gain a +2 bonus to damage.

## CLEAR CRITICAL

You are much more likely to follow through a good hit with a critical, as you are particularly able at aiming vital organs.

**Benefit:** You gain a +4 competence bonus to each critical roll, on the second roll to see if the critical happens.

**Note:** This bonus applies on the second roll to see if the critical not on the "to hit" roll.

## CLEAVE

You can follow through with powerful blows.

**Prerequisite:** Str 13+, Power Attack.

**Benefit:** If you deal a creature enough damage to make it drop (typically by dropping it to below 0 hit points, killing it, etc.), you get an immediate, extra melee attack against another creature in the immediate vicinity. You cannot take a 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. You can use this ability once per round.

## CLEAVE; ASUNDER

Your Sunder attacks are usually more effective. You are trained in following through when you break an opponent's weapon or shield



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**Prerequisite:** Fracture, Cleave

**Benefit:** When attacking an opponent's weapon, shield or other held object, if the object is broken, you can immediately *Cleave Asunder* and attack the person whose weapon or armour you have destroyed.

## CLEAVE; GREATER

You can follow through with powerful blows.

**Prerequisite:** Str 13+, Power Attack, Cleave, Base Attack Bonus +4 or higher.

**Benefit:** If you deal a creature enough damage to make it drop (typically by dropping it to below 0 hit points, killing it, etc.), you get an immediate, extra melee attack against another creature in the immediate vicinity. There are no limit to the number of times the character can use it per round, each time they drop someone with an attack they immediately attack the next person to hand.

The extra attack is with the same weapon and at the same bonus as the attack that dropped the previous creature

## CLEAVE; SUPREME

You wield your weapon with such power that you can wade through many opponents.

**Prerequisite:** Base attack +8 or higher, Combat Reflexes, Great Cleave, Mobility.

**Benefit:** You can take your 5-foot step between attacks when using the Cleave or Great Cleave feat. You may only do this once per round.

## CLOSE QUARTERS FIGHTING

You are skilled at close quarters melee where movement is limited.

**Prerequisites:** Combat Reflexes, Expertise, Dodge, Base Attack +6

**Benefit:** The practitioner of this type of style may know how to defend themselves in tight spaces. When in a situation where it is not possible to make a 5 foot step or where the character would be denied Dex Bonus to AC due to the terrain, the practitioner gains a +2 competence bonus to his AC. When an enemy attempts a grapple against you, you are able to make an attack of opportunity regardless of whether the attacker has Improved Grapple. Any damage inflicted on a successful attack of opportunity is added to your ensuing grapple check to avoid being grappled. This feat does not provide you with additional attacks of opportunity in a round, so if you do not have an attack of opportunity available when your enemy attempts to grapple you, you do not get any benefit from close quarters fighting.

For example, a dire bear strikes you with a claw attack. If you don't have this feat, the dire bear's improved grab ability allows it to immediately attempt a grapple check, provoking no attack of opportunity from you. However, with Close-Quarters Fighting, you are entitled to an attack of opportunity. If you hit and score 8 points of damage, you may add +8 (plus your attack bonus, Strength bonus, and size modifier) to your grapple check to resist the dire bear's grapple attempt.

## COMBAT FOCUS

Paying little heed to distractions and other threats, you may focus your attacks on one opponent, leaving yourself open to others.

**Prerequisite:** Dodge, Improved Initiative, Base Attack Bonus of +5 or higher

**Benefit:** On your action, before making attack rolls for a round, you may choose to focus your efforts against one opponent. Against this opponent, you get a +2 bonus to attack and a +1 dodge bonus to Armour Class. The +1 Armour Class bonus from Dodge must be applied to the same opponent for a total bonus of +2. You have a -2 penalty to Armour Class against all other opponents.

## COMBAT FOCUS; IMPROVED

You have practised the arts of two-on-one combat, enhancing your Combat Focus.

**Prerequisite:** Combat Focus

**Benefit:** When using the Combat Focus feat, you may specify two opponents to focus against. Against the second, you have neither bonuses nor penalties.

## COMBAT REFLEXES

You can respond quickly and repeatedly to opponents who let their defenses down.

**Benefit:** When foes leave themselves open, you may make a number of additional attacks of opportunity equal to your Dexterity modifier. For example, a character with a Dexterity of 15 can make a total of three attacks of opportunity in around the one attack of opportunity any character is entitled to, plus two more attacks because of his +2 Dexterity bonus. If four goblins move through the character's threatened area, he can make attacks of opportunity against three of the four. You still only make one attack of opportunity per enemy. You may also make attacks of opportunity while flat-footed.

**Normal:** A character not capable of this feat can make only one attack of opportunity per round and can't make attacks of opportunity while flatfooted.

**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 REFLEXES; IMPROVED

You are exceptionally fast in responding to your enemies' attacks.

**Prerequisite:** Combat Reflexes

**Benefit:** You may now use all Attacks of Opportunity provided by Combat Reflexes on a single opponent.

## COMBAT SURGE

You can rush an action in combat at the cost of presenting opportunities to your opponents

**Prerequisite:** Improved Initiative, Base Attack Bonus of +2 or higher

**Benefit:** On your action, before making attack rolls for a round, you may choose to take a -4 penalty to your armour class until your next action. If you do so, you will gain +2 to your initiative for the remainder of this combat. The bonus begins on the next round. If the character takes the Refocus action, all bonuses gained from prior uses of this feat are lost.

**Normal:** A character without this feat can only modify his or her initiative situation with the Refocus full round action.

## COMBAT SWIFTNESS

Your combat reflexes are so sharpened that you can deal two attacks of opportunity to the same target.

**Requisites:** Combat Reflexes, Lightning Reflexes, Dex 15+, Base Attack Bonus +6 or better.

**Benefits:** You may deal two attacks of opportunity to the same target, but the latter is at -5. Both attacks count to the number of attack of opportunity you may deal in a round.

**Special:** A Monk fighting unarmed, or with weapons that allow him to use his better attack progression, suffers a penalty of -3, instead of -5, to his second attack of opportunity.

## CONCERTED ATTACK

You are well trained in directing the efforts of others during a co-ordinated attack

**Prerequisite:** Base attack +3 or better, Knowledge (Combat)

**Benefit:** You can direct the efforts of your allies to gain an additional bonus to flanking efforts. When you are leading a flanking effort against a single opponent, your allies involved in the melee gain a +4 flanking bonus on the attack roll.

**Normal:** Gain a +2 on your attack roll when flanking

**Special:** You must be able to effectively communicate with the other flanking members.

## CO-OPERATIVE FIGHTING

You are able to fight well in conjunction with others.

**Benefit:** When fighting the same opponent as another character whom you have fought alongside before, you may make an attack of opportunity at any time the other character is able to do so. This attack of opportunity must be made against the original creature that provoked it.

## COUNTER

You know how to watch an opponent and find your opening.

**Prerequisite:** Wis 13+, Expertise, Combat Reflexes, Base Attack Bonus +4

**Benefit:** If you have taken a full attack action to fight defensively, then you also receive attacks of opportunity (with the usual attack penalty) against melee opponents who miss you until your next action. (This feat does not grant you any more attacks of opportunity than before, just an additional opportunity to use them.)

**Special:** A Fighter may take this feat as a bonus combat feat.

## COUNTER DISARM

You may attempt to trip an opponent if they fail to disarm you.

**Prerequisites:** Combat Reflexes, Expertise, Improved Trip

**Benefits:** When a melee opponent attempts to disarm you, including by use of the Improved Disarm feat, if you win the opposed attack roll you may choose to make a trip attack as per the Improved Trip feat versus that opponent as a free attack of opportunity. Note that under no circumstances can you make more than one attack of opportunity versus the same opponent in the same round.

## COUNTER SUNDER

You may attempt to disarm an opponent who has failed to strike your weapon.

**Prerequisites:** Combat Reflexes, Expertise, Improved Disarm

**Benefits:** When a melee opponent attempts to strike your weapon, including by use of the Sunder feat, if you win the opposed attack roll you may choose to make a disarm attempt as per the Improved Disarm feat versus that opponent without as a free attack of opportunity. Note that under no circumstances can you make more than one attack of opportunity versus the same opponent in the same round.

## COUNTER TRIP

You are difficult to trip.

**Prerequisites:** Combat Reflexes, Expertise, Improved Trip

**Benefits:** When a melee opponent makes a Trip attack against you, you gain a +4 Dodge bonus to AC vs. the opponents melee touch attack to Trip you. You may not use this ability when denied your Dexterity bonus to AC. Dodge bonuses stack.

## COUP DE GRACE; IMPROVED

You are an expert at delivering the Coup de Grace (*Core Rule Book 1* p.133).

**Prerequisite:** Int 13+, Expertise.

**Benefit:** When you perform a coup de grace (*Core Rule Book 1* p.133), you do not draw any attacks of opportunity.

## CREATE OPPORTUNITY

Just when you thought you were as slippery as slippery can be, here comes somebody just a little bit quicker.

**Prerequisite:** Dex 15+, Combat Reflexes, Base Attack Bonus +3

**Benefit:** In lieu of ALL your attacks of opportunity for one round, you may make a single attack of opportunity against a target who moves more than 5' and moves through your threatened area in a manner that does not normally provoke an attack of opportunity.

**Normal:** Tumbling successfully does not provoke an attack of opportunity. Spring attack does not provoke an attack of opportunity from the attacker's target. You get no attacks of opportunity against a target with at least 50% cover.

**Notes:** If you have made even a single attack of opportunity since your last action, you may not use this feat, since you can no longer give up ALL attacks of opportunity. If the target has the feat Mobility, the mobility bonus to AC still applies.

## CRUSHING BLOW

The shear damage potential of your blows is legendary.

**Prerequisites:** Weapon Focus, Improved Critical, Power Attack

**Benefits:** When determining damage from a Critical Strike you add 1 to the damage multiplier. For example a long sword would do x3 on a critical rather than x2.

**Special:** This feat can be taken multiple times. Each time it is taken, it applies to a different weapon of the player's choosing.

## DEADLY ARC

You are capable of sweeping your weapon in a deadly circle around you.

**Prerequisite:** Power Attack, Cleave, and Improved Cleave

**Benefit:** You may use this feat as a full-round action when using a slashing or bludgeoning weapon of medium or large size. Make an attack roll at a -2 penalty to hit using your highest base attack bonus. This attack affects all opponents in your threatened range. You may perform a deadly arc once per day per level.

## DEADLY STRIKE

Your prowess at striking vital areas is uncanny.

**Prerequisites:** Weapon Focus with chosen weapon, Improved Critical, Base Attack Bonus of +8 or higher.

**Benefits:** When a threat is rolled with a specific weapon, a critical is automatically scored. The character need not make a secondary attack roll.



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**Special:** This can be taken multiple times. Each time it is taken, it applies to a different melee weapon of the player's choosing. This feat may only apply to melee weapons.

## DEFENSIVE MANOEUVRING

You are skilled at protecting your flanks in melee.

**Prerequisites:** Dodge, Combat Reflexes

**Benefit:** You gain a +1 Dodge bonus versus all opponents flanking you unless caught flat-footed.

**Note:** Dodge bonuses stack with this feat, so you only get a 1 to AC regardless of who you nominate as a being the target of your normal dodge.

## DEFLECT ARROWS; ARMED

You can deflect arrows, including crossbow bolts, spears and other shot or thrown weapons with your chosen weapon.

**Prerequisite:** Weapon Focus, dexterity 13+.

**Benefit:** You gain the use of the Deflect Arrows feat, but can only use this ability when wielding a melee weapon that you have Weapon Focus with.

**Notes:** You can learn later feats for which Deflect Arrows is a prerequisite based on the 'virtual' feat learned with Armed Deflect Arrows, but you can then only use those feats when armed with a melee weapon that you have Weapon Focus with.

## DEFLECT ATTACK

You can be more aggressive when Fighting Defensively.

**Prerequisite:** Str 13+, Int 13+, Power Attack, Sunder, Expertise

**Benefit:** When you are Fighting Defensively, your opponent provokes an Attack of Opportunity just before attacking you. Since you are Fighting Defensively, your Attack of Opportunity has a -4 penalty to attack. If the opponent attacks you with a weapon, your Attack of Opportunity can only be used as a Sunder attack against the weapon that is used to attack you. If the opponent attacks you with an unarmed attack or a natural weapon, you attack the unarmed strike or natural weapon, effectively making an Attack of Opportunity against your opponent. If your attack actually damages the opponent's weapon (or the opponent, in the case of an unarmed strike or natural weapon), subtract the damage dealt to the weapon or opponent from the damage you would sustain from their attack. In this way, it is possible to negate the damage from an opponent's attack.

**Special:** If you are attacking unarmed and you wish to use Deflect Attack, the prerequisites increase to "Str 13+, Dex 15+, Int 13+, Power Attack, Sunder, Expertise, Improved Unarmed Strike, Eagle Claw Attack, Base Attack Bonus +2". This simply adds Eagle Claw Attack, necessary for unarmed Sunder attacks, and its prerequisites to this feat.

## DELAYED STRIKE

You can watch your foe for weakness, striking only when the time is right.

**Benefit:** You may subtract any number up to your Wisdom modifier from your Initiative roll, and add the same number to your first attack roll that round.

## DISARM; IMPROVED

You can disarm your opponent more easily.

**Prerequisite:** Improved Disarm.

**Benefit:** You gain a +2 bonus to the opposed attack roll when you attempt to disarm your opponent. You do not gain this bonus when someone attempts to disarm you.

## DISARM; MASTERFULLY

You are greatly skilled at divesting others of their weapons.

**Prerequisites:** Expertise, Improved Disarm

**Benefit:** The user gains a +4 competence bonus on any attempt to Disarm a foe. If the Disarm is successful the opponents weapon does not land at her feet, but instead is knocked to the floor up to 15 feet away in the direction of your choice, as permitted by terrain and obstacles.

## DISARM; RANGED

You can disarm from a distance.

**Prerequisites:** Point Blank Shot, Precise Shot, Dex 13+, base attack +5 or higher

## DISARM; SNATCH WEAPON

You can disarm an opponent, then pluck their weapon from midair.

**Prerequisite:** Improved Disarm.

**Benefit:** If you succeed in disarming an opponent and you have a free hand, you can grab the weapon yourself instead of letting it fall. If you can wield that weapon in one hand, you can immediately make a single attack with it, though you suffer the usual penalties for a second attack with an off-hand weapon.

**Normal:** After a successful disarm attempt, the weapon winds up at the defenders' feet, unless you attempted the disarm attack while unarmed.

## DISTAIN BOW

With strength and accuracy you can hurl arrows with your bare hands.

**Prerequisite:** Str 15+, Dex 13+, Base Attack Bonus of +5 or better

**Benefit:** You can hurl arrows as thrown weapons with a range increment of 30 ft. Damage (including criticals) is handled as if you were using a bow one size larger than your size. So Small characters inflict 1d6 points of damage as if using a shortbow, and Medium-sized creatures inflict 1d8 points of damage as if using a longbow.

## DODGE

You are adept at dodging blows.

**Prerequisite:** Dex 13+.

**Benefit:** During your action, you designate an opponent and receive a +1 dodge bonus to Armour 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 Armour Class (if any) also makes you lose your dodge bonus. Also, Dodge bonuses (such as this one and a dwarf's Heritage bonus to dodge giants) stack with each other, unlike most other types of bonuses.

## DODGE; IMPROVED

You are able to dodge multiple opponents

**Prerequisites:** Dex 13+, Dodge, Tumble 6+ ranks

**Benefit:** You gain a +3 dodge bonus, which you may split on up to three opponents. This bonus replaces the bonus for Dodge. If you have taken dodge multiple times, use the highest bonus from Dodge or Improved Dodge. The two feats do not stack.

**Special:** You may take this feat multiple times. Each time you must have 3 more ranks in Tumble.

## DOUBLE ARROW

You have the ability to shoot two arrows at once.

**Prerequisites:** Point Blank Shot, Precise Shot, Dex 13+, Base Attack Bonus +5 or higher.

**Benefit:** You can fire two arrows from the same bow with one pull of the string. Each arrow requires its own attack roll at a -4 penalty. You may fire the arrows at two separate targets, but the penalty is increased to -8 and the targets must be within a 60-degree arc of each other.

**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. This feat may not be used in conjunction with Precise Shot or Rapid Shot.

## DOUBLE ARROW; IMPROVED

You have become excelled in shooting two arrows.

**Prerequisites:** Double-Arrow, Dex 13+, Base attack bonus +9.

**Benefit:** As with Double-Arrow, but the penalty is reduced to -2 and -6, and it may now be used in conjunction with Precise Shot.

## DOUBLE BLOW

You direct both weapons in a single powerful blow.

**Prerequisites:** Ambidexterity, Two weapon Fighting, +6 Base Attack Bonus.

**Benefit:** You make a single attack roll that can stun your opponent for one round. The attack roll is made with a -2 penalty and provokes an attack of opportunity. If the Attack of Opportunity is successful, one half the damage inflicted is subtracted from the attack roll as a penalty to hit. If the double blow is successful, your opponent must make a Fortitude Save DC 10 + damage from both weapons or be stunned for 1 round. This manoeuvre requires a full attack action.

**Special:** This feat may not be used against creatures that are immune to critical hits.

## DOUBLE STRIKE

You may perform an extra attack during a normal attack action.

**Prerequisites:** Dex 13+, Ambidexterity, Two weapon Fighting, Improved Two Weapon Fighting, +12 Base Attack Bonus.

**Benefit:** When using two weapons, you may make one attack per weapon during a normal action. This attack must be against the same target as the primary weapon.

**Normal:** Without this feat, you may only make one attack when performing a full move regardless of the number of weapons.

## DOUBLE TEAM

You are skilled at fighting as a part of a team making you a more dangerous foe.

**Prerequisite:** Base attack bonus +3, Combat Reflexes.

**Benefit:** If you and an ally both have this feat you can both force a flank attack on every attack against a medium or larger creature in a melee combat.

Both attacks take up a full round attack reflecting the need to keep moving and only attacking when you threaten the flank.

**Normal:** If two people are attacking a creature one can attack its flank the other must attack it's front.

## DOUBLE WEAPON DEFENCE

You can perform exotic manoeuvres with double weapons.

**Prerequisite:** Dex 13+.

**Benefit:** When you are wielding a double weapon (and using it as such) you gain an additional +2 bonus to Armour Class when you use the fight defensively action and an additional +3 bonus to Armour Class when you use the total defence action. This bonus is an Armour bonus that stacks with your normal Armour bonus (much like the Armour bonus from a shield stacks with worn Armour).

## DOUBLE WEAPON FIGHTING

You've learned to fight effectively with both ends of your double weapon.

**Prerequisite:** Proficient with weapon, Base Attack Bonus +1 or better

**Benefit:** You fight with your chosen double weapon as though you had Two Weapon Fighting, Ambidexterity, and as though you were using two weapons with a light weapon in your off hand.

**Normal:** Use a double weapon as though you were using two weapons with a light weapon in your off hand.

**Notes:** You can learn later feats for which Ambidexterity or Two-Weapon fighting are prerequisites based on the 'virtual' feats learned with Double Weapon Fighting, but you can then only use those feats with the specific weapon you have chosen.

**Special:** This feat may be bought multiple times. Each time it applies to a single double weapon. A character who plans to have multiple double weapons would be better served to acquire the Ambidexterity and Two-Weapon Fighting feats instead.

## DOUBLE WEAPON POWER

You have learned to maximise the strength of your blows when wielding a double weapon.

**Prerequisite:** Double Weapon Fighting, Power Attack, Base Attack Bonus +3 or higher.

**Benefit:** When wielding a double weapon, you add your full Strength bonus to damage rolls with all of your primary and secondary attacks.

**Normal:** Without this feat you add your full Strength bonus to damage rolls with your primary attack(s) and half your Strength bonus to damage rolls with your secondary attack(s).

## DOUBLE WEAPON POWER; IMPROVED

You can inflict terrible blows with a double weapon.

**Prerequisite:** Double Weapon Fighting, Power Attack, Power Double Weapon, Base Attack Bonus +6 or higher.

**Benefit:** When wielding a double weapon, you add one and one-half your Strength bonus to damage rolls with both your primary attack(s) and secondary attack(s).

**Normal:** Without this feat you add your full Strength bonus to damage rolls with your primary attacks and half your Strength bonus to damage rolls with your secondary attack.



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## DRUNKEN FIGHTING

You may combat effectively even if intoxicated.

**Prerequisites:** Con 14+, Wis 14+

**Benefits:** You don't suffer any combat penalty by fighting in an intoxicated status.

## EXPERT TACTICIAN

Your tactical skills work to your advantage.

**Prerequisite:** Dex 13+, Base Attack Bonus +2

**Benefit:** You can make one extra melee attack (or do anything that be can done as a melee attack or a melee touch attack, including attempts to disarm, trip, or make a grab to start a grapple) against one foe who is within melee reach and denied a Dexterity bonus against your melee attacks for any reason. You take your extra attack when it's your turn, either before or after your regular action. If several foes are within melee reach and denied Dexterity bonuses against your attacks, you can use this feat against only one of them.

**Note:** This feat first appeared in *Sword and Fist*. This version supersedes the one originally printed there.

## EXPERTISE

You are trained at using your combat skill for defence as well as offence.

**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 Armour class. This number may not exceed your Base Attack Bonus. The changes to attack rolls and Armour Class last until your next action. The bonus to your Armour 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 Armour Class.

## FAVOURLED ENEMY; ADDITIONAL

You select an additional favoured enemy.

**Prerequisite:** Base attack bonus +5, at least one favoured enemy.

**Benefit:** You add an extra favoured enemy to your list (see Table 3-14 in the *Core Rule Book 1s*) beyond your normal allotment. The new favoured enemy bonus is +1, but it improves when the Ranger improves the in same way other favoured enemy bonuses do.

## FAVOURLED ENEMY; CRITICAL STRIKE

Through extensive study of your favoured enemy you gain the ability to do much more damage, as you know exactly where to hit it to really hurt it.

**Prerequisite:** Base attack bonus +5, at least one favoured enemy.

**Benefit:** Double the normal threat range of whichever weapon you are using against the selected Favoured Enemy. A longsword usually threatens a critical hit on a die roll of 19 or 20 (two numbers) using this feat the Ranger has a threat range of 17 through 20, 4 numbers. In the event that the weapon is keen the threat range becomes 15 through 20, six numbers: 2 for being a longsword, 2 for being Longsword as a keen weapon, and 2 for being doubled again by Favoured Critical.

**Special:** You can take this feat multiple times. Each time you do, it applies to a new favoured enemy. The effects of this feat do not stack with those of Improved Critical.

## FAVOURLED ENEMY; STRIKE

You can inflict greater damage against your favoured enemies.

**Prerequisite:** Base attack bonus +5, at least one favoured enemy, with Favoured Enemy; Critical Strike

**Benefit:** When striking a foe designated as your favoured enemy, you inflict an additional 1d6 points of damage every time you hit. This damage is not multiplied if a critical hit is scored against the enemy (like a rogue's sneak attack bonus damage).

**Note:** This feat does not allow you to make critical hits on creatures that are immune to critical hits.

**Special:** You can take this feat multiple times. Each time you do, it applies to a new favoured enemy.

## FAVOURLED ENEMY; SUPERNATURAL STRIKE

Through extensive study of your favoured enemy immune to critical hits you gain the ability to do much more damage, as you know exactly where to hit it to really hurt it.

**Prerequisite:** Base attack bonus +7, favoured enemy immune to critical hits.

**Benefit:** On a successful critical hit, the character inflicts a bonus of +1 damage per damage die that your weapon would do on a critical hit. In addition the normal favoured enemy damage bonus applies to this creature type normally.

**Normal:** Creatures immune to critical hits are immune to the favoured enemy damage bonus.

## FEND

You make moving through your threatened area very difficult

**Prerequisites:** None

**Benefit:** When an opponent enters, leaves or moves through an area you threaten, even when taking a 5-foot adjustment, tumbling or using any movement-related feat that would deny you an attack of opportunity, you gain an attack of opportunity, if you have one available. If you successfully strike the opponent, they must stop moving. You cannot gain more than one attack of opportunity against an opponent in a single round.

**Normal:** You gain an attack of opportunity when an opponent moves through your threatened area. You would not gain an attack of opportunity if the opponent took a 5 foot adjustment or if the opponent only moved (and took no other action) out of your threatened area.

## FIRM GRIP

You have an ironclad grip.

**Prerequisite:** Str 13+.

**Benefit:** You gain a +4 bonus to opposed rolls when someone attempts to disarm you. In addition, you now fall from a climb only if you fail your Climb check by 10 or more.

**Normal:** You fall from a climb if you fail your Climb check by 5 or more.

## FIRST STRIKE

You can act much quicker than your opponents at the start of combat can.

**Prerequisite:** Base attack +3 or higher, Improved Initiative, Dex 13+, Lightning Reactions.

**Benefit:** When you are the first person to act during combat because you have the highest initiative, you can make one extra melee attack as a free action using your highest Base Attack Bonus. You can only do this during the first round of combat and only if your target is flat footed.

You may use this feat if the first round is a surprise round but then you must use it during the surprise round (you still must have the highest initiative). If there is any circumstance whereby you are not the first person to act then you cannot use this feat.

## FLICK OF THE WRIST

With a single motion, you can draw a light weapon and make a devastating attack.

**Prerequisite:** Dex 17+, Quick Draw.

**Benefit:** If you draw a light weapon and make a melee attack with it in the same round, you catch your opponent flat-footed (for the purpose of this attack only). This feat works only once per combat.

## FOCUSED ATTACK

You may concentrate on your attack to cause maximum damage.

**Prerequisites:** Base attack +1 or better

**Benefit:** Declare you are making a focused attack. Your next single attack will cause maximum damage on a successful hit. If you score a critical the maximum critical damage is applied. If the attack misses, the opportunity is lost. You may perform a focused attack once per day per three levels of experience.

## FOE HUNTER

In lands threatened by evil nonhumans, many warriors learn ways to fight effectively against these creatures. You have served as a member of a militia or military unit devoted to protecting your home from the fierce raiders who trouble the area.

**Benefits:** Your homeland dictates the type of foe you have trained against. When fighting monsters of that race, you gain a +1 competence bonus on damage rolls with melee attacks and on ranged attacks at ranges of up to 30 feet, and you act as if you had the Improved Critical feat for the weapon you are using. This Benefit does not stack with the Improved Critical feat.

**Special:** You may take this feat multiple times. Its effects do not stack. Each time you take the feat you must qualify for learning regional feats in a land that hunts a different creature from that specified by the regional feat or feats you already have.

## FOLLOW-UP

You are adept at pushing through enemy lines to create a breach.

**Prerequisites:** Mobility, Cleave

**Bonus:** While using the full attack option, each time you drop an opponent you may take an immediate 5-foot step straight forward or on a diagonal forward. You may not exceed your normal Speed in any one round.

**Special:** You make your five-foot follow up move before making any additional melee attacks that round if you are using the full attack option. If you elect not to take your step it is lost, and cannot be made later in the round unless you have dropped another opponent. You may not make cleave attacks after taking your five-foot step.

## FURY

As the fury overtakes him, he gets stronger and tougher.

**Prerequisite:** CON 13+, Base attack 1+.

**Benefit:** Once a day you can be overcome by Fury in combat. Fury lasts for 3+ CON bonus rounds, and gives +2 STR, +2 CON, +1 Will ST and -2 AC while it lasts. When the Fury is over, you are fatigued for the duration of the encounter.

**Normal:** Barbarian rage gives better benefits, and scales with level. Others don't get this ability (although some animals do).

## GRACE UNDER PRESSURE

You may coolly perform move-equivalent actions in combat while keeping an eye out for threatening enemies.

**Prerequisite:** Dex 13+, Base Attack Bonus +2 or higher.

**Benefit:** When you sheath a weapon, pick up an item, retrieve a stored item, move a heavy object, or load a hand or light crossbow during combat, you do not provoke attacks of opportunity.

**Normal:** The above listed move-equivalent actions normally provoke attacks of opportunity against you.

**Special:** Note that this feat allows you to avoid attacks of opportunity when performing these move-equivalent actions only. You still provoke attacks of opportunity by moving within or out of threatened areas.

## GRASSHOPPER STRIKE

You confuse your foes by leaping around in combat, seemingly never touching the ground or standing still.

**Prerequisites:** Dex 13+ Dodge Mobility Base attack bonus +4 or higher Spring attack 5 ranks in tumble or jump

**Benefits:** You can take 10 on Jump and Tumble checks, even in the heat of combat, allowing to jump as part of your move without making a roll.

## GREAT GUARD

You are a specialist in defensive moves, thus having a major chance of avoid being harmed while fighting defensively.

**Prerequisite:** Dex 13+, Dodge.

**Benefit:** While spending a full attack action to fight defensively, you gain a +4 dodge bonus for the AC at the same round against one enemy but suffer a -4 penalty to attack for the round.

**Normal:** Without this feat you gain just +2 dodge bonus to AC while fighting defensively.

## GRENADIER

You are good at placing grenade-like weapons where you want them.

**Prerequisite:** Dex 13+, Base Attack 1+

**Benefit:** When you miss with a grenade-like weapon, you always roll 1d4 for deviation.

## HAMSTRING

A favoured trick of small creatures taking on a large one is cutting the targets Hamstring. The Hamstring is the tendon down the back of the leg, and also the muscles located in the back of the thigh. You can wound opponents' legs, hampering his or her movement by cutting or damaging either the muscles or the tendon. Cutting the tendon means that the character can not then walk again.

**Prerequisite:** Base attack +4, sneak attack ability.



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**Benefit:** If you hit with a sneak attack, you may choose to forgo +2d6 of your sneak attack damage to reduce your opponent's land speed by half. Other forms of movement (fly, burrow, and so forth) aren't affected. The speed reduction ends when the target receives healing (a successful Heal check, any cure spell, or other magical healing) or after 24 hours, whichever comes first. A hamstringing attack does not slow creatures that are immune to sneak attack damage or those that have either no legs at all or more than four legs. It takes two successful hamstringing attacks to affect a quadruped.

## HARDY BRAWLER

You really know how to take a punch

**Prerequisite:** Toughness

**Benefit:** You gain a subdual-based damage reduction equal to your constitution modifier. This only applies to subdual damage.

**Special:** This feat cannot be used against magical weapons or attacks.

**Example:** If you have a constitution modifier of +3, you can subtract the first three points of subdual damage from each subdual attack. If a punch only did 2 points of subdual damage, you would take no damage from the strike. If a punch did 5 points of subdual damage, you would only suffer 2 of those 5 points.

## IMPROVISED WEAPONS

Lower the non-proficiency penalty of weapons.

**Prerequisite:** Base attack bonus +2

**Benefit:** When you use a weapon that you are not proficient with, or an improvised weapon for which no proficiency is possible, you suffer only a -2 penalty to hit.

**Normal:** The normal penalty in this situation is -4.

## INITIATIVE; IMPROVED

You react fast to any new situation

**Benefit:** The character gets a +4 bonus on initiative checks.

## INITIATIVE; IMPROVED, GREATER

You very quick to act in a fight

**Prerequisite:** Alertness, Improved Initiative, Lightning Reflexes.

**Benefit:** You gain a further +2 bonus on initiative checks. This stacks with the bonus gained from the Improved Initiative feat.

## INITIATIVE; UNCANNY

You think so quickly on your feet, it almost seems supernatural. Often, you are moving before anyone else knows what is happening.

**Prerequisites:** Alertness, Improved Initiative, Lightning Reflexes, Dex 13+

**Bonus:** Instead of the standard 1d20, you roll 2d20 for initiative and take the highest result. Your initiative modifiers are then added to the rolled number normally.

## INSTANT STAND

Through forceful and coordinated movement you can regain your feet almost instantly.

**Prerequisite:** Dex 13+, Lightning Reflexes, Tumble rank 4+

**Benefit:** You can stand back up from a prone position as a free action.

**Normal:** Standing up from a prone position is a move-equivalent action.

**Note:** This is a slight variant of the Prone Attack feat from the Sword and Fist handbook, which also allows a character to regain his feet more quickly. This feat does not allow for the character to make any sort of attack or counter attack from a prone position, though, and is strictly defensive in nature. A character with both feats may make an attack roll (as per the Prone Attack feat) and still regain his feet automatically whether or not the attack hits. Any character can, of course, choose to remain prone and employ neither feat. This feat can be purchased as one of a Fighter's bonus feats at the GM's discretion.

## JAB; ACCURATE

You can concentrate on hitting your opponent rather than inflicting great damage.

**Prerequisite:** Dex 13+, Int 13+

**Benefit:** When you use the attack action or full attack action in melee, you gain a bonus to your attack rolls as much as +5 and subtract the same number (Max -5) from the damage you inflict. This number may not exceed your Base Attack Bonus. When you use this feat, you also do not gain any bonuses to damage from your Strength. Regardless of the penalties to your damage rolls, you inflict at least 1 point of damage on a successful hit. The changes in your attack rolls and damage rolls last until your next action.

## KEEN STRIKE

You know where to hit an opponent to make it hurt the most.

**Prerequisite:** Expertise with Weapon, Dex 13+, Base Attack Bonus +5

**Benefit:** Whenever you score a threat with a weapon, you inflict an extra 1d6 damage regardless whether you score at critical or not. If you do score a critical hit, the vital strike damage is not increased. This bonus stacks with the sneak attack bonus.

## KNOCK BACK

With a single blow of your weapon, you can send your opponent reeling.

**Prerequisites:** Str 13+ Base Attack Bonus +5

**Benefit:** As an attack action or as one of your full-attack actions, announce you are using the knock back feat (thus if you miss, you ruin the attempt). On a successful strike with a weapon your opponent must make a Fortitude saving throw (DC 10 + ½ your level + Str modifier) or be knocked back 5 feet + 1 foot per point of damage you cause, even if the foe has used all of his movement for the round. An opponent backed against an obstacle is not pushed back through the obstacle. If you have multiple attacks, you may choose not to knock your opponent back so you may continue to use your remaining attacks against the foe. You may attempt a knock back blow once per day per level you have attained, and no more than once per round.

## KNOCK-DOWN

Your mighty blows can knock foes off their feet.

**Prerequisite:** Base attack bonus +2, Improved Trip, Str 15+.

**Benefit:** Whenever you deal 10 or more points of damage to your opponent in melee with a single attack, you may make a trip attack as a free action against the same target. Use of this feat cannot be combined with

Improved Trip to generate an extra attack, and successful use of this feat does not grant an extra attack through the Cleave or Great Cleave feats.

## LEAP ATTACK

You may make a special charge attack by bodily hurling yourself at your opponent.

**Prerequisites:** Jump skill rank 5.

**Benefit:** This type of attack is good to use if an obstacle is between you and your opponent, such as an overturned table, another opponent, etc. You gain all the benefits of a charge attack (double movement rate, +2 to hit) and suffer the same penalties (-2 to AC until next action). If you use the leap attack to jump past an opponent in the way, they gain an attack of opportunity against you. You must attain sufficient height to leap over an opponent to strike at somebody behind them. For example, to leap over a human opponent, you must gain at least 6 feet of leaping height to do so.

## LEAP ATTACK; IMPROVED

You are skilled at leaping over opponents

**Prerequisites:** Leap Attack.

**Benefit:** As per Leap Attack, but you do not draw an attack of opportunity if you leap past an opponent.

## LIGHTEN WEAPON

You choose one weapon that is the same size as you, such as a longsword. When it benefits you, you may use this weapon as if it were a light weapon.

**Prerequisite:** Base attack +1 or higher, Dex 13+.

**Benefit:** When you wield this weapon, you may use it as if it were a light weapon. For example, if you wield the weapon in your off-hand while fighting with two weapons it functions as if it were a light weapon. You can also apply the Weapon Finesse feat to this weapon.

**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.

## LOW BLOW

You can get underfoot and attack creatures larger than you.

**Prerequisites:** Dodge, Mobility, Base Attack Bonus +4 or higher.

**Benefit:** As a full-round action, you can enter an area occupied by an opponent who is at least one size category larger than you. You can then make a single melee attack at your highest attack modifier against this creature, who is considered flat-footed against the attack. After your attack, you return to the 5-foot square from which you entered the opponent's 5-foot square. Using this feat provokes attacks of opportunity normally.

## LOW BLOW; IMPROVED

You are especially good at using the Low Blow feat.

**Prerequisites:** Dodge, Mobility, Low Blow, Base Attack Bonus +4 or higher.

**Benefit:** Using the Low Blow feat does not provoke an attack of opportunity when you move into an opponent's square to perform the attack.

## LUCKY STRIKE

You're able at identifying unseen creature's position; even if most of people call this skill "only a lucky strike".

**Requisites:** Wis 13+.

**Benefit:** As a full round action, you may deliver a single attack to a 5 ft.-square where you know or wonder there is a target there is a target with some degree of concealment. You may impose a penalty to this attack to a maximum equal to your Base Attack Bonus. For each point of penalty you take in this way, the chance of missing the target is reduced by a 5%.

## LURE ATTACK

You learned the technique of attacking your foes when they think to take you without guard.

**Requisites:** Expertise, Bluff 5 ranks, Int 13+.

**Benefit:** Once per round, when you suffer an attack of opportunity by an enemy, you may attempt an attack of opportunity against her by taking a -4 penalty on the attack roll. Your attack and your foe's one take place simultaneously.

## MAIMING STRIKE

You may disable your opponent with a single blow.

**Prerequisites:** Expertise, Base Attack +4

**Benefit:** Declare you are performing a maiming strike (thus if you miss, you lose one of your attempts for the day). If you hit, you may choose to force the victim to make a Fortitude saving throw (DC 10 + ½ your level + Con modifier) or suffer a -2 to hit for the rest of the combat, and lose 5 feet of movement from their movement rate. Multiple maiming strike effects are cumulative and last until the victim receives normal or magical healing (DC 15 for the healing skill each maiming strike received). You may perform a maiming strike once per day per three levels of experience. If the maiming strike fails, you score only normal damage.

## MELEE MASTERY

You are skilled at using multiple melee opponents against themselves.

**Prerequisites:** Dodge, Combat Reflexes, Defensive Manoeuvres, Improved Initiative, Base Attack 10+

**Benefit:** You may choose to manoeuvre so as to cause your opponents to work against themselves as a move equivalent action. After this action is taken, you gain a +1 Dodge bonus to your AC versus melee opponents for each opponent you are currently threatened by in melee including the attacker. Note that Dodge bonuses stack.

**Example:** Ularo Santeos is waylaid by 5 attackers while traversing an alley. Ularo spots them and is not surprised; he wins initiative. Unsure of his attackers capabilities, Ularo decides to play it safe, moving into a better position and engaging his Melee Mastery feat rather than attacking. All 5 of the attackers charge him in initiative order and Ularo moves into action ducking, rolling, and skilfully nudging his opponents into each others way. Ularo gains a +1 Dodge bonus versus the first opponent, a +2 versus the second, and so on up to a +5 versus the fifth and final attacker. In the following round, Ularo decides to continue to use his Melee Mastery and take a standard attack action; acting first he strikes one of his foes. Afterwards the first 2 opponents press their attack and Ularo gains a +5 Dodge bonus versus each of them, but the wounded 3<sup>rd</sup> opponent has had enough and moves away at his initiative. When the 4<sup>th</sup> and 5<sup>th</sup> opponents attack him Ularo gains a +4 Dodge bonus versus each opponent in turn because he is threatened by a total of 4 melee opponents when they attack.



# Gryphons Book of 3<sup>rd</sup> Edition Feats

## MISSILE; ACCURATE; SHOT

You skill with ranged weapons allows you to place precise shots at greater distance.

**Requisites:** Point Blank Shot, Precise Shot, Dex 13+.

**Benefits:** The distance within you may strike with a ranged sneak attack, or apply the damage bonus from feats or class features, is now 60 ft., instead of 30 ft.

## MISSILE; AIMED SHOT

You can maximise your chances of damaging a target with a with a ranged weapon.

**Prerequisites:** Base Attack Bonus +6, Point Blank Shot.

**Benefits:** For every full round action you spend aiming you gain +1 to damage on ranged bow or crossbow attacks to a max of +6. The target must be within 30 feet for the whole length of the aiming or the damage improvement is negated. The round following the shot (the last full action round used for aiming) you may only take a partial action.

If you take an Aimed Shot, you suffer a -4 dodge penalty to AC until the start of your next turn. You can only take an Aimed Shot at a target within 30 feet.

**Normal:** As a full round action, a character without this feat can give up all her attacks to make one ranged attack at her full Base Attack Bonus +2. Her target must be within 30 feet, and she suffers a -4 dodge penalty to her AC until the start of her next turn. Touch attacks don't benefit from this action, because a large part of it lies in overcoming a target's armour defences, which touch attacks ignore. A character making such an attack loses any spells she is maintaining, and any touch spells she has in hand.

## MISSILE; CALLED SHOT

You are skilled at making precisely targeted shots with a ranged weapon.

**Prerequisite:** Point Blank Shot.

**Benefit:** You can choose to subtract a number from your attack bonus when using a ranged weapon, and add it to your damage roll. This number may not exceed your Base Attack Bonus. You can make Called Shots only on targets within 30 feet, and only on creatures that are vulnerable to critical hits. It's possible to make an Aimed, Called Shot with the one attack.

## MISSILE; CHI ARCHERY

Your intuition guides your hand when you use a ranged weapon.

**Prerequisite:** Base attack bonus +3, Wis 13+.

**Benefit:** The character can use her Wisdom modifier instead of her Dexterity Modifier when making a ranged attack at a target within 30 feet.

## MISSILE; CLEAVING SHOT

If you kill an opponent with a ranged attack, you may make a second attack

**Prerequisite:** Point Blank Shot, Quick Draw, Precise Shot

**Benefit:** Once per round, if you kill a foe with a ranged weapon, you may make another attack against another opponent within 15 feet of the first foe. You must use a ranged weapon in your possession and cannot take a five-foot step between the normal attack and the cleave shot. Use the same base attack bonus for the ranged cleave attack as you did against the first foe. Performing a cleave shot provokes attacks of opportunity.

**Special:** If you kill an opponent and have Cleave, Improved Cleave or Supreme Cleave and you are using a weapon that can also be thrown, you may use this feat with that weapon to perform a cleave shot. If you kill the opponent with the cleave shot, you do not get to continue with Improved Cleave or Supreme Cleave.

## MISSILE; CLEAVING SHOT, IMPROVED

You can fell multiple opponents with ranged weapons.

**Prerequisites:** Dex 13+, Point Blank Shot, Precise Shot, Cleaving Shot

**Benefit:** If you kill a foe with a ranged weapon, you may make another attack against another opponent within 15 feet of the first foe who is no more than 30 feet away from you. You must use a ranged weapon in your possession and cannot take a five-foot step between the normal attack and the cleave shot. Use the same base attack bonus for the cleave shot attack as you did against the first foe. Performing a cleave shot provokes attacks of opportunity. You may continue to use the improved cleave shot on another opponent if you kill the current opponent you are attacking.

**Special:** If you kill an opponent and have Cleave, Improved Cleave or Supreme Cleave and you are using a weapon that can also be thrown, you may use this feat with that weapon to perform a cleave shot. If you kill the opponent with the cleave shot, you may continue with Improved Cleave or Supreme Cleave if you have the Quick Draw feat.

## MISSILE; DUCKING SHOT

You are skilled at dodging while using your ranged weapon.

**Prerequisite:** Point Blank Shot, Dodge, Dex 13+

**Benefit:** You get a +1 dodge bonus to Armour Class against attacks of opportunities caused while making a ranged attack in an area threatened by your enemies.

**Notes:** A condition that makes you lose your Dexterity bonus to Armour Class (if any) also makes you lose dodge bonuses.

## MISSILE; EXPERT AIM

You may attack exacting precision, resulting in extra damage.

**Prerequisite:** Precise Shot, Base Attack Bonus +6 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 with a range of 30 ft. or less using your Expert Aim. While you normally apply your Dexterity bonus only to attack, in this case you also apply your Dexterity bonus to damage. This feat is ineffective against creatures that are not subject to critical hits (e.g. constructs, elementals, oozes, plants and undead).

**Normal:** Your dexterity bonus applies only to your attack roll.

## MISSILE; FAR SHOT

You can get greater distance out of a ranged weapon.

**Prerequisite:** Point Blank Shot.

**Benefit:** When you use 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.

## MISSILE; IMPALING SHOT

You can strike multiple foes with a single ranged attack.

**Prerequisites:** Point Blank Shot, Precise Shot

**Benefit:** Announce you are using this feat and take a -4 penalty to hit. Compare your attack roll with the AC of all foes in a path 1 foot wide and 30 feet long of your shot. Any foe that's AC you match or beat is hit by the attack.

## MISSILE; IMPROVED FAR SHOT

You can attack with ranged weapons more accurately at long range.

**Prerequisite:** Point Blank Shot, Far Shot, Base Attack Bonus +3

**Benefit:** You gain a +2 bonus that only works to negate range-based penalties.

**Notes:** This feat is not very useful for player characters but would be very useful for NPC's in mass combat situations.

## MISSILE; MULTI-TARGET

You may make multiple ranged attacks at adjacent targets.

**Prerequisites:** Point Blank Shot, Precise Shot, Dex 13+, Base Attack +4

**Benefits:** You may fire at more than one target with a ranged weapon. By loading additional ammunition, you may take an extra shot at opponents no greater than 30 feet away who are no more than 5 feet from each other. You must have sufficient ammo for each shot. If you use your off-hand to hold some of the ranged weapons (such as with spears), you suffer an additional -4 to hit with all ranged weapons in that hand. Each extra shot you take is at a cumulative -2 penalty to hit. Thus, if you attempt to hit three targets, you are at a -6 penalty to hit.

You may not perform this feat with a repeating crossbow, bola or net, but may use bows of all types, heavy, light and hand crossbows, spears & javelins, darts, sling stones, throwing daggers, throwing axes and shurikens.

## MISSILE; PENETRATING SHOT

Choose one type of bow or crossbow; with that weapon, your attacks strike true

**Prerequisite:** Weapon Focus with the weapon, Point Blank Shot, Base Attack Bonus +8 or higher

**Benefit:** Any threat roll that also is a successful attack with the weapon always results in a Critical Hit. This feat only applies to attacks with ranges up to 30 feet.

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

## MISSILE; POINT BLANK SHOT

You are skilled at making well placed shots with ranged weapons at close range.

**Benefit:** You get a +1 bonus on attack and damage rolls with ranged weapons at ranges of up to 30 feet.

## MISSILE; POWER ATTACK, RANGED

You can prepare a ranged attack to cause more damage.

**Prerequisites:** Strength 13+

**Benefit:** You may take a penalty to hit of up to -5, but not greater than your base attack, and add the same amount as a bonus to damage you inflict with a ranged weapon. You cannot use this feat with crossbows, wands or gunpowder weapons. If you use Power shot in a round, it affects all of your attacks for the round.

## MISSILE; PRECISE SHOT

**Prerequisite:** Point Blank Shot.

**Benefit:** The character can shoot or throw ranged weapons at an opponent engaged in melee without suffering the standard -4 penalty.

## MISSILE; RAPID RELOAD

You reload a crossbow more quickly than normal.

**Prerequisite:** Base attack bonus +2, proficiency with the crossbow used.

**Benefit:** You can reload a hand crossbow or light crossbow as a free action that provokes an attack of opportunity. You may reload a heavy crossbow as a move-equivalent action that provokes an attack of opportunity. You can use this feat once per round.

**Normal:** Loading a hand or light crossbow is a move-equivalent action, and loading a heavy crossbow is a full-round action.

## MISSILE; RAPID SHOT

**Prerequisite:** Point Blank Shot, Dex 13+.

**Benefit:** The character can get one extra attack per round with a ranged weapon. The attack is at the character's highest Base Attack Bonus, but each attack (the extra one and the normal ones) suffers a -2 penalty. The character must use the full attack action to use this feat.

## MISSILE; REFLECTING SHOT

You can hit opponents behind cover or around corners.

**Prerequisites:** Point Blank Shot, Precise Shot

**Benefit:** Take a -2 penalty to hit. You may ignore cover penalties to hit or may shoot around one corner of 90 degrees or less.

## MISSILE; REFLEX SHOT

You can make attacks of opportunity at a distance.

**Prerequisite:** Point Blank Shot

**Benefit:** While wielding a ranged weapon, your threaten range is 10 feet. You may take an attack of opportunity against foes that enter or attempt to move through your threatened area. You may use combat reflexes, sneak attacks and opportunist with this feat.

**Normal:** You do not threaten an area with a ranged weapon.

## MISSILE; REFLEX SHOT; IMPROVED

You can make attacks of opportunity at a longer distance

**Prerequisite:** Point Blank Shot, Reflex Shot, Precise Shot

**Benefit:** While wielding a ranged weapon, your threaten range extends to 30 feet. You may take an attack of opportunity against foes that enter or attempt to move through your threatened area. You may use combat reflexes, sneak attacks and opportunist with this feat.

**Normal:** You do not threaten an area when you use ranged weapons.



# Gryphons Book of 3<sup>rd</sup> Edition Feats

## MISSILE; SHARP-SHOOTING

Your skill with ranged weapons lets you score hits others would miss due to an opponent's cover.

**Prerequisite:** Base attack bonus +3, Point Blank Shot, Precise Shot.

**Benefit:** You gain a +2 bonus to your ranged attack rolls against targets with some degree of cover. This feat has no effect against foes with no cover or total cover.

## MISSILE; SHOT ON THE RUN

**Prerequisite:** Point Blank Shot, Dex 13+, Dodge, Mobility.

**Benefit:** When using the attack action with a ranged weapon, the character can move both before and after the attack, provided that the character's total distance moved is not greater than the character's speed.

## MISSILE; SHOT UNDER PRESSURE

You can make a ranged attack while threatened.

**Prerequisite:** Point Blank Shot.

**Benefit:** You do not provoke an attack of opportunity when you throw a weapon or shoot a projectile.

## MISSILE; STEEL RAIN

You are trained in throwing knives, darts, shuriken, or other small projectiles at great speed.

**Prerequisites:** Weapon Focus, Rapid shot, +6 Base Attack Bonus

**Benefit:** Using the weapon in which the character has Weapon Focus and performing no actions other than throwing them.

If the targets are within a 60-degree arch of each other you get a +2 to hit on each attack after the first.

You must have weapon focus in the weapon being thrown. For example Kid the 7<sup>th</sup> level fighter throws a flurry of daggers at two guards standing next to each other. Since they are both within 60 degrees and Kid is doing nothing else this round she may throw a knife at 7, 4, and 1. Note that this is considered a full attack action and a 5' step is allowed as normal.

**Normal:** Extra attacks are calculated at -5 off your Base Attack Bonus.

## MISSILE; THROW ANYTHING

In your hands, any weapon becomes a deadly ranged weapon.

**Prerequisite:** Base attack bonus +2, Dex 15+.

**Benefit:** You can throw any weapon you can use, regardless of whether it is intended to be used as a ranged weapon. The range increment of weapons used in conjunction with this feat is 10 feet.

## MISSILE; THROW BLADE

You can hurl a short sword through the air like a dagger.

**Prerequisites:** Weapon Focus (shortsword), Dex 15+

**Benefit:** You may throw short swords with no penalty to hit and a range increment of 10 ft.

**Normal:** You may throw any melee weapon not built for throwing at a -4 to hit.

## MISSILE; THROW; STONE

Just as a monk can slay with his fists your skill turns a common stone into a dangerous missile

**Benefit:** You treat normal stones between 1 and 5 pounds as a simple ranged weapon. A typical stone deals 1D6 damage, has a threat of 20 X2, and has a range increment of 20. A poor stone has the same statistics but deals only 1D4 damage. You may find a typical stone in some outdoor environments (GM's discretion) as a full round action, or a poor stone as a move equivalent action. You may take all the usual weapon feats using stone as a weapon of choice.

**Normal:** A stone is considered an improvised weapon and deals small amounts of subdual damage.

**Notes:** This feat is not just about throwing rocks fairly well, but treats throwing rocks as a martial proficiency like a monk's use of his hands. You have a throwing technique that you constantly practice and perfect like a baseball pitcher or the like. Your skill makes up for the irregularity of the weapon itself.

## MISSILE; WEAPON HURLING

You can throw weapons at your enemies.

**Prerequisite:** Str 13+, Dex 13+, Base attack bonus of +4 or higher.

**Benefit:** You can throw all melee weapons of your size category or smaller with no attack penalty. All weapons have a range increment of 20 ft. Anything outside this range is subject to normal range penalties.

**Normal:** See normal improvised thrown weapons rule in *Core Rule Book 1* page 97.

## MISSILE; WEAPON HURLING; GREATER

You can throw weapons at your enemies will great skill.

**Prerequisite:** Str 13+, Dex 13+, Base attack bonus of +4 or higher, Weapon Hurling.

**Benefit:** As Weapon Hurling, except can throw melee weapons of one step larger your size category with no attack penalty. You also get a +1 bonus to damage per 3 levels.

**Normal:** See normal improvised thrown weapons rule in *Core Rule Book 1* page 97.

## MOBILITY

**Prerequisite:** Dex 13+, Dodge.

**Benefit:** The character gets a +4 dodge bonus to Armour Class against attacks of opportunity caused when the character moves out of or within a threatened area. Note: A condition that makes the character lose the Dexterity bonus to Armour Class (if any) also makes the character lose dodge bonuses. Also, dodge bonuses stack with each other, unlike most types of bonuses.

## MOBILITY; GREATER

You are very difficult to hit when you move by threatening opponents.

**Prerequisite:** Combat Reflexes, Lightning Reflexes, Mobility.

**Benefit:** You gain a +8 dodge bonus to Armour Class attacks of opportunity caused when you move out of or within a threatened area. This replaces (does not stack with) the bonus gained from the Mobility feat.

## MONKEY GRIP

You use a wider variety of sizes of weapons.

**Prerequisite:** Base attack bonus +3, Weapon Focus with the appropriate weapon, Str 13+.

**Benefit:** You can use one melee weapon that is one size larger than you in one hand. For example, a halving with the Monkey Grip feat can use a longsword in one hand. You suffer a -2 penalty on your attack roll when using this feat. This feat can be taken multiple times, each time with a different weapon.

**Normal:** Only weapons of your size or smaller can normally be wielded with one hand.

## MONKEY ROLL

You can defensively roll away from an opponent

**Prerequisites:** Dodge, Tumble 6+ ranks

**Benefit:** By using a monkey-like tumble, you can avoid blows aimed against you. You must be in armour no heavier than leather and must be holding a weapon no larger than small size. You gain a bonus to your AC equal to up to ½ your Tumble ranks. However, you also suffer a like penalty to your base attack.

You may use Monkey Roll as a five-foot step or use it with a regular move action to pass through an opponent's space. The latter move provokes an attack of opportunity. You cannot stop in the opponent's space.

## MULTI-WEAPON FIGHTING

**Prerequisite:** Three or more hands.

**Benefit:** 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 *Core Rule Book 1*.

**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.

## OBSERVE WEAKNESS

You can study an opponent to exploit their weaknesses

**Prerequisite:** Int 13+, Sense Motive

**Benefit:** As a full-round action, you may observe your opponent in an effort to spot the opponent's weaknesses. Make a Sense Motive skill check with a DC 10 + ½ opponent's level + opponent's Bluff skill. If you succeed, you gain a +2 bonus to hit and damage rolls and receive a +1 dodge bonus against the opponent's attacks. You may only attempt this feat once per opponent per combat. Observing weaknesses provokes attacks of opportunity.

## OUT OF NOWHERE

You are able to suddenly strike where an opponent least expects.

**Prerequisites:** Hide 6+ ranks

**Benefit:** If you catch an opponent flat-footed, you may take a full-round action against that opponent at a +2 bonus to hit and damage. You gain a full-round action even if you are acting in a surprise round. This is not an additional full round action, so in a normal round only gain a +2 bonus to hit. If several opponents are flat-footed, you gain the bonuses of this feat against only one of the opponents.

## OVERRUN; IMPROVED

You are trained in knocking over opponents that are smaller than you.

**Prerequisite:** Expertise, Improved Bull Rush, Improved Trip, Str 13+, Power Attack.

**Benefit:** When you attempt to overrun an opponent who is at least one size category smaller than you, the target cannot avoid you. If you knock down your opponent, you immediately get an attack of opportunity against that opponent, gaining the standard +4 bonus on attack rolls against prone targets.

**Normal:** The target of your overrun attack chooses to avoid you or block you.

## PACK ATTACK

You are trained to co-ordinate with others to bring down powerful enemies

**Benefit:** If others are flanking your opponent, you are considered to be flanking that opponent also, and get all the normal benefits of flanking.

**Normal:** You must be one of the attackers that cause the target to become flanked to receive a flanking bonus.

## PACK FIGHTING SWARM

You and allies with this feat can co-ordinate melee attacks against a single target and are adept at fighting side by side in close quarters.

**Prerequisites:** Size Small, Dex 13+, Base Attack Bonus +1 or higher

**Benefit:** You can occupy the same 5-foot square in combat with any other allied, Small creature who also possesses the Swarm fighting feat. When you attack a Medium-size or larger creature with a melee attack, and at least one other ally with the Swarm fighting feat threatens the target, you gain a +1 morale bonus to the attack roll. This bonus increases by +1 for each additional ally beyond the first with the Swarm fighting feat that threatens the same target. The total morale bonus imparted to your attack cannot exceed your Dexterity bonus.

## PACK INITIATIVE

You can co-ordinate your initiative with pack mates.

**Prerequisite:** Pack Attack

**Benefit:** If you and an ally both have this feat, you may change your initiative order to act on the same initiative count as your ally. This free action must be taken after initiative checks are rolled, but before regular rounds begin. It lasts for the entire combat, or until you ready or delay your action, just as if you had initially rolled this initiative roll.

**Special:** You still cannot act on an initiative count higher than your normal maximum initiative count (20 + initiative bonus).

## PACK TEAM FIGHTING

You know how to fight as a pair, group, and in formation.

**Prerequisite:** Base attack modifier of +1 or better.

**Benefit:** Two or more people can fight together as a team.

The team members block and parry blows for each other. Team members also work together to open up opponent's weaknesses. Team members need to be within each others threatened area and every team member needs to have the feat. Each person having Team Fighting gets a +1 to hit bonus and a +1 Armour Class bonus. Also, if two people have Team Fighting they can switch carried items as a free action. This would allow one person to reload a Heavy Crossbow or Repeating Crossbow while the other fires, thus one character could fire the Heavy Crossbow every round while the other guy is loading.



# Gryphons Book of 3<sup>rd</sup> Edition Feats

## PARANOID ALERTNESS

The owner of this feat has learned to hype himself into a temporarily higher state of attention and perception in exchange for a later period of mental exhaustion.

**Prerequisites:** Alertness, Con 13+

**Benefits:** Once per day, for up to one hour plus the owner's Con modifier in hours (maximum of 6 hours), the owner of this feat may gain a temporary +2 bonus on all Listen and Spot checks and +1 bonus to Search checks. This modifier stacks with those bonuses gained through the Alertness Feat and similar. After the allotted time period (Which can be ended prematurely), the bonuses end and the character is fatigued and inattentive. This translates into a -3 penalty modifier to all Spot, Listen, and Search checks for twice as long as the bonus is used. After this "down" period, this feat may be used again.

## PARRY

You are proficient at using a weapon in a defensive mode.

**Requisites:** Base Attack Bonus +5, Proficient with Weapon, Int 13+, Dex 13+, Dodge, Expertise

**Benefits:** Select a melee weapon you are proficient with. You gain a +1 Dodge bonus to AC whenever you fight defensively with such a weapon. The AC bonus is cumulative with shield and armor bonus provided by other equipment.

Fighting Defensively with a weapon in each hand you only do not get the extra +1 for the off hand weapon.

You may choose unarmed strike as a weapon on which apply this feat.

**Special:** You may acquire this feat multiple times, its effects aren't cumulative. Each time you select this feat, you apply it to a different melee weapon you are proficient with.

**Normal:** A character not capable of this feat can forgo their attack to defend themselves and move during a round as a standard action and gain a +4 dodge bonus to Armour Class for that round.

## PEBBLE UNDERFOOT

You have learned a special combat technique useful for bringing down creatures much larger than you.

**Prerequisites:** Int 13+ Expertise Improved Trip

**Benefits:** When fighting a creature at least two size categories larger than you, you gain a +4 bonus on opposed checks when you try to trip your opponent. If you fail to trip the creature, it cannot immediately try to trip you.

## PENETRATE

You can ignore your opponents Armour bonus.

**Prerequisites:** Dex 13+, Precise Shot, Point Blank Shot

**Benefits:** For every 5 points of Base Attack Bonus, you can ignore one point of your opponents Armour bonus. Treat shields and natural Armour as Armour for this purpose.

**Special:** This feat may only be used with piercing weapons including spears and bows.

## PENETRATE ARMOUR

Through practice and dedication you are used to attacking heavily armoured opponents, finding the weak spots of your enemies armour and exploiting it.

**Prerequisite:** Int 13+, Expertise, and Weapon Focus.

**Benefit:** If you take a standard action to study an opponent, you can ignore half of his or her Armour bonus (rounded down) during your next single attack. Only bonuses from actual Armour (including natural Armour) are halved, not those from shields, enhancement bonuses to Armour, or magic items that provide an Armour bonus.

**Special:** This feat may only be used against opponents wearing armour, and you must use a weapon that you have the Weapon Focus feat with.

## PIERCE

You may take one extra attack after a killing blow.

**Prerequisites:** +4 Base Attack Bonus

**Benefits:** When you successfully kill an opponent (reduce him to 0 hit points) you may immediately make an attack roll vs. an opponent directly behind them at -5 penalty to hit. Melee weapons are limited to opponents in squares directly behind the original target, while missile weapons may target any creature up to 30 feet behind the original target. You may only make one such attack per round.

## PIN WEAPON

This feat allows you to lock blades with an opponent, reducing his ability to react

**Prerequisite:** Base attack bonus +3.

**Benefit:** As a full-round action, you can strike an opponent's weapon to pin it. This works like a disarm but does not trigger an attack of opportunity. A successful pin causes both of you to be flat-footed as long as it is maintained.

**Special:** You must remain within 5' of one another to maintain the pin. Either of you can end the pin on your turn by moving away, letting go of his weapon, or as a standard action.

**Example:** Friar Tuck is rescuing some children from a castle dungeon when a guard blocks the way. Tuck pins his weapon, shouting for the children to run past. The guard cannot make any attacks of opportunity, as he is flatfooted.

**Notes:** You can only use Pin Weapon unarmed if you have the Improved Unarmed Combat feat.

## PIN; RANGED

You can perform a ranged grapple attack against an opponent by pinning a bit of clothing to a nearby surface.

**Prerequisite:** Point Blank Shot, Precise Shot, Dex 13+, Base attack bonus +5 or higher

**Benefit:** Make a ranged attack with your ranged weapon. If you hit, your opponent is pinned until he takes a move-equivalent action to free himself. However, tearing free provokes an attack of opportunity.

## POWER ATTACK

You can make exceptionally powerful 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 apply until your next action.

## POWER CRITICAL

Choose one weapon, such as a longsword or a greataxe. With that weapon, you know how to hit where it hurts.

**Prerequisite:** Improved Critical with weapon, Base Attack Bonus +12, proficiency with weapon.

**Benefit:** Once per day, you can declare a single melee attack with your chosen kind of weapon to be an automatic threat before you make the attack roll. If the attack is successful, you roll to confirm the critical, regardless of whether the actual attack roll was a threat.

**Special:** You can take this feat multiple times. Each time you do, it applies to a new kind of weapon. You may use this ability only once per day per kind of weapon to which it applies.

## POWER LUNGE

Your ferocious attack may catch an opponent unprepared.

**Prerequisite:** Base attack bonus +3, Power Attack.

**Benefit:** A successful attack roll during a charge allows you to inflict double your normal Strength modifier in addition to the attack's damage regardless of whether you're using one- or two-handed weapons. You provoke an attack of opportunity from the opponent you charged.

## PRESSING ATTACK

Follow a character who tries to leave your threaten area.

**Prerequisite:** Combat Reflexes

**Benefit:** This feat allows you to follow an opponent who tries to step back from an area you threaten. The opponent must be in an area you threaten at the beginning of his action. If the opponent takes a 5-foot step to an area you do not threaten, you may immediately take a 5-foot step of your own to any unoccupied space where you again threaten the opponent. If no such space is available, you cannot use this feat. You may only use this feat once per round.

**Special:** You could not have already used your 5-ft step for this round.

## PRONE ATTACK

You attack from a prone position without penalty.

**Prerequisite:** Base attack bonus +2, Dex 15+, Lightning Reflexes.

**Benefit:** You can make an attack from the prone position and suffer no penalty to your attack roll. If your attack roll is successful, you may regain your feet immediately as a free action.

## PRONE TRIP

The owner of this feat is able to perform a masterful trip manoeuvre while prone.

**Prerequisites:** 4 Ranks of the Tumble skill, Improved Trip, Prone Attack, and Dex 15+

**Benefits:** If prone, the owner of this feat can declare a full attack action and may attempt a single trip attack upon a nearby opponent. If successful he is able to rise to his feet and the opponent will have fallen to the floor (tripped). The opponent also loses the rest of his actions for that round. If the trip attempt failed, the defender may make an attack of opportunity against the attacker who remains prone.

**Normal:** Requires a normal trip attempt with prone penalties if necessary.

**Special:** The owner of this Feat may make a 5' movement before the trip attempt.

## PULL BLOW

You can choose to leave your victims alive when they would otherwise fall

**Prerequisite:** Expertise, Weapon Focus, Int 13+, Attack Bonus 3+, Heal

**Benefit:** To use this feat you must be wielding a weapon for which you have weapon focus. When you damage an opponent and the damage dealt would take them below zero hit points you may pull your blow and deal exactly enough damage to take them to -1, where they will be unconscious but stable (not taking bleeding damage). You cannot use this feat on a critical strike.

**Notes:** Imagine a master swordsman that cuts with such precision that he wound exactly the amount they wish by cutting "just so". I'm not sure that this is better than subdual damage except that you make your decision after the fact and creatures immune to subdual damage will still suffer from your

## QUICK CHANGE

You are skilled at throwing your opponent off by quickly changing your attack handiness mid-melee.

**Prerequisites:** Ambidexterity, Base Attack Bonus +7 or more.

**Benefits:** In melee and while using a single weapon, you may swap your weapon to your empty hand as a free action and then make a partial-action attack with a +2 circumstance bonus to hit. You may not receive this bonus on any two consecutive rounds against the same foe (though you may still swap handiness on consecutive rounds).

## QUICK DEFENCE

Take defensive action before the initiative role during combat

**Prerequisite:** Alertness, Uncanny Dodge

**Benefit:** If threatened or surprised, you may take up the total defence position immediately. This action takes place before any attacks are made. This feat can only be used at the beginning of an encounter.

**Special:** If you choose to take the Quick Defence action, you may not act again within that round.

## QUICK DRAW

You can draw weapons with startling speed.

**Prerequisite:** Base attack +1 or higher.

**Benefit:** You can draw a weapon as a free action instead of as a move-equivalent action. Additionally, you can sheathe or put away a weapon as a free action.

**Note:** this replaces the quick draw feat found in the *Core Rule Book 1*.

## QUICK DRAW STRIKING SCORPION

You are able to catch your opponents off guard by striking 'from the hip.'

**Prerequisites:** Proficient with selected weapon, Quick Draw, Dex 13+

**Bonus:** Select a medium sized slashing weapon. If you attack with that weapon the same round you draw it (as a free action), you receive a +2 situational bonus to hit. This may be used while charging, but not while mounted.

## QUICK SHEATH

You can sheath weapons with unusual speed.

**Prerequisite:** Quick Draw, Dex 13+.

**Benefit:** You can sheath a weapon as a move-equivalent action without provoking an attack of opportunity. In addition, this feat allows you to combine this action with a regular move.

**Normal:** A character sheathing a weapon provokes an attack of opportunity. Also, this move-equivalent action cannot be combined with a regular move.



# Gryphons Book of 3<sup>rd</sup> Edition Feats

## RAPID STRIKE

You are skilled at making fast attacks with a melee weapon.

**Prerequisite:** Base Attack Bonus +6, Weapon Focus with chosen weapon, Dex 13+.

**Benefit:** Pick a melee weapon (not an unarmed strike) your size or smaller, with which you have Weapon Focus. When taking the full attack action with that weapon, you gain an extra attack at your base bonus. Your extra attack, and all your normal attacks, are at a -4 penalty. If the weapon is light for your size, this penalty is reduced to -2.

You need your offhand for balance, so you cannot use any weapons in your offhand, nor can you use any shield larger than a buckler. If you are using a buckler, you don't gain the buckler's AC bonus for the rest of the round in which you make a rapid strike. Even if you choose to wield your weapon two handed, you only gain your standard Strength bonus to damage (if any) for your normal attacks, i.e. it is not multiplied by 1.5. Your Strength bonus to damage is multiplied by 0.5 for your extra attack, just as if you were using an offhand weapon.

You cannot take Rapid Strike with a double weapon or one that requires two hands to use. For the purposes of this feat, bastard swords, katanas and dwarven war axes are considered Medium sized weapons if you have the appropriate weapon proficiency, and Large weapons otherwise.

## REFLEXIVE SET

You have honed your reflexes to the point where it is second nature for you to set your weapon against a charging enemy.

**Prerequisite:** Hold the Line, Combat Reflexes

**Benefit:** When you are charged while holding a weapon that can be set against a charge, you get to make an attack of opportunity before the charge attack is made, and you get the double damage usually associated with setting such a weapon against a charge on this attack of opportunity. This is not cumulative with the normal ready action used to set a weapon against a charge.

**Special:** Weapons capable of being set against a charge are noted 'a' on the weapons table, SRD. This feat supersedes Hold the Line (meaning you don't get two opportunity attacks).

**Comments:** A great reactionary feat that makes perfect sense in large combat scenarios.

## ROLLING ATTACK

You are trained in fast and acrobatic rolling melee attacks.

**Prerequisite:** Dex 15+, Dodge, Mobility, Spring attack, Base Attack Bonus +8 or higher.

**Benefit:** While using the attack action with a melee weapon, you can start the round rolling your body on the ground and then finishing with a thrust against your opponent. The total distance moved cannot be more than one half your speed. You gain +2 dodge bonus to AC against all oncoming attacks this round, and this move to not provoke an attack of opportunity from your opponent. You can't use this feat if you are in heavy armour.

## SECONDARY HAND PARRY

You use your off-hand weapon to defend against melee attacks.

**Prerequisite:** Ambidexterity, Dex 13, Two-Weapon Fighting, Base Attack Bonus +3, proficiency with weapon

**Benefit:** When fighting with two weapons and using the full attack option, you can on your action decide to attack normally or to sacrifice all your off-hand attacks for that round in exchange for a -2 dodge bonus to your AC. If you take this option, you also suffer penalties for, your attacks as if you were fighting with two weapons. If you are also using a buckler, its AC bonus stacks with the dodge bonus. You can use only bladed or hafted weapons of a size category smaller than your own with this feat.

## SECONDARY HAND POWER

You are more effective with your off-hand attacks.

**Prerequisite:** Ambidexterity, Str 13+.

**Benefit:** You gain your full Strength bonus to damage with your off-hand attacks.

**Normal:** You inflict half your Strength bonus to damage with your off-hand attacks.

## SHIELD; ARROW PARRY

You can deflect attacks with your chosen shield.

**Prerequisite:** Base attack +4 or higher, Shield Specialisation.

**Benefit:** You must be using a Buckler, Small Shield or Large Shield when using this feat. Once per round when you would normally be hit with an missile attack, you may make a Reflex saving throw against a DC of 20 (if the attack has a magical bonus, the DC increases by that amount).

If you succeed, you deflect the attack. You must be aware of the attack and not flat-footed. Attempting to deflect an attack does not count as an action. You must be holding a shield to use this feat. You cannot deflect large weapons with a buckler. You cannot deflect very large attacks (such as boulders, natural attacks made by huge creatures, etc.) with any shield. Rays and other magical attacks also cannot be deflected.

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

## SHIELD; ARROW PARRY GREATER

You may block projectiles easily with your shield.

**Prerequisite:** Base attack +8 or higher, Shield Arrow Parry Combat Reflexes.

**Benefit:** You must be using a Buckler, Small Shield or Large Shield when using this feat. Once per round when you or someone immediately behind 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 flatfooted. You may block an incoming missile attack with your shield only once per round.

This feat also allows the character to block magical projectile attacks (e.g. Melf's acid arrow, fire arrow), but the shield will sustain any damage from the spell that exceeds its hardness. Against special attacks with splash damage (e.g. acid, alchemist's fire, etc.), if the Reflex saving throw is successful, the shield takes the primary damage and you take only the splash damage.

**Special:** You may take this feat multiple times. Its effects do not stack. Each time you take this feat, you may block an additional missile attack with your shield. You may not block more attacks in a round than 1 + your Dexterity bonus.

## SHIELD; BASH; IMPROVED

You can push opponents back by bashing them with your shield.

**Prerequisite:** Power Attack.

**Benefit:** Any shield bash you make with a small or large shield also affects your opponent as if you had performed a bull rush. You don't actually move into your opponent's square or incur attacks of opportunity for the bash. You also can't move your opponent back more than 5 feet, nor can you move along with the defender. You can't use this feat with a buckler.

## SHIELD; CHARGE

You deal extra damage if you use your shield as a weapon when charging.

**Prerequisite:** Power Attack, Improved Shield Bash.

**Benefit:** When you attack with your shield as part of a charge action, you inflict double normal damage.

## SHIELD; EXPERT

You use a shield as an off-hand weapon while retaining its armour bonus.

**Prerequisite:** Base attack bonus +3, shield proficiency.

**Benefit:** You may make an off-hand attack with your shield while retaining the shield's AC bonus for that round.

**Normal:** Using a shield as a weapon prevents you from gaining its AC bonus for the round.

## SHIELD; MASTERY

You are especially proficient in blocking attacks with your shield.

**Prerequisite:** Shield Proficiency, Base Attack Bonus of +1 or higher.

**Benefit:** When using a buckler, small shield or large shield, you may choose one opponent. Against this opponent, you gain a +1 dodge bonus to AC. If you are using a tower shield, your degree of cover is instead increased by one place. You may select a new opponent each round. You may not use this feat if you are flanked.

You also receive no attack penalties or lose your shield's AC bonus when using shield bash attacks.

## SHIELD; PROFICIENCY

**Benefit:** The character 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 armour check penalty on attack rolls and on all skill rolls that involve moving, including Ride.

## SINGLE WEAPON FIGHTING

You are adept at fighting with a one-handed weapon while your other hand remains free.

**Prerequisite:** Base attack +1 or higher, Dex 13+, Expertise.

**Benefit:** When you are wielding a one-handed weapon and your other hand is free, you gain a +1 bonus to either your attack rolls or your armour class (dodge bonus). You may choose where to apply the bonus before your first action during a round. The bonus remains until you change it during a later round.

## SINGLE WEAPON FIGHTING; GREATER

You are unmatched with a single weapon

**Prerequisite:** Str 13+, Expertise, Improved Single Weapon Fighting, Base Attack +8

**Benefit:** When fighting with a single weapon, you may add 1½ your Strength modifier to damage, instead of your Strength modifier.

## SINGLE WEAPON FIGHTING; IMPROVED

You are deadly with a single weapon

**Prerequisite:** Expertise, Weapon Focus (Any one-handed weapon), Base Attack 4+

**Benefit:** When fighting with one weapon, you may make an additional attack with your highest base attack bonus at a -5 penalty to hit.

## SPRING ATTACK

**Prerequisite:** Dex 13+, Dodge, Mobility, Base Attack Bonus +4 or higher.

**Benefit:** When using the attack action with a melee weapon, the character can move both before and after the attack, provided that the character's total distance moved is not greater than the character's speed. Moving in this way does not provoke an attack of opportunity from the defender the character attacks. The character can't use this feat if the character is in heavy armour.

## SPRING ATTACK; DOUBLE

You can strike two opponents while moving.

**Prerequisite:** Base attack +8 or higher, Combat Reflexes, Spring Attack.

**Benefit:** As a full-round action, you can attack one opponent with a melee weapon, move, then attack a different opponent with a melee weapon. The total distance moved cannot be greater than your speed. Both attacks are made at your highest Base Attack Bonus. Moving in this way does not provoke attacks of opportunity from either opponent, however other opponents may still make attacks of opportunity if you move through their threatened area.

## STEADFAST ALLY

You take care to watch your allies' backs during combat.

**Prerequisite:** Base attack bonus +2 or higher.

**Benefit:** When performing the aid another standard action, your friend gets either a +4 circumstance bonus to her attack or a +4 circumstance bonus to her AC if your attack roll against AC 10 succeeds.

**Normal:** The normal circumstance bonus for successfully performing the aid another action is +2.

## SUBDUAL; GREATER

You may use a melee weapon which deals normal damage to deal subdual damage at no attack penalty.

**Prerequisite:** Proficient with weapon, Base attack bonus +5, Wis 13+

**Benefit:** When attacking with any weapon and attempting to do subdual damage you do not incur the usual penalties for attempting to do subdual damage.

**Normal:** Using a melee weapon which deals normal damage to deal subdual damage incurs a -4 attack penalty.

## SUBDUAL; IMPROVED

You really know how to subdue opponents.

**Prerequisite:** Proficient in a bludgeoning weapon Base attack bonus +3, Wis 13+.

**Benefit:** When attacking with a bludgeoning weapon and attempting to do subdual damage you do not incur the usual penalties for attempting to do subdual damage. Also, the weapons threat range is doubled when dealing subdual damage.

**Normal:** Using a melee weapon which deals normal damage to deal subdual damage incurs a -4 attack penalty.



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## SUDDEN ACTION

You may make a quick and decisive attack at the start of combat.

**Prerequisite:** Improved Initiative, Mobility, Quick Draw, Combat Reflexes

**Benefit:** If a combat begins with a surprise round and you are not surprised, you may draw your weapon (a free action) and take a partial action before initiative is rolled. This partial action may only be used to attack a surprised opponent, but a 5-foot step is allowed before or after the attack. You may also make draw your weapon and make a surprise attack in a non-combat situation with the use of this feat; the target of the attack is considered surprised.

## SUNDER

**Prerequisite:** Str 13+, Power Attack.

**Benefit:** When the character strikes at an opponent's weapon, the character does not provoke an attack of opportunity.

## SUNDER; ACCURATE

You can hit your opponent's weapon more easily.

**Prerequisite:** Sunder.

**Benefit:** You gain a +2 bonus to the opposed attack roll when you attempt to strike your opponent's weapon.

## SUNDER; FRACTURE

You are skilled at exploiting weaknesses in objects.

**Prerequisite:** Sunder, Power Attack, Base Attack Bonus +2 or higher.

**Benefit:** When attacking an object with hardness greater than or equal to that of your weapon, you gain +2 circumstance bonus to damage. When you are attacking an object with hardness less than that of your weapon, you gain a +5 circumstance bonus to damage.

## SUNDER; IMPROVED

You are adept at placing your attacks precisely where you want them to land.

**Prerequisite:** Base attack bonus +2, Sunder.

**Benefit:** When you strike an opponent's weapon, you inflict double damage.

## SUNDER; RANGED

You can attack an opponent's weapon from a distance.

**Prerequisites:** Point Blank Shot, Precise Shot, Ranged Pin, Dex 13+, Base Attack Bonus +5 or higher.

## SUNDER; THROUGH

You may strike an opponent through cover.

**Prerequisite:** Sunder

**Benefit:** Declare you are making a Sunder Through and take a -4 penalty to your attack roll. Make an attack roll against the cover's AC. If you succeed against a non-living object, make a normal sunder check (see *Core Rule Book 1*, p. 135-136). If you succeed, deal damage to target on the other side of cover.

**Note:** This is not a way of ignoring armour, you can not target the armour and automatically damage what is underneath. It is just a way of damaging someone through, for example a door.

**Special:** If the item is living, ignore any of the covering creature's hardness or ignore up to 5 points of damage reduction and deal damage.

## SURPRISING ACTION

You can take advantage of your opponents' surprise.

**Prerequisite:** Base attack +1 or higher, Dex 13+.

**Benefit:** When you are able to act during a surprise round, you can take a full-round action instead of a partial action.

## TOTAL DEFENCE; IMPROVED

You are difficult to hit when you don't want to be.

**Benefit:** When you perform the total defence action you gain an additional bonus to Armour Class equal to your Base Attack Bonus. For example, a 4th level fighter with this feat would gain an additional +4 dodge bonus to Armour Class when he uses the total defence action for a total of +8. The maximum bonus that can be achieved with this feat is +6, thus granting a total dodge bonus of +10 to Armour Class.

## TRIP; GREATER

You can trip your opponent more easily.

**Prerequisite:** Improved Trip.

**Benefit:** You gain a +2 bonus to the opposed ability roll when you attempt to trip your opponent. You do not gain this bonus when someone attempts to trip you.

## TRIP; IMPROVED

You are better than normal at tripping opponents

**Prerequisite:** Int 13+, Expertise.

**Benefit:** If the character trips an opponent in melee combat, the character immediately gets a melee attack against that opponent as if the character hadn't used the character's attack for the trip attempt.

## TWO-HANDED WEAPON FIGHTING

You can better utilise the strength in both of your arms when wielding a weapon with two hands.

**Prerequisite:** Base attack +1 or higher, Str 13+.

**Benefit:** You gain an additional competence bonus of +1 to damage when you wield a melee weapon with two hands.

This does not apply to light weapons or double weapons, as light weapons rely on accuracy as much as brute strength and double weapons are two single-handed weapons connected together. You can not get the full double handed swing on a double weapon.

**Normal:** Two-handed attacks receive one and a half times the attackers Strength modifier

## TWO-HANDED WEAPON FIGHTING; GREATER

You are deadly with a two-handed weapon

**Prerequisites:** Str 13+, Improved Two-handed Weapon Fighting, Weapon Focus (Any Two-Handed Weapon), Base attack +8

**Benefit:** When attacking with a two-handed weapon you have weapon focus in, you add three times your Strength modifier to damage you deal instead of 1½ your Strength modifier.

## TWO-HANDED WEAPON FIGHTING; IMPROVED

You are adept in the use of a two-handed weapon.

**Prerequisites:** Str 12+, Focus (Any two-handed weapon), base attack +4

**Benefit:** When attacking with a two-handed weapon, you may add twice your strength modifier instead of one-and-one half times your strength modifier.

**Normal:** You only receive one-and-one-half your strength modifier with a two-handed weapon.

## TWO-WEAPON FIGHTING

You are well co-ordinated and have mastered the art of fighting with one weapon in each hand, gaining an extra attack with the off hand weapon.

**Benefit:** Your penalties for fighting with two weapons are reduced by 2.

**Normal:** See Attacking with Two Weapons, page 124, and Table 8-2: Two-Weapon Fighting Penalties, page 125 in the Core Rule Book 1 for details.

**Special:** The Ambidexterity feat reduces the attack penalty for the second weapon by 4.

## TWO-WEAPON FIGHTING; ALTERNATING ATTACK

You may alternate you attacks between two weapons.

**Prerequisite:** Base attack bonus 3+, Ambidexterity, Two-Weapon Fighting

**Benefit:** If you are wielding two weapons, you may forego your extra attack (or attacks, if you have Improved Two-Weapon Fighting) with the off-hand weapon. If you do so, you may split your normal attack freely between the two weapons. Attacks with the weapon in your primary hand have no penalty, and attacks with the weapon your off hand suffer the normal -2 penalty for off-hand. This feat can be used if one 'weapon' is an unarmed strike.

## TWO-WEAPON FIGHTING; DEFENCE

You have mastered a style of defence that others find frustrating.

**Prerequisites:** Expertise, Two-Weapon Fighting.

**Benefits:** When fighting with two bladed weapons (dagger, longsword, rapier, scimitar, or short sword, in any combination), you can designate a melee opponent during your action and receive a +1 armour bonus to your Armour Class against attacks from that opponent. You can select a new melee opponent on any action. A condition that makes you lose your Dexterity bonus to Armour Class (if any) also makes you lose this bonus.

You still suffer the usual penalties for fighting with two weapons.

The benefits of this feat apply only if you are proficient with the weapons you are using

## TWO-WEAPON FIGHTING; IMPROVED

**Prerequisite:** Ambidexterity, Two-Weapon Fighting, Base Attack Bonus +9 or higher.

**Benefit:** In addition to the standard single extra attack the character gets with an off-hand weapon, the character gets 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 armour or no armour.

## TWO-WEAPON FIGHTING; MASTERY

You are a master when it comes to wielding two weapons.

**Prerequisite:** Ambidexterity, Base attack +12 or higher, Improved Two-Weapon Fighting, Off-Hand Power.

**Benefit:** In addition to the second attack you get with your with your off-hand weapon from the Improved Two-Weapon Fighting feat, you get a third attack with your off-hand weapon, albeit at a -10 penalty to the attack roll.

**Normal:** Without this feat, the character can only get a single extra attack with an off-hand weapon.

## TWO-WEAPON FIGHTING; MATCHED WEAPONS

You are able to use a certain pair of weapons with minimal penalties.

**Prerequisite:** Ambidexterity, Dex 15+, Proficiency with the two weapons

**Benefit:** The character has the benefits of the Ambidexterity and Two-Weapon Fighting feats with a certain pair of weapons.

**Special:** This feat may be bought multiple times. Each time it applies to a single combination of weapons. A character that plans to have multiple double weapons would be better served to acquire the Ambidexterity and Two-Weapon Fighting feats instead.

## UNDEAD STRIKE

You have learned to strike at various Undead weak-points, for major effect in combat.

**Prerequisites:** 4 Ranks of Knowledge (Necromancy) or Knowledge (Undead), and the Improved Critical Feat.

**Benefits:** Allows the user of the feat to make standard Critical rolls (Not improved critical rolls) with a particular weapon (the one chosen with the Improved Critical Ability) against Corporeal Undead (i.e. skeletons, zombies, ghouls, wights, vampires, mummies, and similar.). In addition, any corporal undead's damage reduction is reduced by five when this feat is employed against it.

**Normal:** Under normal circumstances undead can never be affected by critical hits.

## WEAPON BOND

You have used a single weapon so much that you have formed an almost spiritual bond with that specific weapon.

**Prerequisite:** Base Attack Bonus +8, Improved Critical (with weapon), Weapon Focus (with weapon), Weapon Specialisation (with weapon)

**Benefits:** Choose a single unique weapon. For one month you train exclusively with that weapon, learning how to best wield that specific weapon most effectively. During the training period, you may use no other weapons or you must repeat the process. After the month of training, give the weapon a name to symbolise your intimate knowledge of the weapon. You gain an additional +2 to all attack rolls and +1 to damage with your named weapon (this stacks with the weapon focus and weapon specialisation bonuses). You do not gain the bonuses or penalties of this feat when wielding a weapon of the same type, and suffer a -2 to all attack rolls with all other weapons.



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**Special:** If ever your named weapon is destroyed or taken from your possession for more than a week, you must repeat the process of naming a weapon and continue to suffer the -2 to attack rolls with all weapons of a different type. You may never have more than one bonded weapon.

## WEAPON FINESSE

Choose one light weapon. Alternatively, the character can choose a rapier, provided the character can use it in one hand, or a spiked chain, provided the character is at least Medium-size.

**Prerequisite:** Proficient with weapon, Base Attack Bonus +1 or higher.

**Benefit:** With the selected weapon, the character may use a Dexterity modifier instead of a Strength modifier on attack rolls. Since the character needs the second hand for balance, apply the armour check penalty of any shield worn to attack rolls.

**Special:** The character can gain this feat multiple times. Each time the character takes the feat, it applies to a new weapon.

## WEAPON FOCUS

The character can choose "unarmed strike" or "grapple" for the character's weapon for purposes of this feat. The character can choose "ray," in which case the character is especially good with rays.

**Prerequisite:** Proficient with weapon, Base Attack Bonus +1 or higher.

**Benefit:** The character adds +1 to all attack rolls the character makes 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 FOCUS; GREATER

The character chooses the weapon or attack form for which the character already has Weapon Focus in and becomes more accurate.

**Prerequisite:** Dex 13+, Base attack +5 or higher, Weapon Focus.

**Benefit:** You gain a +2 bonus to your attack rolls with this weapon. This replaces (does not stack with) the bonus gained from the Weapon Focus 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 JUGGLE

You can change and pick up weapons as a free action.

**Prerequisite:** Dexterity 13+, Fast Draw, perform skill with juggle ability.

**Benefit:** You can juggle weapons and similarly sized objects during combat. You can draw, sheathe, or shift them from hand to hand as a free action. You can even pick them up from the ground as a free action, as long as you can kick at them. You can do this at the start and end of your turn, but not on somebody else's turn or in the middle of an attack sequence. These actions never trigger attacks of opportunity.

## WEAPON PROFICIENCY; EXOTIC

Choose a type of exotic weapon, such as dire flail or shuriken (see Table 7-4: Weapons, page 99, for a list of exotic weapons). You understand how to use that type of exotic weapon in combat.

**Prerequisite:** Base attack bonus +1 or higher.

**Benefit:** You can make 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:** You can gain this feat multiple times. Each time you take the feat, it applies to a new weapon. Proficiency with the bastard sword or the dwarven waraxe has a prerequisite of Str 13+.

## WEAPON PROFICIENCY; GIGANTIC

You are proficient at wielding extremely large weapons.

**Prerequisite:** Str 15+, Base Attack Bonus +3 or higher.

**Benefit:** You can wield a weapon two sizes larger than you with two hands, suffering a -2 penalty on all attack rolls when doing so.

**Normal:** You normally can only wield a weapon one size larger than you with two hands.

## WEAPON PROFICIENCY; MARTIAL

**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:** Barbarians, fighters, paladins, and rangers are proficient with all martial weapons.

The character can gain this feat multiple times. Each time the character takes the feat, it applies to a new weapon.

A cleric whose deity's favoured 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.

A sorcerer or wizard who casts the spell *Tenser's transformation* on herself gains proficiency with all martial weapons for the duration of the spell.

## WEAPON PROFICIENCY; SIMPLE

**Benefit:** The character makes 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.

## WEAPON PROFICIENCY; UNORTHODOX

**Prerequisite:** Int 13+, Dex 13+

**Benefit:** The character makes attack rolls with any object, excluding weapons you are not proficient with, as a simple melee weapon unorthodox items, like bottles, chairs, rakes, spades, with no penalty. The damage for these types of weapons is up to the GM but generally less than an equivalent weapon.

| Size   | Damage | Threat | Critical | Reach |
|--------|--------|--------|----------|-------|
| Tiny   | 1d2    | 20     | X2       | 5     |
| Small  | 1d4    | 20     | X2       | 5     |
| Medium | 1d6    | 20     | X2       | 5     |
| Large  | 1d8    | 20     | X2       | 5     |
| Huge   | 1d10   | 20     | X2       | 5     |

**Normal:** A character that uses a weapon without being proficient with it suffers a -4 penalty on attack rolls.

**Special:** You may not take weapon feats applied to these weapons. For instance you cannot take (weapon focus anything goes combat) or (weapon focus beer mug).

## WEAPON TRICKS

You can change the type of damage you do with melee weapons.

**Benefit:** Many types of melee weapons can conceivably do two different types of damage. Examples are swords (could do slashing or piercing), picks (could do bludgeoning or piercing) and single-edged or bludgeon-backed axes (could do slashing and bludgeoning). When wielding such a weapon, you can opt to do either of the two types of damage at no penalty.

**Notes:** The GM is the final arbiter on what types of damage a weapon can do, based on the illustration, common sense and his knowledge on how these weapons are used in real life. If in doubt, go with your gut feeling.

## DIVINE

### DIVINE ADVERSARY

You can cast exceptionally powerful offensive spells.

**Prerequisite:** Wis 13+, Cha 13+, Maximize Spell, ability to cast Divine spells and ability to Turn/Rebuke Undead with one remaining attempt.

**Benefit:** By channelling one turn/rebuke undead attempts add you deal an additional +1 point of sacred/profane damage for each level Divine Caster Level you possess when casting an offensive spell, up to the maximum dice of damage for the spell. You do not have to have maximized the spell previously to receive this bonus. The turn/rebuke attempt vanishes when the feat is called and the effect lasts for a number of rounds equal to half the Wisdom ability modifier (minimum 1).

### DIVINE AIM

You can channel energy to increase your chance to hit.

**Prerequisites:** Wis 13+, Cha 13+, ability to cast Divine spells and ability to Turn/Rebuke Undead with one remaining attempt.

**Benefit:** By channelling one turn/rebuke undead attempts add one your Charisma bonus to your attack roll. The turn/rebuke attempt vanishes when the feat is called and the effect lasts for a number of rounds equal to half the Wisdom ability modifier (minimum 1).

### DIVINE ARMOUR

You can channel energy to enhance your body or armour.

**Prerequisite:** Wis 13+, Cha 13+, ability to cast Divine spells and ability to Turn/Rebuke Undead with one remaining attempt, Divine Vigour, Extra Turning.

**Benefit:** By channelling one turn/rebuke undead attempts your armour or body gains a divine bonus to Armour Class equal to your charisma bonus. When active, your armour or body glows with divine light (or a profane aura) in a radius of 5 feet. The bonus provided by Divine Armour is fully effective against incorporeal creatures but does not count towards Armour Check Penalties. The turn/rebuke attempt vanishes when the feat is called and lasts for a number of rounds equal to half the Wisdom ability (minimum 1).

### DIVINE ASCENSION

You are capable of flight for brief distances.

**Prerequisite:** Wis 13+, Cha 15+, ability to cast Divine spells and ability to Turn/Rebuke Undead with three remaining attempts.

**Benefit:** By channelling three turn/rebuke undead attempts you can take part of one of your move actions to fly a distance no greater than your normal speed in any one direction (forward, up, back, down, etc.). If you move through an enemy's threatened spaces, you are still subject to attacks of opportunity. If you do not end your move on a horizontal surface, you automatically fall to the nearest such surface, taking any appropriate damage. You may only use Divine Ascension on yourself, your gear and any familiar you might have.

### DIVINE AURA; FURY

You are able to channel positive energy around you to increase your anger and your allies' one.

**Requisites:** Wis 13+, Cha 15+, ability to cast Divine spells and ability to Turn/Rebuke Undead with two remaining attempts.

**Benefits:** By channelling two turn/rebuke undead attempts you generate an aura granting a +1 morale bonus to weapon damage (in melee and ranged within 30 ft.) and Fortitude saves for your allies within 10 ft. that grants. The turn/rebuke attempt vanishes when the feat is called and the effect lasts for a number of rounds equal to half the Wisdom ability modifier (minimum 1). While the aura is active, you can't cast divine spells, turn undead or activate other auras, but can enter combat normally.

### DIVINE AURA; PRUDENCE

You are able to channel positive energy around you to increase your defences and your allies'

**Requisites:** Wis 13+, Cha 15+, ability to cast Divine spells and ability to Turn/Rebuke Undead with two remaining attempts.

**Benefits:** By channelling two turn/rebuke undead attempts you generate a protective aura for you and your allies within 10 ft. that grants a +1 morale bonus to AC and to Reflex saves. The turn/rebuke attempt vanishes when the feat is called and the effect lasts for a number of rounds equal to half the Wisdom ability modifier (minimum 1). While the aura is active, you can't cast divine spells, turn undead or activate other auras, but can enter combat normally.

### DIVINE AURA; RESOLUTION

You are able to channel positive energy around you to increase your anger and your allies.

**Requisites:** Wis 13+, Cha 15+, ability to cast Divine spells and ability to Turn/Rebuke Undead with two remaining attempts.

**Benefits:** By channelling two turn/rebuke undead attempts you generate a protective aura for you and your allies within 10 ft. that grants a +1 morale bonus to Attack rolls and to Will saves. The turn/rebuke attempt vanishes when the feat is called and the effect lasts for a number of rounds equal to half the Wisdom ability modifier (minimum 1). While the aura is active, you can't cast divine spells, turn undead or activate other auras, but can enter combat normally.

### DIVINE AURA; WIDENING

Your aura spreads further from you.

**Requisites:** Wis 13+, Cha 13+, ability to cast Divine spells and ability to Turn/Rebuke Undead with one remaining attempt.

**Benefits:** By channelling one turn/rebuke undead attempts the radius of any aura you are able to produce (such as the Paladin's Aura of Courage, the Blackguard's Aura of Despair, and the Aura feats) is extended by 50%. For example, a Pal3 with Widen Aura can provide a +4 morale bonus against fear effect to all his



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allies within 15 ft. The turn/rebuke attempt vanishes when the feat is called and the effect lasts for a number of rounds equal to half the Wisdom ability modifier (minimum 1). While the aura is active, you can't cast divine spells, turn undead or activate other auras, but can enter combat normally.

**Special:** You may acquire this feat multiple times. Each time you select this feat, you increase the radius of the aura of another 50%. For example, a Blackguard who acquired Widen Aura twice generates a 20-ft. radius Aura of Despair.

## DIVINE BARRIER

You know how to shape the positive energy stream to create a barrier against energy-drain attacks.

**Requisites:** Dex 13+, Wis 13+, ability to cast Divine spells, ability to Turn/Rebuke Undead with one remaining attempt, and Divine Armour.

**Benefit:** By channelling one turn/rebuke undead attempts you generate a barrier against an attack inflicting negative levels, you can try make a Fortitude save to avoid any negative level so inflicted (DC is equal to the DC of the save to remove the negative level). The turn/rebuke attempt vanishes when the feat is called and the effect lasts for a number of rounds equal to half the Wisdom ability modifier (minimum 1).

## DIVINE BASTION

You create a magical defence against hostile spells

**Prerequisite:** Wis 13+, Cha 13+, ability to cast Divine spells and ability to Turn/Rebuke Undead with one remaining attempt.

**Benefit:** By channelling two turn/rebuke undead attempts you can generate a tangible field of force as a free action that provides 1/- damage reduction from spell like attacks directed against you. The turn/rebuke attempt vanishes when the feat is called and the effect lasts for a number of rounds equal to half the Wisdom ability modifier (minimum 1). While the aura is active, you can't cast divine spells, turn undead or activate other auras, but can enter combat normally. This damage reduction does not stack with any benefit from spell or other class.

**Special:** You may gain this feat multiple times, each time allows you to give up one extra turn/rebuke attempt for an increase in damage reduction, so choosing this three times allows you to give up three turn/rebuke attempts for a damage reduction of 3/-.

## DIVINE BLESSING

You have received the blessing of your god.

**Prerequisite:** Wis 13+, Cha 15+, ability to cast Divine spells and ability to Turn/Rebuke Undead with two remaining attempts, Devotion.

**Benefit:** While you have at least turn/rebuke undead attempts remaining you gain the effect of a *bless* spell on yourself. You cannot gain the benefits of another bless spell cast on you by others.

**Special:** If you ever renounce your god or commit an act against your god's doctrine, you cannot use this ability until you atone for the deed.

## DIVINE CHANNELLING

You can channel your positive energy into a touch to heal yourself or an ally.

**Prerequisite:** Wis 13+, Cha 13+, ability to cast Divine spells and ability to Turn/Rebuke Undead with one remaining attempt

**Benefit:** By channelling one turn/rebuke undead attempt you can infuse one being with divine energy (Healing energy if you channel positive energy or Damaging energy if you channel negative energy). You either heal or inflict a number of hit points equal to your Wisdom bonus. Clerics who channel Positive energy can not try and inflict damage on others, other than negative planar creatures, and Clerics who channel Negative plane energy can not try and heal damage on others, other than negative plane creatures. To use this feat on an unwilling target requires a successful touch attack.

## DIVINE CHANNELLING; IMPROVED

You can channel your divine power to heal the wounds of those around you.

**Prerequisite:** Wis 15+, Cha 15+, ability to cast Divine spells and ability to Turn/Rebuke Undead with one remaining attempt, Divine Healing.

**Benefit:** By channelling one turn/rebuke undead attempt you can infuse one being within 30 feet of you with Divine energy (Healing energy if you channel positive energy or Damaging energy if you channel negative energy). You either heal or inflict 1d4 points of damage + the cleric's ability modifier. Clerics who channel Positive energy can not try and inflict damage on others, other than negative planar creatures, and Clerics who channel Negative plane energy can not try and heal damage on others, other than negative plane creatures. To use this feat on an unwilling target requires a successful ranged touch attack.

## DIVINE CONVERSION

You can convert a spell of higher level to power lower level spell slots.

**Prerequisite:** Wis 13+, Maximize Spell

**Benefit:** You can convert a spell slot from one level into a number of spell slot of a lower level. A third level spell becoming three first or a first and second level. This feat then allows you to cast those spells as if you hadn't already used them. Converted spell slots can be converted again. You cannot use this feat to cast spells different from those that you normally could cast.

**Normal:** Clerics can only convert a spells of the same level to heal or harm spells.

## DIVINE CONVERSION; GREATER

You can cast additional high level spells at the cost of fewer low level spells.

**Prerequisite:** Wis 13+, and Divine Conversion

**Benefit:** You can convert two spell slots of one level into a spell slot of the next higher level. Converted spell slots can be converted again. You cannot use this feat to cast spells of levels higher than you normally could cast. For example, a 5th level wizard could convert two 2nd level spell slots into one 3rd level spell slot. The same wizard could also convert four 1st level spell slots into one 3rd level spell slot. However the wizard could not convert spell slots into 4th level spell slots because he cannot cast 4th level spells.

**Normal:** Clerics can only convert a spells of the same level to heal or harm spells.

## DIVINE DODGE

You can magically dodge an adversary's attack.

**Prerequisite:** Dex 13+, Wis 13+, ability to cast Divine spells, ability to Turn/Rebuke Undead with one remaining attempt, and Dodge.

**Benefit:** By channelling one turn/rebuke undead attempt you channel divine power to enhance your ability to defend against your opponent. Designate an opponent during your action and receive a +1 dodge bonus to Armour Class against attacks from that opponent. This can be the same opponent designated for the standard Dodge feat, or a separate opponent. If the same opponent is chosen for both Dodge and Divine Dodge, the bonuses stack. You can select a new opponent on any action. The turn/rebuke attempt vanishes when the feat is called and the effect lasts for a number of rounds equal to half the Wisdom ability modifier (minimum 1).

**Note:** Any condition that makes you lose your Dexterity bonus to Armour Class (if any) does not make you lose the dodge bonus from the Divine Dodge feat. Also, dodge bonuses (such as this one, the from the Dodge feat, the one granted from the Mobility feat, and a dwarf's racial bonus to dodge giants) stack with one another, unlike most other types of bonuses.

## DIVINE DOMAIN DOMINION

Add one additional domain to your divine casting repertoire

**Prerequisite:** 6 or more ranks in Knowledge (religion), ability to turn or rebuke undead.

**Benefit:** Select a third domain from your deities domain list. All spells within the new domain list are considered domain spells for you.

**Special:** You do not gain the domain powers granted, you only gain the ability to use the domain spells listed as domain spells for your character. This feat is only usable by clerics and can only be taken once.

## DIVINE DOMAIN DOMINION; GREATER

Gain the domain powers from a divine dominion

**Prerequisite:** Divine Dominion, ability to turn or rebuke undead.

**Benefit:** You gain the domain powers from the domain selected using the Divine Domain feat.

**Special:** This feat is only usable by clerics and can only be taken once.

## DIVINE DOMAIN; EXTRA SLOT

Your degree of specialization into the domains of your god is higher than normal.

**Requisites:** Wis 15+, access to a Domain, ability to turn or rebuke undead

**Benefit:** Each day, for each spell level you are able to cast, you may decide to convert a normal spell slot into a domain slot.

**Special:** You may acquire this feat multiple times and its effects are cumulative.

## DIVINE DOMAIN; MASTERY

Choose one of your domains, such as War. You can cast spells from this domain more easily.

**Prerequisite:** Access to a Domain, ability to turn or rebuke undead.

**Benefit:** You may now spontaneously cast your domain spells by converting prepared spells of the domain spell's level or higher. You may only do this if the domain spell also appears on the Cleric Spell list. This works similar to a good cleric's ability to spontaneously cast cure spells.

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

## DIVINE FAVOUR

The god you worship looks with favour on you and once per day you can call upon this favour to modify how one act turns out.

**Prerequisite:** Wis 15+, Cha 15+, ability to cast Divine spells, the ability to Turn/Rebuke Undead with one remaining attempt, Divine Devotion, and Divine Insight.

**Benefit:** As a free action after a d20 roll you may announce you are invoking gods favour, At this point you may add your wisdom bonus to the roll. You may invoke the favour once a day, and once invoked a turn/rebuke attempt vanishes.

**Special:** If you ever renounce your god or commit an act against your god's doctrine, you cannot use this ability until you atone for the deed.

## DIVINE FIST

You can channel energy to increase the damage you deal in unarmed combat.

**Prerequisite:** Cha 13+, ability to turn or rebuke undead, Improved Unarmed Strike.

**Benefit:** By spending one of your turn or rebuke attempts per day, you can add your Wisdom bonus to your damage rolls on successful unarmed attacks. The turn/rebuke attempt vanishes when the feat is called and the effect lasts for a number of rounds equal to half the Wisdom ability modifier (minimum 1).

**Special:** Divine Fist is equivalent to Divine Power, allowing you to later learn feats that included Divine Power as a prerequisite, though you are then restricted to using these feats with unarmed strikes only.

## DIVINE FOCUS

Choose a school, sub-school, or descriptor of magic. Your spells are focused in that area and are more potent than normal.

**Prerequisite:** Ability to cast Divine spells.

**Benefit:** Add +2 to the Difficulty Class for all saving throws against spells from the selected focus.

**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.

## DIVINE FOCUS; GREATER

Choose a school of magic to which you already have applied the Arcane Focus feat. Your magic spells of that school are now even more potent than before.

**Prerequisite:** Divine Focus.

**Benefit:** Add +4 to the DC for all saving throws against spells from the school of magic you select to focus on. This supersedes (does not stack with) the bonus from Divine Focus.

**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.

## DIVINE INFLUENCE

Events are altered in your favour by your god

**Prerequisites:** Devotion, Divine Insight, ability to turn or rebuke undead.

**Benefit:** As a free action, you may reroll any die you have rolled once per day per two levels. Once you have made a reroll, you may not affect the die roll again.

**Special:** If you ever renounce your god or commit an act against your god's doctrine, you cannot use this ability until you atone for the deed.

## DIVINE INSIGHT; GOD TOUCHED

The word of god is loud in your mind in your mind telling you just what to say and when.

**Prerequisites:** Cha 13+, Ability to Turn/Rebuke Undead

**Benefit:** You get a +2 bonus on all Diplomacy, Bluff, and Intimidate checks against living humanoids with an Intelligence score of 4 or higher. You get the same +2 bonus on Charisma checks used to influence or interact with living humanoids having an Intelligence score of 4 or higher.



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## DIVINE INSIGHT; NATURE'S WHISPER

The spirit of nature itself whispers in your mind, revealing things that would be hidden to others.  
**Requisites:** Ability to cast divine spells, and access to Nature Domain, or Druidic or Ranger spell lists.  
**Benefits:** You gain a spiritual bonus of +3 to all Knowledge (nature) and Wilderness Lore checks.

## DIVINE INTERVENTION

You can ask for the direct intervention of your god.  
**Prerequisite:** 9<sup>th</sup>+ level, Devotion, Divine Insight, Divine Influence, Divine Favour, ability to turn or rebuke undead.  
**Benefit:** Once per day, as a full round action, you may call on your god to succeed at any one action, regardless of the DC or you may call on your god to cast any one spell from your god's domains of a spell level equal or less to your character level.

## DIVINE MARK

Your god visibly marks you.  
**Prerequisite:** Devotion, ability to turn or rebuke undead.  
**Benefit:** Choose an ability score when you select this feat. Once per day per four levels, you may increase the named ability score by +2 for one minute. This feat stacks with Divine Strength.  
**Special:** If you ever renounce your god or commit an act against your god's doctrine, you cannot use this ability until you atone for the deed.

## DIVINE PACT

You have dealt with an outsider for magical power.  
**Prerequisite:** Con 13+, Wis 15+, Cha 15+, Ability to Cast Divine Spells, ability to turn or rebuke undead.  
**Benefit:** When you take this feat, choose an additional domain. You can cast an extra spell of each spell level you know from this domain. You may take this feat multiple times for the same or different domains. Each time you take this feat, you must have two higher each in Con, Wis and Chr.  
**Special:** If you are slain and an attempt is made to raise you, roll 1d10. If you roll equal to or less than the number of times you have taken this feat, the outsider has taken your soul and you cannot be raised by any means.

## DIVINE PENETRATION

You can channel positive energy to ignore the damage reduction of undead opponents.  
**Prerequisite:** Dex 13+, Wis 13+, ability to cast Divine spells, ability to Turn/Rebuke Undead with one remaining attempt and Divine Vengeance.  
**Benefit:** By channelling one turn/rebuke undead attempt you can ignore the damage reduction of all undead opponents. The turn/rebuke attempt vanishes when the feat is called and the effect lasts for a number of rounds equal to half the Wisdom ability modifier (minimum 1).

## DIVINE POWER

Channel the powers of your god to enhance the power of your melee attacks.  
**Prerequisite:** Str 13+, Wis 13+, ability to cast Divine spells, ability to Turn/Rebuke Undead with one remaining attempt, and Power Attack.  
**Benefit:** By channelling one turn/rebuke undead attempts you gain a bonus to damage equal to your Charisma bonus. The turn/rebuke attempt vanishes when the feat is called and the effect lasts for a number of rounds equal to half the Wisdom ability modifier (minimum 1).

## DIVINE POWER; FLAMING WEAPON

You can channel the power of your god to sheath your weapon with divine flame.  
**Prerequisite:** Ability to Turn/Rebuke Undead with one remaining attempt, and Divine Power.  
**Benefit:** By channelling one turn/rebuke undead attempt you can sheath your weapon with divine flame that does +1d6 points of Divine Damage to beings susceptible to the type of energy channelled. If you channel positive energy, your weapon is sheathed in white flames inflicting damage against evil opponents. If you channel negative energy, your weapon is sheathed in black flames that inflicts damage against good opponents instead. These flames do not give off heat or ignite flammable objects, though sacred flames give off light equal to a torch.  
The turn/rebuke attempt vanishes when the feat is called and the effect lasts for a number of rounds equal to half the Wisdom ability modifier (minimum 1). The damage inflicted by Flaming Weapon is unaffected by protection from elements and similar spells, but spell resistance is effective.  
**Note:** Instead of good and evil if the world is Law and Chaos orientated substitute good and evil for the law and chaos.

## DIVINE PROTECTION

You can channel your positive (or negative) energy to protect you from harm.  
**Prerequisite:** Con 13+, Wis 13+, ability to cast Divine spells and ability to Turn/Rebuke Undead with one remaining attempt, Divine Armour.  
**Benefit:** By channelling one turn/rebuke undead attempts you gain a number of temporary hit points equal to your Wisdom Bonus. The turn/rebuke attempt vanishes when the feat is called and the effect lasts for a number of rounds equal to half the Wisdom ability modifier (minimum 1).

## DIVINE REFLECTION

You can reflect part of a spell back against the caster.  
**Benefit:** If you have an action prepared, you may attempt to reflect a spell cast at you back towards the caster. You must be able to cast the exact same spell the target is casting, and must lose the prepared spell from memory to perform the reflection. The original caster then suffers the full effects of the original spell cast against him.

## DIVINE REFLECTION; IMPROVED

You can turn any spell back against the caster.  
**Prerequisite:** Divine Reflection  
**Benefit:** You must announce a ready action to perform improved Arcane Reflection. If you can cast the same exact spell the opponent is casting, you can reflect the spell back at the caster without expending your own spell. Otherwise, you must expend a spell of the same level as the opposing caster's spell and make a Reflect roll by rolling 1d20 versus a DC of 12 + Caster's spell level + Caster's spell casting ability modifier. If succeed the Reflect roll, the spell is cast back against the original caster who suffers its full effects.

## DIVINE RESISTANCE

Against one school of magic for which you are familiar you receive a bonus to saving throws.  
**Prerequisite:** Divine Focus in the school chosen.  
**Benefit:** When saving against spells of the chosen school add +2 to your saving throws  
**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.

## DIVINE RESISTANCE; ELEMENTAL

You can channel energy to temporarily reduce damage you and your allies take from Elemental Damage.  
**Prerequisite:** Dex 13+, Wis 13+, ability to cast Divine spells and ability to Turn/Rebuke Undead with one remaining attempt, Divine Armour.  
**Benefit:** Spend one of your turn/rebuke undead attempts to imbue all allies within a 60-foot burst (including yourself) with resistance fire, cold, and electricity resistance 5. This resistance does not stack with similar resistances, such as those granted by spells or special abilities. The protection lasts until the end of your next turn.

## DIVINE RESISTANCE; IMPROVED

Against one school of magic for which you are familiar you are able to shrug off magic effects as if you had Spell Resistance.  
**Prerequisite:** Wis 15+, Greater Divine Focus in the school chosen, Divine Resistance, Divine Spellcaster, and Improved Counterspelling  
**Benefit:** You gain Spell Resistance equal to 10 + your Spell-casting modifier against spells of the specific school. For example, if Alvin the 10<sup>th</sup> level Cleric with 18 Wisdom took this feat, he would have a spell resistance of 13 (10 + 3 Int modifier).

## DIVINE SHAPE

You can transform into a creature associated with your god.  
**Prerequisite:** Devotion, Divine Mark, ability to turn or rebuke undead.  
**Benefit:** Once per day you may change shape into an animal shape (not dire) of up to medium size that is associated with your god. The shape change is treated as per the 4<sup>th</sup> level arcane spell *polymorph self* (Core Rule Book I, 237). You do not suffer the risk of the standard penalty for being disoriented while in the new shape.  
**Special:** If you ever renounce your deity or commit an act against your deity's doctrine, you cannot use this ability until you atone for the deed.  
**Note:** Insert god/animal shapes here

## DIVINE SHIELD

You can channel energy to make your shield more effective for either offence or defence.  
**Prerequisite:** Ability to turn or rebuke undead, Cha 13+, Str 13+, Power Attack, Improved Shield Bash.  
**Benefit:** Spend one of your turn/rebuke undead attempts to channel energy into your shield, granting it an enhancement bonus equal to your Charisma modifier. This enhancement bonus applies both to the shield's attacks and defence, and lasts for a number of rounds equal to your Charisma modifier.

## DIVINE SHOT

You can charge your ranged attacks with additional damage potential.  
**Prerequisite:** Dex 13+, Point Blank Shot, Ability to Cast Divine Spells Ability to turn or rebuke undead.  
**Benefit:** Using a turn or rebuke undead attempt you channel divine energy into a missile attack. Your ranged shot deal an additional amount of damage equal to your charisma modifier of divine damage for one shot. Having charged the weapon, arrow, bolt, or bullet it remains charged for a maximum number of rounds equal to your Spellcasting modifier + 1 round, or until you make your next attack, whichever occurs first. If your attack misses, the charge dissipates are wasted.

## DIVINE SIGHT

You can channel energy to increase your sight and pierce illusions.  
**Prerequisite:** Ability to turn or rebuke undead, Cha 13+.  
**Benefit:** By spending one of your turn or rebuke undead attempts, you gain a +2 enhancement bonus on Spot and Search checks and a +2 sacred bonus on Will disbelief saves against illusion effects for a number of minutes equal to your charisma modifier.

## DIVINE STRENGTH

You can call on the otherworldly strength of your god.  
**Prerequisite:** Devotion, Divine Mark, ability to turn or rebuke undead.  
**Benefit:** You may increase one of your physical attributes (Strength, Dexterity, Constitution) by +4. This effect lasts for one round + ½ your level.  
**Special:** If you ever renounce your god or commit an act against your god's doctrine, you cannot use this ability until you atone for the deed.

## DIVINE TOUCH

You can make touch ranged spell attacks of opportunity.  
**Prerequisite:** Str 13+, Divine Fist, Ability to Cast Divine Spells, ability to turn or rebuke undead.  
**Benefit:** As a spontaneous action you can make attacks of opportunity using any touch-ranged spell you have prepared, if you have at least one hand free. The Divine Touch attack of opportunity precludes the normal casting of a Divine spell during the same round. The spell used in conjunction with this feat must be prepared as one level higher.  
**Normal:** Attacks of opportunity do not involve casting spells.  
**Special:** Possession of the Quicken spell feat negates the extra spell level cost.

## DIVINE VENGEANCE

You can channel energy to deal additional damage against undead in melee.  
**Prerequisite:** Ability to turn undead, Extra Turning.  
**Benefit:** Spend one of your turn undead attempts to add 2d6 points of sacred energy damage to all your successful melee attacks against undead until the end of your next action.

## DIVINE VIGOUR

You can channel energy to increase your speed and Constitution.  
**Prerequisite:** Ability to turn or rebuke undead, Cha 13+, Extra Turning.



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**Benefit:** Spend one of your turn/rebuke undead attempts to increase your base speed by 10 feet and gain a +2 enhancement bonus to your Constitution. These effects last a number of minutes equal to your Charisma modifier.

## DIVINE WEAPON

You can channel energy into your weapon, allowing it to effectively strike incorporeal creatures.

**Prerequisite:** Ability to turn or rebuke undead, Cha 13+, Divine Power.

**Benefit:** By spending one of your turn or rebuke undead attempts, your weapon can be used to attack incorporeal opponents as if it had the ghost touch power, negating an incorporeal creature's ability to ignore 50% of successful attacks from a corporeal source. Though you do not gain a bonus on attack or damage rolls with this feat, you can also negate the damage reduction of incorporeal or undead opponents as if wielding a +1 magic weapon. The bonuses provided by this feat last for a number of rounds equal to your Charisma bonus.

## DIVINE WRATH

You are able to infuse your turn/rebuke attempts with sacred or profane energy, enabling you to deal additional damage to evil or good outsiders.

**Prerequisite:** Ability to turn/rebuke outsider.

**Benefit:** If you channel positive energy, you can spend one of your turn outsider attempts to add 2d6 points of divine damage against evil outsiders on every successful melee attack until the end of your next action. If you channel negative energy, you inflict 2d6 points of profane damage against good outsiders instead.

## EXPANDED DOMAINS

You remove the line between domain spells and normal spells.

**Prerequisite:** Knowledge (religion) 5 ranks.

**Benefit:** There is now no difference between regular and domain spell slots for you. You can prepare clerical domain spells using your regular spell slots and regular spells using your domain-only slots. You still cannot use spontaneous casting to exchange domain spells for cure/cause wounds spells.

## HANDS OF THE SAINT

Your healer skills are augmented by divine aid.

**Requisites:** Ability to lay on hands.

**Benefit:** Add your Charisma modifier (if positive) to your Heal checks too. For this purpose, and for laying on hands purpose, your Charisma score is considered two points higher.

## QUICKEN CHANNELLING

You can channel energy into a Divine feat with a moment's thought.

**Prerequisite:** Ability to turn or rebuke undead, Charisma 13+, Extra Turning, Quicken Turning.

**Benefit:** You can channel energy to activate another divine feat as a free action a number of times per day equal to your charisma bonus. This counts against your ability to use one quickened ability per round. You can still only channel energy to power one divine feat or turning attempt per round.

**Normal:** Divine feats normal require a standard action to channel the requisite energy to power the feat.

**Special:** You can take this feat more than once, each time gaining the ability to use quicken a divine feat one more time per day.

## SACRED GUARD

Your divinity grants you additional protection.

**Requisites:** Cha 13+.

**Benefits:** You gain a +2 saving throw bonus against divine spells and spell-like or supernatural abilities of outsiders.

## SANCTITY/DEFILEMENT

You may prevent the influence of evil/good from affecting you.

**Prerequisites:** Devotion, Divine Blessing

**Benefit:** You act as if you are under the permanent influence of a *protection from evil* (if Sanctity) or *protection from good* (if defilement) divine spell. You gain no benefit if another person casts the same spell on you.

**Special:** If you ever renounce your god or commit an act against your god's doctrine, you cannot use this ability until you atone for the deed.

## TURNING; EMPOWER

You can turn or rebuke more undead with a single turning attempt.

**Prerequisite:** Ability to turn or rebuke undead, Charisma 13+, Extra Turning.

**Benefit:** You can turn or rebuke more undead than usual, but have a harder time affecting undead with a larger number of Hit Dice. If you take a -2 penalty on your turning check roll, you can add +2d6 to your turning damage roll.

## TURNING; HEIGHTEN

You can affect more powerful undead with your turning or rebuking attempts.

**Prerequisite:** Cha 13+, Extra Turning.

**Benefit:** When you turn or rebuke undead, you may choose a number no higher than your cleric level. Add that number to your turning check, while subtracting it from your turning damage roll. If you're not a cleric, you may choose a number no higher than your effective cleric level (for instance, a paladin could choose a number up to two less than his paladin level). If a prestige class increases your effective turning level, use your effective turning level.

## TURNING; IMPROVED

You can turn undead creatures more easily.

**Prerequisite:** Extra Turning.

**Benefit:** You gain a +2 bonus to your Turning checks and Turning Damage.

## TURNING; OUTSIDERS

You can turn or rebuke one type of outsider.

**Prerequisite:** Ability to turn or rebuke undead, Extra Turning.

**Benefit:** Select one group of outsiders (such as fire elementals, slaadi or devils) that are either hostile to your faith/alignment (for turning) or associated with your faith/ alignment (for rebuking). You can channel divine

energy against this type of outsider to turn or rebuke them as if they were undead of twice their HD. A cleric that turns undead also turns outsiders, and a cleric that rebukes undead also rebukes outsiders. When turning outsiders, those whose modified hit dice are half your turning level or less are dismissed to their home plane rather than destroyed.

**Special:** On their home plane, you turn or rebuke these outsiders as undead of four times their HD, but there, they really can be destroyed instead of merely dismissed. This feat can be taken several times. It does not stack. Each time, you may choose a new type of outsiders to turn or rebuke.

## TURNING; QUICKEN

You can turn or rebuke undead with a moment's thought.

**Prerequisite:** Ability to turn or rebuke undead.

**Benefit:** You can turn or rebuke undead as a free action, but with a -4 penalty on both your turning check and turning damage roll. You may still only make one turning attempt per round. You may use this feat only when you actually attempt to turn or rebuke undead. You may not use it when you power a divine feat.

## UNDEAD MASTERY

**Prerequisite:** Wis 15+, arcane or divine spellcaster level 9+, necromancy school Specialisation, death domain, or undead domain.

**Benefit:** Spellcasters with this feat find that they are able to exert their will over a greater number of undead minions. When this feat is taken, double the number of HD of undead that the spellcaster may control through use of the animate dead spell.

This feat may be taken multiple times. Each time it is taken, add one to the multiplier number of HD of undead that the spellcaster may control.

If the spellcaster is able to create and control other types of undead (i.e., shadows) through use of a spell such as Shadow Touch (Relics and Rituals) the spellcaster may choose to apply this feat to that type of undead instead of applying it to the animate dead spell. When taking this feat multiple times under these conditions the spellcaster may apply it to whichever type of undead he chooses. Skeletons and zombies count as one 'type' of undead for these purposes.

**Normal:** When using the animate dead spell, a spellcaster can normally only control twice his level in HD of undead.

## ZEALOUS SMITE

The strength of your faith flows through you, allowing you to inflict terrible blows against your enemies.

**Prerequisite:** Smite class ability (Smite Evil, Smite Good, Smite Infidel, etc.).

**Benefit:** You can use your Smite class ability one additional time per day, but you can only Smite a specific opponent once per day.

**Special:** A character can choose this feat multiple times, gaining one additional Smite attack each time that this feat is chosen.

## FIGHTER

## ARMOUR SPECIALISATION

Your advanced training while wearing a specific type of armour has enabled you to maximise its defensive capabilities by positioning the armour in excellent deflective angles.

**Prerequisite:** 4 fighter levels. Armour Focus in the type of armour.

**Benefit:** When you are wearing the specified type of armour you get a +2 dodge bonus to your Armour Class.

**Special:** You can gain this feat multiple times. The effects does not stack. Each time you take the feat, it applies to a new type of armour.

## HEAVILY ARMoured

You have reinforced the armour you wear.

**Prerequisites:** Proficient with armour, Craft (Armorsmith) 6+ ranks.

**Benefit:** Any armour you employ (not counting a shield) grants you an additional +1 bonus to AC if you pay ¼ of the armour's total cost as a one-time cost. You must maintain the armour (i.e., have access to it) for it to retain this bonus. This does not make the armour masterwork, but you may apply this feat to masterwork armour. You may also apply this feat to magical armour, but the additional AC bonus does not affect the item's enhancement bonus, only the base armour bonus.

## IMPRESSIVE BLOW

The owner of this feat can make a killing hit work to his advantage.

**Prerequisites:** Weapon Focus, Power Attack, Cleave, Str 13+

**Benefits:** After any successful critical strike against a foe that kills the target, the owner of this feat may make it a spectacularly disgusting or amazing blow. Those who view this feat, are at a temporary -4 circumstance modifier penalty to oppose this Feat user's skill checks (Intimidate, Bluff, Sense Motive, and Diplomacy are the most common uses.) for the next hour.

**Special:** This feat comes in very handy when Bluffing during combat.

## SHIELD SPECIALISATION

Your advanced training while wielding a specific type of shield has enabled you to maximise its defensive capabilities by positioning the armour in excellent deflective angles.

**Prerequisite:** 4 fighter levels. Shield Focus in the type of shield.

**Benefit:** When you are wearing the specified type of shield you get a +2 dodge bonus to your Armour Class.

**Special:** You can gain this feat multiple times. The effects does not stack. Each time you take the feat, it applies to a new type of shield.

## SIGNATURE ARMOUR

You have a special suit of armour you favour

**Prerequisite:** Masterwork or better armour

**Benefit:** You may spend XP or gold to improve your armour. The maximum you may improve the armour is dictated by character level and is shown on the table below:

| Signature Armour Costs |       |       |       |
|------------------------|-------|-------|-------|
| Level                  | Bonus | XP    | GP    |
| 1-2                    | +1    | 250   | 500   |
| 3-4                    | +2    | 500   | 1,000 |
| 5-6                    | +3    | 1,000 | 2,000 |
| 7-8                    | +4    | 2,000 | 4,000 |



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|       |     |       |        |
|-------|-----|-------|--------|
| 9-10  | +5  | 3,000 | 8,000  |
| 11-12 | +6* | 4,000 | 12,000 |
| 13-14 | +7* | 5,000 | 15,000 |
| 15-16 | +8* | 6,000 | 30,000 |
| 17-18 | +9* | 7,000 | 50,000 |
| 19-20 | +10 | 8,000 | 75,000 |

\* Armour cannot actually have this bonus, but is used to calculate additional abilities (ghost touch, damage reduction, etc.).

Once your armour has been improved, you may not degrade it. Thus, as a 5<sup>th</sup> level character if you chose, for example to add Spell Resistance to your +1 armour (increasing it's effective bonus to +3, your current maximum), you may not later remove the ability.

## SIGNATURE WEAPON

You have a weapon you are well-known by.

**Prerequisite:** Masterwork or better weapon

**Benefit:** You may spend gold or XP to improve your weapon. The maximum you may improve your weapon is dictated by character level and is shown on the table below.

**Signature Weapon Costs**

| Level | Bonus | XP    | GP      |
|-------|-------|-------|---------|
| 1-2   | +1    | 500   | 1,000   |
| 3-4   | +2    | 1,000 | 2,000   |
| 5-6   | +3    | 2,000 | 4,000   |
| 7-8   | +4    | 3,000 | 8,000   |
| 9-10  | +5    | 4,000 | 15,000  |
| 11-12 | +6*   | 5,000 | 22,000  |
| 13-14 | +7*   | 6,000 | 30,000  |
| 15-16 | +8*   | 7,000 | 50,000  |
| 17-18 | +9*   | 8,000 | 100,000 |
| 19-20 | +10   | 9,000 | 150,000 |

\* Weapon cannot actually have this bonus, but is used to calculate additional abilities (ghost touch, keen, etc.).

## VETERAN

Through years of experience you have developed instincts and gained wisdom.

**Prerequisites:** Base Attack Bonus +15

**Bonus:** You may select feats as though you had a Wisdom score of 13. You must meet all other prerequisites.

## VITAL STRIKE

Choose one type of melee weapon such as longsword or great axe; with that weapon, your attacks strike true

**Prerequisite:** Weapon Specialisation with the weapon, Power Attack, Base Attack Bonus +8 or higher

**Benefit:** Any threat roll that also is a successful attack with the weapon always results in a Critical Hit.

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

## WEAPON SPECIALISATION

Choose one type of weapon. The character is especially good at inflicting damage with this weapon.

**Prerequisites:** Weapon Focus chosen weapon

**Benefit:** The character adds +2 to all damage inflicted with the weapon the character has specialised with. If the weapon is a ranged weapon, the target must be within 30 feet.

**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

You have gone beyond normal skill with the selected weapon, and have gained intimate knowledge of the intricacies of its use.

**Prerequisites:** Greater Weapon Focus (selected weapon), Weapon Specialisation (selected weapon), Expertise, Wis 13+, Base Attack Bonus of 10+.

**Bonus:** While wielding the selected weapon, you receive +2 to hit and +3 damage, this replaces rather than stacks with the bonus from Weapon Focus and Weapon Specialisation.

You also receive a further +1 deflection bonus to your armour class when facing an opponent who wields the same weapon as you have mastered as long as you have your weapon in hand.

**Special:** A Fighter may take this feat as a bonus combat feat.

## WEAPON MASTERY; GRAND

There are few, if any others who can claim they have your skill the selected weapon.

**Prerequisites:** Weapon Mastery and Base Attack Bonus of 15+

**Bonus:** While wielding the selected weapon, you receive +3 to hit and +3 damage, this replaces rather than stacks with the bonus from Weapon Mastery and Greater Weapon Focus.

You also receive a further +1 deflection bonus to your armour class when facing an opponent who wields any weapon while you wield your weapon. If the target wields the same weapon as you have mastered you gain this benefit regardless of whether you are currently wielding your mastered weapon.

When you use the full attack action you gain one additional attack with your chosen weapon at your highest Base Attack Bonus, albeit at a -5 penalty to all attack rolls.

So a character with a Base Attack Bonus of +15/+10/+5 would become +10/+10/+5/0

**Special:** A Fighter may take this feat as a bonus combat feat.

## FIGHTING STYLE

### BUCKLER BASH TECHNIQUE

You have trained at using your Shield as both an offensive and defensive tool

**Prerequisites:** Shield Proficiency, Strength 13+, Buckler

**Benefit:** The practitioner of this type of style uses his buckler as a deadly weapon. When using a buckler in the off-hand the practitioner gains the benefit of Ambidexterity and Two-Weapon Fighting Feats, -2 each attack. The practitioner can use a Buckler to perform shield bashes, inflicting 1d2 damage (bludgeoning, x2 critical). Finally, the practitioner gains a +1 competence bonus to damage inflicted by the Shield.

## COUNTER ATTACK

You are skilled at parrying your opponents' blows.

**Prerequisites:** Expertise, Base Attack +6

**Benefits:** On his action the practitioner of this type of style may choose to forgo attacking and instead attempt to block incoming melee attacks as a full round action. The practitioner may apply each of his attack bonuses to his AC against a single incoming melee attack in succession until he runs out of iterative attack bonuses. Once he is out of iterative attack bonuses the practitioner's AC reverts to normal. Should the practitioner have attacks left over after all opponents have tried to strike then he may opt to hold onto his remaining attacks to block any further attacks before his next turn in the following round, or take his remaining attacks as he pleases. This may be used in conjunction with Expertise.

**Example:** A practitioner had an AC of 20 and his attack bonuses were +15/+10/+5. Versus the first incoming melee attack he would have an AC 35, versus the second and AC 30, versus the third an AC 25 and versus all other incoming attacks (additional melee and all ranged) his normal AC 20.

## COUNTER DODGE

You are skilled at reading opponents' moves and striking where they will be rather than where they were.

**Prerequisites:** Alertness, Dodge

**Benefits:** The practitioner gains a +1 competence bonus to hit in melee versus any opponent benefiting from a dodge bonus to their AC. This serves to completely cancel the Dodge Feat and to offset any other dodge bonuses by 1, such as those granted by Expertise and Mobility.

## COUNTER STRIKE

You are trained in taking advantage of openings in your opponent's defences when you successfully use the Improved Parry feat.

**Prerequisite:** Base Attack Bonus +5, Dex 15+, Dodge, Expertise, Combat Reflexes, Improved Parry

**Benefit:** Whenever you have successfully avoided an attack through use of the Improved Parry feat, you may make an attack of opportunity against the attacker provided you are not unarmed.

**Special:** You may make a Counter Strike provided you are not denied your Dexterity bonus to Armour Class and you still have an attack of opportunity available to use. Counter Strike counts as an attack of opportunity and as such, the number of attacks of opportunity you have each round limits its usage.

## CLINCH

You have mastered the art of fighting at very close quarters.

**Prerequisite:** Base Attack +3, Dodge.

**Benefit:** Move in under the guard of an opponent standing within five feet, as a move-equivalent action. He gets an attack of opportunity against you while you do this. You don't actually move anywhere, just step slightly closer to your opponent, but you do get the benefit of the Mobility feat (if you have it). After you have moved in close, you get a +4 cover bonus to AC, and a +1 circumstance bonus to attack rolls against the opponent you closed in on. If you and your opponent are ever more than 5 feet away from each other, you lose this bonus. You also lose the bonus if you move in on or attack someone else.

**Special:** To use this feat your weapon must be of a size class two categories smaller than your opponent's. So a tiny dagger works against a medium sized longsword, but not against a small shortsword. A natural weapon or unarmed attack has a size code two sizes smaller than the creature using it.

**Notes:** Roman short swordsmen used this against longspears under king Pyrrus. It was just successful enough to coin the term 'picric victory'.

## DEFLECT AND DISENGAGE

You are greatly skilled at protecting your weapon in melee.

**Prerequisites:** Improved Disarm

**Benefits:** The practitioner gains a +4 bonus to opposed attack rolls when opponents attempt to Sunder or Strike his weapon, and vs. Disarm attempts.

## DEFT BLOW

You are able to strike a single accurate blow.

**Prerequisites:** Weapon Focus or Weapon Finesse (chosen weapon), Base Attack +8

**Benefits:** The practitioner of this type of style is skilled at making a single deadly strike with their weapon. The practitioner may opt to make a single melee attack as a full action that has a tripled critical threat range and inflicts triple damage if a critical is scored. This is not usable in conjunction with the Improved Critical Feat. If a weapon already causes triple critical damage then it inflicts quadruple instead, etc.

## DIRTY FIGHTING

You know the brutal and effective fighting tactics of the streets and back alleys.

**Prerequisite:** Base attack bonus +2.

**Benefit:** Make a melee attack roll normally. If successful, you inflict an additional 1d4 points of damage. This feat requires the full attack action.

## ELVEN SWORD MASTERY

You are an expert in the elven art of the sword and can wield a longsword with exceptional ability.

**Prerequisite:** Elf or of Elven descent, must have grown up in the elven world, and be proficient in weapon.

**Benefit:** Similar to the Weapon Finesse feat, you may use your Dexterity modifier instead of your Strength modifier on attack rolls when wielding an Elven Slimblade, or other weapons for which Finesse is appropriate. As elven swordplay is a fluid art based on Dexterity and movement, if a shield is used you must apply the shield's armour check penalty to your attack rolls.

**Special:** Elven Sword mastery can be used in place of Weapon Finesse as a prerequisite for other feats.

## EN GARDE

You are able to assume a defensive stance that allows you to react to the enemy.

**Prerequisites:** Expertise

**Benefits:** At his initiative, the practitioner may assume an 'en garde' position as a full attack action, with a 5 foot step allowed. When doing this, the practitioner holds position until the first opponent moves to attack him in melee. When the first opponent makes their first melee attack against the practitioner after he has taken this stance, the practitioner must make a resisted attack roll against the opponents attack roll. If the practitioner equals or exceeds the opponents attack roll with his own his en garde attempt was successful, otherwise it was unsuccessful.

If successful the opponents first melee attack is negated totally and the practitioner must immediately take a single standard action attack against that opponent (and that opponent only); this attack may be used to initiate a Disarm or a Trip, which if successful can often halt an opponents offensive. After the practitioner has taken his attack, the opponent may finish their action minus their first attack. If the en garde attempt was unsuccessful the opponents attack is handled as normal and the practitioners action for the round is lost.



# Gryphons Book of 3<sup>rd</sup> Edition Feats

This Feat is usable in conjunction with Improved Trip and Improved Disarm. This Feat may only be used once in a round regardless of circumstances.

## FEARSOME DISPLAY

You can use your impressive display of prowess to intimidate your opponents

**Prerequisite:** Base attack bonus +6, Accurate Attack or Weapon Finesse with the weapon used, 5 or more ranks of Intimidate

**Benefit:** As a full round action, you can add ½ of your Base Attack Bonus to your intimidation check.

**Special:** This ability is ineffective against those who can't comprehend your skill.

## FEINT

You are adept at using your Bluff skill to fool an opponent.

**Prerequisite:** Expertise, Dex 13+, Bluff skill 5.

**Benefit:** The practitioner of this type of style may attempt to fool opponent(s) in their threatened area using Bluff.

If successfully at the Feinting in Combat action described on page 64 of the Core Rule Book 1 it counts as a free action, otherwise the use of the skill counts as a standard action as normal

If you use this option, you must expose yourself in order to make such a quick feint, triggering an attack of opportunity if the bluff roll fails. This feat can only be used with light weapons (or a rapier if you can wield it with one hand).

**Notes:** This is mainly a benefit to rogues, who can sneak attack a target that has been feinted. The risk of an opportunity attack makes this about as dangerous as tumbling.

## FLASHY ATTACK

You are able to use an impressive display of prowess to catch your opponents off guard

**Prerequisite:** Base attack bonus +6, Accurate Attack or Weapon Finesse with the weapon used

**Benefit:** As a full round action, you can add your charisma modifier (in addition to all other modifiers) to your attack roll.

**Special:** This attack can be taken multiple times, each time it applies to a new weapon. Fighters may take this as a bonus feat.

## HOLD THE LINE

You are trained in defensive techniques against charging opponents.

**Prerequisite:** Base attack bonus +2, Combat Reflexes.

**Benefit:** You may make an attack of opportunity against an opponent who charges you when he enters an area you threaten. Your attack of opportunity happens immediately before the charge attack is resolved.

## LIGHTNING STRIKE

You are able to strike sooner at the expense of making yourself vulnerable to return attack.

**Prerequisites:** Expertise, Improved Initiative

**Benefit:** The practitioners of this type of style may strike quicker at the expense of defending themselves. The practitioner may take up to a -5 penalty to AC and apply an equal circumstance bonus to Initiative. This allows the practitioner to raise his Initiative without Refocusing, but for that round only; his Initiative drops to normal the next round. The AC penalty remains in effect until the practitioner's action in the following round. The practitioner must declare a Lightning Attack on or before the Initiative count that his modified Initiative would allow him to take an action from.

## MAIN GAUCHE

Main Gauche means simply 'left hand', but it is often applied to a left-hand parrying dagger and the fighting style that goes with it. The forerunner of modern fencing, main-gauche is also known as Italian style fencing. You use a weapon in your off-hand to deflect attacks, but usually not to attack with.

This feat represents the very earliest fencing styles, and is appropriate for an early renaissance campaign. It should not be included in a dark ages game.

**Prerequisites:** Two-Weapon Fighting.

**Benefit:** If you are using two weapons, or even holding a buckler, hat or rolled up cloak in your off hand, you can use your off-hand weapon to defend. It also works with a double weapon. It only works on a full-round action, and you are giving up any off-hand attacks for the round. You are effectively fighting with two weapons and doing a full defence with your off-hand weapon. This gives you a +4 bonus to Armour Class and a -2 penalty to attack, or -4 penalty if the off-hand weapon is not light (see PH, page 97, for weapon categorisation).

**Special:** If you use a buckler this way, you count as fighting with it, and get no armour bonus from this feat.

**Notes:** Main Gauche means simply 'left hand', but it is often applied to a left-hand parrying dagger and the fighting style that goes with it. The forerunner of modern fencing, it uses an off hand weapon to deflect attacks, but not to attack with. This feat represents the very earliest fencing styles, and is appropriate for an early renaissance campaign.

This is a variant of the Off-Hand Parry feat from Sword and Fist. This feat is much more powerful than the underpowered Two-Weapon Fighting feat. Consider the balance against Expertise. With no requirements, Expertise allows a partial or full attack action at -2 for a +2 increase in AC. Combined with a shield, this is a +4 to AC. This feat allows a full-action only attack at -2 for a +4 increase in AC, that is not cumulative with a shield. It also pre-requires one feat.

## MOVE ASIDE

You are adept at making flanking attackers hit each other.

**Prerequisites:** Alertness, Sense Foe or Awareness, Dodge

**Benefit:** When you are flanked, you may use an Attack of Opportunity on an opponent who just attacked you and missed to redirect that opponent's attack to another enemy flanking you. The opponent you dodged uses the same attack bonus he attacked you with against the flanking enemy. If the dodged opponent hits the flanking enemy, normal damage is inflicted.

## MULTI-LEVEL ATTACK

You are skilled at forcing your opponent into positions that leave them vulnerable to your attacks.

**Prerequisites:** Base Attack +6, Power Attack

**Benefit:** The practitioner of this type of style may merge his top two melee attack bonuses into a single melee attack with a bonus equal to the sum of the two separate attacks. This is a full-round action and only 2 attacks may be merged thus. Effectively the practitioner 'fakes' one or more attacks to create an opening for another. The merged attack bonus only applies to the multiple level attack itself and then reverts to the practitioners highest normal base attack immediately.

**Example:** Dea the Mighty has an attack bonus of +14/+9 with his mighty greatsword. His current opponent is proving well defended, so on his next initiative Dea announces that he is making a multiple level attack. Rather than making his normal 2 melee attacks at +14/+9 he makes a single melee attack at +23; if Dea

killed his opponent with his multiple level attack and Cleaved through to another opponent, he would attack using his normal highest base attack of +14.

## OCCUPY

You can keep an opponent busy.

**Benefit:** You can strike at your opponent to focus their attention on you. If you successfully strike an opponent in melee combat, they only threaten the space directed towards you until their next action. This allows other combatants a moment to pass by the opponent without drawing an attack of opportunity.

## PASSING ATTACK

You are skilled at moving through a melee and striking foes as you go.

**Prerequisites:** Dodge, Mobility

**Benefit:** The practitioner of this type of style may move his normal movement as a full action, making a single standard action attack on each opponent as he wishes along his path of movement until he runs out of attacks or movement. The practitioner does draw Attacks of Opportunity, but may use other abilities such as the prerequisite Mobility Feat to offset this. This Feat is usable in conjunction with Improved Trip and Improved Disarm.

## PIN AND BASH

You have become expert in using your free hand in close melees.

**Prerequisites:** Weapon Focus or Weapon Finesse with a one-handed melee weapon, Dex and Str 13+, Improved Unarmed Fighting.

**Benefit:** As a full melee action the owner of this feat can declare a Pin and Bash attack. This entails a single attack roll, made at the highest Base Attack Bonus with a minus 2 modifier. If this attack is successful, your opponent is prevented from using his main weapon to attack that round (It's either pinned, out of position, 'caught,' or temporarily disabled) if he hasn't used them already, and can be struck with an off-hand punch at the attacker's highest Base Attack Bonus +4. Other similar actions (Grabbing a piece of jewellery, stealing a kiss, etc.) are also possible with the GM's permission. If the initial attack fails, the defender may make an attack of opportunity in addition to his normal attacks.

**Normal:** Requires a two-handed Attack roll to attempt something similar (With normal penalties).

**Special:** Special punches and similar are available if the owner of the feat has a 13+ Wis and Dex or has at least 1 level of Monk. Combatants must be within one size category of each other.

## PIN AND SHOVE

You have become adept at moving your opponent around by skill, determination, and force.

**Prerequisites:** Weapon Focus or Weapon Finesse with a one-handed melee weapon, Dex and Str 13+, Improved Unarmed Fighting.

**Benefit:** With a successful attack roll made at the character's base attack modifier at a -2, the owner of this feat can then attempt an opposed Strength roll (at +4) to force his opponent to move 5 feet into any of his opponent's adjacent squares. Again, the defender will not gain any attacks with his primary weapon that round unless the Pin attack fails (whereupon the defender gains an attack of opportunity against the attacker in addition to his normal attacks) or has already performed them.

**Normal:** Usually requires some sort of Bull-Rush manoeuvre.

**Special:** If the attacker's Strength check is failed by at least 4 points the defender can then move the attacker 5 feet into any adjacent square he wishes. This feat can only be performed when the combatants are within at least one size category of each other. This feat is often useful to shove enemies into nearby traps and over cliffs (or give friends attacks of opportunity).

## PIN SHIELD

You know how to get inside your opponent's guard by pinning his shield out of the way.

**Prerequisite:** Base attack bonus +4, Two Weapon Fighting.

**Benefit:** This feat can only be used against an opponent who is using a shield and who is within one size category of you. Make an off-hand attack against an opponent's shield using the normal rules for striking a weapon (see the *Core Rule Book 1*, Chapter 8). If your attack roll is successful, you momentarily pin your opponent's shield with your off-hand weapon, and you may make an immediate attack of opportunity against your opponent with your primary weapon at your full attack bonus. Your foe gains no AC benefit from her shield for this attack. You cannot use this feat if you are fighting with only one weapon.

## POLE FIGHTING

When fighting with a pole arm you can use the butt to strike opponents

**Prerequisite:** Strength 13+, weapon proficiency with a pole arm

**Benefit:** When using a pole arm in two hands, you can use the butt end to make an additional attack. The butt end counts as a normal club for most purposes, but it keeps the pole-weapon's original size. For pole-arms without reach, this allows you to use them as double weapons. That is, you can fight as if using two weapons, but if you do, you incur all the normal penalties associated with fighting with two weapons, as if you were using a one-handed weapon and a light weapon. For pole arms with reach, it means you can use the butt, without reach, and thus strike adjacent opponents. You are effectively using your butt end in two hands and get the improved damage bonus from strength that this allows.

**Special:** Pole arms include the halbspear, shortspear, trident, glaive, guisarme, halberd, longspear, ranseur and quarterstaff. The merits of this feat are intrinsic to the quarterstaff.

## PUNISHING ATTACK

You are adept at taking advantage of your opponents fumbles.

**Prerequisites:** Combat Reflexes

**Benefit:** Should an opponent roll a natural '1' on a d20 to hit the practitioner in melee combat, the practitioner may opt to take a single free attack of opportunity against that opponent immediately. Additionally, if the practitioner chooses to use this attack of opportunity to attempt a Disarm against the opponent, a +4 circumstance bonus applies to his Disarm attack roll. This attack of opportunity does not count against the practitioners normal complement of attacks of opportunity. The practitioner is still limited to one attack of opportunity per opponent per round regardless of means.

## RANK FIGHTING

You are trained to strike past friends using reach weapons

**Prerequisite:** Weapon proficiency with a reach weapon.

**Benefit:** You can ignore the normal 50% cover provided by a friend in between you and your opponent when striking with a reach weapon. You make such attacks with no penalty.

**Normal:** A friend in the way of a reach weapon attack provides 50% cover, and thus gives a +4 bonus to the target's AC. The intervening creature takes no damage if struck instead. See 'Cover and Reach Weapons' in the *Core Rule Book 1*, page 132.



# Gryphons Book of 3<sup>rd</sup> Edition Feats

## REACH AROUND ALLY

You are trained to use reach weapons while standing behind an ally

**Prerequisite:** Base attack +2 or higher.

**Benefit:** If you are wielding a weapon with reach and an ally is between you and your opponent, then your opponent only receives one-quarter cover (+2 bonus to AC). You do not benefit from this feat if you are not proficient with the reach weapon you are wielding.

**Normal:** If an ally stands between you and your opponent, then your opponent receives one-half cover (+4 bonus to AC).

## RIPOSTE

You are trained to make counter-attacks with light weapons when an enemy makes a mistake during combat.

**Prerequisite:** Base attack +4 or higher, Combat Reflexes, Expertise.

**Benefit:** When unencumbered, in light armour or less, and wielding a weapon that you have Finesse for, you may make an attack of opportunity against an opponent who tries to attack you in melee and misses.

You gain an attack of opportunity against any melee opponent who misses you while you are using the Expertise feat and fighting defensively (you must be doing both). Your counter-attack must be made with a light weapon (or a rapier if you can wield it with one hand). If you are not wielding a light weapon (or a rapier) then you do not benefit from this feat.

**Note:** You are still limited to one opportunity attack per round

**Special:** This does not work if you are denied your dexterity bonus to AC. You cannot use other feats that allow extra attacks (such as cleave) with a riposte.

**Notes:** This is a fencing technique, and fits well in a renaissance-style game.

## RIPOSTE; GREATER

You gain attacks of opportunity against multiple failed attacks.

**Prerequisites:** Riposte, Improved Riposte, Int 13+, and +9 Base attack bonus.

**Benefit:** When taking the total defence action in combat, you may immediately counter attack one or more opponents that fail their melee attack. Only one counter attack is allowed per missed attack, regardless how many attacks of opportunity you are allowed.

## RIPOSTE; SACRIFICE

You know that sometimes the only way to find an opening is to create one.

**Prerequisite:** Base attack +6 or higher, Riposte, Dex 13+

**Benefit:** You may take a penalty to your armour class (up to your Dex bonus) and apply the same number as an attack bonus against a single melee target. The penalty to your armour class and your attack bonus last until your next action.

## SCABBARDED ATTACK/IUJUTSU

You are skilled at drawing a weapon and attacking so quickly opponents are caught off guard.

**Prerequisites:** Quickdraw, Improved Initiative

**Benefit:** The practitioner of this type of style may choose to draw his weapon at the beginning of his action and make a melee attack in a single movement, with a +5 circumstance bonus to hit their first melee opponent. This as a full round action. Additionally, the targeted foe must make a Reflex Save versus the practitioners highest attack bonus with the weapon being used immediately or be caught flat-footed and therefore lose any Dexterity bonuses to their AC versus the attack. Note that the practitioner may only make one attack in this manner per round. The practitioner may opt to return the weapon to its scabbard or keep it drawn at the conclusion of the manoeuvre.

## SOFT STRIKE

Your great knowledge in the use of a weapon has allowed you to learn to fight non-lethally with it. The skill is in gauging your blows and pulling your punches.

**Prerequisites:** Weapon Focus with weapon.

**Benefit:** The usual -4 penalty applied to attackers who wish to deal subdual damage is ignored.

## SOFT STRIKE; IMPROVED

You are skilled at striking the parts of your foes that will knock them unconscious, but cause little lasting harm.

**Prerequisites:** Soft Strike, Base Attack Bonus of +5 or higher.

**Benefit:** You receive a +3 bonus to damage when dealing subdual damage.

## SNAP ATTACK

You are capable of making quick, accurate, but relatively weak strikes with melee weapons.

**Prerequisites:** Dex 13+

**Benefit:** On your action, before making attack rolls for a round, you may choose to subtract from all melee damage rolls and add the same number to all melee attack rolls. This number may not reduce your damage to less than 1. The bonus to attack and penalty to damage apply until your next action.

## SPEAR AND SHIELD FEAT

You have trained in the use of a two-handed spear and shield together. The shield is slung over the shoulder and manoeuvred with the offhand, that simultaneously holds the spear.

**Prerequisites:** Shield Proficiency.

**Benefit:** You can use a two-handed spear (halfspear, shortspear, longspear) together with a large shield, despite the fact that such weapons normally can't be used together.

**Notes:** This feat is right at home in ancient Greece, where hoplites used it.

## STAGGERING BLOW

You are skilled at landing a single massive attack to debilitate your opponent.

**Prerequisites:** Base Attack +10, Power Attack

**Benefit:** The practitioner of this type of style may as a full-round attack action strike a single blow upon a melee opponent. If the attack hits and scores damage, the target must make a fortitude save vs. a DC equal to the amount of damage taken or be staggered for 1d3 rounds in addition to taking whatever damage was dealt. Staggered characters can only take partial actions each round (see page 85 or the *Core Rule book 2*).

## SWEEP ATTACK

You are skilled at making long indiscriminate sweeps in melee.

**Prerequisites:** Power Attack, Cleave, Great Cleave

**Benefit:** The practitioner of this type of style may opt to make a single sweep attack against all the people in their threatened area as a full attack option. They must be armed with a Large sized or larger Slashing or Bludgeoning weapon, and suffer a -5 to AC until the following action. The character makes one attack roll at their highest Base Attack Bonus, to hit everyone within reach. Anyone whose AC is lower than the single roll is hit, even friends and allies. However, the swing is too indiscriminate to inflict massive damage; the attack does base weapon damage, no modifiers for strength or specialisation, although magic is still effective.

## SWIRLING MELEE

You are skilled at fighting in a chaotic melee.

**Prerequisites:** Combat Reflexes, Base Attack +6

**Benefit:** In any melee encounter where you are in the threat zone of any three opponents at the beginning of your turn, you gain a +3 dodge bonus to your AC and a +1 competence bonus to your melee attacks until your action in the following round. However, you may not move more than a 5 foot step for the round.

## TUMBLING; ATTACK

Execute a startling series of attacks while you tumble through your enemy's midst.

**Prerequisite:** Dex 15+, Dodge, Int 13+, Expertise, Mobility, Spring Attack, base attack +6, Tumble Skill, Skill Focus - tumble

**Benefit:** As a full attack action, you are able to tumble up to 20 feet, and, if you succeed at your tumble check (see Tumble skill, *Core Rule Book 1*), you suffer no attacks of opportunity and you may make your full number of attacks while you tumble. However, you are able to attack no more than once from any single five foot square through which you move (including the squares in which you start and finish the tumble). Even with this feat, the move is so difficult to execute that it adds +2 to the DC of your tumble check and all attacks suffer -2 penalty to hit. If you fail your tumble check, you suffer attacks of opportunity normally and can make only a single attack.

**Normal:** You tumble as a move action and can make a single attack as a standard action.

**Special:** This feat cannot be used with ranged attacks or reach weapons. If you are using two weapons or a double weapon, you still may only attack once from each square, so that the maximum number of attacks you can execute is 5.

## TUMBLING; FLANK

You can tumble into a flanking position.

**Prerequisite:** Greater Tumbling, tumbling.

**Benefit:** When you use your tumble skill to move between two positions that would allow two combatants to flank an opponent, you gain an immediate attack against that opponent. You are considered to be flanking your opponent when you make this attack even if you are the only creature threatening it. The DC for this move is 25 and failure results in an attack of opportunity from any threatening creatures, and you lose the ability to flank though you may attack normally. Using this feat is a full-round action. Creatures who have ranks in the Tumble skill may foil this manoeuvre if they can make a tumble check that is higher than yours. Creatures counter-tumble as a free action.

## TUMBLING; GREATER

You are more adept at tumbling.

**Prerequisite:** Acrobatic Ability, Tumble Skill, Dex 13+.

**Benefit:** You may tumble up to 30 feet when you use the tumble skill to avoid attacks of opportunity, however the distance you tumble may not exceed your base speed. In addition you treat a fall as if it were 20 feet shorter when you use the tumble skill to avoid falling damage.

## UNORTHODOX ATTACKS

You are skilled at adopting strange poses, moving unusually, and generally adopting bizarre positions in combat. This can sometimes disconcert foes for significant advantage but can also make you dangerously vulnerable to more skilled opponents.

**Prerequisites:** Expertise, Dexterity 13+, Base Attack +6

**Benefit:** To use this Feat, the practitioner must declare that he is using it and pass a Reflex Save versus a his opponents highest attack bonus before making his own attack. If facing multiple opponents, use the single highest attack bonus of all the opponents. If he succeeds the practitioner gains a +5 circumstance bonus to both his attack rolls and to his AC until his next action in the following round. Should he fail his Reflex save then the practitioner suffers a -5 circumstance penalty to hit and to AC until his next action in the following round.

## WEAPON BINDING

You are able to restrict your opponents weapon.

**Prerequisites:** Improved Disarm, Improved Unarmed Strike

**Benefit:** As a full action the practitioner may attempt to bind a melee opponents weapon. To do this the practitioner makes an opposed attack roll against his opponents highest attack bonus. If successful, the practitioner has locked blades with his opponents weapon and must make an immediate grapple check with a competence bonus equal to the difference between the opposed attack rolls. If the practitioner wins, he has effectively grappled his opponent by the expedient of trapping his weapon. If the practitioner fails either roll, nothing further happens and the action is over. If grappled or thereafter pinned in following rounds the opponent has the option of releasing his weapon, which breaks the hold but also leaves the opponent disarmed. The practitioner may do any of the things normally allowed in a grapple. The practitioner does not draw an Attack of Opportunity from his opponent when engaging in a Weapon Binding attempt.

## WEAPON FLURRY

You are skilled at performing complex displays of weapon flairs that disorient foes.

**Prerequisites:** Dexterity 13+, Base Attack +6

**Benefit:** The practitioner may choose to execute a weapon flurry as a move equivalent action, granting a competence bonus to hit equal to the practitioners Dexterity bonus on their next melee attack. This melee attack must be made in the same round or be the first action made in the following round. Any greater interval of time negates the bonus. This is usable in conjunction with Weapon Finesse.

## WHIP MASTERY

You can use a whip like it was an extension of your hand.

**Prerequisite:** Base attack +4 or higher, Exotic Weapon Proficiency (whip).

**Benefit:** You can use a whip almost as if it were a long arm. You can perform various tasks with success determined by an attack roll. The tasks that you can perform are as follows.

- You can punch a button, snuff a candle flame, flick a coin on the ground, etc. as a move-equivalent action. Range 15 feet, DC 15.



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- You can retrieve an unattended object of up to 20 pounds and deposit it into your free hand as a move-equivalent action. Range 15 feet, DC 20.  
- You can firmly wrap the end of the whip around a spike, pole, tree branch, or similar object up to 15 feet away as a move-equivalent action. The DC is 22. Wrapping the whip around an object at the top of a wall reduces the DC to climb the wall by 5. You can swing across pits and chasms of up to 25 feet wide assuming you can find an optimal fixture to which you can wrap your whip. Items greater than 20 pounds can be wrapped and dragged. Unwrapping a whip is a free action. You can also use this ability to save yourself from a fall, foregoing a Reflex saving throw, assuming a suitable object is within 15 feet.

## WHIRLWIND ATTACK

**Prerequisite:** Int 13+, Expertise, Dex 13+, Dodge, Mobility, Base Attack Bonus +4 or higher, Spring Attack.

**Benefit:** When the character performs the full attack action, he or she can give up all regular attacks and instead make one melee attack at the full Base Attack Bonus against each opponent within 5 feet.

## WHIRLWIND ATTACK; GREATER

A whirling spinning mincing machine, you can now attack all enemies in arms length and beyond.

**Prerequisites:** Int 15+, Dex 15+, Improved Two-Weapon Fighting, Whirlwind Attack, Mobility, Base Attack Bonus +12 or higher

**Benefit:** When you perform the full action, you can give up your regular attacks and instead make *two* melee attacks at your full Base Attack Bonus against each opponent within 10 feet. This feat can only be performed when fighting with two-weapons.

## WHIRLWIND DEFENCE

You are adept at defending yourself against multiple opponents.

**Prerequisite:** Dex 13+, Dodge, Mobility, Spring Attack, Base Attack Bonus +4 or higher.

**Benefit:** When flanked in melee combat, your opponents subtract 2 from their flanking bonus to attack rolls and can only make sneak attacks against you if their character level is higher than yours.

**Normal:** Attackers in flanking position gain a +2 bonus on attack rolls and can make sneak attacks against you.

## WIDE VISION

You are much more difficult to flank, provided that you are not wearing a medium or heavy helm and are wielding a weapon in each hand, or a weapon and shield. If your vulnerable back is covered by a wall or by a fellow fighter it is impossible to flank you in melee.

**Prerequisite:** Proficient with weapon or shield, Ambidexterity, Base Attack Bonus +4 or higher

**Benefit:** If you are facing two opponents they cannot flank you. You cannot be attacked from a flank, because you are considered to not have a flank, but only a rear. If you face more than two opponents then you must protect your back some other way, as your back is exposed.

**Normal:** When a rogue approaches on one side of a character and another person engages the front then the rogue can flank attack that person for extra damage.

**Special:** A sneak attack is still possible against your back if it is exposed or by a ranged weapon however as this is not a replacement for evasion.

## GENERAL

### ABILITY FOCUS

Through dedication and training the character is focused on one of their abilities and maximised their understanding of it. The benefit is effective with any skill that uses the individual ability, for example the bonus is effective when a character is climbing a rope if they choose strength, or Bluff if they choose charisma.

**Benefit:** The character makes any roll as if the ability were four point higher than it actually is, so a strength of 14 becomes a strength of 18.

**Special:** You may acquire this feat only once.

### AEROBATICS

You are at home in the air. You understand the properties of wind resistance and aerodynamics and how to optimise your situation in the air.

**Benefit:** You improve your manoeuvrability class by one step when using any ability to fly. This includes flying mounts if you have the ability to guide them (i.e., Ride). You also increase your base flying speed by +5.

### AGILE LIMBS

You are limber and dexterous, allowing you to move gracefully.

**Benefit:** You gain a +2 to Balance and Move Silently.

### ALERTNESS

You have finely tuned senses.

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

**Special:** The master of a familiar (see page 51) gains the Alertness feat whenever the familiar is within arm's reach.

### ALTERNATE FAVOURED CLASS

You can select one class not normally associate with your race and consider it a favoured class

**Prerequisite:** Multiclass character

**Benefit:** When becoming a multi-class character you can select a class that is not normally favoured by your race without suffering an experience reward penalty.

**Normal:** You suffer an experience reward penalty for multi-classing outside of your favoured class list.

**Special:** This feat can only be taken one time. The choice of the non-racial favoured class must be explained in the character's history or role-played within the group so that this feat makes sense for the character.

### AMBITIOUS LEADER

You have focused on leader a small band or a large body of troops.

**Prerequisite:** Cha 13+, Leadership

**Benefit:** When a character selects this feat, he or she selects either the cohort option or the follower option. Any followers or cohorts gained through this feat are cumulative with those gained for Leadership, this feat, or other feats that grant followers or cohorts. If the player selects the cohort option, the character gains two cohorts. One has a maximum level as determined by the character's Leadership score. The second cohort has a maximum level two experience levels lower. If the player selects the follower option, he or she gains 1.5 times the number of followers specified by his or her Leadership score.

**Special:** A character may gain this feat multiple times, and the effects are cumulative.

## ANIMAL COMPANION; IMPROVED

Your animal companions are better than normal.

**Requisites:** Ability to call an animal companion, and access to either Druid or Ranger spells.

**Benefits:** You may call even vermin or beasts as animal companions using the *Animal Friendship* spell. Vermin that became companions in this way gain an Intelligence score of 1. Furthermore, if you have only animal companions (no vermin and no beasts), your caster level is considered two points higher for purposes of calculating the maximum number of hit dices you may call.

**Normal:** Masters of the Wild reduces the maximum hit dice of an animal companion to not exceed the character's level, except at 1<sup>st</sup> level, where animal companions may be 2 HD.

## ANIMAL FRIEND

You attract more animals as companions.

**Prerequisite:** Ability to summon an Animal Companion.

**Benefit:** You can retain 3 HD of animal companions per level instead of 2 HD per level.

## ANIMAL SPIRIT

You are spiritually tied to a type of animal.

**Benefit:** Choose a type of animal (hawk, tiger, skunk, etc.) when you take this feat. You gain a +2 bonus to Animal Empathy and Handle Animal with the selected creature, including Dire variants. If the animal is large enough to be ridden, you gain a +2 Ride synergy bonus with the animal as well.

## BLATHER

You have the gift of gab and can easily strike up conversations with strangers.

**Benefit:** You get a +2 bonus on all Bluff and Gather Information skill checks.

**Special:** You may choose this feat only once.

## BODYGUARD

You have great skill at intercepting blows meant for others.

**Benefit:** Once per round, you can intercept an attack or series of attacks from the attack or full attack action of an opponent meant for someone else. You must be within 5 feet of the person you for whom you intercept the attack. If you succeed a Reflex saving throw against a DC 20, you may choose to become the target of the attack. You may not gain the benefit of the dodge or mobility feat against the attack. The opponent must hit your AC instead of the original victim's, and you suffer the effect of any damage caused by the attack.

## BOOKWORM

You seem to have a knack for locating information needed when performing research

**Benefit:** Gain a +2 modifier to any research based activities conducted in a library or laboratory.

**Special:** This feat stacks with all skill and research enhancements applicable

## CALL OF THE WILD

You are a talented outdoorsman and naturalist.

**Benefit:** You get a +2 bonus on all Knowledge (nature) and Wilderness Lore skill checks.

**Special:** You may choose this feat only once.

## CAMEL GUT

You are able to survive without water and food longer than normal people.

**Prerequisites:** Con 13+, Endurance

**Benefit:** A character with the Camel Gut feat gains a +4 fort bonus to remain alive when dehydrated or famished.

## CAMOUFLAGE

Gain the effects of concealment even when there is none

**Prerequisite:** 5 or more ranks in Hide, Knowledge of the terrain used

**Benefit:** You are so good at camouflaging yourself, that you can increase your level of concealment after 5 rounds of preparation. When there is no concealment around you, you gain the effects of one-quarter concealment (10% miss chance). When in a concealed position, you are concealed as if the level of concealment was one place better. When using this feat, you must make a successful hide check against a DC of 15 at the beginning of the encounter (before the enemy sees you). The DC is adjusted by the GM for factors involved in your effort to camouflage yourself, such as your starting appearance/dress and the terrain involved. Your Hide check can also be adjusted by taking more time to prepare. Additional preparation time gains you a +1 modifier to your hide check for every additional 5 rounds of preparation past the required 5 rounds (to a maximum of +5). Each round that you attempt to take an action while camouflaged, your opponents can attempt a spot check. This spot check is an opposed check against the score of your hide result. Once spotted, you lose the benefit of this feat against your opponent for the remainder of the encounter.

## CAMPAIGNER

You can sleep in heavy armour and other unpleasant conditions without suffering from fatigue

**Benefit:** You can sleep in any kind of armour for any amount of time without suffering fatigue penalties or discomfort. Other conditions such as sleeping on a hard surface, or with bed bugs, which are uncomfortable but not dangerous will likewise not prevent you from a good nights sleep.

## CANTRIP

Allow anyone to use 0-level arcane spells

**Prerequisite:** Intel 13+, Knowledge (Arcana)

**Benefit:** Grants any individual the ability to know/ understand up to their intelligence modifier's worth of cantrips (which they must locate/be trained in). The character can use his selection of cantrips by preparing



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(as a wizard) and using one per day. Anyone trying to cast a spell (even though it's just 0-level) must meet all of the requirements and suffer all of the penalties associated with the use of arcane magics.

**Special:** This feat may be taken multiple times; however, no additional cantrips can ever be learned (past the individual's intelligence modifier). Each additional time this feat is taken, the caster may prepare one additional cantrip per day. The total maximum number of cantrips that can be cast in a single day (regardless of the number of times this feat is taken), is also limited to the casters intelligence modifier.

## CAREER CAMPAIGNER

You know marching. It comes as second nature to you.

**Prerequisites:** Con 13+

**Bonus:** You may re-roll any failed Fort save for forced marching once.

## CAUTIOUS

You're very patient and thorough.

**Prerequisites:** Int 13+

**Benefit:** You get a +2 bonus to all Disable Devise and Search checks.

## CHARISMATIC

You excel at feats of Charisma

**Prerequisites:** Charisma 13+

**Benefit:** Choose three charisma-based skills. You may add +1 to skill rolls with the chosen skills. You do not gain a bonus to feats that are based on Charisma ability modifiers. This feat does not increase your Charisma ability modifier.

## CHARISMATIC; EXTREMELY

Your personality is more forceful than others

**Prerequisites:** Charismatic, Charisma 15+

**Benefit:** You may add +3 to any Charisma-related skill roll on skills chosen from the Charismatic feat. This bonus replaces the +1 bonus for Charismatic. Feats based on Charisma ability modifiers are unaffected. This feat does not increase your Charisma modifier.

## CHARISMATIC; FEAT

You are capable of a surprising burst of Charisma

**Prerequisites:** Charisma 13+

**Benefit:** Once per day per five levels, you may add ½ your level to your Charisma score for one round. This affects the bonus for Charisma-based skills, Undead Turning, Paladin Lay on Hands ability and Sorcerer spell DCs. It does not affect maximum sorcerer arcane spell level or bonus sorcerer arcane spells.

## CHARISMATIC; WILL

You can rely on your personal sense of self to fight off mental attacks and similar effects.

**Benefit:** You may use your Charisma modifier on Will saving throws instead of your Wisdom modifier.

## CHILD OF NATURE

You have become infused with the magic of nature.

**Prerequisite:** Fey-touched

**Benefit:** You gain sorcerer spell advancement as shown on the table below. Note that you will only be able to cast spells for which you have a wisdom bonus. You must purchase, find or otherwise acquire any spells you wish to cast, as you do not gain them automatically for taking this feat or advancing a level. You do not gain domain spells and cannot change out any prepared spell for a healing spell. If you already gain druidic spells, this feat has no benefits (you don't get to use your Wisdom bonus twice for spells). Your casting level is ½ your character level.

Child of Nature Druidic Spells

| Level | 0 <sup>th</sup> | 1 <sup>st</sup> | 2 <sup>nd</sup> | 3 <sup>rd</sup> | 4 <sup>th</sup> |
|-------|-----------------|-----------------|-----------------|-----------------|-----------------|
| 1-2   | 0               | -               | -               | -               | -               |
| 3-4   | 0               | 0               | -               | -               | -               |
| 5-6   | 0               | 0               | -               | -               | -               |
| 7-8   | 0               | 0               | 0               | -               | -               |
| 9-10  | 0               | 0               | 0               | -               | -               |
| 11-12 | 0               | 0               | 0               | 0               | -               |
| 13-14 | 0               | 0               | 0               | 0               | -               |
| 15+   | 0               | 0               | 0               | 0               | 0               |

## COMBAT MEDIC

You are skilled at aiding the wounded in combat.

**Prerequisite:** None

**Benefit:** You may choose to take 10 when delivering a touch-based healing spell to an ally. You may also remove unconscious or dying characters from a combat without provoking an attack of opportunity.

**Normal:** You must roll 1d20 + Str modifier to make a touch attack. If you attempt to drag a character out of a combat, you may be the target of an attack of opportunity.

## COMMUNION

You have learned how to enter a meditative state, sharing your mind with another sentient being.

**Prerequisite:** Elf, Wis 13+

**Benefit:** By touching hands palm to palm and finger to finger, and focusing only on the other participant, you can link your mind to another, sharing your emotions and life experiences with each other. You can only do this with one other person, though a larger Communion is possible if another elf with this feat joins the ritual (at least one elf with Communion must be present for each participant without this feat). To gain any benefit from Communion, the meditation must last at least 1 hour per participant.

For the next day after Communion, all participants gain a +1 co-operation bonus for any check made while working together toward the same goal (including hit rolls against the same target). This bonus does not stack for multiple participants with the Communion feat.

## COMPOSED

You are hard to panic.

**Prerequisites:** None

**Benefit:** You gain a +2 morale bonus to saving throws against fear effects. Note this doesn't stack with other morale bonuses, such as from bless spells or a paladin's aura of courage.

## CONSTITUTION FEAT

You are capable of a surprising burst of health

**Prerequisite:** Constitution 13+

**Benefit:** Once per day per five levels, you may add ½ your level to your Constitution score for one minute. This affects hit points, Fortitude saving throws and constitution-based skills.

**Special:** This feat stacks with the barbarian Rage ability.

## CONTORTIONIST

You can bend your body in ways it was not meant to bend.

**Prerequisite:** Dex 13+

**Benefit:** You gain a +4 bonus to Escape Artist skill checks.

## CONTROL ANIMAL

Channelling the power of nature, the character can exert some control over the actions of Wild and Domestic animals.

**Prerequisite:** Animal Defiance, ability to cast spell, speak with animals and animal friendship.

**Benefit:** Functioning like a cleric's rebuke or command undead. The character must be able to communicate with the target animal, in order for them to take any notice of the command. This can be accomplished a number of times per day equal to the number of times a cleric would be able to turn/rebuke undead (3 + charisma modifier). The character's divine caster level is used to define the level at which you rebuke animals.

**Special:** Animals you command through this ability count against the HD limit of animals you can befriend through animal friendship.

## CONTROL PLANT

Channelling the power of nature, the character can exert some control over the actions of Wild and Domestic plants.

**Prerequisite:** Plant Defiance, ability to cast spell, speak with plants and plant friendship.

**Benefit:** Functioning like a cleric's rebuke or command undead. The character must be able to communicate with the target plant, in order for them to take any notice of the command. This can be accomplished a number of times per day equal to the number of times a cleric would be able to turn/rebuke undead (3 + charisma modifier). The character's divine caster level is used to define the level at which you rebuke plants.

## COSMOPOLITAN

Your exposure to the thousand forking paths of the city has taught you things you ordinarily would never have uncovered.

**Benefit:** Choose a nonexclusive skill you do not have as a class skill. You gain a +2 bonus on all checks with that skill, and that skill is always considered a class skill for you.

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

## CRAFTSMAN

You are truly skilled in a particular craft.

**Requirements:** Craft Skill(any) 5 Ranks

**Benefit:** Choose one craft, profession or perform skill. You gain a +4 bonus to that skill.

## CROSS-CLASS LEARNING

You can learn a cross-class skill as if it were a class skill

**Benefit:** You may choose a cross-class skill in which you have a certain knack. You may treat this skill as if it were a class skill.

**Special:** This feat may be taken multiple times, choosing a new skill each time. You are still limited by level +3 for the maximum number of skill points you may spend on this skill.

## CROSS-CLASS SECRETS

You can learn a prohibited skill.

**Benefit:** Pick one exclusive skill that is normally prohibited to your class. You can now learn this skill as a cross-class skill.

**Special:** This feat can be picked several times. It does not stack. Each time, it applies to a new skill.

**Notes:** If you wish to learn the formerly prohibited skill as a class skill, you can pick this feat, and the Cross-Class Learning feat applicable to the same skill.

## DAYLIGHT ADAPTATION

Through long exile from the shadowed homelands of your kind, you have learned to endure the painful sunlight of the surface world.

**Benefit:** If you are a type of creature that suffers circumstance penalties when exposed to bright light (such as a drow or duergar) you no longer suffer those penalties, whether the light comes from natural or magical sources of illumination.

## DEATH FRENZY

When reduced to negative hit points, you may continue to act.

**Requirements:** Will to Live

**Benefit:** When your hit points are reduced to zero or a negative value, you do not fall unconscious. You can continue to act each round at a -2 penalty to all rolls. While taking actions, you cannot attempt to make a stabilize roll and continue to suffer 1 hit point of damage per round. If you do nothing in a round, you may attempt to make a stabilize roll. In this case, if you fail, your frenzy ends and you lapse into unconsciousness. Also, if you reach -10 hit points, you die.

## DEATHLESS

You are resistant to attacks that cause instant death.

**Prerequisites:** Toughness, Con 13+

**Benefit:** You gain a +2 bonus against all attacks that cause instant death, including the feats deathblow, slaying stroke and slay. You also automatically succeed the saving throw against an attack that causes massive damage, though the hit point loss can still kill you.



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## DECEPTIVE

You have a deceptive nature and are more prone to lie and cheat.  
**Benefit:** You gain a +2 bonus to Disguise and Forgery rolls.

## DEEP BREATH

You are trained to hold your breath for extended period of time.

**Prerequisite:** Base Fort save bonus +5

**Benefit:** You can hold your breath for twice as long as normal. You can hold your breath for a number of rounds equal to four times your constitution score. Then instead of a constitution check (DC10) each round it is every other round. The DC still increases by 1 each time.

**Normal:** You can hold your breath for a number of rounds equal to twice your constitution score and then save vs. constitution every round to avoid drowning.

## DEFENSIVE CASTING

You are well trained in the art of defensive casting

**Prerequisite:** Dodge

**Benefit:** This feat allows you to take 10 on your concentration check for casting defensively.

**Normal:** You can avoid drawing an attack of opportunity when casting a spell while involved in combat. When casting defensively, you must make a concentration check with a DC of 15 + the spells level or the spell fails. Casting a spell in this fashion is a full round action.

**Special:** This feat can only be used when facing a single opponent in melee.

## DEFENSIVE REFOCUS

You are good at thinking on your feet in combat and reassessing tactics on the fly.

**Prerequisites:** Mobility, Wis 13+

**Benefit:** You may refocus on the defensive, granting you a +2 dodge bonus to AC on the round in which you refocus. On the following round your initiative is set to 20 plus any modifiers you may have (see Refocus in the *Core Rule Book 1*, p. 134).

## DEFENSIVE STANCE

Decrease the area around you from which you may be attacked

**Benefit:** You are an alert combatant with a sixth sense about opponents. As long as you are mobile, you may decrease your face by one category. This will help limit the number of opponents that can attack you at one time.

**Example:** A large (long) creature has a face of 5ft x 10ft. This feat would allow that creature to decrease its face to large (tall) instead, for 5ft x 5ft face. With a 5ft by 10ft face, this creature could have been attacked by up to 10 attackers. Now, without any cover or other restrictions that could limit the number of attackers, the creature can still decrease its face enough to reduce the number of attackers to a maximum of 8.

## DEFENSIVE STUDY

Allows you to use your intelligence modifier instead of your dexterity modifier for armour class adjustments.

**Prerequisite:** 2 or more ranks of Sense Motive, Alertness

**Benefit:** Grants you the ability to substitute your intelligence modifier for your dexterity modifier when calculating armour class against a single opponent. To gain this benefit, you must be able to assess your opponent completely for at least three rounds of combat. During this period of study you are only able to take a partial action each round. Through the study of attack patterns you understand the best ways to avoid the attack methods used by your opponent.

## DEMAGOGUE

You are the mouthpiece of your god.

**Prerequisite:** Devotion, Sacred/Profane Insight, Sacred/Profane Blessing, and Sacred/Profane Mark

**Benefit:** You gain a +3 sacred/profane bonus to all Charisma-related rolls and any Charm spell you cast has a +3 DC.

**Special:** If you ever renounce your god or commit an act against your god's doctrine, you cannot use this ability until you atone for the deed.

## DEMOLITION

You are good at demolishing objects and constructs.

**Prerequisite:** Profession (siege engineer), Power Attack, Str 13+

**Benefit:** If you take a full-round action that provokes an attack of opportunity to strike an immobile, inanimate object, the strike is a critical hit and has its damage multiplied by your weapon's critical hit multiple. You can only do this against an immobile object, thus it is not possible to score a critical hit against an object held or worn by another character this way. With this feat, it is also possible to score critical hits or do a coup-de-grace against constructs. These attacks are resolved in normal fashion except that constructs automatically pass their Fortitude saves against death when they suffer a coup-de grace.

**Normal:** Objects and constructs are not subject to critical hits or coup-de-grace.

**Notes:** This could be a house rule, and usable by all, rather than a feat. But in that case, all objects and constructs should add five points to their hardness ratings. It is introduced to make tools like picks and axes better than swords at chopping down doors and sundering statues.

## DENY ANIMAL

Channelling the power of nature, the character can exert some control over the actions of Wild and Domestic animals.

**Prerequisite:** Ability to cast detect animals or plants.

**Benefit:** You can turn (but not destroy) animals as a good cleric turns undead. The number of times per day that you can use this ability is equal to 3 + your Charisma modifier. Your highest divine Caster level is the level at which you turn animals.

## DENY PLANT

Channelling the power of nature, the character can exert some control over plants.

**Prerequisite:** Ability to cast detect plants or plants.

**Benefit:** You can turn (but not destroy) plants as a good cleric turns undead. The number of times per day that you can use this ability is equal to 3 + your Charisma modifier. Your highest divine Caster level is the level at which you turn plants.

## DETECT POISON

You are a student of poisons and how they are used.

**Benefit:** You can use your Search skill to detect poison without casting the detect poison spell. This is an extraordinary ability that requires a full round action with a DC equal to the save DC of the poison and can only be done at a range of 5 feet.

## DETERMINED SOUL

Through your will alone, you can increase the amount of damage taken before dying

**Prerequisite:** Iron Will

**Benefit:** Add your wisdom bonus to the number of points of damage you can sustain before entering each category of the death and dying system.

**Example:** You have an 18 Wis (+4 bonus). You become disabled at -4, unconscious (and dying) from -5 to -13, and are dead at -14.

## DEVOTION

You have aligned yourself with a god or pantheon of gods.

**Prerequisite:** Knowledge (Religion) 4+ ranks

**Benefit:** Whenever a variable-number divine healing spell is cast on you by a cleric of the god(s) you worship, you receive at least 50% of the effective bonus. For example, Rekka, a human fighter, takes devotion to Pelor. Now, whenever Jonz, a cleric of Pelor, casts a *cure light wounds* on Rekka, the fighter gains at least 4 hit points, plus Jonz's level, from the spell (50% of 1d8 + Cleric's level).

**Special:** If you ever renounce your god or commit an act against the god's doctrine, you cannot use this ability until you atone for the deed.

## DEXTEROUS FEAT

You are capable of a surprising burst of agility

**Prerequisite:** Dexterity 13+

**Benefit:** Once per day per five levels, you may add ½ your level to your Dexterity score for one round. This affects the bonus to hit with ranged weapons, AC, Reflex saving throws and dexterity-based skills. A feat of Dexterity cannot be applied when you are flat-footed.

**Special:** This feat stacks with the Cat's Grace spell.

## DISARMING PRESENCE

You have a powerful presence that people find distracting or unnerving. You might be stunningly beautiful or hideously ugly. Alternately, you could have an intimidating swagger, or look so cute and innocent that others find you harmless.

**Prerequisite:** Skill Focus (Innuendo or Intimidation)

**Benefit:** When facing a sentient creature, you may make an Innuendo or Intimidation check (whichever your Skill Focus is in) to gain an attack of opportunity preceding your foe's actions. The DC is your opponent's Wisdom plus their character level. The use of this feat must be declared at the start of the round, before Initiative.

Failing this roll means it will not work on that foe for a number of days equal to their Wisdom modifier (minimum of 1 day). A Critical Failure means it will never work again with this person.

## DIVINE GIFT

Allow anyone to use 0-level divine spells

**Prerequisite:** Wisdom 13+, Knowledge (Religion)

**Benefit:** Grants any individual the ability to know/ understand up to their wisdom modifier's worth of orisons (0-level divine spells chosen from the character's deity). The character can use his selection of orisons by preparing and using one per day. Anyone trying to cast a spell (even though its just 0-level) must meet all of the requirements and suffer all of the penalties associated with the use of divine magics.

**Special:** This feat may be taken multiple times; however, no additional orisons can ever be learned (past the individuals wisdom modifier). Each additional time this feat is taken, the caster may prepare one additional orison per day. The total maximum number of orisons that can be cast in a single day (regardless of the number of times this feat is taken), is also limited to the caster's wisdom modifier.

## DREAM SPEAKING

Sometimes dreams are important missives sent from above, or from within. You can interpret the dreams that you have, or that others have.

**Prerequisites:** Wis 15+

**Benefit:** When someone tells you about a dream, or when you consider your own dream, you can tell automatically if it was a dream of importance, also known as a "sending" dream. If it is a sending dream, you can attempt a Wisdom check (DC 15) to interpret its meaning. If your Wisdom check succeeds, the GM should give you some clue as to the meaning of the dream. (For example, a character might dream of a threatening rider dressed in black, surrounded by ravens. On a successful Wisdom check, the player learns that the dream foretells an encounter with a foe named "raven." Later the party does indeed go up against a villain named Kevriss Killraven.) Retries are not allowed.

## EDUCATED; EXTREMELY

Your knowledge surpasses that of others

**Prerequisites:** Educated, Intelligence 15+

**Benefit:** You may add +3 to any Intelligence-related skill roll on skills chosen from the Educated Feat. You do not gain extra skill points, languages or arcane spells with this feat. This feat does not increase your Intelligence ability modifier.

## ELEMENTAL RESISTANCE COLD

You have developed a natural resistance against cold.

**Prerequisite:** Great Fortitude, Con 13+.

**Benefit:** You gain a +2 bonus to all saving throws against cold effects. You also gain +2 bonus to any check related to surviving intense cold (such as surviving in the arctic).

## ELEMENTAL RESISTANCE ELECTRICITY

You have developed a natural resistance against electricity.

**Prerequisite:** Great Fortitude, Con 13+.

**Benefit:** You gain a +2 bonus to all saving throws against electricity effects.



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## ELEMENTAL RESISTANCE FIRE

You have developed a natural resistance against heat.

**Prerequisite:** Great Fortitude, Con 13+.

**Benefit:** You gain a +2 bonus to all saving throws against fire effects. You also gain +2 bonus to any check related to surviving intense heat (such as surviving in a desert).

## ELUSIVE

You take great pains to remain unseen.

**Prerequisites:** Hide and Move Silently Rank 5

**Benefit:** The difficulty to track you is increased by 2. You also gain a +2 bonus to Hide and Move Silently rolls.

## EMPATHY

You are naturally good at "reading" people's emotions.

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

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

## EXPERT COWER

Gain or better the effects of cover even when there is none.

**Benefit:** You are so good at cowering that you can make yourself a smaller target. When there is no cover around you, you gain the effects of one-quarter cover (+2 AC bonus, +1 save bonus). When in a covered area, you are covered as if the level of cover was one place better. While cowering, you are considered immobile and flat-footed. You can only take a partial action each round and this action cannot be a movement action (i.e. you could cover behind a rock and still fire a bow once per round, but you could not cower as you run from rock to rock). The act of finding a good spot and cowering (i.e. scrunching yourself up to gain the benefits of this feat) 1, in itself, a full round action.

## EXPERT HEALING

You have a great knowledge of healing

**Prerequisite:** 5 or more ranks of Heal

**Benefit:** When attempting to heal a comrade after battle, you can attempt a heal check against a DC equal to the number of points of damage sustained during the encounter. A successful check allows you to heal 1d4 hit points of damage.

**Special:** This feat can only be used once after each encounter where damage was suffered. The maximum amount of healing is always limited to damage sustained from fresh wounds only (not wounds from a previous encounter).

## FAITH

You are blessed by the god(s) you worship

**Prerequisite:** Wis 13+

**Benefit:** You must choose a god as your patron. Choose a 0-level divine spell from the cleric list. You may cast that spell at ½ your character level a number of times equal to 3 + Wisdom modifier. If you are a cleric, this is in addition to your normal spells per day and does not count as a domain spell.

**Special:** If you give up devotion to your deity or commit an act contrary to your religion's belief, you cannot use this feat until you atone for the deed.

## FAITH, GREATER

The devout can sometimes repel undead.

**Prerequisite:** knowledge(religion) 4+, faith.

**Benefit:** You can make one attempt per day to turn undead. You are always considered to be level 0, and you don't get to add a CHA modifier to the turn check or turn damage.

**Normal:** Normally only Clerics and Paladins can turn undead. They add their CHA bonus and improve with level.

## FAKE SPELL

You can mimic the casting of spells

**Prerequisite:** Spellcraft

**Benefit:** You say the words and make the gestures, but you just don't have the power needed to make the spell actually happen... it just looks like you do. You must have seen the spell you want to fake being cast several times in order to fake it. Anyone can see through your trickery with an opposed Spellcraft check.

**Special:** Somebody who has readied an action to counterspell and who fails to see through your trickery will think you are about to cast the spell being faked.

**Notes:** If the spell effect would have been unnoticeable (such as most divination spells) or you can fake the effects of the spell (perhaps through illusion, alchemical pyrotechnics or a willing accomplice), people watching you will believe the spell was real. Bluff, Perform, Alchemy and several other skills may be helpful in achieving this, but faking the spell effects themselves is outside the scope of this feat.

## FANATICISM

You have become a magic vessel of your god.

**Prerequisite:** Faith, Wis 13+

**Benefit:** You gain priest spell advancement as shown on the table below. Note that you will only be able to cast spells for which you have a wisdom bonus. You must purchase, find or otherwise acquire any spells you wish to cast, as you do not gain them automatically for taking this feat or advancing a level. You do not gain domain spells and cannot change out any prepared spell for a healing spell. You cannot cast spells of higher than 4<sup>th</sup> level with this feat. If you already gain clerical spells, this feat has no benefits (you don't get to use your Wisdom bonus twice for spells). Your casting level is ½ your character level.

### Fanaticism Clerical Spells

| Level | 0 <sup>th</sup> | 1 <sup>st</sup> | 2 <sup>nd</sup> | 3 <sup>rd</sup> | 4 <sup>th</sup> |
|-------|-----------------|-----------------|-----------------|-----------------|-----------------|
| 1-2   | 0               | -               | -               | -               | -               |
| 3-4   | 0               | 0               | -               | -               | -               |
| 5-6   | 0               | 0               | -               | -               | -               |
| 7-8   | 0               | 0               | 0               | -               | -               |
| 9-10  | 0               | 0               | 0               | -               | -               |
| 11-12 | 0               | 0               | 0               | 0               | -               |
| 13-14 | 0               | 0               | 0               | 0               | -               |
| 15+   | 0               | 0               | 0               | 0               | 0               |

**Special:** If you give up devotion to your deity or commit an act contrary to your religion's belief, you cannot use this feat until you atone for the deed.

## FAST MOVER

**Prerequisite:** Dex 15+, Run

**Benefit:** Add +5 to your base movement rate when wearing light armour or less.

**Special:** This feat can stack with other movement bonuses (such as the barbarian and monks abilities). This feat can be taken multiple times.

## FEARLESSNESS

You are exceptionally resistant to fear and can face horror with staunch determination.

**Prerequisite:** You must at sometime or another been paralysed by fear and survived.

**Benefit:** You gain a +2 bonus on all Will saves to resist fear-based spells or abilities. This bonus stacks with all other bonuses. The DC of any Intimidate attempt made against you is increased by 2.

## FEIGN DEATH

You are skilled at making others think you have died from a wound.

**Prerequisite:** None

**Benefit:** After an attack has been made against you (whether successful or not), you may collapse to a prone position and pretend to be dead. Your opponent does not gain an attack of opportunity when you do this. It requires a spot check (DC 20 + ½ your level + Int modifier) to notice you are faking. This may allow you to position yourself to surprise or sneak attack a foe.

**Normal:** You may attempt to fake your death using a Bluff skill check versus a Spot check by the opponent. The opponent gains an attack of opportunity against when you attempt to fake your death without this feat.

## FIND FLAW

You have an expert understanding of structural integrity and how to reduce it

**Prerequisite:** 5 or more ranks in Craft (within the items broad category type), Knowledge (Engineering)

**Benefit:** There is a chance you can find a flaw in the design of an object and exploit that flaw to your benefit. You must study the item for at least three rounds before attempting to use this feat. During the period of study, you are only capable of taking a partial action each round. At the end of the study period you must make an intelligence check against the break DC of the item in question. You can add a +1 modifier to your check roll for each additional 3 rounds of study past the first 3 required rounds (to a maximum bonus of +5). If you succeed on the intelligence check, you have found a flaw in the object and can use this feat to exploit that flaw when trying to damage or destroy the object. When attempting to destroy an item that you have found a flaw in, your Intelligence modifier reduces the effective hardness of the object.

## FLEET OF FOOT

You move faster than the average person and run so nimbly that you can turn corners without losing momentum.

**Prerequisite:** Dex 15+, Fast Mover.

**Benefit:** When in Light or no armour and with a light load a Medium size or larger creatures add +10 to their base speed. Small creatures add +5. When running or charging, you can make a single direction change of 90 degrees or less.

**Normal:** Without this feat you can run or charge only in a straight line.

## FLIGHT; AGILITY ON THE WING

Your agility on the wing is phenomenal allowing for swift changes in direction.

**Prerequisite:** Ability to fly, either naturally or through shapechanging.

**Benefit:** The character can turn at an angle of up to 180 degrees regardless of your manoeuvrability. This does not allow the character to gain height but the character is allowed to dive. For more information, see Tactical Aerial Manoeuvres in Chapter 3 of the *Core Rulebook 2*.

## FLIGHT; ATTACK ON THE WING

You attack while on the wing.

**Prerequisite:** Ability to fly, either naturally or through shapechanging.

**Benefit:** This feat acts as if it were a Ride By Attack except on the wing.

**Normal:** Without this feat, you can take a partial action either before or after your move.

## FLIGHT; IMPROVED

You gain greater manoeuvrability when flying than you would normally have.

**Prerequisite:** Ability to fly, either naturally or through shapechanging.

**Benefit:** Your manoeuvrability while flying improves by one grade. For example, if your normal manoeuvrability is poor, it becomes average.

## FOOTPAD'S HANDS

You have nimble and extremely touch-sensitive hands.

**Prerequisite:** Str 13+

**Benefit:** You get a +2 bonus on all Open Lock and Pick Pocket skill checks.

**Special:** You may choose this feat only once.

## FORCED SWIFTNESS

You can run when encumbrance and Armour otherwise would not allow it.

**Benefit:** You can run when the Armour you are wearing or the amount of gear you are carrying normally would prevent you from running.

## FORESIGHT

You have an intuitive sense that allows you to anticipate an upcoming fight.

**Prerequisites:** Improved Initiative, Wis 19+, Base Attack 4+.

**Benefit:** You get a +8 bonus on initiative checks. This supersedes (does not stack with) the bonus from Improved Initiative.

## FORTITUDE; GREAT

**Benefit:** The character gets a +2 bonus to all Fortitude saving throws.



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## FORTITUDE; SUPERIOR GREAT

You have incredible fortitude.

**Prerequisite:** Great Fortitude.

**Benefit:** You gain a +4 bonus to all Fortitude saving throws. This replaces (does not stack with) the bonus gained from the Great Fortitude feat.

## FORTUNE

You have unusually good luck.

**Benefit:** You gain the power of good fortune, which is usable once per day. This extraordinary ability allows you to reroll one roll that you have just made. You must take the result of the reroll, even if it's worse than the original roll.

## FRUSTRATION

You have learned to channel your frustrations to give yourself a temporary boost from time to time.

**Prerequisites:** Any 1 chosen Feat of the appropriate type. (General Feats only. Special Feats such as Magic Creation Feats and Fighter-only Feats, as well as those chosen by the GM, are exempt.)

**Benefits:** When a character has not used the chosen feat for at least 4 game sessions (i.e. Determined by the GM), then that character gains a plus 3 bonus to add before or after any one D20 roll during the 5<sup>th</sup> (or later) game session. If that chosen feat is ever used, or the plus 2 is used (for any reason) then this Feat resets itself.

**Normal:** The Character has to live with a Feat that they almost never use.

**Special:** May be taken multiple times for different General Feats.

## GOSSIP MONGER

You know a little bit of information about everyone.

**Benefit:** You gain a +4 bonus to Gather Information rolls.

## GRIFTER

Through practice and the gift of the gab you are adept at getting what you want from people. You know how to tell them just what they want to hear.

**Benefit:** You get a +2 bonus on Bluff and Disguise checks.

## HAGGLING

You know how to make shrewd deals to get the lowest prices.

**Prerequisite:** Diplomacy rank 5

**Benefit:** When purchasing items, you may make a Diplomacy skill check, with a DC of 12. If you succeed, you may lower the price of the item you are attempting to purchase by 5% per point you exceed 12, up to a 50% discount. You may not use this feat when creating magic items or creating items from scratch.

When selling items, you may make an Appraising skill check, with a DC of 12. If you succeed, you may raise the price you receive for an item by 5% per point you exceed 12, up to 50% extra.

**Special:** If you roll a natural 1, the GM may decide you have offended the person you deal with, who will act appropriately to the situation.

## HARDINESS

Even when most others would be unconscious, your will drives you on and keeps you standing.

**Prerequisites:** Iron Will, Con 13+

**Bonus:** When staggered or dying you may continue to take actions and function somewhat normally. Each round that you are at 0 or fewer hit points you must succeed at a Fort save (DC 10 + number of hit points below zero) or fall unconscious. If you succeed at your saving throw you may act normally except you move only at half speed and receive a -3 circumstance bonus to all attack, damage, skill check, and saving throw rolls. You still lose a hit point every round that you are below zero unless you make your stabilisation roll. A character who has stabilised must still make For saves every round he is below 0 hit points.

## HEALING HANDS

You have exceptional skill in healing people.

**Prerequisite:** Heal 5 ranks

**Benefit:** You gain a +4 bonus the Heal skill when applying first aid to a character. You do not gain the bonus when attempting to treat poison or for long-term care.

## HEALING; ACCELERATED

You heal naturally at a faster rate.

**Prerequisite:** Endurance, Toughness, Con 13+.

**Benefit:** The rate at which you heal naturally is doubled. For example, a 6th level character would recover 12 hit points each day instead of 6.

## HEALING; IMPROVED

You are exceptional good at healing.

**Benefits:** You can add your wisdom modifier x spell level to healing rolls.

## HEALTH

You have at least average health.

**Benefit:** When you roll for hit points you may choose to have your roll or average hit points.

**Special:** If your GM chooses to use an optional rule where all characters gain average hit points each level, you are assumed to have this feat for free.

## HEALTH; IMPROVED

You are a rare specimen of exceptional physique.

**Prerequisite:** Health, Toughness (x2)

**Benefit:** The hit dice you roll of hit point increases on stage. d4 becomes d6, d6-d8, d8-d10, d10-d12.

**Special:** The maximum dice allowed is d12 so at no point can you increase the hit points above this point. This feat is not suitable for a Barbarian as a result.

## HEIGHTENED SENSES

Your senses are sharper than others

**Benefit:** You gain a +1 bonus to Spot, Listen and Search rolls.

**Special:** If you have the feat smell, you gain a +1 bonus to olfactory checks.

## HERCULEAN EFFORT

You can temporarily perform great acts of strength.

**Benefit:** Your Strength attribute is 1½ normal bonus for purposes of lifting and carrying weight and for figuring your Strength bonus on ability checks for a number of rounds equal to 3 plus your Constitution modifier. After this time you are fatigued (2 to Strength, 2 to Dexterity, can't run or charge) for the rest of the encounter. Your increased strength does not affect attack or damage rolls, combat manoeuvres like Grapple, Bull Rush and Trip, and does not increase your strength bonus on skill checks.

## HEROIC EVASION

When you focus on an effort you may get flashes of insight about the immediate future allowing you to avoid disastrous mistakes.

**Prerequisite:** Great Fortitude, Iron Will, Lightning Reflexes

**Benefit:** You may reroll a check or save you just made and apply a insight bonus equal to your charisma modifier. You may do this once per day. You must take the result of the reroll, even if it's worse than the original roll.

## HEROIC RECOVERY

You make miraculous (albeit slow) recoveries after being left for dead.

**Prerequisite:** Con 13+

**Benefit:** When you fall below 0 hit points you do not continue to bleed (i.e. take 1 point of damage each round). This feat does not prevent you from dying when you have -10 hit points or less.

## HIDE TRACKS

You can conceal signs of passage.

**Prerequisite:** Track.

**Benefit:** You can conceal the tracks you and your companions make while moving. Add your skill bonus in wilderness lore to the difficulty of following your tracks. You can move at full speed while hiding tracks; if you move at half speed, you impose the additional +5 DC modifier on tracking rolls noted in the Track description, *Core Rule Book 1*.

**Normal:** Anyone can use the wilderness lore skill to remove the traces at a campsite or the search skill to hide clues at a location.

## IMMEASURABLE PATIENCE

You have learned to ignore outside stimulus and can keep calm during the most strenuous and nerve-racking of efforts.

**Prerequisites:** Endurance and Iron Will Feats

**Benefits:** Changes any "Take 10s" or "Take 20s" to "Take 15s" and "Take 25s" respectively.

**Normal:** Normal "Take 10s" and "Take 20s" only give up to their value and can not allow higher without a roll.

**Special:** If this feat is used, it takes twice as long as a standard Take 10 and Take 20 to gain any benefit. Additionally, Masterwork items cannot be made with this feat by "Taking 25", but the feat does provide a +2 bonus to the creation roll of such an arduous task.

## IMPOSING

You tend to scare people with your very presence

**Prerequisite:** Intimidate rank 5

**Benefit:** You gain a +2 bonus to Intimidate and Bluff rolls.

## IMPOSTOR

You are skilled at pretending to be someone else.

**Benefit:** When attempting to impersonate someone specific, you gain a +2 bonus to Disguise, Bluff, Forgery and Gather Information rolls when attempting to deceive targets into believing you are the person you are impersonating. The bonus to Gather Information rolls only applies when you attempt to gather information about the person you are impersonating, or when attempting to learn information that the person you are impersonating would know or be told. For example, you would gain this bonus if you impersonated the king and attempted to find information about the king's battle plans to attack a neighbouring country, but you wouldn't gain the bonus to find information about a ruin outside the city inhabited by a dragon (unless the king was giving a monthly tribute to the dragon or was in league with the dragon's deprivations).

## IMPROVE WEAPON

You have modified your weapon to inflict more damage.

**Prerequisites:** Proficient with weapon, Craft (Weaponsmith) 6+ ranks.

**Benefit:** Any weapon you employ grants you an additional +1 bonus to damage if you pay ½ of the weapon's total cost as a one-time cost. If you use this feat on ammunition, you pay the additional cost for the ammunition, not the weapon itself. You must maintain the weapon (i.e., have access to it) for it to retain this bonus. This does not make the weapon masterwork, but you may apply this feat to a masterwork weapon. You may also apply this feat to a magical weapon, but the additional damage bonus does not affect the item's enhancement bonus, only the base damage.

## INFLUENTIAL

You have many favours you may call on from other people.

**Prerequisite:** Chr 13+

**Benefit:** Once per day, when in an appropriate setting, you may attempt to call in a favour from people you know. For the feat to be accessible, you must be able to somehow reach or communicate with someone friendly to you. This may include a request for food, lodging, supplies, non-combat aid, healing, and/or armed help. To see if you can successfully call the favour, make a Diplomacy skill check, with a DC of 12. If the roll is successful, you receive the help you requested. If you request supplies or other items of value, you must be able to pay the cost of such items.

**Notes:** Here are some suggested modifiers to the difficulty of the roll

### Influential Situational Modifiers

| Situation              | Mod |
|------------------------|-----|
| In a Hostile Location* | -20 |
| In the Wilderness      | -10 |
| In a hamlet            | -8  |
| In a village           | -6  |



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|  |    |
|--|----|
| In a small town                        | -4 |
| In a large town                        | -2 |
| In a city                              | +0 |
| In a big city                          | +2 |
| In a capital city                      | +5 |
| New to Area (< 1 month)                | -4 |
| Established (1+ year)                  | +4 |
| Per 500 gp value requested             | -1 |
| Per previous request in the same month | -2 |

\* This includes most dungeons, other planes, etc.

## INSPIRATION

You inspire those around you to greater deeds

**Prerequisite:** Chr 13+

**Benefit:** When you engage in combat, your allies who are within 30 feet gain a +1 bonus to hit as long as you fight. You must be visible to incur this bonus. You do not gain the benefit of this feat yourself. The benefit of this feat does not stack with other inspiration feats, but does stack with a bard's inspiration ability.

## INSPIRE AWE

Your presence inspires fear and panic in others

**Prerequisite:** Intimidation 6+ ranks

**Benefit:** As a free action, declare your intent to inspire awe and pick the opponent(s) you wish to awe. The victim must make a willpower saving throw with a DC 10 + ½ your level + Chr modifier. If the victim is in combat, they gain a +2 bonus against this feat. If the victim fails, they refuse to fight, seeking the first opportunity to flee or surrender. The effect lasts until the combat ends or until the victim has left your presence for 2d4 minutes. You may inspire awe once per day per level.

## INSPIRING LEADER

You work to inspire your followers and cohorts and raise their morale.

**Prerequisite:** Cha 13+, Leadership

**Benefit:** Your cohorts gain a +1 morale bonus to attack and damage and a +2 morale bonus to saving throws versus all fear effects and mind-affecting spells and abilities while you are personally directing their efforts. This bonus will last for up to one minute without additional orders being given. All cohorts and followers within thirty feet gain a +1 morale bonus to attack and on saving throws versus all fear effects. These bonuses remain in effect for up to one minute if you are dropped in combat.

## INSTANT AWAKENING

You can instantly awaken from sleep at the slightest sign of danger.

**Benefit:** When subject to surprise or a coup de grace attack while asleep, you may make an immediate Reflex save (DC 15) to awaken and defend yourself normally. On a successful save you are not considered helpless or surprised; roll for initiative and resolve the attack in normal fashion.

**Normal:** A sleeping opponent is helpless (+4 circumstance bonus to strike, treat Dexterity as 0 and apply 5 modifier to Armour Class) and subject to a coup de grace attack.

## INTELLECTUAL WILL

You can rely on your logic and intellect to fight off mental attacks and similar effects.

**Benefit:** You may use your Intelligence modifier on Will saving throws instead of your Wisdom modifier.

## INTELLIGENCE FEAT

You are capable of a surprising burst of insight.

**Prerequisite:** Intelligence 13+

**Benefit:** Once per day per five levels, you may add ½ your level to your Intelligence score for one round. This affects the bonus for Intelligence-based skills and Arcane spell DCs. It does not affect maximum arcane spell level, bonus arcane spells, Sorcerer or Bard spell DCs or skill points.

## INTUITIVE LEARNING

You can treat a skill as a class skill.

**Prerequisites:** 12+ in key ability.

**Benefit:** This feat allows a character to treat any cross-class skill as though it were a class skill.

**Special:** This feat may be taken more than once. Its effects do not stack. Each time you take this feat it applies to a new skill.

## IRON WILL

**Benefit:** The character gets a +2 bonus to all Will saving throws.

## IRON WILL SUPERIOR

You have awesome will power.

**Prerequisite:** Iron Will.

**Benefit:** You gain a +4 bonus to all Will saving throws. This replaces (does not stack with) the bonus gained from the Iron Will feat.

## JACK OF ALL TRADES

You've picked up a smattering of even the most obscure skills.

**Prerequisite:** character level 8<sup>th</sup>+

**Benefit:** You can use any skill untrained, even those that normally require training and those that are exclusive to classes you don't have. You cannot, however, gain ranks in a skill unless you are allowed to select it.

## JACK OF ALL TRADES; IMPROVED

You have some small skill in all things.

**Prerequisites:** Int 13+, Jack of All Trades

**Benefit:** You are considered to have 2 skill points in all class skills and 1 point in all cross-class skills that can be used untrained, even if you have not purchased skill ranks for a particular skill. This feat does not stack with any skill ranks you have purchased in a particular feat, and you must still pay for the first two ranks in a class skill and the first rank in a cross-class skill. For example, if Regdar took Jack of All Trades and went climbing, he would act as if he had 2 ranks in climb. However, if he were to purchase 2 ranks of

climb, his climb would be 2, not 4. If he purchased 3 ranks of climb, his climb would be 3, not 5 - thus Jack of all Trades would no longer aid him with his climbing skills.

## JUMP; IMPROVED

You can jump farther and higher with less effort.

**Prerequisite:** Jump Skill.

**Benefit:** The minimum distance you jump when using the Jump skill is increased as shown below. The maximum distance you can jump is still limited by your height unless you have a special ability that removes height restrictions on your jumps (such as a monk's Leap of the Clouds).

|                    |        |
|--------------------|--------|
| Running jump       | 10 ft. |
| Standing jump      | 5 ft.  |
| Running high jump  | 5 ft.  |
| Standing high jump | 5 ft.  |
| Jump back          | 5 ft.  |

## KEEN EYESIGHT

You often spot things others overlook

**Prerequisites:** None

**Benefit:** You gain a +2 bonus to all Spot and Search checks

## KEEN HEARING

You have excellent hearing.

**Prerequisites:** None

**Benefit:** You gain a +2 bonus to all Listen checks.

## KEEN NOSE

You have an excellent sense of smell.

**Prerequisites:** None

**Benefit:** You gain a +2 bonus to all olfactory checks.

## KEEN TOUCH

You have an excellent sense of touch.

**Prerequisites:** None

**Benefit:** You gain a +2 bonus to all checks requiring touch, like on find traps and disabling device.

## LEADERSHIP

**Prerequisite:** The character must be at least 6th level.

**Benefit:** Having this feat enables the character to attract loyal companions and devoted followers, subordinates who assist her. See Table: Leadership for what sort of cohort and how many followers the character can recruit.

**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   |

**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.

**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**



# Gryphons Book of 3<sup>rd</sup> Edition Feats

## 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 |

Special Cohorts: With the GM'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.

## LEADERSHIP; BATTLE

Your banner or standard inspires your followers and cohorts in battle

**Prerequisite:** Cha 13+, Leadership

**Benefit:** For this feat to have an effect, you must have a banner or standard that is recognisable to your followers and cohorts, and you must use this standard to urge, inspire or rally your troops. All cohorts and followers that can directly see you or your banner gain a +1 morale bonus to attack and on saving throws versus all fear effects. If either you or your banner falls, all followers and cohorts instead get a -2 penalty to attack and on saving throws versus all fear effects until you are restored, the standard is raised again or one minute elapses.

## LIFE LINE

Your mental ability to overcome pain and suffering can help to save your life

**Benefit:** When dying, your chance to stabilise is 10% for each point of your constitution modifier. Likewise, all recovery efforts, whether aided or unaided are also 10% for each point of your constitution modifier.

**Normal:** The chance to stabilise is 10%

## LIGHT FINGERED

You have a light touch.

**Prerequisites:** Dex 13+

**Benefit:** You get a +2 bonus on all Open Lock and Pick Pocket checks.

## LIGHTNING REFLEXES

**Benefit:** The character gets a +2 bonus to all Reflex saving throws.

## LIGHTNING REFLEXES SUPERIOR

You have unbelievable reflexes.

**Prerequisite:** Lightning Reflexes.

**Benefit:** You gain a +4 bonus to all Reflex saving throws. This replaces (does not stack with) the bonus gained from the Lightning Reflexes feat.

## LINGUIST

The owner of this feat has an amazing gift for languages.

**Prerequisites:** Int 13+

**Benefits:** Once this feat is chosen, the owner automatically gains access to one additional language and has the Languages Skill at a class skill. Additionally, if this character's intelligence is ever raised (and their bonus increases) they may gain an additional language at that time.

**Normal:** Limited to Racial, Common and starting Intelligence bonuses for additional languages.

**Special:** The owner of this feat gains a +2 bonus to Bluff and Disguise checks when trying to sound like a native speaker of a language they know.

## LINKED LEARNING

You have created a special relationship between two normally unrelated skills

**Prerequisite:** 5 or more ranks in both skills to be linked

**Benefit:** Choose any two skills, regardless of relationship and gain a +2 synergy bonus to one of them. This relationship should be established through the character's history, or a role-playing development. All links are based on the discretion of the GM and should make sense based on the story created.

**Special:** This feat does not stack with skills that already have synergy bonuses.

## LONE WOLF

You tend to work best when you are alone.

**Benefit:** When no ally is within 30 feet of you, you gain a +1 bonus to all skill checks. If an ally moves to within 30 feet of you, you lose this bonus until you gain at least 30 feet of distance between you and your allies.

## LUCK OF HEROES, IMPROVED

Just when things seem bad, good fortune smiles upon you.

**Prerequisite:** Cha 13+, Luck of Heroes

**Benefit:** Once per day you may re-roll any d20 roll (skill check, attack roll, saving throw, etc). You must take the result of the re-roll even if it is worse than the original roll.

**Normal:** You can gain this feat multiple times. Each time you take the feat you gain one additional luck re-roll per day.

## MAGIC SECRET

Your magic is tied to a secret

**Prerequisite:** Ability to cast 1<sup>st</sup> Level Arcane Spells

**Benefit:** Because all your magic is tied to a secret, those not knowing your secret find it harder to unravel your spells. The difficulty of any dispel check against your spells is 15 + your caster level instead of the normal 10 + caster level. But the drawback is that anyone who knows your magical secret will automatically succeed in any dispel check against your magic.

**Special:** The effects of the spells are not changed in any way. The feat affects all your spells from the moment you learn it; you cannot avoid using it

**Notes:** A magical secret can be most anything, but it must be something that is possible to figure out. A secret name, your birthday, the name of your mentor or patron, the fact that you are of a strange race or

parentage, your sex (or lack thereof), the true colour of your hair; all are possible spell secrets. Anyone researching your background or making their knowledge skill roll about you will learn you have this feat, but not what your exact secret is.

## MANIC DEPRESSIVE

You suffer violent mood swings

**Benefit:** Each morning you must make a percentage roll to determine whether you are manic or depressed. If you roll above 50% you are manic and gain a +2 morale bonus to all saves and charisma for the rest of the day. If you roll below 50% you suffer a -2 penalty to all saves and charisma for the rest of the day.

## MANIFESTATION

You can invoke an imposing presence, seeming larger and more impressive than usual.

**Prerequisites:** Must be an elf.

**Benefit:** When using this feat, gain a +2 bonus to all Diplomacy, Innuendo, and Intimidation checks. This feat may be used a number of times per day equal to your Wisdom modifier.

## MECHANICAL APTITUDE

You are good with tools and devices.

**Benefit:** Whenever you perform a skill that involves manipulating devices (creating or opening locks, traps, tools, etc.) you gain a +2 bonus to the skill roll. If you have 5 ranks of concentration, you gain an additional +2 synergy bonus to disable device rolls.

## METICULOUS

You are more thorough than others.

**Prerequisite:** Wis 13+

**Benefit:** When you "take 20", you can do so in half the normal time. If you choose to "take 10" your default roll is considered to be a 12 instead.

## MIMICRY

You can replicate almost any natural sound you have ever heard

**Prerequisite:** Perform (with training as a mimic).

**Benefit:** As a standard action, you can imitate almost any sound (footsteps, a door opening or closing, two persons fighting or the whoosh of a fireball). You cannot simulate anything louder than a shout or duplicate the sound of any magical effect. Use the perform skill opposed by the audience's listen skill to be convincing.

**Normal:** Any performer capable of mimicking can imitate voices and common animal sounds. Imitating speech patterns and mannerisms is covered under the disguise skill.

**Special:** You cannot make the sounds appear to come from somewhere else without additional abilities beside this feat.

## MINDS EYE

Gain an additional resistance to illusions and enchantments

**Prerequisite:** Iron Will

**Benefit:** Gain an additional +2 to will saves against the effects of illusions and enchantments.

**Special:** This additional modifier stacks with Iron Will.

**Comments:** This feat was designed for those who are worried about suffering the effects of mind-altering spells and magic.

## MULTI-CULTURAL

You blend in well with members of another race.

**Prerequisite:** Speak Language (your chosen race).

**Benefit:** Choose anyone humanoid race other than your own. whenever you meet members of that race, they are likely to treat you as one of their own. You gain a +4 bonus on Charisma checks made to alter the attitude of your chosen race (according to the NPC Attitudes section in Chapter 5 of the *Core Rule book 2*).

## MUSCLED; EXTREMELY

Your constant workouts allow you to perform feats of Strength

**Prerequisite:** Athleticism, Strength 15+

**Benefit:** You may add +3 to any Strength-related skill roll on skills chosen from the Muscled Feat. This bonus replaces the +1 bonus for Muscled. You may not use this feat to add to your Base Attack or damage rolls. This feat does not increase your Strength ability modifier.

## NATIVE TERRAIN

You have an unusual familiarity with a certain terrain type.

**Benefit:** Choose a terrain (desert, forest, jungle, ocean, city, urban, underground, etc.) You gain a +1 bonus to skill rolls, to hit rolls and AC in the chosen terrain. Your GM may, and probably should, decide to disallow "dungeon" as a favoured terrain.

**Notes:** Elves tend to favour forests, dwarves and gnomes favour underground, and halflings tend to favour hills. Humans rarely favour any particular terrain. Barbarians will often favour the wilderness area they were raised in (arctic, mountains, etc.) while druids and rangers will favour forests. Many rogues favour cities or urban areas, while other classes have no particular favoured terrain.

## NATURAL LEADER

You are adept at leading organised efforts

**Benefit:** When organising a co-operative effort, each helper can add the leader's Charisma bonus to their individual check rolls.

**Example:** A group of 3 heroes is attempting to move a heavy boulder. This requires a strength check against DC 10 for the two helpers. If they make it, the leader gains a +2 circumstance bonus. The leader must then make his strength check. Using this feat, the leader can generate a morale based check bonus for the helpers and add his charisma modifier to their check rolls.

## NATURAL RESISTANCE DISEASE

You have a strong immune system able to fight off most infections and diseases.

**Prerequisites:** Great Fortitude, Con 13+ you must have been exposed to a debilitating disease that nearly killed the character.



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**Benefit:** You gain a +2 bonus to saving throws against the effects of diseases, including magical diseases. At the GM's option, exotic diseases may exist that negate this bonus.

## NATURAL RESISTANCE POISON

You have a strong system able to fight off most poisons.

**Prerequisites:** Great Fortitude, Con 13+ you must have been exposed to a debilitating disease that nearly killed the character.

**Benefit:** You gain a +2 bonus to saving throws against the effects of poisons, including magical poisons. At the GM's option, exotic poisons may exist that negate this bonus.

## NATURE LOVER

You spend a lot of your time outdoors.

**Benefit:** You gain a +4 bonus to Wilderness Lore.

## NATURE'S DECEPTION

While in moderate to heavily dense forested climes, the character gains is difficult to spot.

**Prerequisites:** Alertness, Wisdom 13+, 3 ranks in Wilderness survival, 5 ranks in hide/move silently/tumble

**Benefit:** +2 competence bonus to hide, move silently, and tumble checks.

**Special:** Wood (Sylvan) or Wild Elves merely need a wisdom of 13+ and the Alertness feat to qualify for this feat.

## NIMBLE

You excel at feats of dexterity.

**Prerequisites:** Dexterity 13+

**Benefit:** Choose 3 Dexterity-based skills. You may add +1 to any skill roll with the chosen skills. You may not use this bonus to add to AC or Reflex saving throws. This feat does not increase your Dexterity ability modifier.

## NIMBLE; EXTREMELY

You have an uncanny knack for feats of Dexterity.

**Prerequisite:** Nimble, Dexterity 15+

**Benefit:** You may add +3 to any Dexterity-related skill roll on skills chosen from the Nimble feat. This bonus replaces the +1 bonus for Nimble. You may not use this bonus to add to AC or Reflex saves. This feat does not increase your Dexterity ability modifier.

## NOBODY'S FOOL

You naturally think of things in the most efficient way possible and tend to react to situations more gracefully and rapidly than most people.

**Prerequisite:** Wisdom 13+

**Benefit:** You gain a +2 bonus all Sense Motive checks and Gather Information checks.

## OBSCURE LORE

You are a treasure trove of little-known information.

**Prerequisite:** Bardic knowledge ability.

**Benefit:** You gain a +3 bonus on checks using your bardic knowledge ability.

## OUTDOORSMAN

You are trained particularly well for life in the wild.

**Benefits:** You gain a +2 bonus to Handle Animal and Wilderness Lore

## OVERAWE

You have a daunting and awe-inspiring presence.

**Benefit:** You get a +2 bonus on all Diplomacy and Intimidation skill checks.

**Special:** You may choose this feat only once.

## OVERWHELMING EGO

You have a natural tendency to command other people.

**Requisites:** Cha 19+

**Benefits:** Increase by 2 the DC to resist Enchantment (Compulsion) spells you cast.

## PACK MULE

Folks can now carry just a wee bit more by knowing how to balance a pack.

**Benefit:** You can carry weight (encumbrance) as if your Strength were two points higher.

## PACK RAT

You tend to find things you don't remember having

**Benefit:** There is a slim chance that you may have any small (2 lbs. or less) non-magical, standard item on your person or in your pack. The chance to find such an item is an intelligence check against a DC of 15 + the GP cost of the item (all items are considered to cost at least one GP for the purpose of this feat). This feat can only be attempted once for any item sought until after you have returned to a town area for supplies.

**Example:** You have just located an ancient carving on a cave wall that yields secrets in a writing you do not understand. Someone has the great idea to do a rubbing of the wall. Bonzo the wizard pulls out a piece of parchment, but no one has anything to rub over it with. You flip through the pockets of your cloak and find an old dried up husk of charcoal.

**Notes:** This feat cannot be used to find extra money, or saleable items. You can only find one item of any item in this fashion (until you have a chance to restock in town). It is simply your tendency to absent-mindedly stick small things here and there without paying attention.

## PERSUASIVE

People easily believe you. You could sell a tinder twig hat to a troll.

**Prerequisites:** Cha 13+

**Benefit:** You get a +2 bonus to all Bluff, Intimidate and Diplomacy checks.

## PHYSICAL ENDURANCE

You can rely on your strength to fight off physical attacks and similar effects.

**Benefit:** You may use your Strength modifier on Fortitude saving throws instead of your Constitution modifier.

## PIDGIN

You can hold simple conversations in any language.

**Benefit:** You can make yourself understood by almost anyone. This lets you communicate basic things, like a need for supplies and to barter, even if you have no language in common with those you are speaking to. You may use no more than two words in a sentence and two syllables in each word when roleplaying the speaking of pidgin.

**Notes:** You can only communicate with creatures who can speak some language. A purely telepathic creature, or one communicating through scents but not words, is unintelligible to you.

## POISON USE

Learn to use poisons effectively

**Prerequisite:** Alchemy

**Benefit:** You can use poisons with no danger to yourself. See *Core Rule book 2*, page 79, for the normal dangers of using poison.

**Special:** This feat only applies to the % chance that you may poison yourself while using poisons. It does NOT provide immunity (see the Poison Tolerance feat for that added ability).

## POISON; TOLERANCE

You have worked up a tolerance to certain poisons

**Prerequisite:** Poison Use, Con 13+

**Benefit:** You are able to train your body to ignore the effects of certain (specific) poisons. You must have access to the poison so you can gradually work up an immunity by subjecting yourself to increasingly larger doses. It takes at least a full dose of the poison and one month's time (during which you can still do other things) to work up the immunity.

**Special:** You can only maintain a number of immunities equal to your Constitution bonus at any one time. The immunity will fade in a month if you do not use another dose to keep it up.

## PROPHETIC DREAMER

Your dreams sometimes echo the future

**Prerequisite:** GM's permission

**Benefit:** Once per session, your GM should inform you of a dream you have had that portents an event that may be in your future. Ideally this dream could warn you of a possible danger, or guide you to a good decision. The dream need not come true, but should be a possible or likely scenario in the characters future. Sometimes the dreams are literal and sometimes symbolic, (at the GM's discretion).

**Notes:** This feat isn't for everyone. It should benefit the character but only as much as the GM wants it to. This could be a trait or the GM could decide some mystical event allows the character to start having these dreams.

## PYROMANIAC

You're good at lighting objects and opponents on fire.

**Benefit:** If you set something or someone on fire by any means (alchemist's fire, for example), the flames do an extra 1 point of damage per die, and the Reflex save DC to extinguish the flames increases by +5.

**Normal:** Fire generally does 1d6 points of damage. A successful Reflex save (DC 15) extinguishes it.

## QUICK STEALTH

You can move silently with greater speed.

**Prerequisite:** Move Silently skill.

**Benefit:** You can move at full speed while moving silently without penalty. You suffer a -15 penalty if you attempt to move silently while running or charging.

**Normal:** You suffer a -5 penalty if you move silently at more than half speed, and you suffer a -20 penalty if you run or charge.

## QUICKER THAN THE EYE

Your hands can move so quickly that observers don't see what you've done.

**Prerequisite:** Dexterity 19+.

**Benefit:** While under direct observation, you can make a Bluff check as a move-equivalent action, opposed by the Spot checks of any observers. If you succeed, your misdirection makes them look elsewhere while you take a partial action. If your partial action is an attack against someone who failed the opposed check, that opponent is denied a Dexterity bonus to AC.

## READY FOR ANYTHING

You arrive at any place prepared for anything.

**Benefit:** You are considered to be carrying an additional 20 pounds of gear at all times. This gear includes a myriad array of equipment that you can pull from at any time. You do not need to specify beforehand exactly what you carry. Instead, you make a Preparedness check at DC 10 + 1/5 gp cost of the item you are attempting to produce. You may add your wisdom modifier to the roll. If you are successful, you may produce the item and use it accordingly. Once you finish using the item, it returns to your "pack", and you must make a separate Preparedness check to find it again. You cannot produce items of masterwork or magical quality.

## READY FOR TROUBLE

You are difficult to catch flat-footed.

**Prerequisites:** Dex 13+, Combat Reflexes

**Benefit:** In a normal round of combat, you are not considered to be flat-footed until you take your first action, unless attacked by a rogue who is 4 or more levels higher than you are. You do not gain the bonus of this feat in a surprise round if you are on the side caught by surprise.

**Normal:** Only rogues, monks and barbarians gain this ability.

## REMAIN CONSCIOUS

You have a tenacity of will that supports you even when things look bleak.

**Prerequisite:** Base attack bonus +2, Endurance, Iron Will, Toughness.



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**Benefit:** After your hit points are reduced to 0 or below, you may take one partial action on your turn every round until you reach -10 hit points.

## REPUTATION

People have heard of your actions.

**Benefit:** You must choose whether you have a positive or negative reputation when you choose this feat as well as work out what the details of the reputation with the GM (such as being an Orc slayer, a famous entertainer, etc.) When you encounter intelligent creatures with an Int 6+, you make a reputation skill check (DC equals 10 + victim's CR rating; roll 1d20 + ½ level + Chr mod). If you succeed, all bluff, diplomacy, gather information and other Charisma based skill checks receive a +2 bonus.

**Special:** If you roll a natural 1, the GM may decide that the creatures you are attempting to influence have heard unfavourable information about you, and all the above rolls suffer a -4 penalty.

## RESTRAINT

You know how to restrict your strikes so that you do not kill your target.

**Prerequisite:** Int 13+, Expertise

**Benefit:** When you successfully strike an opponent, you can reduce the amount of damage you deal to an opponent by a number of points up to and including your character level.

**Normal:** You cannot decide to deal less damage than you roll when you successfully strike your opponent.

## RIDE; BAREBACK

You can ride anything, in any fashion

**Prerequisite:** Ride skill.

**Benefit:** You suffer no penalty to your ride skill when riding bareback. Nor is your ride skill rank reduced when you ride different types of animals.

**Normal:** The normal penalty for riding bareback is -5. When your ride a mount other than the one you initially learned the ride skill for, your skill rank is reduced by two or five depending on how different they are.

## RIDE; MOUNTED ARCHERY

**Prerequisite:** Ride skill, Mounted Combat.

**Benefit:** The penalty the character suffers when using a ranged weapon from horseback is halved: -2 instead of -4 if the character's mount is taking a double move, and -4 instead of -8 if the character's mount is running.

## RIDE; MOUNTED COMBAT

**Prerequisite:** Ride skill.

**Benefit:** Once per round when the character's mount is hit in combat, the character may make a Ride check to negate the hit. The hit is negated if the character's Ride check is greater than the attack roll (essentially, the Ride check becomes the mount's Armour Class if it's higher than the mount's regular AC).

## RIDE; RIDE-BY ATTACK

**Prerequisite:** Ride skill, Mounted Combat.

**Benefit:** When the character is mounted and uses the charge action, the character may move and attack as with a standard charge and then move again (continuing the straight line of the charge). The character's total movement for the round can't exceed double the character's mounted speed. The character does not provoke an attack of opportunity from the opponent that the character attacks.

## RIDE; SPIRITED CHARGE

**Prerequisite:** Ride skill, Mounted Combat, Ride-By Attack.

**Benefit:** When mounted and using the charge action, the character deals double damage with a melee weapon (or triple damage with a lance).

## RIDE; TRAMPLE

**Prerequisite:** Ride skill, Mounted Combat.

**Benefit:** When the character attempts to overrun an opponent while mounted, the target may not choose to avoid the character. If the character knocks down the target, the character's mount may make one hoof attack against the target, gaining the standard +4 bonus on attack rolls against prone targets.

## RUN

**Benefit:** When running, the character moves five times normal speed instead of four times normal speed. If the character makes a running jump, increase the distance or height cleared by one-fourth, but not past the maximum.

## SABOTEUR

You have a knack for destroying objects.

**Prerequisite:** Int 13+, Disable Device rank 5

**Benefit:** You gain a +4 bonus to Disable Device rolls.

## SADDLEBACK

Your people are as comfortable riding as walking.

**Benefits:** You receive a +3 bonus on all Ride checks.

## SCHOLARLY INSIGHT

You have studied or have gained knowledge about various subjects.

**Benefit:** You gain a +2 bonus to skill checks with two knowledge skills of your choice.

## SEDUCTION

You are good at using your sexual charms.

**Benefit:** Sex sells, and friends can be won by seduction. You get a +4 bonus to Bluff and Diplomacy attempts against people who find your race and gender sexually attractive. After you use this feat, some people might seek to be intimate with you. They will resent a blunt rejection, worsening their attitude one step.

**Notes:** Using this feat a lot might give you some notoriety.

## SENSE FOE

You are rarely caught unawares by an opponent.

**Prerequisites:** Alertness

**Benefit:** When you are flanked, you do not lose your bonus to dexterity, unless the flanker is a rogue 4 or more levels higher than you. This also means that foes may not sneak attack you when flanking (unless they are a rogue 4 or more levels higher than you). Flanking opponents still gain the +2 bonus to hit you.

## SENSE MAGIC

You have a highly developed sensitivity to magic

**Prerequisite:** Spellcraft

**Benefit:** You can sense whether an object you are handling or a creature you are touching is magical or under the effects of a spell... the very air might be magical in some places. As a full-round action, you can tell whether if an item is magical with a Spellcraft check (DC 20). A success informs you if there is magic present; a failure indicates that it is not.

**Special:** You cannot retry, take 10, or take 20 when using this feat.

## SHADOW

You are good at following someone surreptitiously.

**Prerequisite:** Hide in Shadows 5 ranks, Spot 5 Ranks

**Benefit:** You gain a +2 competence bonus on Hide and Spot checks made while following a specific person.

## SIXTH SENSE

You have an unnatural sense to avoid danger.

**Benefit:** You may use your Intelligence and Dexterity modifiers on Reflex saving throws. Your combined Dex + Int modifier cannot exceed +6.

## SKILL FAMILIARITY

You choose two non-class skills such as Open Locks and Hide. You can excel in these skills more easily.

**Benefit:** From the moment this feat is taken those two skills are considered to be class skills. You may not use this feat on skills exclusive to another class.

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

## SKILL FOCUS

You choose one skill such as Ride. You have a special knack with that skill.

**Benefit:** You get a +2 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 the feat, it applies to a new skill.

**Note:** This feat replaces the Skill Focus feat found in the *Core Rule Book 1*.

## SKILL FOCUS; GREATER

You choose one skill that you already have with the Skill Focus feat, such as Ride. You are a master of that skill.

**Prerequisite:** Skill Focus.

**Benefit:** You get a +3 bonus on all skill checks with that skill. This replaces (does not stack with) the bonus gained from the Skill Focus 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 skill. Note: if you are using the standard Skill Focus feat from the *Core Rule Book 1* then the bonus is only +4.

## SKILL FOCUS; MASTERY

Choose a skill that you have a special mastery over

**Prerequisite:** Greater Skill Focus in the specified skill

**Benefit:** You get a +4 bonus on all skill checks with that skill

**Special:** You can gain this feat multiple times. Its effects do not stack with Skill Focus or itself. Each time you take this feat, it applies to a new skill.

## SKILL LEARNING; MASTERY

You can increase your max ranks allowable by 1 rank

**Benefit:** You can raise your skill point limit by one point (i.e. class level +4).

**Normal:** You are limited to your level +3 for the number of ranks you may have in a skill.

**Special:** You do not gain any skill points from this feat, you only get to increase your maximum limit. This affects both class and cross-class skills (cross-class skills are still based on ½ your max class skill ranks. This feat can only be taken once.

## SKILL LEARNING; SACRIFICE

Allows you to sacrifice a feat to gain a bonus number of skill points

**Benefit:** Rather than learning a feat, you may add an additional number of skill points to your character's skill point pool. The number of skill points gained is equal to those of one level of your existing class plus intelligence modifier.

**Special:** You are still restricted in the number of skill points you can have in any one skill (based on level). This feat may be taken multiple times. The number of points gained is based on intelligence at the time the Skill Learning feat is taken. Changes to intelligence after the fact do not impact the number of skill points gained.

## SLEEP LIGHT

You wake up easily.

**Benefit:** You can make listen rolls even while asleep. On a successful roll, you wake up. You also fall asleep easily, so you still get your rest even if you wake up several times per night.



# Gryphons Book of 3<sup>rd</sup> Edition Feats

## SLEUTH

You are a keen observer of humanoid behaviour and body language, and you have a sharp eye for unusual details.

**Benefit:** You get a +2 bonus on all Search and Sense Motive skill checks.

**Special:** You may choose this feat only once.

## SMASH

You can make smashing blows with blunt weapons.

**Prerequisite:** Power Attack.

**Benefit:** Once per round you may declare one of your attacks to be a smash. You must declare this before the attack roll. The smash must be made with a blunt weapon. If the attack hits then you inflict 1d6 points of subdual damage in addition to normal damage. If the hit results in a critical then you inflict 2d6 points of subdual damage. Performing a smash provokes an attack of opportunity.

## SMASH IMPROVED

You can make smashing blows with blunt weapons.

**Prerequisite:** Base attack +4 or higher, Smash.

**Benefit:** You no longer provoke an attack of opportunity when you use the Smash feat.

## SMOOTH TALK

Your people are accustomed to dealing with strangers and foreigners without needing to draw weapons to make their point.

**Benefit:** You gain a +2 bonus on all Diplomacy and Sense Motive checks.

## SOLID FORM

You are resistant to attacks that change your shape or form.

**Benefit:** You gain a +2 bonus against attacks that alter or manipulate your form. This has no effect on the Disguise skill.

## SOUL BOND

You have formed a spiritual link with another.

**Prerequisite:** Must be an elf, Communion

**Benefit:** Choose a character with whom you have a strong emotional connection. From now on you will always benefit from the effects of the Communion feat with that person. Moreover, you can always sense the emotional state and general health of that person. If the person ever dies, you may choose to die as well.

## SOULLESS

You are no longer living.

**Prerequisite:** Constitution 18+

**Benefit:** When you take this feat, add Undead to your race. You no longer have a Constitution score. You do not gain bonus hit points when you gain a level, but you are unaffected by poison, death attacks, critical hits and massive damage. If you drop to 0 hit points or less, you are slain. You cannot be raised or resurrected without permanently discarding this feat, though you may take it again at a later date when you gain a new feat.

**Special:** There has to be some reason for this, either being sucked dry by a life draining effect and then brought back

## SPECIES EMPATHY

You relate well to another species.

**Benefit:** Select a type of creature (elves, giants, animals, dragons, etc.). Add your Wisdom bonus to all Charisma checks made with this creature type.

You cannot have a Species Empathy for the same creature type as you have for a Favoured Enemy or Species Hatred.

**Special:** This feat may be taken multiple times for different creature types.

## SPECIES HATRED

You carry such loathing for a type of creature that their mere presence sends you into a killing frenzy.

**Prerequisite:** Favoured Enemy (same creature type)

**Benefit:** The bonus gained from Favoured Enemy is increased by the number of the chosen creatures present, up to a maximum bonus equal to your Base Attack Bonus.

**Special:** This Feat may be taken multiple times for different creature types.

## SPELL TOUGHNESS

Choose a school of magic, such as Evocation; you are better able to resist hostile effects from this school

**Prerequisite:** Base Will save bonus +4 or higher

**Benefit:** Against spells from the chosen school, you get a +2 bonus to all saving throws.

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

## SPIRIT OF VENGEANCE

You exact vengeance from your enemies in blood

**Benefit:** Whenever an opponent wounds you in combat (deals damage to you), your next melee attack against that foe gets a +1 morale bonus to hit and damage. Once you receive this bonus to an attack, the foe must wound you again for you to gain the bonus again. If a foe wounds you multiple times before you attack them, you only gain the bonus once, and to a single attack.

**Notes:** One of many attack bonus feats, it has more flavour than others, but requires a little book keeping from the player.

## STALWART DEFENDER

You are a truly a dwarven bastion of strength.

**Prerequisite:** Dwarf, Defensive Stance class ability, Base Attack Bonus +9 or higher.

**Benefit:** You can use your Defensive Stance class ability one more time per day.

**Normal:** Defensive Stance is a class ability of the Dwarven Defender prestige class (Chapter 3, Core Rule Book 2).

## STAMINA

You have unnatural strength of body.

**Benefit:** You may use your Strength and Constitution modifier on Fortitude saving throws. Your combined Str + Con modifier cannot exceed +6.

## STAND AGAINST SPELL

Gain an additional fortitude resistance against spells

**Prerequisite:** Great Fortitude

**Benefit:** Gain an additional +2 to fortitude saves.

**Special:** This feat stacks with Great Fortitude.

## STREETWISE

You have learned how to walk on the shadier side of the street.

**Benefit:** You gain a +1 bonus to Bluff, Sense Motive, Gather Information and Innuendo rolls in an urban environment.

## STRONG BACK

You can carry more than you normally could.

**Prerequisite:** Str 13+

**Benefit:** You can lift and carry 1.5 times more weight. For example, a small creature with 18 Strength could normally carry a light load of 75 pounds, but with this feat he could carry a light load of 112 pounds.

## STUBBORN HEART

You just refuse to die. Your reserves of willpower keep you alive long after others would have died.

**Prerequisites:** Con 13+, Iron Will

**Bonus:** You don't die until you reach -15 hit points.

## SWIMMING; IMPROVED

You swim faster than you normally could.

**Prerequisite:** Swim 6 ranks.

**Benefit:** You swim at one-half of your land speed as a move-equivalent action or at three-quarters of your land speed as a full-round action.

**Normal:** You swim at one-quarter of your land speed its a move-equivalent action or at one-half of your land speed as a full-round action.

## TACTICAL MOVEMENT

You can move at half your speed and perform half of your attacks, maximum two.

**Requisites:** Dodge, Mobility, Dex 13+, Base Attack Bonus +11 or better.

**Benefit:** As a full-round action, you can move at half your speed and perform up to two attack. The second attack is at -5 (as normal).

**Special:** A Monk fighting unarmed, or with weapons that allow him to use his better attack progression, suffers a penalty of -3, instead of -5, to his second attack (as normal).

## TACTICAL WITHDRAWAL

You can disengage your opponents without lowering your defences.

**Prerequisite:** Dodge, Mobility.

**Benefit:** The first square that you move from is not considered to be threatened; no matter what actions you take. For example, you could attack a creature then move without provoking an attack of opportunity from any threatening enemies. You could also move away, then attack with a ranged weapon or cast a spell, without provoking attacks of opportunity. You can even sprint away without provoking attacks of opportunity. Note; you still provoke attacks of opportunity by moving through other squares that are threatened. Only the first square you leave is safe.

**Normal:** You provoke attacks of opportunity if you leave a threatened square, unless all you do is move or double-move.

## TACTICIAN

You replace brute strength with cunning and intuition.

**Prerequisites:** Wis 13+

**Bonus:** You may select Feats as though you had a Strength score of 13. You must meet all other prerequisites.

## TAUNT

You are capable of enraging an opponent, making him careless.

**Prerequisite:** Charisma 14+, Bluff Skill Rank 5

**Benefit:** A number of times per day equal to your Charisma Modifier as a free action, choose an opponent and force them to make a Will Save with a DC 10 + ½ your level + your Charisma modifier. If the victim fails, they will attack you in preference to all other enemies, and will continue to attack you until dispatched or you are slain. However, you do gain a +1 dodge bonus against any attack that opponent makes. You may enrage multiple opponents at the same time. You may only use this feat on a given opponent once per day. The victim gains a +4 save bonus if he either cannot hear, see or understand your disparaging remarks.

## TOUGHNESS

You are physically very tough and capable of withstanding more damage than normal.

**Benefit:** The character gains an additional +3 hit points.

**Special:** A character may gain this feat multiple times, each new feat stacks with the old.

## TOUGHNESS; GREATER

You are physically very tough and capable of withstanding more damage than normal.

**Prerequisite:** Improved Toughness Base Fortitude Save +8.

**Benefit:** You gain an additional +9 hit points.

**Special:** A character may gain this feat multiple times, each new feat stacks with the old.

## TOUGHNESS; LEGENDARY

You have the extraordinary ability to negate small amounts of damage.



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**Prerequisite:** Con 13+, Superior Toughness, Great Fortitude, base fortitude save +12 or higher

**Benefit:** You gain damage reduction 1/-, allowing you to negate the first point of damage that you suffer every time that you take hit point damage. This can reduce the amount of damage that you suffer to 0 but never below 0.

**Special:** This feat can only be taken once but it stacks with other feats and abilities that provide damage reduction.

## TOUGHNESS; SUPERIOR

You are physically very tough and capable of withstanding more damage than normal.

**Prerequisite:** Greater Toughness, Base Fortitude Save +11

**Benefit:** You gain an additional +12 hit points.

**Special:** A character may gain this feat multiple times, each new feat stacks with the old.

## TOUGHNESS; IMPROVED

You are physically very tough and capable of withstanding more damage than normal.

**Prerequisite:** Toughness Base Fortitude Save +5.

**Benefit:** You gain an additional +6 hit points.

**Special:** A character may gain this feat multiple times, each new feat stacks with the old.

## TRACK

**Benefit:** To find tracks or to follow them for one mile requires a Wilderness Lore check. The character 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.

The character moves 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:

| 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).

| 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 the character fails a Wilderness Lore check, the character 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.

## TRAP FINDER

You have skill at locating and disarming traps

**Prerequisite:** Int 13+, 1+ Ranks in Search, 1+ Ranks in Disable Device

**Benefit:** You can find and disable non-magical traps with a DC of 21 or more, just as a rogue. You do not have the skill to locate magical traps unless you are a spell-user (Arcane or Divine), and in such cases the DC is 5 higher than normal.

**Normal:** Only rogues can locate and disarm traps with a DC of 21 or more.

## TREE BORN

You are adept at climbing and feel comfortable in combat while doing so.

**Prerequisites:** Dex 14+.

**Benefit:** You get a +2 bonus to all Climb checks and you may apply your Dex modifier to your AC while climbing

**Special:** Normally, while climbing, a character may not apply his Dex modifier to his AC while climbing.

## TREE TOP TRAVELLING

You have seen monkeys doing it, swinging from branch to branch and tree to tree, and Tarzan does it all the time, this is brachiation travelling by tree.

**Prerequisite:** Climb 6 ranks, Jump 6 ranks, Str 13.

**Benefit:** With this feat the character can move through trees at your normal land speed using arms to swing from one branch to another. To allow this method of travel, the area travelled through must be at least lightly wooded, with trees no farther apart than 15 feet. You can not holding an item in either hand, or while wear armour heavier than light and still travel in this fashion.

## TRIVIA EXPERT

You know a little-bit about a lot of different things. Unfortunately, when you are wrong, you are usually really wrong.

**Prerequisites:** 3 Different Knowledge Skills (No minimum Rank requirement) and 4 Ranks in Bluff. Must have had access to some sort of school or library (or a very talkative Sage) at one point in the character's life.

**Benefits:** You can always roll for a Knowledge you don't know, but will never have any personal modifiers (Excepting Luck Modifiers) to your roll. It will almost always be a straight chance D20. If the (secret) target number set by the GM is more than 20, then you didn't know that green slime could be scraped OR burned off.

**Normal:** You are as stupid about most things as regular people are.

**Special:** Can only be taken once.

## TRUSTWORTHY

Others feel comfortable telling you their secrets.

**Benefit:** You gain a +2 bonus on all Diplomacy and Gather Information checks.

## VENTRILOQUISM

You have learned to throw your voice, making it appear to come from someplace else

**Prerequisite:** Perform (with training as a ventriloquist)

**Benefit:** As a standard action, you can use the Perform skill to make your voice appear to come from another location. You must decide where you want your voice to appear to come from; the difficulty is equal to the number of feet away you wish to throw your voice. If there is something there that moves in a manner suggestive of speech or of making the sounds you are throwing, reduce the difficulty by 10. Listeners can try to realise what you are doing with an opposed listen roll, but such a listen roll is subject to normal range penalties.

**Normal:** Any performer who has chosen this field (see *Core Rule Book 1*) can learn to do this on stage, using a puppet, but with this feat, you can do it in action and be convincing.

## VIGOUR

You are unnaturally healthy and hard to kill

**Prerequisite:** Toughness (x2), Improved Fortitude

**Benefit:** When rolling for hit points, you use the next higher dice, as indicated below. This does not affect hit points for levels you have already gained before taking this feat. If you multi-class, this affects hit dice for all of your classes.

**Vigour Hit Dice Improvement**

| Old Hit Dice | New Hit Dice |
|--------------|--------------|
| 1d4          | 1d6          |
| 1d6          | 1d8          |
| 1d8          | 1d10         |
| 1d10         | 1d12         |
| 1d12         | 1d12+2       |

## WAKEFULNESS

You need less sleep than others of your race to function.

**Benefit:** You need only half the amount of sleep per night normal for your species to get a good night's rest. You can recover from fatigue after 4 hours of complete rest. You can move from exhausted to fatigued after half an hour of complete rest.

**Normal:** Most creatures need 8 hours of sleep per night. A character can recover from fatigue after 8 hours of complete rest. An exhausted character becomes fatigued after 1 hour of complete rest.

## WAY OF THE WOOD

One thing you seldom see is an Elf, a Ranger or a Druid scratching their head in a Forest or Woodland lost and unable to find their way out. Intuit Direction does not work well in a Forest or wood because there are no true landmarks to navigate by, so how do they do it. They know the "way of the wood"

**Prerequisites:** Wilderness Lore 10.

**Benefits:** Once this feat is acquired you never loose your way in a forest or woodland, except by magical means. If a spell is cast to disorient or make you loose your way you have a +4 to your saving throw to avoid the effect(including spells from Dryads or similar creatures). If you fail your save you know that you are being misdirected just not how.

In the event that there is no saving throw against the effect normally you have a saving throw as normal.

## WISDOM FEAT

You are capable of a surprising burst of wisdom.

**Prerequisite:** Wisdom 13+

**Benefits:** Once per day per five levels, you may add ½ your level to your Wisdom score for one minute. This affects the bonus for Wisdom-based skills, Divine spell DCs and Will saving throws. It does not affect maximum divine spell level or bonus divine spells.

## WORKHORSE

You possess a seemingly inordinate amount of stamina, decreasing the amount of your burden.

**Prerequisites:** Con 15+

**Benefits:** Your encumbrance modifications decrease by one step (your new base Heavy Load is equal to your original base Light Load multiplied by four plus three pounds).

## WORLDLY; EXCEEDINGLY

Your understanding of the world allows you to perform feats of Wisdom

**Prerequisites:** Worldly, Wisdom 15+

**Benefit:** You may add +3 to any Wisdom-related skill roll chosen from the Worldly feat. This bonus replaces the +1 bonus for Worldly. You do not gain a bonus to Willpower saving throws or divine spells. This feat does not increase your Wisdom ability modifier.



# Gryphons Book of 3<sup>rd</sup> Edition Feats

## HERITAGE

### ACROBATIC ABILITY

You have excellent body awareness and coordination.

**Prerequisites:** Dex 15+

**Benefit:** You get a +2 bonus on all Jump Balance and Tumble checks.

**Special:** You may choose this feat only once.

### APPRENTICE

You are under the tutorage of a great master.

**Benefit:** Choose a skill when you take this feat. The cost in skill points to improve this skill is halved. Also, the maximum ranks you may have in the chosen skill if it is a class skill is 3 +2/level, while the maximum ranks you may have in a cross-class skill that is chosen is 3 +1/level. You cannot take this feat with a skill that is denied to your class. If you take levels in a class that cannot use the skill you have chosen apprentice in, you may not spend skill points on the chosen skill for those levels you have gained.

**Normal:** It costs 1 skill point to increase a class skill and 2 skill points to increase a cross-class skill. You may have a maximum rank of 3 +1/level in a class skill, and ½ that in a cross-class skill.

### ARTIST

You are considered a truly great up-and-coming artist of your time in a specific artistic endeavour of your choosing.

**Prerequisites:** 2 Ranks Appropriate artistic skill.

**Benefit:** Gains a certain notoriety and respect among those who know about the appropriate art form, as well as most aristocracy (at least among those who aren't artistically stunted that is). Gains a +2 bonus to specific skill checks and a +2 temporary Charisma Bonus among those who know the artist for who they are.

**Normal:** Limited to basic artistic ability without true depth of meaning or colour.

**Special:** Can only be gained once and with one skill type, unless the owner of the feat is a member of the Expert NPC class. This can be a blessing and a curse. Who likes art critics? There are bound to always be those who hate the artist's interpretations. This feat may only be chosen at 1<sup>st</sup> level, (Possibly gained later but rarely as what player spends time on artistic pursuits but only GM permission) and the history/background must make sense within the game setting. Requires formal training of some sort at one time or another and the GM must adjudicate on the validity of the background

### ARTISTIC

You come from a culture in which the arts, philosophy, and music have a prominent place in society.

**Benefit:** You gain a +2 bonus on all Perform checks and to one Craft skill that involves art (your choice) such as calligraphy, painting, sculpture, or weaving.

### ATHLETICISM

You're physically fit and adept at outdoor sports.

**Benefit:** You get a +2 bonus on Run, Climb, Jump and Swim checks.

### BLOOD OF HEROES/VILLAINY

You are the relative of a famous hero or villain.

**Benefit:** You gain a permanent +1 bonus to your class's primary ability score (maximum 18). If your class has more than one primary ability, choose one that gains the bonus.

**Special:** This feat may only be chosen at 1<sup>st</sup> level, and the history/background must make sense within the game setting, and it may not be used with another feat which increases a statistic. The GM must adjudicate on the validity of the background. You gain a +2 synergy bonus to reputation recognition checks.

### BLOODLINE; ARCANE

Your blood carries strong magic in it. Perhaps an ancestor was a great spellcaster, or perhaps there is dragon blood in your family. Whatever the cause, you are capable of using a bit of magic, which comes naturally to you.

**Prerequisites:** Cha 10+, 1<sup>st</sup> level, and not a Sorcerer.

**Benefit:** You are capable of learning one 0<sup>th</sup> level spell and casting it once per day as though you were a 1<sup>st</sup> level sorcerer.

**Special:** A character with levels of the sorcerer class may not take this feat. This feat may be taken multiple times in which case the player may select another 0<sup>th</sup> level spell. This feat can never grant anything beyond 0<sup>th</sup> level spells. This feat may only be chosen at 1<sup>st</sup> level, and the history/background must make sense within the game setting. The GM must adjudicate on the validity of the background

**Note:** the spells are cast exactly as though by a 1<sup>st</sup> level sorcerer, with armour checks made normally.

### BLOODLINE; DRACONIC

The blood of Dragons truly runs through your veins.

**Benefit:** You have a remarkable affinity for Arcane spell magic: add +1 to the Difficulty Class for all saving throws against your Arcane spells. You may also treat the Sorcerer class as a favoured class in addition to any other favoured class that you gain by race.

**Special:** This feat stacks with the Arcane Focus and Greater Arcane Focus feats. Though you have Draconic ancestry you still gain the regular bonuses and penalties of a typical member of your race. You are also vulnerable to attacks that target your unique Draconic heritage (like dragonbane weapons) even though you are only distantly related to Dragonkind. This feat may only be chosen at 1<sup>st</sup> level, and the history/background must make sense within the game setting. The GM must adjudicate on the validity of the background

### BLOODLINE; DWARVEN

You have a Dwarven ancestor. You have inherited some of his or her Dwarven traits.

**Prerequisite:** Must be 1<sup>st</sup> level and not be a Dwarf.

**Benefit:** You gain Stone cunning and 30' Darkvision as Heritage abilities.

**Special:** If you already have Darkvision, then it is increased by 30'. If you have low-light vision, the Darkvision replaces it. Also, if you are of small size or less, add 6 inches to your height. If you are large size or bigger, deduct 6 inches from your height.

This feat may only be chosen at 1<sup>st</sup> level, and the history/background must make sense within the game setting. The GM must adjudicate on the validity of the background

### BLOODLINE; ELVEN

You have an Elven ancestor. You have inherited some of his or her Elven traits.

**Prerequisite:** Must be 1<sup>st</sup> level and not be an Elf.

**Benefit:** You gain the Elves automatic search ability and a +1 Heritage bonus to Listen, Search and Spot checks.

**Special:** If you are small size or less, add 6 inches to your height. If you are large size or bigger, deduct 6 inches from your height. This feat may only be chosen at 1<sup>st</sup> level, and the history/background must make sense within the game setting. The GM must adjudicate on the validity of the background

### BLOODLINE; FIRE

You are descended from the efreeti. The blood of these fire-spirits runs thick in your veins.

**Benefit:** You receive a +2 bonus on saving throws against fire effects. You also add +1 to the DC of saving throws for any sorcerer spells with the fire descriptor that you cast. This benefit stacks with the Arcane Focus feat if the spell you cast is from your chosen school.

**Special:** This feat may only be chosen at 1<sup>st</sup> level, and the history/background must make sense within the game setting. The GM must adjudicate on the validity of the background

### BLOODLINE; GNOMISH

You have a Gnomish ancestor. You have inherited some of his or her traits.

**Prerequisite:** Must be 1<sup>st</sup> level and not be a Gnome.

**Benefit:** You gain a +2 Heritage saving throw bonus to illusions and can speak with burrowing animals once per day.

**Special:** If you are tiny size or less, add 6 inches to your height. If you are medium size or bigger, deduct 6 inches from your height. This feat may only be chosen at 1<sup>st</sup> level, and the history/background must make sense within the game setting. The GM must adjudicate on the validity of the background

### BLOODLINE; HALFLING

You have a Halfling ancestor. You have inherited some of his or her traits.

**Prerequisite:** Must be 1<sup>st</sup> level and not be a Halfling.

**Benefit:** You gain a +1 morale bonus on saving throws against fear effects, and a +1 Heritage bonus to Climb, Jump and Move Silently checks.

**Special:** If you are tiny size or less, add 6 inches to your height. If you are medium size or bigger, deduct 6 inches from your height. This feat may only be chosen at 1<sup>st</sup> level, and the history/background must make sense within the game setting. The GM must adjudicate on the validity of the background

### BLOODLINE; HUMAN

You have a Human ancestor. You have inherited some of his or her traits.

**Prerequisite:** Must be 1<sup>st</sup> level and not be Human.

**Benefit:** You may pick an additional class as a favoured class.

**Special:** If you are small size or less, add 6 inches to your height. If you are large size or bigger, deduct 6 inches from your height. This feat may only be chosen at 1<sup>st</sup> level, and the history/background must make sense within the game setting. The GM must adjudicate on the validity of the background

### BLOODLINE; ORCISH

You have an Orc ancestor. You have inherited some of his or her traits.

**Prerequisite:** Must be 1<sup>st</sup> level and may not be an Orc, or Half Orc.

**Benefit:** You gain +1 Strength (maximum 18), but get -1 Intelligence and -2 Charisma.

**Special:** If you are small size or less, add 6 inches to your height. If you are large size or bigger, deduct 6 inches from your height. This feat may only be chosen at 1<sup>st</sup> level, and the history/background must make sense within the game setting. The GM must adjudicate on the validity of the background

### BLOODLINE; SNAKE

The taint of the yuan-ti runs in your veins. No outward signs give away your heritage, but you are something more-or-less-than entirely human.

**Benefit:** You get a +1 bonus on Fortitude saving throws against poison and a +1 bonus on all Reflex saving throws.

**Special:** This feat may only be chosen at 1<sup>st</sup> level, and the history/background must make sense within the game setting. The GM must adjudicate on the validity of the background

### BULLHEADED

The stubbornness and determination of your family is legendary. You are exceptionally headstrong and difficult to sway from your intended course.

**Benefit:** You receive a +1 bonus on Will saves and a +2 bonus on Intimidate checks.

**Special:** This feat may only be chosen at 1<sup>st</sup> level, and the history/background must make sense within the game setting. The GM must adjudicate on the validity of the background

### CLASS FAVOUR; ARCANE LEARNING

In your homeland, all who show some skill at the Art may receive training as a wielder of magic. Many characters know something of the ways of the bard, the sorcerer, or the wizard.

**Benefit:** Choose one arcane spellcasting class. This class is a favoured class for you in addition to any other favoured class you select. For example, a multiclassed human fighter/rogue could add levels of wizard without incurring any experience penalty for multiclassing in three classes.

**Special:** This feat may only be chosen at 1<sup>st</sup> level, and the history/background must make sense within the game setting. The GM must adjudicate on the validity of the background

### CLASS FAVOUR; AWAKENING MIND

In your homeland, all who show some skill at the Mental Art may receive training as a wielder of Psionics. Many characters know something of the ways of the Psion. Your brain and your body seem to listen to you.

**Benefit:** Psion is a favourite class for you in addition to any other favoured class you already have. Furthermore, you have now access to psionic feats, but you suffer a -4 penalty to your Will save when using the non-psionic buffer combat mode.

**Special:** This feat may only be chosen at 1<sup>st</sup> level, and the history/background must make sense within the game setting. The GM must adjudicate on the validity of the background.



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## CLASS FAVOUR; COMBAT PARADIGM

In your homeland, all who show some skill at the Mental Art may receive training as a wielder of Psionics. Your way of thinking seems suited to the art of combat.

**Benefit:** Psychic Warrior is a favourite class for you in addition to any other favoured class you already have. Furthermore, you have now access to psionic feats, but you suffer a -4 penalty to your Will save when using the non-psionic buffer combat mode.

**Special:** This feat may only be chosen at 1<sup>st</sup> level, and the history/background must make sense within the game setting. The GM must adjudicate on the validity of the background

## CLASS FAVOUR; DENIZEN OF THE WORLD

In your homeland, most people are on the make, being trained in the dodgy arts is the only way to get on. Roads, cities, alleys and dungeons are your home.

**Benefit:** Rogue is a favourite class for you in addition to any other favoured class you already have.

**Special:** This feat may only be chosen at 1<sup>st</sup> level, and the history/background must make sense within the game setting. The GM must adjudicate on the validity of the background

## CLASS FAVOUR; DIVINE AFFINITY

God is your friend, you come from a pious family in a pious land. You feel closer to your god than the most of people.

**Benefit:** Cleric is a favourite class for you in addition to any other favoured class you already have. Furthermore, you have now access to divine feats.

**Special:** This feat may only be chosen at 1<sup>st</sup> level, and the history/background must make sense within the game setting. The GM must adjudicate on the validity of the background

## CLASS FAVOUR; HEART OF THE JUST

Truth justice and the way of god, there is only the right way and no other, duty and god are the mainstays of your beliefs. You want to serve Good and Law as a duty.

**Prerequisite:** Never been of evil or chaotic alignment.

**Benefit:** Paladin is a favourite class for you in addition to any other favoured class you already have. Furthermore, you have now access to divine feats.

**Special:** This feat may only be chosen at 1<sup>st</sup> level, and the history/background must make sense within the game setting. The GM must adjudicate on the validity of the background

## CLASS FAVOUR; MARTIAL SCHOOLING

You come from a long line of soldiers, guards, or similar. The line of the fighter lives in your family. Your family gave you a weapon and a trainer as a birthday present.

**Benefit:** Fighter is a favourite class for you in addition to any other favoured class you already have.

**Special:** This feat may only be chosen at 1<sup>st</sup> level, and the history/background must make sense within the game setting. The GM must adjudicate on the validity of the background

## CLASS FAVOUR; NATURE'S CALL

You were brought up with a belief in nature and a duty to protect it. You know Nature is your friend.

**Benefit:** Druid is a favourite class for you in addition to any other favoured class you already have.

**Special:** This feat may only be chosen at 1<sup>st</sup> level, and the history/background must make sense within the game setting. The GM must adjudicate on the validity of the background

## CLASS FAVOUR; RAGE OF THE WILD

Your family is famous for it's temper. In a world of sense your quick temper and ill disciplined approach to the good old brawl. A sort of thunderous rage wants to inhabit your muscles.

**Benefit:** Barbarian is a favourite class for you in addition to any other favoured class you already have.

**Special:** This feat may only be chosen at 1<sup>st</sup> level, and the history/background must make sense within the game setting. The GM must adjudicate on the validity of the background

## CLASS FAVOUR; SONG IN THE BLOOD

You come from a long line of musicians singers and composers. The sound of music lives in your family. Your family gave you a instruments and a training as a birthday present. You have tendency to whisper songs.

**Benefit:** Bard is a favourite class for you in addition to any other favoured class you already have.

**Special:** This feat may only be chosen at 1<sup>st</sup> level, and the history/background must make sense within the game setting. The GM must adjudicate on the validity of the background

## CLASS FAVOUR; WAY OF MIND AND BODY

Philosophy and the way of the mind and body is a typical choice of members of your family. You're constantly trying to perfect yourself.

**Benefit:** Monk is a favourite class for you in addition to any other favoured class you already have.

**Special:** This feat may only be chosen at 1<sup>st</sup> level, and the history/background must make sense within the game setting. The GM must adjudicate on the validity of the background

## CLASS FAVOUR; WILDERNESS LIFESTYLE

You were brought up with a belief in nature and a duty to protect it. You feel better in open areas and wild terrain.

**Benefit:** Ranger is a favourite class for you in addition to any other favoured class you already have.

**Special:** This feat may only be chosen at 1<sup>st</sup> level, and the history/background must make sense within the game setting. The GM must adjudicate on the validity of the background

## COURTEOUS MAGOCRACY

You were raised in a land where mighty wizards order affairs. Where powerful spellcasters are common, cautious courtesy is the norm and everyone has an eye for magic goods.

**Benefit:** You receive a +2 bonus on all Diplomacy and Spellcraft checks.

**Special:** This feat may only be chosen at 1<sup>st</sup> level, and the history/background must make sense within the game setting. The GM must adjudicate on the validity of the background

## DARK VISION; SUPERIOR

Your ability to see in the dark is greatly improved.

**Prerequisite:** The ability to see with dark vision.

**Benefit:** You can see in the dark with dark vision one-and-a-half times farther than you normally could. For example, a dwarf who could see with dark vision up to 60 feet will now be able to see up to 90 feet.

**Special:** This feat may only be chosen at 1<sup>st</sup> level, and the history/background must make sense within the game setting. The GM must adjudicate on the validity of the background

## DISCIPLINED

Your people are admired for their single-minded determination and clarity of purpose. You are difficult to distract by spell or blow.

**Benefit:** You gain a +1 bonus on Will saves and a +2 bonus on Concentration checks.

**Special:** This feat may only be chosen at 1<sup>st</sup> level, and the history/background must make sense within the game setting. The GM must adjudicate on the validity of the background

## EDUCATION

Some lands hold the pen in higher regard than the sword. In your youth you received the

**Benefit:** of several years of more or less formal schooling.

**Benefit:** All Knowledge skills are class skills for you. You get a +1 bonus on all skill checks with any three Knowledge skills of your choosing.

**Special:** This feat may only be chosen at 1<sup>st</sup> level, and the history/background must make sense within the game setting. The GM must adjudicate on the validity of the background

## FEY-TOUCHED

You are in tune with natural realm of magic.

**Prerequisite:** Wis 13+

**Benefit:** Choose a 0-level divine spell from the druid list. You may cast that spell at ½ your character level a number of times equal to 3 + Wisdom modifier. If you are a cleric or druid, this is in addition to your normal spells per day and does not count as a domain spell.

**Special:** This feat may only be chosen at 1<sup>st</sup> level, and the history/background must make sense within the game setting. The GM must adjudicate on the validity of the background

## FORCE OF PERSONALITY

You have an unnatural willpower enhanced by your Charisma

**Prerequisite:** Charisma 13+

**Benefit:** You may add your Cha modifier on Willpower saving throws. Your combined Cha + Wis modifier cannot exceed +6.

**Special:** This feat may only be chosen at 1<sup>st</sup> level, and the history/background must make sense within the game setting. The GM must adjudicate on the validity of the background

## FORESTER

Great forests stretch for hundreds of miles across the lands. You are knowledgeable about the secrets of the forest and wise in its ways.

**Benefit:** You receive a +2 bonus on all Heal checks when using materials gleaned from your forest home and a +2 bonus on all Wilderness Lore checks.

**Special:** This feat may only be chosen at 1<sup>st</sup> level, and the history/background must make sense within the game setting. The GM must adjudicate on the validity of the background

## GIFTED LEARNER

You gain more skill points at each level

**Benefit:** From this point on, you can add one additional skill point for each level you gain.

**Special:** You may choose this feat only once at 1<sup>st</sup> level and Humans cannot take this feat. This feat may only be chosen at 1<sup>st</sup> level, and the history/background must make sense within the game setting. The GM must adjudicate on the validity of the background

## GIFTED SAILOR

You are a natural sailor and swimmer.

**Benefit:** You get a +2 bonus on all Swim and Use Rope skill checks.

**Special:** This feat may only be chosen at 1<sup>st</sup> level, and the history/background must make sense within the game setting. The GM must adjudicate on the validity of the background

## GIFTED THESPIAN

You are a natural actor, impressionist, and entertainer.

**Benefit:** You get a +2 bonus on all Disguise and Perform skill checks.

**Special:** This feat may only be chosen at 1<sup>st</sup> level, and the history/background must make sense within the game setting. The GM must adjudicate on the validity of the background

## GUTTERSNIPE

You have grown up in an underprivileged environment knowing how to keep informed, ask questions, and interact with the underworld without raising suspicion.

**Benefit:** You get a +2 bonus on all Bluff, Sense Motive, Gather Information and Innuendo rolls in an urban environment, and a +1 in other less familiar environs.

**Special:** This feat may only be chosen at 1<sup>st</sup> level, and the history/background must make sense within the game setting. The GM must adjudicate on the validity of the background

## HATED ENEMY

A member of your family, a friend or may be your whole village was destroyed by a particular enemy, and you really don't like them.

**Benefit:** You may pick one hated enemy from the same list that the ranger uses. You get +1 damage against that enemy. You don't get any bonus to hit or to other skills though.

**Normal:** This is not as well controlled as the rangers favoured enemy - you get -4 reaction from the enemy type, and you can barely control your hatred. Make a Will save or else you must attack them in preference to any other targets.

**Special:** This feat may only be chosen at 1<sup>st</sup> level, and the history/background must make sense within the game setting. The GM must adjudicate on the validity of the background

## HORSE NOMAD

You have been raised in a culture that relies upon riding and shooting for survival.

**Benefit:** You get Martial Weapon Proficiency (composite shortbow) and a +2 bonus on all Ride checks.



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**Special:** This feat may only be chosen at 1<sup>st</sup> level, and the history/background must make sense within the game setting. The GM must adjudicate on the validity of the background

## LOW-LIGHT VISION; SUPERIOR

Your ability to see under poor conditions is greatly improved.

**Prerequisite:** The ability to see with 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:** You can see twice as far as humans under poor illumination.

**Special:** This feat may only be chosen at 1<sup>st</sup> level, and the history/background must make sense within the game setting. The GM must adjudicate on the validity of the background

## LUCK OF HEROES

Your land is known for producing heroes. Through pluck, determination and resilience, your people survive when no one expects them to come through.

**Benefit:** You receive a +1 luck bonus on all saving throws.

**Special:** This feat may only be chosen at 1<sup>st</sup> level, and the history/background must make sense within the game setting. The GM must adjudicate on the validity of the background

## MAGICAL TALENT

You have a natural talent for understanding magical spells and effects.

**Benefit:** You gain a +2 bonus to Knowledge (arcana) and Spellcraft.

**Special:** This feat may only be chosen at 1<sup>st</sup> level, and the history/background must make sense within the game setting. The GM must adjudicate on the validity of the background

## MAGICAL BODY; ARCANE

The magical forces flowing through your body reinforce it.

**Prerequisite:** Intelligence (or Charisma) 13+, Ability to Cast Arcane Spells

**Benefit:** At 1<sup>st</sup> level, you may use your Spellcasting ability modifier (Int for wizards, Cha for Sorcerers and Bards) instead of your Constitution modifier to determine bonus hit points. At higher levels, your bonus hit points are determined by your Constitution, as normal. However, you now gain +1 hit point every time you learn a metamagic feat.

**Special:** You may only take this feat as a 1<sup>st</sup>-level character.

## MAGICAL BODY; DIVINE

The Divine forces flowing through your body reinforce it.

**Prerequisite:** Wis 13+, ability to cast Divine spells and ability to Turn/Rebuke Undead.

**Benefit:** At 1<sup>st</sup> level, you may use your Wisdom ability modifier instead of your Constitution modifier to determine bonus hit points. At higher levels, your bonus hit points are determined by your Constitution, as normal. However, you now gain +1 hit point every time you learn a metamagic feat.

**Special:** You may only take this feat as a 1<sup>st</sup>-level character.

## MERCANTILE BACKGROUND

Powerful trading casters and craft guilds control the wealth and commerce of the lands. You come from a family that excels at a particular trade and knows well the value of any kind of trade good or commodity.

**Benefit:** You gain a +2 bonus on all Appraise checks and a +2 bonus on skill checks in the Craft or Profession skill of your choice.

**Special:** This feat may only be chosen at 1<sup>st</sup> level, and the history/background must make sense within the game setting. The GM must adjudicate on the validity of the background

## MILITIA

You served in a local militia, training with weapons suitable for use on the battlefield.

**Benefit:** You get Martial Weapon Proficiency (longbow) and Martial Weapon Proficiency (longspear). In Luiren, this feat applies to Martial Weapon Proficiency (shortbow) and Martial Weapon Proficiency (short sword) instead of longbow and longspear.

**Special:** This feat may only be chosen at 1<sup>st</sup> level, and the history/background must make sense within the game setting. The GM must adjudicate on the validity of the background

## MIND OVER BODY

The arcane spellcasters of some lands have learned to overcome the frailties of the body with the unyielding power of the mind.

**Benefit:** At 1<sup>st</sup> level, you may use your Intelligence modifier instead of your Constitution modifier to determine bonus hit points. You gain +1 hit point every time you learn a metamagic feat.

**Special:** This feat may only be chosen at 1<sup>st</sup> level, and the history/background must make sense within the game setting. The GM must adjudicate on the validity of the background

## MORADIN'S BLESSING

You are one of the dwarven twins born after Moradin's Thunder Blessing.

**Prerequisite:** Gold dwarf, shield dwarf.

**Benefit:** Basically you are one half of a twinned pair of Dwarves (fraternal or identical), receiving a +2 bonus on all Charisma-based checks when dealing with other Dwarves. Linked to your twin in some mystical way you know the direction of your twin if he or she is alive, on the same plane, and on an Intuit Direction check against DC 15 (or a Wisdom check if you do not have the skill). Failure means no information is forthcoming, not false information, this can be retried once per round as a standard action.

**Special:** This feat may only be chosen at 1<sup>st</sup> level, and the history/background must make sense within the game setting. The GM must adjudicate on the validity of the background

## MUSCLED

You excel at feats of strength.

**Prerequisites:** Strength 13+

**Benefit:** You may add +1 to any Strength-related skill roll. You may not use this feat to add to your Base Attack or damage rolls. This feat does not increase your Strength ability modifier.

**Special:** This feat may only be chosen at 1<sup>st</sup> level, and the history/background must make sense within the game setting. The GM must adjudicate on the validity of the background

## NOBLE BLOOD

You are a member of the elite class of your society.

**Benefit:** You are a member of the elite class of your society and gain all the benefits thereof. You should work with your GM to determine what sort of special social standing you have. You can expect good treatment (+2 bonus to all charisma skill rolls) from those in your society as long as you do not abuse your position. You can demand food and/or shelter from those of your social standing or lower. However, you do not gain any additional wealth or power or allies with this feat, though you may take other feats to represent this.

**Special:** You gain several synergy bonuses to other feats as follows: if you have the Wealth feat, you may double the amount of money that the Wealth feat provides. If you have the reputation feat, you gain a +2 bonus to skill rolls involving recognition (this stacks with the Blood of Heroes/Villains feat). If you have the leadership feat, you may add +1 to your command level. If you have the influential feat, you may add +2 to your skill checks when using influence.

This feat may only be chosen at 1<sup>st</sup> level, and the history/background must make sense within the game setting. The GM must adjudicate on the validity of the background

## PRIVILEGED

You were born into some privilege and your character starts out with a monetary advantage

**Benefit:** When creating your character you start with double the maximum starting gold for your class.

**Notes:** This can be a big advantage for a low-level warrior type character, but it quickly evaporates as the game progresses.

**Special:** This feat may only be chosen at 1<sup>st</sup> level, and the history/background must make sense within the game setting. The GM must adjudicate on the validity of the background

## QUIET AS A MOUSE

You are naturally a quiet person, your movements and natural mannerisms are to stand out of the limelight.

**Prerequisites:** Dex 13+

**Benefit:** You get a +2 bonus to all Hide and Move Silently checks.

**Special:** This feat may only be chosen at 1<sup>st</sup> level, and the history/background must make sense within the game setting. The GM must adjudicate on the validity of the background

## RESIST POISON

Over years, some among your people carefully expose themselves to poisons in controlled dosages in order to build up immunity to their effects. A few are thereby weakened, but the strong adjust.

**Benefit:** You get a +4 bonus on Fortitude saving throws against poison.

**Special:** You may only take this feat as a 1<sup>st</sup>-level character.

**Special:** This feat may only be chosen at 1<sup>st</sup> level, and the history/background must make sense within the game setting. The GM must adjudicate on the validity of the background

## SKILL KNACK

You have some special quality that enhances one of your skills

**Benefit:** Choose a skill, such as ride. You have a special knack with that skill. You must have some special ability, such as long limbs for climbers; long fingers for pick pockets, lightning calculator for profession (bookkeeper) or being double-jointed for escape artist. You get a +3 bonus with the skill in question.

**Notes:** Because you must be somehow extra qualified for the skill in question, your character description should make allowance for such an aptitude. This means you can only pick Skill Knack when creating your character or be the result of some extraordinary event in the characters career, such as being 'gifted' with donkey ears from a curse for a Skill Knack to the listen skill or getting bowlegged from countless hours in the saddle.

The bonus stacks with bonuses provided by skill learning feats, so you can take several feats to be ultra-specialised in a skill. Anyone can use a sense motive check to get a hunch about you (*Core Rule Book 1*). If the result is at least a 10, they are able to tell which skill you have a Skill Knack for from your appearance.

**Special:** This feat may only be chosen at 1<sup>st</sup> level, and the history/background must make sense within the game setting. The GM must adjudicate on the validity of the background. If you take this feat more than once (for example, if you are a human or another type of creature that gets more than one feat at 1<sup>st</sup> level), it applies to a different skill each time.

## SLEEP LESS

You do not need to sleep as long as usual.

**Prerequisite:** Non-Elven, Con 13+.

**Benefit:** Your Constitution bonus counts against the number of hours of sleep you require each night. For example, a character with a Constitution score of 15 (+2 bonus) would require 2 fewer hours of sleep each night. The maximum benefit that this feat can provide is 4 fewer hours of sleep each night. Elves gain no benefit from this feat because as they do not actually sleep like other creatures.

**Normal:** You need 8 hours of sleep to be fully rested.

**Special:** This feat may only be chosen at 1<sup>st</sup> level, and the history/background must make sense within the game setting. The GM must adjudicate on the validity of the background

## SLIPPERY PALM

You are born to haggle, in your culture it is impolite to pay the initial asking price for an item or service.

**Benefit:** You get a +2 bonus on all Appraise and Bluff checks.

**Special:** This feat may only be chosen at 1<sup>st</sup> level, and the history/background must make sense within the game setting. The GM must adjudicate on the validity of the background

## SPELLCASTING; LESSER

At some point in your past you studied wizardry and archived some minor level of understanding in it before circumstances kept you from completing your training (lack of skill, mentor died something).

**Prerequisite:** Intelligence 10+, at least 2 ranks in spellcraft, must be taken at 1st level (or at GM allowance) not a Wizard

**Benefit:** As a result of your former training you own a spellbook containing 1d4+1 Int bonus worth of cantrips. This feat also allows you to prepare two 0th level spells per day that requires the full hour it takes a normal wizard.

**Special:** This feat may only be chosen at 1<sup>st</sup> level, and the history/background must make sense within the game setting. The GM must adjudicate on the validity of the background No wizard may take this feat. If you take a level in the wizard class after taking this feat the effects do not stack. You loose this feat and it is replaced by the wizard feat Arcane Mastery (it takes the normal amount of time to become the first level wizard but because of your former training your able to learn something extra)



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## SPELLCASTING; PRODIGY

You have an exceptional gift for magic.

**Benefits:** For the purpose of determining bonus spells and the saving throw DCs of spells you cast, treat your primary spellcasting ability score (Charisma for bards and sorcerers, Wisdom for divine spellcasters, Intelligence for wizards) as 2 points higher than its actual value. If you have more than one spellcasting class, the bonus applies to only one of those classes.

**Special:** You may only take this feat as a 1<sup>st</sup>-level character and the history/background must make sense within the game setting. The GM must adjudicate on the validity of the background. If you take this feat more than once (for example, if you are a human or another type of creature that gets more than one feat at 1<sup>st</sup> level), it applies to a different spellcasting class each time. You can take this feat even if you don't have any spellcasting classes yet.

## STRONG SOUL

The souls of your people are hard to separate from their bodies.

**Benefits:** You get a +1 bonus on all Fortitude and Will saves and an additional +1 bonus on saving throws against energy draining and death effects.

**Special:** This feat may only be chosen at 1<sup>st</sup> level, and the history/background must make sense within the game setting. The GM must adjudicate on the validity of the background.

## SURVIVOR

Your people thrive in regions that others find uninhabitable, and excel at uncovering the secrets of the wilderness and surviving to tell the tale.

**Benefits:** You get a +1 bonus on Fortitude saves and a +2 bonus on all Wilderness Lore checks.

**Special:** This feat may only be chosen at 1<sup>st</sup> level, and the history/background must make sense within the game setting. The GM must adjudicate on the validity of the background.

## TATTOO FOCUS

You bear the powerful magic tattoos of a Wizard.

**Prerequisites:** Specialised in a - school of magic.

**Benefits:** Add +1 to the DC for all saving throws against spells from your specialised school. You get a +1 bonus on caster level checks (1d20 + caster level) to beat a creature's spell resistance when casting spells from that school.

**Special:** This feat may only be chosen at 1<sup>st</sup> level, and the history/background must make sense within the game setting. The GM must adjudicate on the validity of the background.

## THUG

Your people know how to get the jump on the competition and push other people around. While others debate, you act.

**Benefits:** You get a +2 bonus on Initiative checks, and a +2 bonus on Intimidate checks.

**Special:** This feat may only be chosen at 1<sup>st</sup> level, and the history/background must make sense within the game setting. The GM must adjudicate on the validity of the background.

## TOUGH SKIN

Life has been hard for you growing up and you have literally developed a tough skin as a result, may be there is some monster in your make-up.

**Prerequisites:** Con 16+

**Benefits:** You have a natural armour class of +1. This is cumulative with any natural armour you may already have. This feat can only be taken once.

**Special:** This feat may only be chosen at 1<sup>st</sup> level, and the history/background must make sense within the game setting. The GM must adjudicate on the validity of the background.

## WORLDLY

Your understanding of the world allows you to perform feats of Wisdom.

**Prerequisites:** Worldly, Wisdom 15+

**Benefit:** Choose three Wisdom related skills to which you add +1 to any roll chosen. You do not gain a bonus to Willpower saving throws or divine spells. This feat does not increase your Wisdom ability modifier.

**Special:** This feat may only be chosen at 1<sup>st</sup> level, and the history/background must make sense within the game setting. The GM must adjudicate on the validity of the background.

## ITEM CREATION

### BREW POTION

You can create potions, which carry spells within themselves. See the *Core Rule book 2* for rules on potions.

**Prerequisite:** Spellcaster level 3<sup>rd</sup>+

**Benefit:** You can create a potion of any spell of 3<sup>rd</sup> 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 1/25 of this price in xp and use up raw materials costing half this base price.

When you create a potion, you make any choices that you would normally make when casting the spell. Any potion that stores a spell with 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.

### CRAFT MAGIC ARMS AND ARMOUR

You can create magic weapons, Armour, and shields.

**Prerequisite:** Spellcaster level 5<sup>th</sup>+

**Benefit:** You can create any magic weapon, Armour, or shield whose prerequisites you meet. Enhancing a weapon, suit of Armour, or shield takes 1 day for each 1,000 gp in the price of its magical features. To enhance a weapon, suit of Armour, or shield, you must spend 1/25 of its features' total price in xp and use up raw materials costing half of this total price. See the *Dungeon Master's Guide* for descriptions of magic weapons, Armour, and shields, the prerequisites associated with each one, and prices of their features. You can also mend a broken magic weapon, suit of Armour, 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, Armour, or shield to be enhanced must be a masterwork item that you must provide. (Its cost is not included in the above cost.)

### CRAFT MAGIC TATTOO

You can create magical tattoos that duplicate the effects of a single spell.

**Prerequisite:** Spellcaster level 9+, 5 or more ranks in Craft (Artist)

**Benefit:** You can apply your magic and artistry together to create a magic tattoo. The tattoo is created to emulate the effects of a single spell as if it were a spell like ability. The base price for a tattoo of this nature is spell level x caster level x 400gp. Crafting a magic tattoo takes one day for each 1,000gp of its base price. To craft a magic tattoo, you and the recipient must each spend 1/25<sup>th</sup> of its base price in xp. The creator must also use up raw materials costing half of the base price.

**Special:** The power of the tattoo can only be used once each day. The caster level is based on the lowest caster level needed to cast the spell. If two or more magic tattoos are attempted on the same body (regardless of size), the magics will disrupt each other (i.e. you may never have more than one magic tattoo). A magic tattoo can be removed using a remove curse cast at one level higher than the spell level of the spell effect granted by the tattoo (using heighten spell or a similar method). The act of casting remove curse only takes away the magic. The tattoo itself remains until removed through mundane methods. The tattoo is treated as a Miscellaneous Magic Item for all other intents and purposes.

### CRAFT ROD

You can create magic rods, which have varied magical effects.

**Prerequisite:** Spellcaster level 9<sup>th</sup>+

**Benefit:** You can create any rod whose prerequisites you meet. Crafting a rod takes 1 day for each 1,000gp 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. See the *Core Rule book 2* for descriptions of rods, the prerequisites associated with each one, and their prices. 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

You can create magic staffs, which have multiple magical effects.

**Prerequisite:** Spellcaster level 12<sup>th</sup>+

**Benefit:** You can create any staff whose prerequisites you meet. Crafting a staff takes 1 day for 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. See *Core Rule book 2* for descriptions of staffs, the prerequisites associated with each one, and their prices. 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 WAND

**Prerequisite:** Spellcaster level 5<sup>th</sup>+

**Benefit:** The character can create a wand of any spell of 4<sup>th</sup> level or lower that the character knows. 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, the character 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, the character must expend fifty copies of the material component or pay fifty times the xp cost.

### CRAFT WONDROUS ITEM

**Prerequisite:** Spellcaster level 3<sup>rd</sup>+

**Benefit:** The character can create any miscellaneous magic item whose prerequisites the character meet. Enchanting a miscellaneous magic item takes 1 day for each 1,000 gp in its price. To enchant a miscellaneous magic item, the spellcaster must spend 1/25 of the item's price in xp and use up raw materials costing half of this price. The character can also mend a broken miscellaneous magic item if it is one that the character 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. The character must pay such a cost to create an item or to mend a broken one.

### CREATE PORTAL

You have learned the ancient craft of creating a portal, a permanent magic device that that instantaneously transports those who know its secrets from one locale to another.

**Prerequisites:** Craft Wondrous Item.

**Benefits:** You can create any portal whose prerequisites you meet. Crafting a portal takes one day for each 1,000 gp in its base price. To craft a portal, you must spend 1/25 of its base price in xp and use up raw materials costing half of this base price. Some portals incur extra costs in material components or xp as noted in their descriptions. These costs are in addition to those derived from the portal's base price.

### CREATE SOUL MAGIC SPELL

You can create soul magic spells, usable by any arcane spellcaster (but not you).

**Prerequisite:** 10 ranks of Knowledge (arcana) skill, spellcaster level 9<sup>th</sup>+

**Benefit:** You can create a soul magic spell as described in Chapter Four.

The spell's effect can be whatever you choose, with the level assigned by the GM. You must pay a cost in experience points and time as well as potentially gold.

### EASIER

As you gain experience in creating magic items, it becomes easier and less draining.

**Prerequisite:** Spell caster level 5<sup>th</sup><, any three item creation feats.

**Benefit:** When a spell caster creates any magic items, the loss of xp is halved. The spell caster still can't create items he doesn't have the feat for.

**Special:** A character may not gain this feat multiple times.

### ENGRAVE MAGIC CIRCLE

You can create permanent magic circles.

**Prerequisite:** Spellcaster 5<sup>th</sup>+

**Benefit:** You can inscribe into any solid horizontal surface a magical circle of protection whose effects are permanent. You may only inscribe abjuration spells you know into a magic circle. Enchanting the magic circle takes 1 day for each 1,000 gp in its price. You set the caster level when you create the circle. The caster level must be sufficient to cast the spell in question and be no higher than your own level. The area protected by the spell cannot be greater than the area of effect of the spell (you may choose to reduce the area of effect when inscribing the circle) and must be contained in a visible, uninterrupted circle on the horizontal surface. You may not add metamagic feats into the item's creation. The base cost to create the



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magic circle is its spell level multiplied by the caster level multiplied by 1,000 gp. To enchant the circle, the spellcaster must spend 1/25 of the items price in XP and use up raw materials costing half this base price.

A magic circle is "controlled" by a spell-casting individual who stands in the centre of the circle and speaks the command word to activate the magic circle. The magic circle can remain active as if cast at its inscribed level. It must then remain inactive for a like amount of time before it can be reactivated.

A magic circle can be destroyed if the surface it is on is destroyed or defaced. To destroy the circle at least 1 foot of the material or more at least 1 inch thick must be successfully destroyed.

If a magic circle is dispelled it will deactivate for a number of rounds equal to the dispelling caster's level.

## ETCH OBJECT RUNE

You can etch magical runes onto the surfaces of inanimate objects.

**Prerequisite:** Spellcaster level 5<sup>th</sup>+

**Benefit:** You can create an etched object rune of any spell that you know.

Etching an object rune takes one day for each 1,000 gp in its base price. The base price of an etched object rune is its spell level multiplied by its caster level multiplied by 30 gr. To etch a rune, you must spend 1/25 of this base price in xp and use up raw materials costing 1/2 this base price. Any etched object rune 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 spell's material component or pay the xp when etching the rune.

Any object with a solid surface can bear an etched rune. Normally, a Small object (or smaller) can have only one object rune, while a Medium sized object can have two, a Large object can have four, a Huge object eight, and so on. The etching does not harm the object in any way, and once the rune is used, the object returns to normal. Once an object rune is etched, it can be used like a scroll, as described in the rules for casting spells from scrolls in the *Core Rule Book 1*.

## FAST ITEM CREATION

Spellcasters can create items faster

**Prerequisite:** Ability to cast fourth level spells

**Benefit:** You increase the daily rate at which you create magical items by 1000 gp.

**Normal:** All spellcasters normally create items at the rate of 1000 gp per day.

**Special:** This feat can be taken several times, and stacks with itself. Each time it is chosen, add 1000 gp to the value of magical items the character can create in a day. Thus, items take half the usual time with one feat's worth of Fast Item Creation, one-third the usual time with two, and so on.

## FORGE RING

**Prerequisite:** Spellcaster level 12<sup>th</sup>+

**Benefit:** The character can create any ring whose prerequisites the character meets. Crafting a ring takes 1 day for each 1,000 gp in its base price. To craft a ring, the character must spend 1/25 of its base price in xp and use up raw materials costing half of its base price. The character can also mend a broken ring if it is a ring that the character 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.

## IMAGE ITEM

You can bond yourself or someone else with a magic item by use of a tattoo.

**Prerequisite:** Spellcaster level 7<sup>th</sup>+, Int 17+

**Benefit:** You inscribe a tattoo onto your flesh or the flesh of another, in the presence of a magic item that weighs no more than the tattooed character can carry. This process takes eight hours and costs 1/10 the market value of the magic item in gold pieces. Once the tattoo is finished, the character can magically store the item within the image, and can call it forth again as a free action. While stored, the item remains in unchanging stasis, magically shrunk down so small that it cannot be felt. The Item Image tattoo is permanent; there is no limit to the number of times a character can call forth and restore the magic item.

## IMBUE CANDLE

Similar to the Scribe Scroll feat in many ways, the Imbue Candle feat allows you to imbue one spell upon a fixed candle. This does not mean the candle must be of any specific size, or burning speed, but the Candle will 'cast' the spell when the wick is lit. The candle may not be blown out with anything less than a strong gust of wind (meaning that just a 'chilly day' wont put it out - It's magical). In order to be able to Imbue a Candle the possessor must create the candle from scratch in a very special method - Similar to that of brewing a position (for the wax). The process takes as long as it would to make a candle from scratch (approximately a full day to let the wax dry), and then scribe a spell onto a scroll.

**Prerequisite:** Spellcaster Level 1+, Craft (Candle Making): 3+

**Benefit:** The caster gains the ability to put scrolls on to a prepared candle. Spell durations generally are modified when put upon a candle. The duration becomes the 'burning time' of a candle, and the candle may be relit at any time. For instance, a 'Candle of Light' would cast the spell 'Light', centred on the candle, for the duration of the 'burning time.' Specific spells that have been put on candles thus far without too much interference include: Light (Normal Radius, Modified Duration), Sleep (Modified Duration, Range and Area of Effect), Hypnotic Pattern (Modified Duration, Range and Area of Effect). In general, just keep this in mind: The spell (when it's active), does not reach beyond either the 'glow' of a normal candle, or the scent of the smoke (which in the case of Hypnotic Pattern, the smoke is what is making the pattern). Use common sense when applying new spells into Candle Form.

## INSCRIBE RUNE

You can create magic runes that hold spells until triggered.

**Prerequisites:** Intelligence 13+, appropriate Craft skill, divine spellcaster level 3<sup>rd</sup>+

**Benefits:** You can cast any divine spell you have prepared as a rune. The caster must have prepared the spell to be scribed and must provide any material components or focuses the spell requires. If casting the spell would reduce the caster's xp total, he pays the cost upon beginning the rune in addition to the xp cost for making the rune itself. Likewise, material components are consumed when he begins writing, but focuses are not. See the Rune Magic section in Chapter 2: Magic for the details of runes and rune magic.

A single object of Medium-size or smaller can hold only one rune. Larger objects can hold one rune per 25 square feet (an area 5 feet square) of surface area. Runes cannot be placed on creatures. The rune has a base price of the spell level x caster level x 100 gp (a 0-level spell counts as 1/2 level). You must spend 1/25 of its base price in xp and use up raw materials costing half this base price. A rune's market value equals its base price.

## ITEM IMAGE

You can bond yourself or someone else with a magic item by use of a tattoo.

**Prerequisite:** Spellcaster level 7<sup>th</sup>+, Int 17+

**Benefit:** You inscribe a tattoo onto your flesh or the flesh of another, in the presence of a magic item that weighs no more than the tattooed character can carry. This process takes eight hours and costs 1/10 the

market value of the magic item in gold pieces. Once the tattoo is finished, the character can magically store the item within the image, and can call it forth again as a free action. While stored, the item remains in unchanging stasis, magically shrunk down so small that it cannot be felt. The Item Image tattoo is permanent; there is no limit to the number of times a character can call forth and restore the magic item.

## MAGICAL ARTISAN

You have mastered the method of creating a certain kind of magic item.

**Prerequisites:** Any item creation feat.

**Benefits:** Each time you take this feat, choose one item creation feat you know. When determining your cost in xp and raw materials for creating items with this feat, multiply the base price by 75%.

**Special:** You may gain this feat multiple times. Each time you take the feat, it applies to a new item creation feat.

## MAGIC CRAFT SPECIALISATION

You understand the subtle intricacies of creating certain items; sometimes you can use this experience to lower the mental loss from making a magical item.

**Prerequisites:** Craft Item feat

**Benefits:** Choose a Craft Item feat you already have. You can make an additional item creation DC check modified only by Wisdom when you make an item of that type. If you succeed, you can subtract 5% of the xp cost per every four creator levels from the price of making the item (up to 25%, round down).

**Special:** You cannot take this feat at the same level you took the Craft Item feat.

## MANUFACTURE MAGIC POISON

You can create magic poisons, which have magical effects in addition to their traditional deadly nature. See the *Core Rulebook II* for rules on poisons.

**Prerequisite:** Spellcaster level 5<sup>th</sup>+

**Benefit:** You can create any magic poison whose prerequisites you meet. Enchanting a magic poison takes one week for each 1,000 gp of its price. To enchant a magic poison, the spell caster must spend 1/25 of the item's price in xp and use up raw materials costing half its price.

## RECHARGE

You can recharge your magical items rather than create new ones

**Prerequisite:** Item creation feat for the item in question

**Benefit:** You may spend 1/4 of the required time, experience, and money recharging an item. You may fully recharge the item or you may recharge the item on a charge-by-charge basis. To recharge a magical device, your recharging cost is 75% of the original item (for each element of creation). To determine the cost for a specific number of charges (if you don't want to fully recharge a device for whatever reason), take the recharging costs and divide them by the maximum number of charges the device can carry. This is your recharge cost per charge.

**Special:** This feat can only be used with items that have charges. They can only be recharged to the maximum number of charges allowed at the time it was originally created. This uses the optional rule that charged items can be recharged.

**Example:** Nimrod, the creator, designs a new wand that can make cheese. This wand uses a number of charges based on the kind of cheese made. Nimrod is a 9<sup>th</sup> level wizard with a 17 Intelligence (I use the alternate charges rule presented under Item Creation). His new wand is created with the ability to hold a maximum of 36 charges (level 9 x Intelligence bonus of +3) for a total of 9 x 4. Nimrod has been using his wand of cheese quite frequently (he's a were-mouse) and only has 6 charges left. Since creating his wand, he is now 10<sup>th</sup> level and also received a boost to his intelligence (now 18). These have no impact on the wand, because it was created to hold 36 charges. that's all it will ever hold unless Nimrod goes through the initial creation process again (which I might discount slightly). Lets say this wand cost him 5,000gp and 800xp. The recharge cost for this wand is 3,750gp and 600xp. Now lets say that Nimrod doesn't have the xp to spend, but really wants to recharge the wand. He is willing to settle for a smaller recharge, but can only spare 100xps. Now we need to determine the cost per charge. Our recharge cost is 3,750gp and 600xp, so we need to divide those by 36 (the maximum number of charges). The result is 104gp and 17xp for each charge. We said Nimrod had 100xp to spare, so he could add 5 charges (now he has 11 available). The cost of these 5 charges is 520gp and 85xp. Last I heard, Nimrod was working on a wand of wine to go with his cheese.

## SCRIBE SCROLL

You can create scrolls, from which you or another spellcaster can cast the scribed spells. See the *Core Rule book 2* for rules on scrolls.

**Prerequisites:** Spellcaster level 1<sup>st</sup>+

**Benefits:** You can create a scroll of any spell that you know. Scribing a scroll takes 1 hour for each 500 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<sup>th</sup> of this base price in experience points. Spell components (if any) are consumed during the creation of the scroll. You also require parchment and inks.

**Special:** If the caster has any metamagic feats, he may use them in the creation of the scroll, raising the caster level by the appropriate amount.

**Note:** Initially I was going to remove the experience point cost altogether, but after drawing up an example I realise that it won't cost much experience to create most scrolls, and they have fairly good resale values so there should be an inherit cost to the PC. I have reduced the time required to create the scroll and removed the inherit 1/2 base cost 'raw materials' requirement. I also added the metamagic rules, allowing PCs to create more powerful scrolls.

## SELF ITEM

You may create items with powers linked to you.

**Prerequisite:** One or more of the following: Craft Magic Arms and Armour, Craft Rod, Craft Wondrous Item, Forge Ring.

**Benefit:** A magic item created with one of the prerequisite feats can be made as a Self Item. In this case, the xp cost for the item is reduced by 25% (round down), but the item will work only for its creator. If somebody other than the item's creator attempts use it, the item is completely inert. If the item is ever destroyed, the creator will lose xp equal to full, normal xp cost to make the item; this can cause the creator to lose a level of experience. Charged items cannot be made using this feat.

## SCRIBE TATTOO

You can scribe magical tattoos on living beings.

**Prerequisite:** Spell caster Level 3+

**Benefit:** You can create a magical tattoo of any spell of 3<sup>rd</sup> level or lower you know that targets self, a creature or creatures (see Special, below). Scribing a magic tattoo takes one day. When you create a magic tattoo you set the casting level. The caster level must be sufficient to invoke the spell in question and no higher than your own level. The base price of a magic tattoo is its spell level X caster's level X 50 gp



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(inscribing a 0-level spell costs 25 gp). To scribe a tattoo, you must spend 1/25 of this base price in XP and use up raw materials (special inks, masterwork needles, and so on) costing half of this base price.

When you create a magic tattoo, you make any choices that you would normally make when casting the spell. When its wearer physically activates the tattoo, the wearer is the target of the spell.

Any magic tattoo that stores a spell with an XP cost must be paid by you before the tattoo may be applied. In addition to the costs derived from the base price, you must pay the XP when creating the tattoo.

A magic tattoo disappears after it cast. However, they can be made permanent with the application of a *permanency* spell, and can thus be used once a day by the tattoo bearer.

**Special:** Any spell scribed as a tattoo affects the tattoo owner as the primary target - those wishing to scribe Fireball and Lightning Bolt tattoos are warned!

## TAP ITEM

You may draw upon the power of other magic items to create new items

**Prerequisite:** One or more of the following: Craft Magic Arms and Armour, Craft Rod, Craft Wondrous Item, Forge Ring.

**Benefit:** When creating a new magic item using one of the prerequisite feats, you may draw up to half of the xp cost from another, existing item of the same type. The item from which the energy is taken is destroyed in the process. The item tapped cannot be cursed, and this feat has no effect on minor or major artefacts. The amount of xp that can be drawn from any item is equal to half of the xp that would be necessary to create that item. If an item has charges, its original xp value is reduced by the fraction of charges used.

## TRANSFERENCE

Allows a spellcaster to draw from the life force of another while using item creation feats

**Prerequisite:** Any item creation feat

**Benefit:** While touching another creature, use their Experience points to fuel an item creation feat instead of your own.

**Special:** The creature touched must be a willing subject with an intelligence of 3 or greater. Any magic used to control the creature will cause the effort to fail.

**Notes:** Under no circumstances can another creature ever be forced (even through a wish spell) to succumb to the effects of this feat. It MUST be a voluntary action.

## TRIGGER SPELL

You may cause a spell to activate after a specific event occurs.

**Benefit:** You may place a spell on an object or area no greater than 10 feet to a side. You may not place it on a living creature. The spell will activate when a specific event occurs that you specify. The event must specify an action, but can be limited to only be triggered by a certain race, those bearing a certain item or colour or when the action is performed by a named person. The trigger cannot be tied to class names, ability scores, alignment, skill ranks or such game mechanics. The target of the spell is the being or item that triggers spell's effects. If the spell is not activated in 24 hours, it dissipates harmlessly. A spell trigger takes up a spell 3 levels higher than normal.

For example, Lee places a spell trigger on the doorway to her antechamber to activate a fireball whenever an orc opens the door. This allows Lee's friends to safely enter or leave, and only activate when the pesky Uskar the half-orc or his friends show up.

## WARD

Stores a spell in an object so that it triggers like a trap.

**Benefit:** You create a magical trap, following the rules in Core rulebook II. The cost of a first level trap created by a first level caster is 50 gp for one-use trap, 150 gp for a trap that recharges, but only works once a day, and 500 for a trap that operates repeatedly or continually. As usual, multiply these costs by the spell level and caster level for more powerful traps. As with most item creation feats, the xp cost is 1/25 of the base cost, creation takes one day of work for every 1,000 gp base price, and the cost in materials is half the base price of the enchantment.

**Special:** You must define the triggering circumstance and how the spell is to be cast when creating the ward. The ward can only react to simple events within 5' per caster level in a programmed fashion. It cannot react to how and why an action is done. A ward with a continual detect spell (such as detect evil) can be used as a trigger for a second ward. Common trigger events include 'after five days', 'when the door opens' or 'when a creature of size small or larger moves across'. You can have up to three triggers. You can set the ward to ignore certain species or specific creatures, give it a password, or provide other means of bypassing it safely.

**Notes:** The ward is imbued in an object, and destroying that object destroys the ward. To counter this, a common trigger is 'if the ward is destroyed'. Spellcasters usually pick sturdy objects, like statues or wall carvings, to hold wards. The GM must watch out for 'traps' that repeatedly cast beneficial spells like cure light wounds. An altar could indeed be enchanted so that it repeatedly heals those praying at it, but it would typically only heal each petitioner once per day. It can not distinguish the faithful, but it can distinguish people by clothing or other gear (such as holy symbols) or by a prayer they recite.

## MAGIC

### ARCANE ADVERSARY

You can cast exceptionally hard-to-resist spells.

**Prerequisite:** Int or Cha 13+, Maximize Spell

**Benefit:** You deal additional +1 points of damage for each level you possess when casting an offensive spell, up to the maximum dice of damage for the spell (for example, at 10<sup>th</sup> level, you can cast a 10d6+10 point fireball, and each magic missile you cast deals 1d4+2 points of damage). You do not have to maximize the spell to receive this bonus.

### ARCANE CONVERSION

You can convert a spell of higher level to power lower level spell slots.

**Prerequisite:** Cha 13+, Maximize Spell

**Benefit:** You can convert a spell slot from one level into a number of spell slot of a lower level. A third level spell becoming three first or a first and second level. This feat then allows you to cast those spells as if you hadn't already used them. Converted spell slots can be converted again. You cannot use this feat to cast spells different from those that you normally could cast.

**Normal:** A sorcerer can use a higher level spell slot to cast a lower level spell loses the excess spell level difference. A wizard normally cannot choose to use a lower level spell in place of a higher level one. Spells that have been reduced in level by the Weaken Spell feat may be used to fill up Diluted spell slots.

### ARCANE CONVERSION; GREATER

You can cast additional high level spells at the cost of fewer low level spells.

**Benefit:** You can convert two spell slots of one level into a spell slot of the next higher level. Converted spell slots can be converted again. You cannot use this feat to cast spells of levels higher than you normally could cast. For example, a 5th level wizard could convert two 2nd level spell slots into one 3rd level spell slot. The same wizard could also convert four 1st level spell slots into one 3rd level spell slot. However the wizard could not convert spell slots into 4th level spell slots because he cannot cast 4th level spells.

### ARCANE FOCUS

Choose a school, sub-school, or descriptor of magic. Your spells are focused in that area and are more potent than normal.

**Prerequisite:** Ability to cast Arcane spells.

**Benefit:** Add +2 to the Difficulty Class for all saving throws against spells from the selected focus.

**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.

### ARCANE FOCUS; GREATER

Choose a school of magic to which you already have applied the Arcane Focus feat. Your magic spells of that school are now even more potent than before.

**Prerequisite:** Arcane Focus.

**Benefit:** Add +4 to the DC for all saving throws against spells from the school of magic you select to focus on. This supersedes (does not stack with) the bonus from Arcane Focus.

**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.

### ARCANE GROUNDING

Like a Wizard you can select and prepare an arcane spell ahead of time.

**Prerequisite:** Cast spells spontaneously as a Bard or Sorcerer.

**Benefit:** Each day, you are able to prepare one or more spells as a wizard does. If you are a sorcerer or a bard, this means that you can prepare a spell with a metamagic feat ahead of time, instead of casting it as a full-round action. The prepared spell remains in your mind and occupies one of your spell slots until you cast it or change it. A prepared spell uses a spell slot of the spell's normal level, modified by any other metamagic feats.

### ARCANE INSIGHT

You have a keen grasp of arcane knowledge and scrying devices.

**Prerequisite:** Scrying Ranks 5+

**Benefit:** You get a +2 bonus on all Scry and Knowledge (arcana) skill checks.

**Special:** You may choose this feat only once.

### ARCANE PENETRATION

Your spells are potent, defeating spell resistance more readily than normal.

**Prerequisite:** Int 13+, ability to cast Arcane Spells

**Benefit:** The character gets a +2 bonus to caster level checks (1d20+ caster level) to beat a creature's spell resistance.

### ARCANE PENETRATION; GREATER

Your spells are especially potent, defeating spell resistance more readily than normal.

**Prerequisite:** Arcane Penetration.

**Benefit:** You get a +4 modifier on caster level checks to beat a creature's spell resistance. This supersedes (does not stack with) the bonus from Arcane Penetration.

### ARCANE MASTERY

Through study and familiarity as a wizard you can now understand your favoured spells more deeply.

**Prerequisite:** Currently a Wizard

**Benefit:** Each time the wizard takes this feat, choose a number of spells equal to the wizard's Intelligence modifier (they must be spells that the wizard already knows). From that point on, the wizard can prepare those spells without referring to a spellbook. The wizard still requires all of the appropriate components to cast the spell.

### ARCANE MASTERY; SIGNATURE SPELL

Choose one particular arcane spell, such as fireball, that you have with the Arcane Mastery feat. You can cast this spell with greater effect.

**Prerequisite:** Int 14+, Arcane Focus (selected spell's school), Arcane Mastery, and currently a Wizard

**Benefit:** Your effective caster level is increased by 1 when casting the selected spell. The DC of the spell is also increased by 1.

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

### ARCANE MASTERY; SIGNATURE SPELL IMPROVED

You are so familiar with a mastered spell that you can convert other prepared spells into that spell.

**Prerequisites:** Int 16+, Arcane Mastery; Signature Spell, one remaining spell of one level higher than the mastered spell.

**Benefits:** Each time you take this feat, choose a spell you have mastered with Arcane Mastery if a Concentration check (DC 10+ spell's level) is successfully made. You may now convert an prepared arcane spells of one level above that mastered into the required spell at will. It is not possible to use metamagic with this ability before the conversion and if metamagic has been used with the spell given up it is lost. To convert a spell you must have one free slot for the spell to be converted into, and one spell the level above to be converted from. The wizard still requires all of the appropriate components to cast the spell.

**Special:** You may gain this feat multiple times. Each time you take the feat, it applies to a newly mastered spell.

### ARCANE REFLECTION

You can reflect part of a spell back against the caster

**Benefit:** If you have an action prepared, you may attempt to reflect a spell cast at you back towards the caster. You must be able to cast the exact same spell the target is casting, and must lose the prepared spell from memory to perform the reflection. The original caster then suffers the full effects of the original spell cast against him.



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## ARCANE REFLECTION; IMPROVED

You can turn any spell back against the caster.

**Prerequisites:** Arcane Reflection

**Benefit:** You must announce a ready action to perform improved Arcane Reflection. If you can cast the same exact spell the opponent is casting, you can reflect the spell back at the caster without expending your own spell. Otherwise, you must expend a spell of the same level as the opposing caster's spell and make a Reflect roll by rolling 1d20 versus a DC of 12 + Caster's spell level + Caster's spell casting ability modifier. If succeed the Reflect roll, the spell is cast back against the original caster who suffers its full effects.

## ARCANE RESISTANCE

Against one school of magic for which you are familiar you receive a bonus to saving throws.

**Prerequisite:** Arcane Focus in the school chosen.

**Benefit:** When saving against spells of the chosen school add +2 to your saving throws

**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.

## ARCANE RESISTANCE; IMPROVED

Against one school of magic for which you are familiar you are able to shrug off magic effects as if you had Spell Resistance.

**Prerequisites:** Int 15+, Greater Arcane Focus in the school chosen, Arcane Resistance, Arcane Spellcaster, and Improved Counterspelling

**Benefit:** You gain Spell Resistance equal to 10 + your Spell-casting modifier against spells of the specific school. For example, if Meera the 10<sup>th</sup> level wizard with 18 intelligence took this feat, he would have a spell resistance of 13 (10 + 3 Int modifier).

## ARCANE SACRIFICE

Through hidden learning and strange rites a sorcerer can give up some of their self to know more spells than normal.

**Prerequisite:** Cha 14+, Toughness, ability to cast arcane spells, and a Sorcerer

**Benefit:** The sorcerer may permanently sacrifice a number of hit points to gain additional spell learning levels. The spellcaster may sacrifice as many hit points as he or she desires. Spells are learned on a direct 1 to 1, hit point to spell level ratio. A cantrip still counts as 1 spell point. The spells learned must be determined at the time of the sacrifice. Once this decision is made, it can never be undone, a wish or miracle spell do not restore these lost hit points.

**Special:** This feat may be taken multiple times. Each time taken, the sorcerer must determine the number of hit points to be converted and the specific spells to be learned. This does allow the sorcerer to cast any more spells it allows the sorcerer to learn more spells.

## ARCANE SACRIFICE; IMPROVED

As a result of the learning gained through soul sacrificing you can fuel your magic with your body, once your spells have run out

**Prerequisite:** Arcane Sacrifice, ability to cast arcane spells, and a Sorcerer

**Benefit:** You can cast a spell by using a number of constitution points equal to the level of the spell rather than using a spell slot (this feat assumes you have run out of slots). These lost points of constitution are considered ability score damage against your constitution score and are treated as such for all purposes. 0-level spells count as one spell level for the purpose of this feat.

## ARCANE TACTICS

You are trained at calculating the area of effect of your spells to limit damage to your allies.

**Requisites:** Int 15+, and Combat Casting.

**Benefits:** When casting area spells of the burst, cone, cylinder, emanation or spread type, or spell influencing a space region, you may decide some creatures or objects are not influenced. You grant another save with a +4 circumstance bonus (type and DC equal to spell's one) to a creature or object for each point of Intelligence bonus you have. If the creature or object succeeds at such save, it remains completely unaffected by the spell.

For example: a Wizard wishes to cast a *Fireball* into the rumble, avoiding burning his Fighter. The Fighter has to make two Reflex saves: the first with a +4 bonus to negate and, possibly, the normal one to half the damage.

## ARCANE UNDERSTANDING

Allows a wizard to increase the number of spells learned automatically at each new level.

**Prerequisite:** Int 16+, Arcane Spellcaster, Spellcraft 10 and Knowledge (Arcana) 10.

**Benefit:** For each level gained, you can add a number of spells to your spellbook equal to your intelligence modifier.

**Normal:** At each level, the wizard gains two spells of any level that can be added to his or her spellbook.

## ARCANE UNDERSTANDING; IMPROVED

You can cast an extra spell.

**Prerequisite:** Arcane Spellcaster level 6<sup>th</sup>+, and Arcane Understanding

**Benefit:** You gain one extra spell slot in your daily allotment. This extra slot can be at any level up to one level lower than the highest-level spell you can cast. For example, a 4<sup>th</sup> level sorcerer gains either an extra 0-level or 1<sup>st</sup>-level slot, allowing him to cast any known spell of the chosen level one more time each day. A 4<sup>th</sup>-level wizard can prepare any extra 0-level or 1<sup>st</sup>-level spell she knows. Once selected, the extra spell slot never migrates up or down in level.

**Special:** You can gain this feat multiple times. Each time, you gain an extra spell slot at any level up to one level lower than the highest-level spell you can cast.

## ARCANE UNDERSTANDING; INNATE SPELL

You have mastered a spell so thoroughly you can now cast it as a spell-like ability.

**Prerequisites:** Arcane Spellcaster, Arcane Understanding, Quicken Spell, Silent Spell, and Still Spell.

**Benefits:** Choose a spell you can cast. You can now cast this spell at will as a spell-like ability, once per round, without needing to prepare it. One spell slot eight levels higher than the innate spell is permanently used to power it. If the innate spell has an xp component, you pay the xp cost each time you use the spell-like ability. If the innate spell has a material component with negligible cost, you do not need it to initiate the spell. If the material component has a gold piece value then that component is required to use the spell-like ability.

**Special:** You can choose this feat more than once, selecting another spell each time. You have to pay the costs in spell slots, focuses, and material components for each innate spell you acquire.

## ARCANE WARRIOR

You are trained to cast spells in armour, and suffer a lower penalty as a result.

**Prerequisites:** Armour Proficiency (light), Str 13+

**Benefit:** Your chance of arcane spell failure is reduced by 5%, when wearing light armour of any kind.

**Normal:** You suffer the full chance of arcane spell failure from wearing armour or using shields.

## ARCANE WARRIOR; IMPROVED

Concentrating on one particular type of armour you are proficient in you become able to cast in that armour at a lower penalty than normal.

**Prerequisite:** Armour Proficiency, Arcane Warrior

**Benefit:** On choosing the feat you specify one type of armour you are proficient in using. While you wear the armour you have chosen, the Arcane Spell Failure chance is reduced by 15%. The chance of spell failure cannot be reduced below 0% and this feat does not stack with the benefits of Arcane Warrior.

## AWAKENING; IMPROVED

Creatures you awake Intelligence are better than normal.

**Requisites:** Access to *Awaken* spell, and either a Druid or Ranger.

**Benefits:** Creature you awake with the *Awaken* spell (page 177 of the *Core Rule Book 1*) gain 2 additional Hit Dice, +1 hit point per Hit Dice and a +1 competence bonus to attacks and damage rolls. Additional Hit Dice don't count for purpose of determining the DC of the Will save when you awake a plant creature.

Furthermore, plant awakened in this way could move themselves at a speed of 15 ft. for one hour per caster level before hide their roots in the soil.

## CAST ON THE RUN

You can cast spells while moving.

**Prerequisite:** Dodge, Mobility.

**Benefit:** You can move before and after casting a spell, as long as the distance you move is not greater than your speed. This feat cannot be used when casting spells that require a full round action to cast.

## CASTER LEVEL; IMPROVED

You compensate for a lack of focus in your magical development as a multiclass spellcaster and can increase the power of his spells up to his combined character level.

**Prerequisite:** Multiclass spellcaster

**Benefit:** The caster level in one spellcasting class is increased by one, to a maximum of your combined character level. Your caster level as a Paladin or Ranger (or any other class whose caster level is half the class level) cannot be improved past half your character level.

**Example:** Yushi a 5<sup>th</sup> level sorcerer advances in character level to 6<sup>th</sup>, and decides to advance as a rogue. Acquiring a new feat, this feat is chosen. Yushi's caster level as a sorcerer is now 6<sup>th</sup>, so all spells level variables are as if the character were 6<sup>th</sup> level, including range and damage, but the number of spells cast and learn per day are still those of a 5<sup>th</sup> level sorcerer.

**Special:** This feat can be learned several times and stacks with itself, but does not allow the character to cast any extra spells, nor exceed the characters combined levels.

## COMBAT CASTING

You are practiced at casting spells so that you don't provoke an attack of opportunity.

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

**Normal:** In order to cast defensively you make a Concentration check (DC 15 + spell level) with failure resulting in the loss of the spell.

## COMBAT CASTING; IMPROVED

You are more adept than most at casting defensively, and can cast more aggressively.

**Prerequisite:** Concentration skill.

**Benefit:** When you cast a spell using defensive casting and fail the concentration check, you may opt not to lose the spell but instead trigger an attack of opportunity just as if you had cast the spell in the ordinary fashion. If you are hit by an attack of opportunity you can still make another concentration check to not lose the spell because of the damage.

**Normal:** Failure to make a concentration check automatically means the spell is lost.

## COUNTERSPELL; IMPROVED

You understand the nuances of magic to such an extent that you can counter your opponents' spells with great efficiency.

**Benefits:** When counterspelling, instead of using the exact spell you are trying to counter, you may use a spell of the same school that is one or more levels higher than the target spell.

## COUNTERSPELL; OPPORTUNITY

You can cast counterspells in lieu of making an opportunity attack

**Prerequisite:** Quicken Spell, Spellcraft 5+

**Benefit:** You get one free ready action each round that you can only use for counterspelling. If you use this ready action, you do not get any attacks of opportunity for the round, but your initiative does not change as it does from a normal ready action.

**Special:** You cannot use this feat to cast extra spells for effect; it only allows counterspelling of an opponent's spells.

**Notes:** Your casting of the counterspell may trigger an opportunity attack in the normal fashion. You cannot use this feat to cast extra spells for effect; it only allows counterspelling of an opponent's spells.

## COUNTERSPELL; QUICKENED

You are quick to respond with a counterspell.

**Prerequisites:** Dex 13+ Quicken Spell, Spellcraft 8+

**Benefit:** As a free action, you may cast one of your prepared spells as a counterspell. You may only use quickened countering on one spell per round. The normal rules for countering a spell applies (i.e., it must be of the same spell as the one you are countering, unless you have improved countering, in which case it need be only of the same school and greater or equal spell level).

## FAMILIAR; CONSTRUCT

Your familiar is a construct, rather than a living being.

**Prerequisites:** None



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**Benefits:** Rather than a living creature, your familiar is a magical construct. The arcane spellcaster must still specify a specific animal to call as a familiar. The creature that appears, however, is a construct version of that animal. See page 5 of the Monster Manual for construct special qualities.  
**Notes:** You can not convert an existing non-construct familiar to a construct familiar by taking this feat. It applies only to new familiars.

## FAMILIAR; ENSPELL

You can cast spells on your familiar over a distance.

**Prerequisites:** Familiar, able to cast 1<sup>st</sup> level Arcane Spells

**Benefits:** You are always considered to be in contact with your familiar for the purpose of casting shared spells. Thus, any spell you cast on yourself also affects your familiar, as long as it is within 1 mile of you.

**Normal:** A familiar must be within 5 feet of the caster at the time such a spell is cast.

## FAMILIAR; EXTRA

You have an additional familiar.

**Prerequisites:** Ability to cast 1<sup>st</sup> level arcane spells

**Benefits:** You get an additional familiar of one of the types allowed by the GM. This familiar can be the same type as the first, or a different type. Familiar related feats apply to both the new and old familiars. The sorcerer or wizard gains all the

**Benefits:** from both familiars, but identical bonuses from multiple familiars do not stack.

**Special:** A character can gain this feat multiple times. Each time you take this feat, you can call another familiar.

## FAMILIAR; GUARDIAN

Your familiar becomes more powerful in your Sanctum.

**Prerequisite:** Familiar or Improved Familiar, A dwelling place (sanctum)

**Benefit:** When your familiar is in your home territory, it is capable of assuming a much more deadly guardian form. Your familiar can triple its hit points, and gains a +3 to its base attack, as well as a +3 bonus to all its saving throws. Furthermore, your familiar increases in size to the next size category, with all the appropriate modifiers. Your familiar can maintain this augmented form for 1 minute per arcane spellcasting level you possess. This feat does not work if your familiar is outside your dwelling area or sanctum.

## FAMILIAR; IMPROVED

So long as you are able to acquire a new familiar, you may choose your new familiar from a non-standard list.

**Prerequisites:** Ability to acquire a new familiar, compatible alignment.

**Benefits:** When choosing a familiar, the following creatures are also available to you. You may choose a familiar with an alignment up to one step away on each of the alignment axes (lawful through chaotic, good through evil). The improved familiar is magically linked to its master just like a normal familiar. The familiar uses the basic statistics for a creature of its kind, as given in the Monster Manual or Chapter 9: Monsters of this book, with these exceptions: Hit Points: One-half the master's total or the familiar's normal total, whichever is higher. Attacks: Use the master's Base Attack Bonus or the familiar's, whichever is better. Use the familiar's Dexterity or Strength modifier, whichever is greater, to get the familiar's mele attack bonus with unarmed attacks. Damage equals that of a normal creature of that kind.

**Special Attacks:** The familiar has all the special attacks of its kind.

**Special Qualities:** The familiar has all the special qualities of its kind.

**TABLE: IMPROVED FAMILIARS**

| Kind of Familiar                                  | Arcane Spellcaster Level Required |
|---|-----------------------------------|
| Beholderkin, eyeball <sup>¶¶</sup> [neutral evil] | 5                                 |
| Cat, tressym <sup>¶¶</sup> [neutral]              | 5                                 |
| Imp [lawful evil]                                 | 7                                 |
| Pseudodragon [neutral good]                       | 7                                 |
| Quasit [chaotic evil]                             | 7                                 |
| Night hunter bat [neutral evil]                   | 5                                 |
| Formian worker [lawful neutral]                   | 7                                 |
| Shocker lizard [neutral]                          | 5                                 |
| Stirge [neutral]                                  | 5                                 |

<sup>¶</sup>These creatures are described in Monsters of Faerûn.

<sup>¶¶</sup>This creature is described in Chapter 9: Monsters Manual Appendix:

**Saving Throws:** The familiar uses the master's base save bonuses if they're, better than the familiar's.

**Skills:** Use the normal skills for a creature of its kind.

**Familiar Special Abilities:** Use Table 3-19:

**Familiar Abilities:** Core Rule Book 1, to determine additional abilities as you would for a normal familiar.

## FAMILIAR; TOKEN

Your familiar can assume an innocuous, inanimate form.

**Prerequisites:** Cast 1<sup>st</sup> level Arcane Spells and to possess a familiar

**Benefits:** Your familiar can, on command, assume a small, inanimate form, much like a *figurine of wondrous power*. The form can be any diminutive, stone, hand-held object, typically a statuette of the familiar. In this form the familiar does not require food or care and is easy to hide, but it's powers are unavailable to you while in its statuette form. The familiar in statuette form still has a mind, but it cannot use any of its senses, special attacks, or special qualities. If the inanimate form is broken or destroyed, the familiar is slain. It can return to normal form upon command.

## FAMILIAR; UNDEAD

Your familiar is an undead creature.

**Prerequisites:** None

**Benefits:** Rather than a living creature, your familiar is an undead version of a normal animal. See page 6 in the Monster Manual for undead special qualities. Undead familiars can be turned or rebuked. Use the familiar's effective hit dice for purposes of turning or rebuking. A familiar fleeing or cowering can't obey commands from the master (any more than it could while fear struck or paralysed).

**Note:** You cannot convert an existing non-undead familiar to an undead familiar by taking this feat. However, if your living familiar is slain and you have this feat, your familiar will spontaneously rise as an undead familiar 1d3 days after death (assuming there is a corpse remaining to rise.) Destroyed undead familiars can be reanimated via the animate dead spell (again, this assumes a corpse) otherwise they are permanently slain. Undead familiars tend to be associated with characters of evil alignment.

## IMPROVED DISMISSING

You can dismiss any spell you cast, often with uncanny quickness.

**Benefits:** You are able to dismiss any spell (with duration not instantaneous and not permanent) as a standard action. Furthermore, dismissing a dismissible spell is a free action for you.

**Normal:** You can dismiss dismissible spells only, and only using a standard action.

## INNER DEPTHS OF THE SOUL

You have tapped an inner reserve of power, and you xp costs are reduced.

**Prerequisite:** Int 13+ Wis 13+, Cha 13+

**Benefit:** Any time you cast a spell with an xp cost, manifest a power with an xp cost or create a magic item, the xp cost is reduced by 10%. Fractional xp costs are rounded up.

**Special:** A character may gain this feat multiple times. Each time you take this feat beyond the first, the ability score requirements each increase by 2 and the xp cost discount is increased by 5%.

**Example:** At 6<sup>th</sup> level Garm took Inner Depth of the Soul as his feat. He met the prerequisites of 13 or higher in Intelligence, Wisdom and Charisma. The xp cost discount is 10%. At 9<sup>th</sup> level, he wishes to take the feat again. He must meet the increased prerequisites of 15 or higher in Intelligence, Wisdom and Charisma. If he does, then the feat will grant a total discount of 15% to xp costs.

## MAGICAL KNOWLEDGE

You have a particular knowledge of some magic's secrets.

**Prerequisites:** Int 13+, Heighten Spell, Arcane Focus (any school).

**Benefits:** Your caster level is considered 1 point higher with the spells on which you focus.

**Special:** It is possible to get this feat more than once but each time it must be for a different school in which the person has Arcane Focus.

## MAGICAL KNOWLEDGE; IMPROVED

You have a particular knowledge of hidden magic's secrets.

**Prerequisites:** Int 15+, Heighten Spell, Magic Knowledge, Arcane Focus (any two schools).

**Benefits:** Your caster level is considered 2 points higher. This bonus supersedes (does not stack with) bonus given by Magic Knowledge feat.

**Special:** It is possible to get this feat more than once but each time it must be for a different school in which the person has Arcane Focus.

## MAGICAL PRODIGY

One school of magic comes very naturally to you. It's concepts and intricacies are as common as simple math to you.

**Prerequisites:** Wizard, Arcane Focus (selected school of magic)

**Bonus:** Select a school of magic. For each level of wizard you advance, you can automatically learn 1 spell of any level normally allowed to you of that school in addition to any other spells you may learn that level.

## MIRROR SIGHT

You can look through a mirror and see an image that is reflected in another specific mirror, or see a specific individual reflected in any other mirror.

**Prerequisite:** Spellcaster level 1+, Cha 19+

**Benefit:** You can, once per day, use a mirror for a special sort of scrying. Looking into a mirror, you can see through it to view a reflection in another mirror. You can choose to see one of three types of reflection: The current reflection in another mirror you are familiar with.

The reflection of a person you know well, assuming that person is near a mirror.

The reflection of a place you know well, assuming the location is being reflected in a mirror.

You receive only visual information through this feat. However, you can choose to transmit information both ways - so that a person reflected in the remote mirror can view whatever appears in the mirror you are using. Contact lasts 1d4 rounds, plus a number of rounds equal to your Charisma bonus.

For example, Aliya knows that her friend Serai keeps a mirror in his living room over the mantel. She can look through her own hand-held mirror and see into Serai's living room. But Serai's not there. The next day, Aliya can attempt to find Serai by looking into her mirror. If, at that moment, Serai is near any mirror at all, she can see him. Otherwise, she sees nothing but her own reflection.

Mirror Sight works with mirrors only; it is not effective when attempting to scry with other reflective surfaces such as a still pool or a polished metal shield.

## RESEARCH GENIUS

Allows a spellcaster to create new spells quickly

**Prerequisite:** Intel 12+, Spellcaster level 5+

**Benefit:** You may reduce the time required for spell research by 25%.

**Notes:** This is based on the variant spell research rules presented in the *Core Rule book 2*.

## RESEARCH TRINITY

You can greatly reduce one element required for creating new spells by increasing the other elements.

**Benefit:** When creating a new spell you may greatly reduce one of the requirements (Time, Cost, or Resources), but must double the other two. Time can be reduced to one day/spell level by doubling the cost of the research (2,000gp/spell level) and the size of the library needed (resources); or, you could reduce the cost to 100gp/level of the spell by doubling the time required (2 weeks/spell level) and the size of the library needed (resources); or, you could decrease the resources required (to just your brains and your spellbooks) by doubling both the time (2 weeks/level of the spell) and the cost (2,000gp/level of the spell). When using this feat for research, the DC for determining success (a Spellcraft check) increases to 15 + the spells level.

**Normal:** There are three primary elements required for the successful creation of a new spell: Time (one week for each level of the spell), Cost (1,000gp for each level of the spell), and Resources (a well stocked library and a place to test ideas). At the end of the research period, a Spellcraft check against DC 10 + the new spell's level is required to determine success.

## TRACK MAGIC

You can follow the magical traces of magical creature and character across most type of terrain.

**Prerequisite:** Knowledge: Arcana 6 ranks, Spellcraft

**Benefit:** You are trained to track magical creatures and magic users across most types of terrain by the distinct traces of magical residue they leave behind. This allows them to find traces of magic or to follow them for one mile requires Knowledge: Arcana check.

**Track:** DC 15 -1 DC for every 3 level of the magical opponent (higher the level opponents leave more magical residue) and +1 DC for every Half hour that has passed since heir passing. It is nearly impossible (+20 DC) to track through enchanted lands.

Determine what spells the caster last cast: 15 DC +2 DC for every 3 level of the magical prey and +1 DC for every Half hour that has passed.

Determine when they cast that spell: 15 DC -1 DC for every 3 level of the magical prey and +1 DC for every Half hour that has passed.



# Gryphons Book of 3<sup>rd</sup> Edition Feats

## UNAVOIDABLE STRIKE

You can make an unarmed strike against your foe as if delivering a touch attack.

**Prerequisites:** Str 13+, Arcane Fist or Divine Fist, base attack bonus of +3 or more.

**Benefit:** If you relinquish 3 spell levels per unarmed attack, you resolve your unarmed attack as a touch attack for purposes of assessing your foe's Armour Class. You must decide whether or not to pay the cost prior to making the unarmed melee attack. Your hand or fist remains "charged" for a maximum number of rounds equal to your Strength modifier + 1 or until your next attack, whichever occurs first. If your attack misses, the spell levels expended are wasted.

**Special:** You may use a spell higher than 3<sup>rd</sup> level to power Unavoidable Strike, but the extra spell levels are lost and cannot be used for subsequent shots.

## MARTIAL ARTS

### BODY COMBAT

You may add an unarmed attack to your attack routine.

**Prerequisite:** Improved Unarmed Strike, dexterity 15+.

**Benefit:** During a normal combat, involving weapons, the character can initiate an extra unarmed attack (such as a kick, knee, elbow smash or head butt or an armoured variant of an unarmed attack such as a gauntlet, steel boot, kneepad, elbow guard or helmet), with the benefits of Ambidexterity and Two Weapon Fighting. So all attacks are at a -2 to hit.

**Special:** You can learn later feats for which Ambidexterity or Two-Weapon fighting are prerequisites based on the "virtual" feats learned with Body Combat, but you can then only use those feats when you fulfil the limitations of Body Combat.

**Notes:** Unarmed attacks are of a size code two less than the user, and so are always light weapons. With this feat, an armoured boot, kneepad, elbow guard, helmeted head or similar object works like a gauntlet, with or without spikes, and they can all be used with this feat if you are proficient with them.

### CATCH MISSILE

You are adept at grabbing incoming arrows, as well as crossbow bolts, spears, and other projectile or thrown weapons.

**Prerequisite:** Dex 15+, Improved Unarmed Strike, Deflect Arrows

**Benefit:** You must have at least one hand free (holding nothing) to use this feat. When using the Deflect Arrows feat, you may catch the weapon instead of just deflecting it. Thrown weapons such as spears or axes can be thrown back at the original attacker as an immediate attack of opportunity or kept. Projectile weapons such as arrows or bolts can be fired back normally on your next turn or later, if you possess the proper kind of projectile weapon in hand.

You must be aware of the attack and not flat-footed, otherwise you cannot catch the missile.

If you return the missile to the creature that used it against you, the target is denied any Dexterity bonus (against your bow attack only) the first time you use this ability in a fight, due to sheer surprise.

This feat can be used to catch none conventional ranged weapons like a bead of force. However, the DC becomes 25. In no way does this feat bestow the capability of catching spell effects, such as Melf's acid arrow.

**Special:** If used with Disdain Bow, then obviously no bow is needed.

### CHI FOCUS

You can use your inner strength to perform astounding feats.

**Prerequisites:** Improved Unarmed Attack, Monk 5+ level

**Benefit:** By taking a full-round action to focus your "inner breath", you gain a +2 competence bonus to any one ability score, skill roll, saving throw or to your base attack bonus. The bonus lasts for one minute. Once you have chosen which attribute will gain the bonus, you cannot change it for the remainder of the enhancement. You may use this ability once per day per 5 levels.

### CHI MASTERY

You have learned to channel the strength of your soul to improve your unarmed attacks.

**Prerequisite:** Wis 13+, Improved Unarmed Strike, Stunning Fists, Base attack +5 or higher

**Benefit:** On a successful unarmed strike you can add your Wisdom modifier instead of your Strength modifier to the damage roll. This feat is an extraordinary ability.

### CHI STRIKE

You can focus your chi when making unarmed strikes, allowing you to harm foes you otherwise could not.

**Prerequisite:** Base attack +10 or higher, Improved Unarmed Strike, Wis 13+.

**Benefit:** Your unarmed strikes can inflict damage against creatures with damage reduction as if the blows were dealt by a +1 magic weapon. This feat does not grant a bonus to attack rolls or damage rolls, merely that you can defeat a creature's damage reduction.

**Special:** Monks (or characters with the chi strike ability) who gain this feat treat their unarmed strikes as if they were +1 higher than normal. For example, an 18th level monk with this feat would have a +4 chi strike instead of a +3 chi strike.

### CHI STRIKE; GHOST TOUCH

By channelling your chi you can effectively strike incorporeal opponents.

**Prerequisite:** Wis 13+, Chi Strike.

**Benefit:** You can make unarmed attacks against incorporeal opponents as if you had the ghost touch power, negating an incorporeal creature's ability to ignore 50% of successful attacks from a corporeal source.

### CHI STRIKE; GREATER

You can use your mastery of chi to make an unarmed strike as if delivering a touch attack.

**Prerequisite:** Wis 13+, Improved Unarmed Strike, Stunning Attack, Chi Strike, Base attack bonus +12 or higher.

**Benefit:** You can resolve your next unarmed melee attack as a touch attack, ignoring any benefit to your opponent's Armour Class provided by armour, shield or natural armour. Each use of this ability counts as three of the characters stunning attacks per day and you must declare use of this feat prior to your attack roll. A failed attack roll ruins your attempt and wastes three stunning attacks.

### CHI STRIKE; IMPROVED

Your focused chi has become very strong indeed, young grasshopper.

**Prerequisites:** Chi Strike, Base attack bonus of 13+

**Bonus:** Your fists now strike as though they had a +2 enchantment, in all other ways this ability is like the Chi Strike Ability.

### CHI STRIKE; RANGED

You may focus your inner breath to create a powerful strike.

**Prerequisites:** Improved Unarmed Strike, Martial Strike, Chi Focus

**Benefit:** As a standard attack action, you may focus your own internal energy to create a forceful strike that can be felt from a distance. You can strike an opponent within 30 feet, but no closer than 5 feet, with great force. If an opponent is in melee with you, they gain an immediate attack of opportunity against you.

You may use martial strike, stunning fist, or knock back (but not flurry of blows or lightning fists) with this feat. You may project your chi a number of times equal to one-half your level per day. If you miss with the chi attack, it still counts against your normal allotment of chi strikes.

### DEFLECT ARROWS

**Prerequisite:** Dex 13+, Improved Unarmed Strike.

**Benefit:** The character must have at least one hand free (holding nothing) to use this feat. Once per round when the character would normally be hit with a ranged weapon, the character 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 the character succeeds, the character deflects the weapon. The character 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.

### DEFLECT ARROWS; IMPROVED

You can deflect arrows several times in a round.

**Prerequisite:** Deflect Arrows, dexterity 13+.

**Benefit:** You may Deflect Arrows more than once each round. Each attempt at deflection beyond the first counts as one of your attacks of opportunity for the round.

### EXTRA STUNNING ATTACKS

You gain extra stunning attacks when fighting unarmed.

**Prerequisite:** Base attack bonus +3, Stunning Fist.

**Benefit:** You gain the ability to make a number of extra stunning attacks a day as you have wisdom bonus.

**Special:** You take this feat only once.

### FINGERS OF IRON

Through hard training, your fingers had gained a wonderful toughness. This fact, applied to particular techniques, makes your hands more deadly weapons.

**Requisites:** Improved Unarmed Strike

**Benefit:** You may deliver unarmed attacks dealing piercing or slashing damage, but you are considered one size smaller for purpose of calculating the base unarmed damage. If you decide to attack in this way, you may not choose to inflict subdual damage.

**Normal:** Unarmed attacks are considered blunt weapons for the purpose of what can and can not be damaged.

### FINGERS OF IRON; IMPROVED

Your hands are now true weapons.

**Requisites:** Improved Unarmed Strike, Iron Fingers.

**Benefit:** When fighting unarmed you may inflict slashing or piercing damage with no penalty. If you decide to attack in this way, you may not choose to inflict subdual damage.

**Normal:** Unarmed attacks are considered blunt weapons for the purpose of what can and can not be damaged.

### GRAPPLING; CHOKE HOLD

You can stop an opponent from breathing.

**Prerequisite:** Improved Grapple, Base attack 4+

**Benefit:** As an attack action or as a full-attack action, announce you are making a grapple attack and using the choke feat. Make a melee touch attack at a -4 penalty to hit. If you successfully grapple an opponent, you can force them to make a Fortitude saving throw with a DC 12 + your Strength modifier or cause 1d4 temporary Constitution loss. Each round you maintain the choke hold, the DC for the saving throw increases by +2. An opponent reduced to 0 Constitution is rendered unconscious. If the opponent is reduced below 0 Constitution, death occurs. You may "pull your punch" to render a victim unconscious without killing them. Constitution lost due to this attack is fully regained with one or more minutes of rest.

### GRAPPLING; CRUSHING HOLD

You are capable of squeezing the life out of someone in a grapple.

**Prerequisite:** Improved Grapple

**Benefit:** As an attack action or as a full-attack action, announce you are making a grapple attack and using the crushing hold feat. Make a melee touch attack at a -4 penalty to hit. If you succeed, you inflict 1d3 points, plus Strength modifier. With each successive round that you continue to maintain the hold, you double the amount of damage you inflict. Thus in the first round, you cause 1d3 points + Strength modifier, in the second round, 2d3 + twice Strength modifier, while in the third round you inflict 4d4 + quadruple your Strength modifier, and so on.

### GRAPPLING; IMPROVED

You know how to immobilise opponents.

**Benefit:** You do not provoke an Attack of Opportunity when you attempt a grapple. You only suffer a -2 penalty to your grapple checks when dealing normal damage to a grappled opponent.

**Normal:** See Grapple in the *Core Rule Book 1* on page 137.

### GRAPPLING; WRESTLING

You are more likely to have the upper hand during a grapple.

**Prerequisite:** Improved Grapple, Small or Medium size.

**Benefit:** You gain a +2 bonus to all opposed grapple checks.

### GRAPPLING; WRESTLING, IMPROVED

You are trained to escape from being grappled or pinned by large creatures.



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**Prerequisite:** Wrestling, Small or Medium size.

**Benefit:** When your opponent is larger than you are you gain a circumstance bonus on your grapple check to escape a grapple or pin. The bonus is +2 per size difference between yourself and the creature grappling you. For example a halfling being grappled by a human gains a +2 to escape the pin, but against an ogre, which is large in size, the bonus is +4. This bonus stacks with the +2 bonus gained from Wrestling.

## KICK; CIRCLE

You can strike nearby opponents with an impressive spinning kick.

**Prerequisite:** Base attack +8 or higher, Flying Kick, Split Kick.

**Benefit:** When you perform the full attack action, you can give up your regular attacks and instead make one unarmed strike at your highest Base Attack Bonus against each opponent within 5 feet. Your legs do the actual striking so you do not have to be unarmed to use this feat. This feat cannot be used while wearing heavy armour.

## KICK; CRANE

You can deliver a powerful kick to an enemy.

**Prerequisite:** Base attack +4, Improved Unarmed Fighting, Circle Kick

**Benefit:** As a full-round action, you may make a single attack, doing one of the following: you may add all of your base attack bonuses into one single bonus or when you hit, or deal damage based on your unarmed attack damage, multiplied by the number of times you would have attacked in the round, plus an additional dice of damage. For example, Ember, as an 11<sup>th</sup> level monk, has a base attack of +7/+4/+1 and deals 1d10 damage with her open hand attacks. Using a crane kick, she may either make one strike at +12 to hit and deals 1d10 damage, or strike at +7 to hit and deal 4d10 damage on contact. You may not use flurry of blows, lightning fists, mantis leap, project chi or martial strike with this feat. You may perform a crane kick once per day per three levels.

## KICK; FLYING

You can make an unarmed strike while jumping.

**Prerequisite:** Improved Unarmed Strike, Spring Attack, Jump skill.

**Benefit:** If you pass within 5 feet of an opponent while you are in the air from a jump (either a long jump or a high jump) you gain an attack of opportunity against that opponent at your highest Base Attack Bonus.

## KICK; HURRICANE

You can make many unarmed strike while jumping.

**Prerequisite:** Improved Unarmed Strike, Spring Attack, Jump skill, Base attack +6 or higher, Flying Kick.

**Benefit:** Using a full-round action, you may unleash your full attack of unarmed strikes while jumping (long jump or high jump). The jump must be a straight line and any enemies you attack must be no more than 5 feet from the path of the jump. All of your attacks must be made against different opponents. Any remaining attacks you have left are lost if you cannot use them.

You cannot use the Flying Kick feat during the same round you use this feat. This feat cannot be used while wearing heavy armour.

## KICK; MANTIS

You deliver a powerful attack after making a jump.

**Prerequisite:** Improved Unarmed Strike, Spring Attack, Jump skill, Base attack bonus 6

**Benefit:** Designate an opponent who is within the maximum distance you can reach with a successful Jump check. Make a normal Jump check; if your check is successful, you can make a normal charge attack against the opponent you designated as part of the same action. If your charge attack is successful, you inflict normal damage, plus your Strength modifier multiplied by 2.

## KICK; SPLIT

You can attack flanking opponents with an impressive double kick.

**Prerequisite:** Improved Unarmed Strike, Mobility, Jump skill, Dex 13+.

**Benefit:** When flanked by two opponents, you may attack both of them with a single unarmed strike using your highest Base Attack Bonus.

This is a full round attack action, you must make a separate attack roll against each opponent. Your legs do the actual striking so you do not have to be unarmed to use this feat.

## MANTIS LEAP

You deliver a powerful attack after making a jump.

**Prerequisites:** Jump 5+ ranks, Improved Unarmed Strike

**Benefit:** Designate an opponent who is at least 10 feet away and who is within the maximum distance you can reach with a successful Jump check. Make a normal Jump check; if your check is successful, you can make a normal charge attack against the opponent you designated as part of the same action. If your charge attack is successful, you inflict normal damage, plus your level in damage.

## STRIKE; DRAGON PUNCH

You can unleash an elementally-charged unarmed strike

**Prerequisites:** Improved Unarmed Strike, Chi Focus, Martial Strike

**Benefit:** As an attack action or as one of your full-attack actions, announce you are using dragon punch. You must take a 5-foot step towards your opponent when using this feat. Make your attack roll as normal. If you hit, you inflict your unarmed strike damage plus an additional 1d4 elemental damage per 3 levels you have. The elemental damage can be in the form of fire, ice, and sonic or acid damage. You may use this feat once per day per 5 levels.

**Special:** You may use this feat in conjunction with martial strike or project chi, but you may not use this feat with lightning fists or flurry of blows.

## STRIKE; EAGLE STRIKE

Your unarmed attacks shatter objects.

**Prerequisite:** Base attack bonus +2, Improved Unarmed Strike, Fingers of Iron.

**Benefits:** Each time you hit an object (or a construct) fighting unarmed, you have the normal chance to strike with a critical hit. You can strike an opponent's weapon or shield with an unarmed strike. This means you can perform a coup de grace on an immobile object (or on a helpless construct). Material's hardness still applies.

**Normal:** Weapon hardness and hit point ratings are given on Table 8-13: Common Weapon and Shield Hardness Ratings and Hit Points in the *Core Rule Book 1*.

## STRIKE; FLURRY OF BLOWS

Make one extra open hand attack per round at the expense of accuracy

**Prerequisite:** Improved Unarmed Strike

**Benefit:** Make one extra unarmed strike per round at your highest base attack. All attacks made this round suffer a -2 penalty.

**Special:** This feat cannot be used in conjunction with any other feat that allows multiple attacks or with the virtual feat of the same name gained by a monk.

## STRIKE; FLURRY OF BLOWS IMPROVED

You sacrifice accuracy to make a stunningly fast number of attacks. Your skill and agility allow you to attack with a series of blindingly fast blows.

**Prerequisite:** Base Attack Bonus +6 Combat Reflexes, Lighting Reflexes, Flurry of Blows

**Benefit:** When you activate the flurry of blows ability you can make two extra attacks in a round instead of one. The extra attack is at the highest Base Attack Bonus but it and all subsequent attacks that round suffer a -5 attack penalty. This feat requires the full attack action.

**Normal:** Flurry of blows only grants one extra attack.

## STRIKE; HAMMER FIST

You are trained in an unarmed fighting style that emphasises a two-handed strike

**Prerequisites:** Str 13+ Improved Unarmed Strike

**Benefits:** You add one and a half times your Strength bonus to your damage when you hit with an unarmed strike. This extra damage does not apply if you make a flurry of blows attack or if you are holding anything in either hand. You must use both hands to make the unarmed attack.

## STRIKE; KNOCKOUT

You have adopted a fighting style that doesn't spill blood out of your victim, but it is even more dangerous.

**Requisites:** Improved Unarmed Strike, Wis 15+, Base Attack Bonus +6 or better.

**Benefits:** You gain a +1 competence bonus to attacks and grapple checks, and a +2 competence bonus to damage whenever you choose to deal subdual damage fighting unarmed.

## STRIKE; LETHAL

Your unarmed attacks cause lethal damage.

**Prerequisite:** Improved Unarmed Strike (feat or monk class ability).

**Benefit:** You can opt to do normal or subdual damage with unarmed and grappling attacks.

**Special:** Monks already have this as a class ability.

## STRIKE; MARTIAL STRIKE

You are skilled at delivering exceptionally lethal unarmed blows.

**Prerequisites:** Improved Unarmed Strike.

**Benefit:** Declare you are performing a martial strike instead of one of your normal attacks to double the strength damage dealt when attacking with a single unarmed strike. You cannot do a flurry of blows or use lightning fists when using a martial strike.

## STRIKE; NERVE PINCH

You know where to strike the opponent's anatomy to hamper their physical abilities.

**Prerequisites:** Stunning Fist

**Benefits:** You may use a Nerve Pinch attack instead of a Stunning Fist. You must declare your intent of this, and it counts against your Stunning Fist attack allotment. Choose Str, Dex, or Con and make your attack normally, with the opponent making the standard Fortitude save. If they fail, instead of being stunned, they take one point of ability damage from the score you chose. This effect lasts five rounds.

## STRIKE; PAIN TOUCH

You cause intense pain in an opponent with a successful stunning attack.

**Prerequisite:** Base attack bonus +2, Stunning Fist, Wis 19+.

**Benefit:** Victims of a successful stunning attack are subject to such debilitating pain that they are nauseated for 1 round after being stunned for 1 round as usual. A stunning attack involves a monk's stunning attack power or the use of the Stunning Fist feat. Creatures that are immune to stunning attacks are also immune to this feat, as are any creatures that are more than one size category larger than the feat user.

## STRIKE; PARALYSIS STRIKE

You are able to temporarily paralyse an opponent with an unarmed blow.

**Prerequisite:** Improved Unarmed Strike, Stunning Fist, Expertise, Base Attack 4+

**Benefit:** As your attack action or as one of your full-attack actions, announce you are performing a paralysis strike (thus if you miss, you ruin the attempt). If you hit, the victim suffers damage from your unarmed strike and must make a Fort save with a DC of 10 + ½ your level + your Wis modifier. If the save is failed, the victim is paralysed for a number of rounds equal to your level.

**Special:** Creatures immune to critical strikes are immune to Paralysis strike. You or another person may use paralysis strike on a victim of this attack to counter the paralysis, reducing the length of the paralysis by their level. Countering paralysis strike causes no damage.

## STRIKE; SNAKE STRIKE

You are capable of lightning fast unarmed strikes.

**Prerequisites:** Dex 13+, Base Attack 2+

**Benefit:** Announce you are using one of your snake strikes before a new round starts. You gain a +2 bonus to initiative for the round you use snake strike, but suffer a -2 base attack penalty to your attacks for the round. You can perform a Snake Strike once per day per 4 levels.

## STRIKE; STAGGERING

When you hit a stunned opponent with an unarmed strike, you can stagger him.

**Prerequisites:** Base attack bonus +4 or higher Str 15+

**Benefits:** If you make a successful unarmed strike against a stunned opponent, your opponent must make a successful Fortitude save against the same DC as that for your stunning attack. If he fails this saving throw, he is staggered. Staggered characters can only take partial actions each round (see page 85 or the *Core Rule book 2*). Your foe remains staggered for a number of rounds equal to half your monk class level.



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## STRIKE; STEEL FIST

You have learned the secrets of imbuing your unarmed attacks with extra force.

**Prerequisite:** Base attack bonus +2, Improved Unarmed Strike.

**Benefit:** Declare that you are using this feat before you make your attack roll (thus, a missed attack roll ruins the attempt). You deal an extra 1d4 points of damage when you make a successful unarmed attack. You may use this feat a number of times per day equal to 3 + your Wisdom modifier. This is a full round attack option.

## STRIKE; TIGER BITE

You can use a two-handed unarmed punch.

**Requirements:** Improved Unarmed Strike, Base attack 4+

**Benefit:** As an attack action or as one of your attacks in a full attack action, you may strike with both of your fists against a single opponent at a -2 penalty to hit. If the strike connects, you deal double the normal base damage for an unarmed attack, plus 1 ½ your Strength modifier. You may use Tiger Bite once per day per level.

## STRIKE; STUNNING

**Prerequisite:** Dex 13+, Improved Unarmed Strike, Wis 13+, Base Attack Bonus +8 or higher.

**Benefit:** Declare that the character is using the feat before making an attack roll (thus, a missed attack roll ruins the attempt). It forces a foe damaged by the character's 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 Armour Class. Attackers get a +2 bonus on attack rolls against a stunned opponent. The character may attempt a stunning attack once per day for every four levels attained, and no more than once per round.

## SWEEP

You can knock many opponents off their feet with a single blow.

**Prerequisites:** Expertise, Improved Trip, Improved Unarmed Attack

**Benefit:** As an attack action or as one of your full-attack actions, declare you are making a sweep attack (thus if you fail, you ruin the attempt). Make a single touch attack roll against all opponents in a 90 degree arc around you.

If you score a hit, the victim must resolve a normal trip attack or be knocked prone. Creatures larger than you gain a +4 bonus per size level difference to avoid being knocked down. Creatures smaller than you suffer a -4 penalty per size level difference.

**Being Tripped (Prone):** A tripped character is prone (see Table 8-8: *Core Rule Book 1* for Attack Roll Modifiers). Standing up from prone is a move-equivalent action.

## THROW; BODY

You can use your opponent's momentum against them.

**Prerequisites:** Improved Unarmed Strike, Combat Reflexes

**Benefit:** When charged, the defender may use an attack of opportunity (if he has one available) to redirect his opponents momentum into a throw. If successful, the defender can throw the attacker 1d8 plus his STR modifier in feet (1d6 plus STR modifier for small defenders). The character is thrown in the direction in which he was originally travelling. This can be used when breaking a grapple as well. This is a good way to break combat without suffering an attack of opportunity.

**Normal:** The defender typically only gets an attack of opportunity versus a charging or grappling opponent.

## THROW; GRAPPLING

You may toss your opponent after a successful grapple.

**Prerequisite:** Improved Trip, Improved Grapple.

**Benefit:** When you are grappling and you win an opposed grapple check you may toss your opponent up to 10 feet in the direction of your choice. For the throw to succeed follow the standard rules for making a trip attack ignoring the initial melee touch attack (you already have your opponent grappled). If you win you throw your opponent and he lands prone. If you lose then your opponent may escape the grapple if he wishes to.

## THROW; GREATER

You can throw your opponents to the ground, choosing where they land and dealing damage in the process.

**Prerequisite:** Improved Unarmed Strike, Dexterity 13+, Dodge, Improved Trip, Combat Reflexes

**Benefit:** When you make a successful unarmed trip attack against a creature no larger than your own size, you can choose where the creature lands, within the area you threaten. In addition, you deal your normal unarmed strike damage to the opponent. When you use this option, however, you may not make a follow up melee attack using the Improved Trip feat.

## UNARMED BLOCK

You can defend yourself against unarmed attacks when you are unarmed yourself.

**Prerequisite:** Improved Unarmed Strike.

**Benefit:** When you are unarmed you gain a +4 bonus to your Armour Class against unarmed strikes (such as by a monk). This bonus does not protect against natural weapons (such as claws). This bonus is an armour bonus that stacks with your normal armour bonus (much like the armour bonus from a shield stacks with worn armour). You are still considered to be unarmoured if you are not wearing armour. You must be unarmed to use this feat.

## UNARMED DEFLECT

You can deflect melee attacks with your bare hands.

**Prerequisite:** Improved Unarmed Strike, Unarmed Block, Deflect Arrows and Base attack +6 or higher,

**Benefit:** Once per round when you would normally be hit with a melee weapon, you may make a Reflex saving throw against a DC of 20 (if the melee weapon has a magical bonus to attack, the DC increases by that amount). If you succeed, you only suffer half damage. You must be aware of the attack and not flat-footed. Attempting to deflect a melee weapon does not count as an action. You must have both hands free to use this feat. Melee weapons larger than your size cannot be deflected (for example, a halfling cannot deflect a longsword).

## UNARMED STRIKE; IMPROVED

You are proficient with unarmed combat.

**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 against you. Additionally, you can make unarmed strikes for subdual damage or normal damage without suffering a -4 penalty to your attack roll.

**Special:** A monk fighting unarmed automatically gains the benefit of this feat.

## WALK OF THE CLOUDS

You can walk on thin air.

**Prerequisite:** Chi Focus, Hasten, Walk of the Wall and Water.

**Benefit:** You can literally move through the air at your base movement rate for up to 1 minute per level. You may use this feat once a day. You may not use this feat if you are heavily encumbered or wearing medium or heavy armour.

## WALK OF THE WALL

You are able to run along walls.

**Prerequisites:** Chi Focus, Hasten, Base Attack Bonus +4

**Benefit:** You can run up along vertical walls as if they were horizontal surfaces for 1 minute per level. You must move at a running rate and cannot perform this feat if heavily encumbered or wearing medium or heavy armour. If you lose contact with the wall for any reason, you suffer a normal fall. You cannot use this ability while falling or to stop a fall. This ability may be used once per day.

## WALK OF THE WATER

You are able to walk on water.

**Prerequisite:** Chi Focus, Hasten, Base Attack Bonus +4

**Benefit:** You can pass over water or other unstable surfaces without sinking at your base movement rate. This feat lasts for 1 minute per level. You cannot use this feat if you are heavily encumbered or wearing medium or heavy armour. This ability may be used once per day.

## WEAPON MASTERY; GREATER, MONK

Through dedication, training and hard work, a monk can master using a more complicated weapon than previously and incorporate it with their normal fighting style.

**Prerequisites:** Proficient with chosen weapon, Weapon Focus (chosen weapon), Weapon Mastery, Monk, Base attack bonus +12 or higher

**Benefit:** Choose any Martial simple weapon that meets the above requirements. The monk gains all the benefits as if it were a special monk weapon. When wielding this weapon the monk benefits from their more favourable unarmed attack bonus, including the improved number of attacks per round and may incorporate use of that weapon with her flurry of blows ability.

## WEAPON MASTERY; MINOR, MONK

You can attack with a flurry of blows with any simple weapon that you are proficient in.

**Prerequisite:** Monk level 3<sup>rd</sup> +.

**Benefit:** This feat expands on your Flurry of Blows ability, allowing you to flurry with any weapon that you are proficient in. You must still use your Base Attack Bonus (rather than your more favourable unarmed attack bonus) when using this feat. You gain one extra attack per level when activating the flurry of blows at a -2 to all Base Attack Bonuses, the extra attack is at the highest base attack -2.

**Normal:** Flurry of Blows can normally only be used in unarmed combat or when armed with a kama, nunchaku or siangham.

## WEAPON MASTERY, MONK

Through dedication, training and hard work, a monk can master using a simple weapon and incorporate it with their normal fighting style.

**Prerequisite:** Proficient with chosen weapon, Weapon Focus (chosen weapon), Base attack bonus +6 or higher

**Benefit:** Choose any single Simple weapon that meets the above requirements. The monk gains all the benefits as if it were a special monk weapon. When wielding this weapon the monk benefits from their more favourable unarmed attack bonus, including the improved number of attacks per round and may incorporate use of that weapon with her flurry of blows ability.

**Normal:** At first level, every monk has this ability with the kama, nunchaku, siangham and quarterstaff. The latter supersedes the rules in the Core Rule Book 1 by adding the quarterstaff.

## WHIRLWIND STRIKE

You are able to attack nearby foes in a whirlwind of spinning kicks and strikes.

**Prerequisite:** Wis 13+, Dex 13+, Dodge, Mobility, Spring Attack, Improved Unarmed Strike, Base Attack Bonus +4 or higher.

**Benefit:** When performing the full attack action, you give up all of your attacks and can instead make one unarmed attack against each opponent within 5 feet at your full Base Attack Bonus.

**Special:** Monks may use this feat when unarmed or when armed with a kama, nunchaku or siangham.

**Notes:** This is a modified form of the standard Whirlwind Attack feat adjusted for use by Monks and characters adept in unarmed combat. Characters cannot combine this feat with use of any weapon except as outlined above.

## METAMAGIC

### AID SPELLCASTING

You add your knowledge and power to the casting of an allied arcanist's spell.

**Prerequisite:** Ability to cast arcane spells, Int 15+, Cha 15+

**Benefit:** As a standard action, similar to Aid Another (see the *Core Rule Book 1*, Chapter Eight: Combat), a spellcaster can choose to add to the spell another allied spellcaster. On a successful Concentration check, (DC of 10 + the level of the spell being cast), either add a +1 to the DC of the spell, or +1 to the caster level of the spell. Multiple casters with this feat can make attempts to add to the spell also but the bonus can be no more to the DC or caster level than the level of the spell being cast.

### ARCANE ARMOUR

You can instinctively create a barrier of protective magic.

**Prerequisite:** Reserve Arcane Spell Levels 2+

**Benefit:** While you retain at least 2 levels of memorized spells, you can generate a tangible field of force as a free action that provides a +4 armour bonus to AC. The spell level vanishes when the armour is called and lasts for a number of rounds equal to half the Arcane Caster ability modifier (Int for a Wizard, Cha for a



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Bard or Sorcerer). Using arcane armour incurs no armour check penalty, arcane spell failure chance or speed reduction.

**Special:** Because arcane armour is composed of arcane magic, incorporeal creatures can't bypass it the way they do normal armour. Your arcane armour can be invisible or appear as a glow, at your option. The armour bonus provided by Arcane Armour does not stack with the armour bonus provided by normal armour or a shield nor or the Mage Armour spell.

## ARCANE ATTACK; FIST

You can charge your unarmed strikes with additional damage potential

**Prerequisite:** Int(or Cha) 13+ Improved Unarmed Strike Ability to cast arcane spells and a reserve Arcane Spell Level of 1+

**Prerequisite:** Ability to cast arcane spells, and a reserve Arcane Spell Level of 1+

**Benefit:** Your unarmed strikes deal 1d4 points of arcane damage +1 per spell level you relinquish (thus, relinquishing a 9<sup>th</sup> level spell gives you a 1d4+9 charge). You must decide whether or not to pay the cost prior to making the attack. The spell levels vanishes when the feat is called and the effect lasts for a number of rounds equal to half the Arcane Caster ability modifier (Int for a Wizard, Cha for a Bard or Sorcerer), or until you make your next attack, whichever occurs first but the effect is dispelled if the attack misses and the spell levels are wasted. The targets Spell resistance applies against damage from an Arcane Fist attack and the penetration is based on a spell level equal to that used in the attack.

## ARCANE ATTACK; MISSILE

You can charge your ranged attacks with additional damage potential.

**Prerequisite:** Int(or Cha) 13+, Point Blank Shot, Ability to cast arcane spells and a reserve Arcane Spell Level of 1+

**Benefit:** Your ranged shot deal 1d4 points of arcane damage +1 per spell level you relinquish (thus, if you relinquish a 9<sup>th</sup> level spell, your shot deals 1d4+9 damage). You must decide whether or not to pay the cost prior to making your ranged attack. The spell levels vanishes when the feat is called and the effect lasts for a number of rounds equal to half the Arcane Caster ability modifier (Int for a Wizard, Cha for a Bard or Sorcerer), or until you make your next attack, whichever occurs first but the effect is dispelled if the attack misses and the spell levels are wasted. The targets Spell resistance applies against damage from an Arcane Shot attack and the penetration is based on a spell level equal to that used in the attack.

## ARCANE BASTION

You create a magical defence against hostile spells.

**Prerequisite:** Reserve Arcane Spell Levels 1+

**Benefit:** While you retain at least 1 level of memorized spells, you can generate a tangible field of force as a free action that provides 1/- damage reduction from spell like attacks directed against you. The spell level vanishes when the effect is called and lasts for a number of rounds equal to half the Arcane Caster ability modifier (Int for a Wizard, Cha for a Bard or Sorcerer). This damage reduction does not stack with any benefit from spell or other class.

**Special:** You may gain this feat multiple times, each time allows you to give up one level of spell for an increase in damage reduction, so choosing this three times allows you to give up three spell levels for a damage reduction of 3/-.

## ARCANE DODGE

Using some of your arcane energy you can improve your ability to dodge one opponent in a melee situation.

You can magically dodge an adversary's attack.

**Prerequisite:** Dex 13+, Dodge, Reserve Arcane Spell Levels 3+

**Benefit:** While you retain at least 3 levels of memorized spells, you can sacrifice three spell levels to help you defend against your opponent. Designate an opponent during your action and receive a +1 dodge bonus to Armour Class against attacks from that opponent. This can be the same opponent designated for the standard Dodge feat, or a separate opponent. If the same opponent is chosen for both Dodge and Arcane Dodge, the bonuses stack. You can select a new opponent on any action.

The spell levels vanishes when the feat is called and lasts for a number of rounds equal to half the Arcane Caster ability modifier (Int for a Wizard, Cha for a Bard or Sorcerer).

**Note:** Any condition that makes you lose your Dexterity bonus to Armour Class (if any) does not make you lose the dodge bonus from the Divine Dodge feat. Also, dodge bonuses (such as this one, the from the Dodge feat, the one granted from the Mobility feat, and a dwarf's racial bonus to dodge giants) stack with one another, unlike most other types of bonuses.

## ARCANE HEALING

Using this feat your wounds heal rapidly than normal.

**Prerequisite:** Ability to cast arcane spells, and a reserve Arcane Spell Level of 3+

**Benefit:** You naturally heal a number of hit points per day of rest equal to the standard healing rate you're your Arcane Caster ability modifier (Int for a Wizard, Cha for a Bard or Sorcerer). Using this feat uses up a spell slot of 3<sup>rd</sup> level and if you have exhausted your arcane power this feat has no effect.

## ARCANE INSIGHT; SCRYING

You gain more information from scrying attempts

**Prerequisites:** Arcane Insight, Scrying rank 8+

**Benefit:** When casting a scrying spell, you may add one other sense (sight, hearing, taste, touch, smell) to the spell's effects. If you choose touch, you cannot manipulate or draw an object back through the scrying, but you can gain a tactile sense of how items feel (slimy, rough, incorporeal, etc.).

**Special:** When preparing a spell to be used with this feat, the spell is treated as if one level higher.

## ARCANE INSIGHT; SCRYING IMPROVED

You can cast other spells while scrying.

**Prerequisite:** Arcane Insight, Scrying Ranks 10+

**Benefit:** You can use this feat to cast spells through a scrying spell. You can cast any divination spell through the scrying sensor without chance of failure. If you use Greater Scrying, you have a 5% chance per level of casting a spell from conjuration, transmutation, or enchantment through the sensor, though doing so allows a being to automatically detect the sensor. The cast spell must be a ranged spell.

**Special:** When preparing a spell to be used with this feat, the spell is treated as if one level higher.

## ARCANE OPPORTUNITY; TOUCH

You can make touch ranged spell attacks of opportunity.

**Prerequisite:** Arcane Specialisation; Arcane Attack (Melee), ability to cast arcane spells and a prepared Arcane Touch spell.

**Benefit:** You can make attacks of opportunity using any touch-ranged spell you have prepared, if you have at least one hand free. The use of the Arcane Touch attack of opportunity does precludes the casting of an

arcane spell during the same round. The spell used in conjunction with this feat must be prepared ahead of time and uses a spell slot as one level higher than normal.

**Normal:** Attacks of opportunity do not involve casting spells.

## ARCANE PURGE

You can make an area non-magical

**Prerequisite:** Int 13+, Improved Countering, Ability to cast arcane spells, 10+ prepared arcane spell levels

**Benefit:** By giving up 10 or more levels of prepared spells, you can make an area fall under the effects of an Anti-magic field. However, unlike the spell, the Arcane Purge does not move with you, and has a radius equal to 10 feet, plus 5 feet for each additional spell level you give up to power the Arcane Purge. The spell levels vanishes when the feat is called and lasts for a number of rounds equal to half the Arcane Caster ability modifier (Int for a Wizard, Cha for a Bard or Sorcerer), or until you make dispel the effect, whichever occurs first. Spell resistance applies against an Arcane Purge.

## ARCANE SPECIALISATION; AREA ATTACK

You can exactly control the spread of an area spell

**Requisites:** Arcane Caster level 4<sup>th</sup> level+, Knowledge (Arcana) Rank 8

**Benefit:** You have a high level of control over the area of effect of your spell. You can sculpt the existing variables as you see fit as long as the maximum volume is not exceeded, ± 5 ft per dimension. In addition when you cast the spell, you can select certain spaces under the area and declare that they are not to be affected, creatures in this space avoid the spell's effect.

This feat does not affect spells without an area of effect stated in spatial terms. Areas of effect of "personal" or "touch", spells without an area listed and spell that specifies numbers of targets within an area are not affected. The spell takes up a spell slot two levels higher than the spell's actual level.

## ARCANE SPECIALISATION; CANTRIPS

You have mastered cantrips in a way that allows you to use them more freely

**Requisites:** Wizard Caster level 4<sup>th</sup> level+, Knowledge (Arcana) Rank 8

**Benefit:** Instead of picking and choosing cantrips (0-level spells) for the day, you can freely use any cantrip available to you (known or in your spellbooks) up to the total number of cantrips you can cast per day.

## ARCANE SPECIALISATION; ENERGY TYPE

You have an innate understanding of how to cast spells of a specific energy descriptor that are more powerful.

**Requisites:** Arcane Caster level 4<sup>th</sup> level+, Knowledge (Arcana) Rank 8

**Benefit:** Choose an energy type: acid, cold, electricity, fire or sonic. Each spell you cast deals 1 more damage per damage dice based on that energy type. For example, a Sor 12 with Arcane Specialisation (cold) deals 2d6+2 cold damage plus 3d6 impact damage for each *Ice Storm* he casts.

## ARCANE SPECIALISATION; MELEE

You have an innate understanding of how to use your spell type in combat.

**Prerequisite:** Wizard, Knowledge (Arcana) Rank 8, Caster level 4<sup>th</sup> level+, and Weapon Focus (Spell type)

**Benefit:** Choose one type of magic, one requiring a touch attack or one requiring a ranged touch attack, your spells of this type are more focused than normal. In addition to any other attack bonuses, you may add your intelligence modifier to your attack roll when making the specified attack roll. In addition spells that strike the target gain a +2 to damage.

**Special:** You can gain this feat twice once for spells requiring touch attack and once for those requiring ranged touch attacks, providing you have the prerequisites.

## ARCANE SPECIALISATION; SUMMONING

You have an innate understanding of how to summon stronger creatures than normal.

**Prerequisites:** Caster level 4<sup>th</sup> level+, Knowledge (Arcana) Rank 8, and Weapon Focus (Spell type)

**Benefit:** Creatures you conjure with any summon spell have maximum hit points and a +1 competence modifier on attack and damage rolls.

## BEWILDERING ATTACKS

You have an innate ability to disrupt a spell crafter.

**Prerequisite:** Spellcraft and Base Attack Bonus +3 or better

**Benefit:** You have an innate ability to stun a spellcrafter into a state of bewilderment.

**Special:** The magistrate must declare she is using a bewildering attack before making the attack roll. A mage struck by the magistrate is forced to make a concentration check add the magistrate's attack bonus to the difficulty check.

## BIND MAGIC

You can tie a magic spell to an item.

**Benefit:** You may touch an item and tie the casting of a spell to that item. The item may be up to one cubic foot of volume per level of the caster. The bound spell will activate when a given phrase or action is performed, defined by you at the time of binding. The binding can also be defined to activate when touched by a particular being that is defined by name, a physical description or clothing being worn. The spell activates with the bound item being the target of the spell. Thus, the spell could be used as the centre of a fireball spell, a circle of protection or other such magic. *Magic missile* would be a poor choice for binding because the target would be the item the spell is bound to, not anyone touching it or anyone within range of the spell. A spell remains bound to an item for 24 hours or until it is discharged, whichever comes first. A binding spell is prepared as if two levels higher.

## CAMOUFLAGE SPELL

Opposing spellcasters cannot identify your spells.

**Prerequisite:** Arcane Focus

**Benefit:** The DC for others to identify the name or school of a Camouflage Spell is increased by +4. Camouflaged Spells cannot be counterspelled normally. Dispel Magic can be used per its description to counterspell a spell prepared as a Camouflage Spell.

A spellcaster must have Arcane Focus in the school of the spell that he or she wishes to prepare as a Trick Spell. A Trick Spell uses up a spell slot one level higher than the spell's actual level.

## CHANNEL TOUCH SPELL

You can cast a touch spell through your melee weapon

**Prerequisite:** Str 13+, Arcane Fist, base attack bonus +3 or more



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**Benefit:** You may deliver a touch attack spell through an object such as a sword, quarterstaff or other object that does not exceed 5 feet in width or height and 30 feet in length (Thus you cannot conduct it through the wall or floor). If the victim is holding or touching the item in question, the attack is automatically successful. Otherwise to release the spell, you must succeed a touch attack, in which case the target is affected only by the spell, or make a normal melee attack, in which case the victim suffers the effects of the spell as well as damage from the object used (such as a sword or fist). Casting the spell is still a standard action (unless you have the Quicken Spell feat) and you must wait until your next attack action in order to make your armed attack. Casting a touch spell in this manner uses up a spell slot one level higher than level of the spell cast. Once the spell is cast your melee weapon holds the charge of the spell exactly as if the spell had been cast in the normal manner. You cannot pass a charged weapon to another character as doing so discharges your spell. Likewise, the spell dissipates (without discharging) if the weapon is ever thrown or leaves your hand.

**Normal:** You can discharge a touch spell as either a touch attack (no armour, shield or natural armour bonus to AC) or a normal unarmed strike.

## CHANNEL TOUCH SPELL; RANGED

You can cast a touch spell through your missile weapon

**Prerequisite:** Dex 13+, Arcane Missile, base attack bonus +3 or more

**Benefit:** You may deliver a touch attack spell through a missile weapon such as an arrow, dagger or other object that does not exceed 5 feet in width or height and 30 feet in length (Thus you cannot conduct it through the wall or floor). Otherwise to release the spell, you must succeed a ranged touch attack, in which case the target is affected only by the spell, or make a normal melee attack, in which case the victim suffers the effects of the spell as well as damage from the object used (such as a dagger). Casting the spell is still a standard action (unless you have the Quicken Spell feat) and you must wait until your next attack action in order to make your armed attack. Casting a touch spell in this manner uses up a spell slot two levels higher than level of the spell cast. Once the spell is cast your weapon holds the charge of the spell exactly as if the spell had been cast in the normal manner. You cannot pass a charged weapon to another character as doing so discharges your spell.

**Special:** You may use a spell higher than 3<sup>rd</sup> level or combine spells of lower level to power Fell Shot, but the extra spell levels are lost and cannot be used for subsequent shots.

## COMBINE SPELL

You may combine two lower level spells of the same school of magic into a more powerful spell

**Prerequisite:** Any other metamagic feat.

**Benefit:** You may combine two spells of lower level into one spell that has the combined effects of both spells. Both spells must be from the same school of magic and must target the same number of items or creatures (Self, Touch, # of Targets or Area of Effect). The combine spell is prepared as a spell of the two spell levels added together, plus one. For purposes of this spell, 0 level spells are treated as being 1/2 level. Thus, if Lee were to combine a *Lightning Bolt* and *Fireball*, she would prepare the spell as if it were a 7<sup>th</sup> level arcane spell (3 + 3 + 1 = 7).

## CONCENTRATE

You can extend the duration of your spells through concentration.

**Prerequisite:** Concentration 5 ranks, one metamagic feat.

**Benefit:** You can maintain a spell with a duration longer than one round through concentration. You must start concentrating right after casting the spell, and, for as long as you keep it up, need not count time off the spell's duration. After you stop maintaining the spell, it's normal duration resumes and then terminates as usual. You cannot use this feat to maintain a spell past ten times normal duration nor can you resume concentration. A Concentration Spell uses up a spell slot one level higher than the spell's normal level.

## CONCENTRATION; ENDURING

You can continue to maintain a concentration spell for a limited time without concentrating on it

**Prerequisite:** Concentration 10 ranks and Concentrate.

**Benefit:** A concentration based spell cast using this feat can continue to function without concentration for a period of rounds equal to your primary ability modifier. If there is already a modifier to the duration of the spell once concentration has ceased, you may add your modifier to that duration. This spell takes up a spell slot one level higher.

## CONCENTRATION; RESTORE

A spell that has been cast using the Enduring Concentration Effort feat may be resumed

**Prerequisite:** Enduring Concentration

**Benefit:** You may resume concentration of a spell that was cast using the Mindless Effort metamagic feat. You must resume the spell before it expires or the duration ends.

**Special:** Spells cast using this feat are still limited by the normal duration of the spell cast.

## CONVERSION RAY TO BURST

You can change the effect of a ray spell to a 30-foot radius burst centred on target.

**Prerequisite:** Arcane Focus (Ray)

**Benefit:** A ray burst hits all targets (friend or foe) within 10 feet of the target. Targets within 10 feet are allowed a Reflex save to avoid the burst. Any targets that do not avoid the effect are treated as if they were hit by the ray spell. Any target with 100% cover with respect to the caster is not affected. A ray burst spell uses up a spell slot three levels higher than the spell's actual level.

## CONVERSION RAY TO CONE

You expand a ray spell to a 30-foot cone.

**Prerequisite:** Arcane Focus (Ray)

**Benefit:** All targets in the area of effect receive Reflex saves to avoid the effect, but are otherwise affected as if they were hit by a ray spell. A coned ray uses up a spell slot two levels higher than the spell's actual level

## CONVERSION SELF TO TOUCH

You can cast spells on other creatures that you normally could only cast on yourself as a touch spell.

**Prerequisite:** Arcane Focus (Touch)

**Benefit:** You may change the area of effect of any spell that has a range of personal to creature touched. If the victim is unwilling to be a recipient of the spell, they may make a Reflex save with a DC of 10 + spell level + caster's spell modifier. This allows you cast certain spells on other creatures that you otherwise could not. For example, you could cast the spell True Strike (which has a range of personal) on an ally by touching him. A transferred personal spell uses up a spell slot two levels higher than the spell's actual level.

## CONVERSION TOUCH TO RAY

You can cast touch spells as ranged touch attacks

**Prerequisite:** Arcane Focus (Ray)

**Benefit:** Any touch spell can be prepared and/or cast as a ranged touch attack with a range of close (25 ft. + 5 ft. for every 2 full caster levels). A touch spell prepared or cast in this manner uses up a spell slot two levels higher than the spell's actual level.

## COOPERATIVE MAGIC

You and other spellcasters can make a spell more powerful by casting it together.

**Prerequisite:** Any other metamagic feat.

**Benefit:** You and another spellcaster with the Cooperative Spell feat can simultaneously cast the same spell (at the same time in the round). You must be adjacent to one another when casting cooperatively. Add +2 to the save DC against cooperatively cast spells and +1 to caster level checks to beat the target's spell resistance (if any). Use the base DC and level check of the better caster. A cooperative spell uses up a spell slot of the same level as the spell's actual level. This feat can only be used if the spellcasters use the same type of magic, arcane or divine. So a wizard and a bard could cast a spell cooperatively, but a sorcerer and a cleric could not. Some clerics may not be able to cast spells cooperatively with other divine spellcasters of different faiths, depending on your game world.

**Special:** For each additional caster with this feat casting the same cooperative spell simultaneously, the spell's save DC and caster level check both increase by +1. When more than two spellcasters cooperatively cast a spell, each must be adjacent to at least two other casters. For example, four spellcasters (two wizards and two sorcerers) standing in a circle all possess Cooperative Spell. Three of them ready an action to cast fireball when the member with the lowest initiative takes her action, also casting fireball. The base DC of the Reflex save is equal to the highest individual save DC among the cooperative casters, as determined by their relevant ability scores or other feats (such as Arcane Focus), special abilities, or items. In this case, one wizard has Intelligence 18, which ties with a sorcerer's Charisma 18, so the base DC is 17 (10+3 for the spell's level +4 for the ability score modifier). The final save DC of the cooperatively cast fireball is 17+2+1+1 or 21. Whoever has the highest caster level determines the base caster level check, which gains a +4 modifier.

## COUNTER COUNTERSPELL

When you cast a spell from a school for which you have selected the Arcane Focus feat, you may make that spell more difficult for opposing spellcasters to counterspell or disrupt.

**Prerequisite:** Arcane Focus in the appropriate school

**Benefit:** If the same spell or a reverse effect spell is used as a counterspell to your Counterspell, the counterspell is ineffective. When this metamagic feat is applied to a spell, it becomes impossible to counter except with a dispel magic spell or effect. The DC for the dispel check is increased by +4. Opposing spellcasters still lose any spells that are used when attempting to counter your spell. This feat can be useful when you know that you will go up against another spellcaster, and you want to guarantee that a particular spell of yours will not be countered. The spell uses up a spell slot three level higher than the spell's actual level.

**Special:** You may take this feat multiple times. Each time that you take his feat, you get an additional +2 bonus to the DC of the dispel check.

## DELAY SPELL

You can cast spells that take effect after a short delay of your choosing.

**Prerequisite:** Any other metamagic feat.

**Benefit:** A delayed spell doesn't activate until 1 to 5 rounds after you finish casting it. You determine the delay when casting the spell, and it cannot be changed once set. The spell activates just before your turn on the round you designate. Only area, personal, and touch spells may be affected by this feat. Any decisions you would make about the spell, including attack rolls, designating targets, or determining or shaping an area, are decided when the spell is cast. Any effects resolved by those affected by the spell, including saving throws, are decided when the spell triggers. If conditions change between casting and effect in such a fashion as to make the spell impossible-for example, the target you designate leaves the spell's maximum range before it goes off-the spell fails. A delayed spell may be dispelled normally during the delay, and can be detected normally in the area or on the target with spells such as detect magic. A delayed spell uses up a spell slot three levels higher than the spell's actual level.

## EMPOWER SPELL

Improve your spells power.

**Prerequisite:** Heighten Spell

**Benefit:** All numeric variables, and 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.

**Special:** The limits of the spell are maintained though, so the Maximum dice of a fireball is still 10d6.

## ENDOW SPELL

You can loan spells to others.

**Benefit:** You can "loan" to another being 1 spell level per 3 character levels you possess. You must be able to touch the being you wish to "loan" the spell to before they may cast it. The being keeps the loaned prepared spell for one day or until it is cast, whichever comes first. You cannot cast the "loaned" spell for that day, even should you cancel the "loan" (in such a case it is lost for the day).

## ENERGY ADMIXTURE

You can modify a spell that uses one type of energy to mix in an equal amount of another type of energy.

**Prerequisite:** Energy Substitution, one other metamagic feat, 5 ranks in Knowledge (arcana).

**Benefit:** Choose one type of energy: acid, cold, electricity, fire, or sonic. You can modify a spell with an energy designator to add an equal amount of the chosen type of energy. The altered spell works normally in all respects except the type of damage dealt (see sidebar). Thus, an acid fireball cast at 6<sup>th</sup> level deals 6d6 fire damage and 6d6 acid damage (roll each set of dice separately). The damage cap for a spell cast using this feat remains the same as the base spell but counts separately for each type of energy. So an acid fireball cast at 10<sup>th</sup> level or higher deals 10d6 fire damage and 10d6 acid damage. Even opposed types of energy, such as fire and cold, can be combined using this feat. An admixed spell uses up a spell slot four levels higher than the spell's actual level.

**Special:** You can gain this feat multiple times, choosing a different type of energy each time. You can use Energy Admixture to further alter a spell that has already been modified with Energy Substitution. You can also use Energy Admixture to include your chosen energy type with a spell that already uses the same type, in effect doubling the damage dice.



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## ENERGY SUBSTITUTION

You can modify a spell that uses one type of energy to use another type of energy.

**Prerequisite:** Any other metamagic feat, 5 ranks in Knowledge (arcana).

**Benefit:** Choose one type of energy: acid, cold, electricity, fire, or sonic. You can modify a spell with an energy designator to use the chosen type of energy instead. A substituted spell works normally in all respects except the type of damage dealt (see sidebar). A substituted spell uses a spell slot of the spell's normal level, modified by any other metamagic feats.

**Special:** You can gain this feat multiple times, each time it applies to a different type of energy.

## ENLARGE SPELL

You can cast spells farther than normal.

**Prerequisites:** None

**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 (such as bless or a cone spell) has the dimensions of its area or effect increased proportionally. An enlarged spell uses up a spell slot one higher than the spell's actual level.

## ESCHEW MATERIALS

You can cast spells without material components.

**Prerequisite:** Any other metamagic feat.

**Benefit:** An eschewed spell can be cast with no material components. Spells without material components or whose material components cost more than 1 gp are not affected by this feat. An eschewed spell uses up a spell slot of the spell's normal level, modified by any other metamagic feats.

## FORTUITOUS SPELL

You may cast spell whose power depend on chance.

**Requisites:** Any metamagic feat.

**Benefits:** The DC to resist a spell modified by this feat is 1d20 + your ability modifier + spell level.

A fortuitous spell uses a spell slot of one level higher than normal.

**Normal:** The DC to resist a spell is 10 + your ability modifier + spell level.

## GAZE MAGIC

Convert one of your ranged touch attack spells to be activated by a glance.

**Prerequisites:** None

**Benefit:** You may prepare any ranged touch spell as a gaze attack, the spell components, if any, to the spell are used during preparation. As a normal action you can trigger the spell as a Gaze making a normal ranged attack roll against the target which you may see. A gaze attack ignores any armour (natural or constructed) and must be visible to the spell caster. The victim saves as normal against the attack. The spell does not work against creatures that do not have eyes or vision or targets that cannot be seen due to cover, darkness or invisibility. When preparing the spell, the spell is treated as being two levels higher.

## GIVEAWAY SPELL

You give away control over a spell.

**Benefit:** You transfer the control over a spell to another willing creature that you touch at the time of casting. This changes the beneficiary of spells like charm person or transfers the control of a spell like levitate or flaming sphere. Read you in the spell description as the beneficiary of the give away spell. This does not work on spells with a Personal range. You may still select yourself as the beneficiary, in which case this feat has no effect beyond increasing the level of spell slot.

**Special:** In all other ways, the spell functions as normal; save DC and level-dependent functions are based on your abilities. You still make all the decisions inherent in casting the spell, such as what the (initial) target is, but if the effect can be moved (for example flaming sphere), the creature in control decides how. You must still be the once concentrating to maintain a concentration spell, but the beneficiary can opt to end a dismissable (duration notation "(D)") or concentration spell at his whim. A Give away Spell uses up a spell slot one level higher than the spell's actual level.

## HEIGHTEN SPELL

**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

You can cast evocation spells that are invisible and inaudible.

**Prerequisite:** Evocation spells only.

**Benefit:** This feat cloaks audible and visual manifestations of evocations. The senses of touch, taste and smell are unaffected. For instance, the bead that ignites a hidden fireball will be invisible, and the explosion it generates will not be seen or heard. The feat could also hide the sight and sound of a wall of fire, although anyone who approached it would feel the heat. Only the manifestation of the spell is hidden, not its casting components or its effects. A party of adventurers might feel the caravan they are guarding suddenly explode, and they would certainly hear people screaming as they burned, but the adventurers would not see or hear the hidden fireball that caused the carnage. Use of this feat eliminates any Reflex save bonus gained from Dexterity unless the victim possess uncanny dodge (see rogue special ability). This feat applies only to spells from the Evocation school of magic.

A hidden spell uses up a spell slot two levels higher than the spell's actual level.

## HOLD CHARGE

You have mastered your body's ability to hold a magical charge

**Benefit:** You can hold a charged touch spell and still cast a spell. The charge may not be released in the same round as the new spell has been cast, but you do maintain the charge. The number of times this feat can be used while a specific spell is charged is equal to the caster's constitution modifier. Once you have cast that many additional spells, if you cast another, the charged spell dissipates as normal. Spells cast using this feat take up a spell slot one level higher.

**Normal:** If you are holding a spell charge for a touch attack and cast another spell, the spell charge for the touch spell dissipates.

**Special:** Casting another touch spell will override this feat. You are only considered "armed" when you attempt to use the touch attack itself, otherwise, you will draw an attack of opportunity as normal. If you fail a concentration check while maintaining this charge, the charge will fail normally.

## IMPROVISE REVERSE SPELL

You can cast a spell so it has the opposite effect.

**Benefit:** You can cast the reserve version (or counter version) of a spell without actually knowing that spell or having it your spellbook. For example, a sorcerer who knew Haste but did not know Slow (a 3rd level spell) could cast Slow using a 4th level spell slot. An improvised reverse spell uses up a spell slot one level higher than the reverse spell's actual level.

## LACE SPELL; ELEMENTAL ENERGIES

You can add more damage to the spells you cast by lacing them with elemental energy.

**Prerequisite:** Spellcaster level 5<sup>th</sup>+, Int 17+

**Benefit:** You can give an extra power to a single-target spell when you cast it by adding elemental energy. In addition to its normal effect, any spell with a single target also inflicts + 1d6 points of damage to that target if the spell takes effect (assuming the target fails his saving throw, if any). The damage is a type of your choosing: fire, electricity, cold, acid, or sonic. Spells with different effects based on the success or failure of a saving throw (such as disintegrate or slay living) inflict the additional damage either way.

## LACE SPELL; ENEMY BANE

You can add more damage to the spells you cast when you cast them upon a chosen enemy.

**Prerequisite:** Spellcaster level 5<sup>th</sup>+, Int 17+

**Benefit:** You give an extra power to a damaging spell when you cast it on a specific type of creature (you must choose the type of creature when you select this feat). Any spell that causes damage inflicts + 20% more against creatures of this type. Some people claim to hear an intense cackling when a bane spell strikes its intended target.

**Special:** You can take this feat multiple times, for a number of bane creature types. Choose a creature type from this list:

|             |                           |                    |                   |
|-------------|---------------------------|--------------------|-------------------|
| Aberrations | Elementals                | Monstrous humanoid | Outsiders, lawful |
| Animals     | Fey                       | Oozes              | Plants            |
| Beasts      | Giants                    | Outsiders, chaotic | Shapechangers     |
| Constructs  | Humanoid (choose subtype) | Outsiders, evil    | Undead            |
| Dragons     | Magical beasts            | Outsiders, good    | Vermin            |

## LACE SPELL; HOLY/UNHOLY

By lacing them with energy, you can add potency to the spells you cast against good or evil targets.

**Prerequisite:** Spellcaster level 5<sup>th</sup>+, Int 17+

**Benefit:** You give extra power to a spell that you cast against either an evil or a good opponent. You must choose whether to make your spells holy or unholy at the time you select this feat, and afterward you can never take this feat again. Spells laced with holy or unholy energy are changed in these ways:

**Holy.** Changes the spell's descriptor to [good] and adds + 2 to the save DC if the target or creatures within the area are of evil alignment.

**Unholy.** Changes the spell's descriptor to [evil] and adds + 2 to the save DC if the target or creatures within the area are of good alignment.

A holy spell uses a spell slot of the same level than normal, modified by any other metamagic feat.

## LACE SPELL; LAWFUL/CHAOTIC

By lacing them with energy, you can add potency to the spells you cast against lawful or chaotic targets.

**Prerequisite:** Spellcaster level 5<sup>th</sup>+, Int 17+

**Benefit:** You give extra power to a spell that you cast against either a chaotic or a lawful opponent. You must choose whether to make your spells lawful or chaotic at the time you select this feat, and afterward you can never take this feat again. Spells laced with lawful or chaotic energy are changed in these ways:

**Lawful.** Changes the spell's descriptor to [lawful] and adds + 2 to the save DC if the target or creatures within the area are of chaotic alignment.

**Chaotic.** Changes the spell's descriptor to [chaotic] and adds

+ 2 to the save DC if the target or creatures within the area are of lawful alignment.

## LACE SPELL; RESISTANT

You make your spell more potent and harder to dispel.

**Prerequisite:** Spellcaster level 7<sup>th</sup>+, Int 17+

**Benefit:** You give to all spells you lace with this feat a +2 bonus to the DC required for another caster to dispel them. For example, a 10<sup>th</sup>-level arcanist casts a Resistant-laced wall of ice and another caster attempts to dispel it. When the dispelling mage makes a level check (d20 + 10) to determine whether the dispel attempt succeeds, the DC becomes 11 + 10 (the caster's level) + 2 for the lacing effect. Any spell can be laced with this feat, although spells that cannot be dispelled (such as wall of force) gain no benefit.

## LACE SPELL; SPELLRIPPER

Every spell you cast has a chance to dispel one protecting or enhancing your foe.

**Prerequisite:** Magical Talent feat, spellcaster level 17<sup>th</sup>+, Int 17+, Cha 21+

**Benefit:** You give an extra power to an offensive spell you cast on an opponent. In addition to its normal effects, the lacing attempts to dispel (as described in dispel magic) one spell effect on the target. The highest-level spell currently active is always the spell to be ripped away. For example, a wizard casts a Spellripper-laced hold person at a foe with cat's grace and stoneskin active upon her. The wizard makes a level check (d20 + 10) with a DC of 11 + the caster level of the caster of stoneskin. If the dispel succeeds, the stoneskin is "ripped" away before the laced hold person takes effect. If the dispel fails, resolve the hold person casting attempt normally-no spells are ripped away.

Spellripper lacing affects only spells cast upon a creature or object. Independent spell effects, or those affecting an area-such as a wall of fire, an antimagic field, an illusion, or a conjured monster-cannot be dispelled, even if they prevent the laced spell from affecting the target.

## LACE SPELL; UNRAVEL

You make your spell more potent and harder to ward against.

**Prerequisite:** Magical Talent feat, spellcaster level 10<sup>th</sup>+, Int 17+ Cha 15+

**Benefit:** You give an extra power to an offensive spell that you cast on an opponent. The lacing attempts to suppress, for this laced spell only, any spell effect on the target that directly interferes with the laced spell taking effect. For example, a sorcerer casts an Unravel-laced fireball at a foe with protection from elements (fire) already active upon herself. The sorcerer makes a level check (d20 + 10) with a DC of 11 + the caster level of the caster of protection from elements. If the sorcerer's attempt succeeds, the spell is "unravelling" before the fireball takes effect. However, immediately after the fireball's effects have taken their toll, the unravelling protection from elements spell knits itself back together again for its subject.

Unravel lacing affects only spells cast upon a creature or object. Independent spell effects, or those affecting an area-such as a wall of fire, an antimagic field, an illusion, or a conjured monster-cannot be suppressed, even if they prevent the laced spell from affecting the target. Unlike the more powerful Lace Spell: Spellripper feat, a spell laced with Unravel can suppress only temporarily those effects specifically intended



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to foil that spell (Arcane Immunity, a shield spell protecting against magic missiles, and so on) or spells that provide general protection from other spells (protection from evil, spell resistance, and so on).

## LIFT THE LID

You can increase the damage limit of certain spells

**Prerequisites:** Empower Spell, Heighten Spell

**Benefit:** You can increase raise the damage dice of a spells by one die for each spell level given up during preparation. This allows you to increase the damage beyond the capped limit assuming you are of sufficient level to need to.

**Example:** A fireball spell is capped at 10d6 (at 10<sup>th</sup> level). Using this feat, a 15<sup>th</sup> level caster could instead do up to 12d6 points of damage.

**Notes:** This feat can be used with any spell having a damage cap expressed in the spells description. A damage cap can be identified by a statement similar to "deals x d x points of x damage per caster level (maximum x d x)".

## LOWER SPELL

You can prepare your spells as if they were lower level.

**Benefit:** The user can cast a spell using a lower spell slot than usual. For every level that the spell is moved down, all aspects of the spell decrease by 25%. This decrease affects damage, duration, number of targets (although never going below one), area of effect, etc. This does not affect casting time, and treat the spell save DC as a normal spell save for a spell of that level (instead of reducing it as you do the rest of the spell). If a spell does not have any variable, numerical effects other than duration, number of targets affected and range, the spell cannot be lowered. The lower spell metamagic feat may not be combined with any other metamagic feats (so you could not have a lowered, maximized fireball). A spell can only be lowered two levels.

**Normal:** You can set the caster level of any spell you cast to be lower than your own caster level. This does not change the spell slot which a spell occupies, but it may reduce its power.

**Special:** This feat may not be used to cast spells the caster could not cast anyway, so a 3rd level caster could not lower fireball to a 2nd level spell slot and cast it.

## MAGIC SUNDER

You can sense the stress points on others weapons.

**Prerequisite:** Str 13+, Power Attack, Sunder, and Reserve Spell Levels 5+

**Benefit:** When you strike at an opponent's weapon, you ignore half of the weapon's total hardness (round down). "Total hardness" includes any magical or psionic enhancements possessed by the weapon that normally add to its hardness. However, to strike and do any damage to a magically or psionically enhanced weapon, you still need a weapon of equal or better enhancement.

**Special:** You can also sense the stress points in any hard construction, such as wooden doors or stone walls, and can ignore half of the object's total hardness (round down) when attacking that object.

## METAFFINITY

You are adept at casting metamagic Arcane spells without prior preparation.

**Prerequisite:** Ability to cast Arcane spells without preparation (like a Bard or Sorcerer), at least one other metamagic feat.

**Benefit:** Despite the fact that you do not prepare spells, you are able to cast any spell augmented by any other metamagic feat that you know without increasing the spell's casting time. Spells quickly cast through use of this feat use up a spell slot one level higher than the spell's metamagically enhanced level.

**Normal:** Sorcerers, Bards and other Arcane spellcasters that do not prepare spells normally take more time to cast a metamagic spell than a normal one. If a spell's normal casting time is 1-action, a Sorcerer or Bard can cast a metamagically-enhanced version of the spell as a full-round action. With the Metaffinity feat, you are able to cast the same metamagically-enhanced spell in 1-action.

**Special:** This feat can be combined with the Quicken Spell feat, a feat not normally useful to Sorcerers and Bards.

**Example:** Aeryk, a 17<sup>th</sup> level Sorcerer, has the Metaffinity, Quicken Spell and Maximise Spell feats. He can cast a maximised Lightning Bolt spell as a full-round action by using up a 6<sup>th</sup> level spell slot or use his Metaffinity feat to cast a maximised Lightning Bolt in 1-action by using up a 7<sup>th</sup> level spell slot. He could also use his Metaffinity feat to cast a quickened Lightning Bolt as a free action by using up an 8<sup>th</sup> level spell slot, but would not be able to maximise the spell.

## METAMAGIC LORE

You know metamagic's mechanics at a level beyond common knowledge.

**Requisite:** Any metamagic feat, Knowledge (arcana) 10 ranks.

**Benefits:** You may choose to lower by 1 the spell level increment caused by some metamagic feats. This benefit only applies to a number of metamagic feats equal to your Intelligence modifier, and only to one spell per day.

A Wizard with Intelligence 15, for example can prepare an empowered and maximized *Magic Missile* using a 4<sup>th</sup> level spell slot (1 *Magic Missile* + 1 Empower Spell + 2 Maximize Spell) in lieu of a 6<sup>th</sup> level spell slot (1 *Magic Missile* + 2 Empower Spell + 3 Maximize Spell). The Wizard can apply a third metamagic feat to this spell, but he cannot gain further benefit by doing this, at least until his Intelligence will become 16 or better (+3 bonus).

**Special:** You may acquire this feat multiple times. Each time you select this feat, increase by 1 the daily amount of spells you can influence in this way.

## METASPELL

Through hard work, study and dedication, you have learned to combine your arcane knowledge with your innate spellcasting ability, enabling you to learn metamagically-enhanced spells instead of standard spells.

**Prerequisite:** Ability to cast Arcane spells without preparation (like a Bard or Sorcerer), Int 13+, Spellcraft 8+, Knowledge (arcana) 8+, and one metamagic feat.

**Benefit:** When you gain new spells, you have the option of learning a metamagically-enhanced spell in place of another spell of the appropriate level. This spell takes up a spell-slot appropriate for the normal level of the spell, modified by the metamagic feat used to augment the spell. You do not need to know the base spell nor the metamagic feat used to modify the spell in order to use this feat. Once a metamagically-enhanced spell is learned in this manner, you cannot cast the spell without its metamagic enhancement, though you can augment the spell in standard fashion with additional metamagic feats. A metamagic spell learned in this fashion is cast as if the spellcaster were a Wizard, without increasing the time needed to cast the spell.

**Example:** A Sorcerer normally gains a 5<sup>th</sup> level spell on attaining 10<sup>th</sup> level. Instead of learning a standard 5<sup>th</sup> level spell, a Sorcerer with the Metaspell feat could learn an Empowered Fireball spell (3<sup>rd</sup> level spell +2 spell levels for the Empower feat).

**Normal:** Bards and Sorcerers can not normally prepare spells with metamagic effects ahead of time.

**Special:** This feat does not provide knowledge of any other metamagic feat.

## PERSISTENT SPELL

You make one of your spells last all day.

**Prerequisites:** Extend Spell.

**Benefits:** A persistent spell has a duration of 24 hours. The persistent spell must have a personal range or a fixed range (for example, comprehend languages or detect magic). Spells of instantaneous duration cannot be affected by this feat, nor can spells whose effects are discharged. You need not concentrate on spells such as detect magic and detect thoughts to be aware of the mere presence or absence of the thing detected, but you must still concentrate to gain additional information as normal. Concentration on such a spell is a standard action that does not provoke an attack of opportunity. A persistent spell uses up a spell slot four levels higher than the spell's actual level.

## POWERLESS SPELL

You can prepare or cast a spell for use as a counterspell

**Benefit:** You can cast a spell in such a way that it has no effect beyond a simple light show, an obviously powerless version of the real thing with an instantaneous duration and no lasting effect. A Fireball would only be a billowing cloud of hot air, a lightning bolt would become an obviously powerless, but still impressive, display of static. This allows you to show people that you have a powerful spell without expending a high-level spell slot, but the main use is in counterspelling. As it is the spell itself and not the effect that causes counterspelling, such a spell would have very little effect on the real world, but could still be used to counterspell. By giving up the entire spell effect, you make the spell easier to prepare and cast, so that a spell takes up a spell slot two levels lower, but never lower than level zero.

**Special:** Spells whose effects are to negate or counterspell magic still lose their effect. So a powerless dispel magic can only be used to counterspell another dispel magic spell; it cannot be used as an attempt to counterspell any other spell (as that is the effect of a dispel magic spell, lost through the Powerless Spell feat). Nor can a powerless darkness spell be used to counter a light spell, for the same reason.

## QUICKEN SPELL

Cuts the casting time of your spells.

**Prerequisites:** None

**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.

## RAY EXTENSION

You maintain a ray spell for an additional round.

**Prerequisites:** none

**Benefit:** When the extended ray spell cast, you can use your next action to attack with the same ray. You may designate either a different target or the same target. A successful ranged touch attack is required for the second target. If any other actions are taken, or the spell is disrupted before our next action, then you lose the extended spell (though any previous effects remain). An extended ray uses up a spell slot one level higher than the spell's actual level.

## RAY SPLITTING

You can attack two adjacent targets with a ray spell.

**Prerequisites:** none

**Benefit:** A split ray can hit two targets if no more than 30 feet and 90° separate each target, but the maximum range of the spell cannot be exceeded to hit a second target. A successful ranged touch attack is needed for each target, and each roll incurs a -2 penalty to hit. A target cannot be attacked more than once with a given spell. A split ray uses up a spell slot two levels higher than the spell's actual level.

## REACH SPELL

You can cast touch spells without touching the spell recipient.

**Prerequisites:** none

**Benefit:** You may cast a spell that normally has a range of 'touch' at any distance up to 30 feet. The spell effectively becomes a ray, so you must succeed at a ranged touch attack to bestow the spell upon the recipient. A reach spell uses up a spell slot two levels higher than the spell's actual level.

## REBOUND SPELL

You can cast spells that arc to secondary targets.

**Benefit:** This feat allows the caster's spells to bounce from target to target. Only spells with an area of "ray" or "cone" are affected by this feat (GM's discretion to allow other spells to be used as well). Spells with an area effect "cone" become rays when cast with the Rebound Spell feat.

On a successful ranged touch attack, the bouncing spell hits the primary target. Once the spell hits the primary target, secondary rays then bounce off this target to hit a number of secondary targets. The caster may generate a maximum number of secondary rays equal to his caster level. The caster makes a ranged touch attack as normal to strike each secondary target. The caster may choose which secondary targets he hits, but they must all be within 30 feet of the primary target. While more than one secondary bolt may be targeted at a secondary target, the target will only suffer the results of one secondary bolt no matter how many succeed in striking him. The caster may choose to affect fewer secondary targets than the feat allows. The primary target is affected by the spell as normal, but secondary targets half damage (or effect) from the spell. If the spell causes an effect other than damage, the secondary target receives +4 to any applicable save. For example, a bounced disintegrate spell's secondary targets would receive +4 to their saving throw, and the characters would suffer only half damage from a failed save. A bounced spell uses up a spell slot three levels higher than the spell's actual level.

## REPEAT SPELL

You can cast a spell that repeats the following round.

**Prerequisites:** Any other metamagic feat

**Benefit:** A repeated spell is automatically cast again at the beginning of your next turn. No matter where you are, the second spell originates from the same location and affects the same area as the original spell. You cannot use this feat on spells with a touch range. If the original spell affects a target, the repeated spell affects the same target if it is within 30 feet of its original position; otherwise the second spell fails. A repeated spell uses up a slot three levels higher than the spell's actual level.

## SACRED SPELL

Your damaging spells are imbued with divine power.

**Benefit:** Half of the damage dealt by a sacred spell results directly from divine power, and is therefore not subject to being reduced by protection from elements or similar magic. The other half of the damage dealt by



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the spell is as normal for the spell. A sacred spell uses up a spell slot two levels higher than the spell's actual level. Only divine spells can be cast as sacred spells.

## SANCTUM SPELL

Your spells have a home ground advantage.

**Prerequisite:** Any other metamagic feat.

**Benefit:** A sanctum spell has an effective spell level one level higher than normal if cast in your sanctum (see Special, below)-but if not cast in the sanctum, it has an effective spell level one level lower than normal. All effects dependent on spell level (such as save DCs or the ability to penetrate a minor globe of invulnerability) are calculated according to the adjusted level. A sanctum spell uses a spell slot of the spell's normal level, modified by any other metamagic feats.

**Special:** Your sanctum is an area you have previously designated within a 10-foot/level radius from the centre. This area can be a particular site, building, or structure. A sanctum can be designated within a larger structure, but its special advantages cut off beyond the maximum area. The designated area must be a site where you have spent a cumulative period of at least three months. Once designated, it takes seven days for the site to become a sanctum. If you designate a new area to be your sanctum, the benefits of the old one immediately fade. You may have only a single sanctum at one time.

## SHADOW WEAVE MAGIC

You have discovered the dark and dangerous secret of the Shadow Weave.

**Prerequisites:** Wisdom 13+ or patron deity Shar.

**Benefits:** From now on, your spells tap the Shadow Weave instead of the Weave. You also can activate magic items that use the Shadow Weave without taking damage.

Add a +1 bonus to the DC for all saving throws of spells you cast from the schools of Enchantment, Illusion, and Necromancy, and spells with the darkness descriptor. You get a +1 bonus on caster level checks to overcome spell resistance for these schools and spells. The Shadow Weave proves less than optimal for effects involving energy or matter. Your effective caster level for spells you cast from the schools of Evocation or Transmutation (except spells with the darkness descriptor) is reduced by one. (First-level Shadow Weave users cannot cast spells from these schools.) The reduced caster level affects the spell's range, duration, damage, and any other level-dependent variables the spell might have, including dispel checks against you. You can no longer cast spells with the light descriptor, no matter what your level is. Such spells automatically fail. Your ability to use magic items that produce light effects is also limited-you cannot invoke an item's light power if the item's activation method is spell trigger or spell completion.

From now on, any magic item you create is a Shadow Weave item (see Chapter 2: Magic).

**Special:** Knowledge of the Shadow Weave has a price. When you acquire this feat, your Wisdom score is immediately reduced by 2 points. If this loss or any future Wisdom loss reduces your Wisdom score to less than 13, you still have the feat. (This is an exception to the general rule governing feats with prerequisites.) Restorative spells (such as restoration or greater restoration) do not reverse the Wisdom loss. You can, however, strike a deal with Shar, the goddess who holds sway over the Shadow Weave, to regain your lost Wisdom. You must receive an atonement spell from a cleric of Shar. Sharran clerics require the subject to complete a dangerous quest before receiving the atonement, and afterward you must choose her as your patron. (The usual quest is to destroy a follower of Selune whose level is at least as high as yours.) If you later change your patron, you immediately suffer the Wisdom loss. If you take Shar back again as your patron deity, it is not regained.

## SHADOW WEAVE MAGIC; ARTIST

You are naturally adept at using Plane of Shadows stuff to create quasi-real illusions.

**Requisites:** Arcane Focus (Illusion)

**Benefits:** When casting Illusion (Shadow) spells that emulate other spells (such as *Shadow Conjuration*, *Shadow Evocation*, *Greater Shadow Conjuration*, etc.), they are 20% more real. Furthermore, increase by 1 DC to disbelief Illusion (Shadow) spells you cast.

**Special:** A gnome acquiring this feat casts spells of the type indicated above as they were 25% more real, instead of 20%.

## SHADOW WEAVE MAGIC; INSIDIOUS

You can use the Shadow Weave to make your spells harder for Weave users to detect. All creatures employing spells or spell-like abilities are considered to be Weave users unless they possess the Shadow Weave Magic feat.

**Prerequisites:** Shadow Weave Magic.

**Benefits:** When a Weave user employs a divination spell, spell-like ability, or magic item (such as detect magic) that may detect the magical aura of one of your spells, the Weave user must make a level check (DC 11 + your caster level) to successfully detect your spells. Similarly, a Weave user attempting to use a divination such as see invisibility to reveal the effects of one of your spells must make a level check to reveal your spell's effects. The Weave user can check only once for each divination spell used, no matter how many of your spell effects are operating in an area. This benefit does not extend to spells you cast of Evocation or Transmutation.

From now on, your ability to detect Weave magic is impaired. Any divination spell you use against a Weave effect is successful only if you make a level check against a DC of 9 + the caster's level. This penalty does not extend to Enchantment, Illusion, or Necromancy effects. (You detect them normally.)

## SHADOW WEAVE MAGIC; PERNICIOUS

You can use the Shadow Weave to make your spells harder for Weave users to counter.

**Prerequisites:** Shadow Weave Magic.

**Benefits:** Your spells resist counterspell attempts by Weave users. When a Weave caster tries to counterspell a spell you are casting, he must make a level check (DC 11 + your caster level) to succeed at the counterspell.

**Special:** This benefit does not extend to spells you cast from the school of Evocation or Transmutation, nor to opponents using dispel magic to counterspell (see Tenacious Magic, later in this section). From now on your ability to counterspell Weave magic is impaired. When you attempt to counter a Weave spell, you must make a level check with a DC of 9 + your opponent's caster level to succeed. This penalty does not extend to Enchantment, Illusion, or Necromancy effects. (You counterspell them normally.) You may attempt counterspells with dispel magic normally.

**Note:** Any creature using a spell, spell-like ability, or magic item without the Shadow Weave Magic feat is considered to be a Weave user.

## SHADOW WEAVE MAGIC; TENACIOUS MAGIC

You can use the Shadowweave to make your spells harder for Weave users to dispel. Any magic-wielding creature without the Shadow Weave Magic feat is considered a Weave user.

**Prerequisites:** Shadow Weave Magic.

**Benefits:** Your spells resist dispelling attempts by Weave users. When a Weave caster makes a dispel check to dispel one of your spells (including using dispel magic to counterspell a spell you are casting), the DC is 15 + your caster level. This benefit does not extend to spells you cast from the schools of Evocation or Transmutation. From now on your ability to dispel Weave magic is impaired.

When you make a dispel check to dispel a Weave spell (or use dispel magic to counterspell an opponent's spell), the DC is 13 + the opponent's caster level. This penalty does not extend to Enchantment, Illusion, or Necromancy effects, which you can dispel normally.

## SILENT SPELL

**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.

## SINGLE-HANDED CASTING

You may attack and cast a spell with your free hand.

**Prerequisites:** Combat Casting, Quicken spell

**Benefit:** If one of your hands is free from carrying any object (such as a torch, shield or weapon), you may, as a full-round action, make one attack and cast a spell in the same action. To perform the spell correctly you must make a Concentration skill check with a DC 12 + spell level. The spell you cast does not need to be quickened. The non-spell attack you make may be with a ranged weapon or a melee weapon, but you do not use multiple attacks. You may take a 5-foot step.

**Special:** If you have a quickened spell prepared, you may cast it as a free action before or after using the one-handed casting feat.

**Normal:** You must have one or both hands free and must have a spell prepared with the quicken metamagic feat to cast a spell and attack with a melee weapon or ranged weapon as well.

## SLOW SPELL

You can cast spells more slowly to gain power.

**Prerequisite:** Any one metamagic feat.

**Benefit:** Any spell with a casting time of a normal action or less now has a casting time of a full round. The benefit is that the spell takes up a spell slot one level lower than normal. A spell can never become less than its original level through this feat, but the level modification for this feat can be used to offset the level increase from other metamagic feats.

**Notes:** A sorcerer or bard can use this feat, turning a full action metamagic spell casting into a full round casting time spell (not the same thing).

## SPEED SPELL

Cuts the casting time of your spells.

**Benefit:** A Speed Spell has its casting time halved, to a minimum of one action. This is only a benefit for spells that normally have a long casting time. A spell with a casting time of "one full round" now takes a standard action to cast. A spell with a casting time longer than one round has its casting time halved. A Speed Spell uses up a spell slot one level higher than the spell's actual level.

**Notes:** For a spontaneous spellcaster such as a sorcerer or bard, the metamagic rule still cuts in and changes the standard action into a full-round action, which is still not the same as a 1 full-round casting time.

## SPELL AFFINITY

Through research, study, introspection or inspiration, a Bard or Sorcerer is able to learn more spells.

**Prerequisite:** Intelligence 13+, Ability to cast 1<sup>st</sup> level Arcane spells without preparation.

**Benefit:** The spells that you know are boosted by your Intelligence attribute, in addition to your Charisma modifier for one level of spells. These spells are added to your number of spells known; but this feat does not increase the number of spells that you can cast per day.

**Special:** The bonus spells provided by this feat cannot be combined with the bonus spells provided by any other feat (based on ability score) except Cantrip.

## SPELL EXCHANGE

You have greater freedom to decide how many spells of each level to prepare.

**Prerequisites:** Spell exchange is available only to wizards.

**Benefits:** Two spells can be prepared using a single spell slot if their combined level is less than the capacity of that slot. For example, two 2<sup>nd</sup> level spells can be prepared in a 5<sup>th</sup> level spell slot. Conversely, a spell can occupy two or more spell slots as long as the combined capacity of the spell slots is greater than the level of the spell. For example, one 5<sup>th</sup> level spell can be prepared using three 2<sup>nd</sup> level spell slots. When using a spell enhanced by metamagic, you can use up any combination of spell slots that add up to the level of the enhanced spell. You must be capable of preparing the enhanced spell in the normal way to use this option. For example, you must be able to prepare a 6<sup>th</sup> level spell to maximise a fireball, but you could then use the Spell Exchange feat to use a 4<sup>th</sup> and a 2<sup>nd</sup> level spell slot instead of a 6<sup>th</sup> level spell slot. For the purpose of this feat, count 0-level spells as if they had a level equal to ½.

## SPONTANEOUS METACASTING

You have an affinity for spontaneously casting cure or inflict spells enhanced by your metamagic feats.

**Prerequisite:** Ability to spontaneously cast cure or inflict spells, metamagic feat used to augment your spell.

**Benefit:** You can spontaneously cast a metamagically enhanced cure spell (or inflict spell as appropriate) in 1-action.

**Normal:** Trading in divine energy to spontaneously cast a 1-action metamagic spell normally requires a full-round action, while spontaneously casting a metamagic spell with a longer casting time requires one extra full-round action to cast.

## SPONTANEOUS SPELL

You may give up a memorized spell to cast a weaker spell.

**Benefit:** You may swap out a prepared spell for another spell of your choice. The spell that you choose to cast is treated as being one spell level higher than normal. Thus, if you choose to drop a prepared 3<sup>rd</sup> level spell, you may select another spell to replace it of 1<sup>st</sup> or 2<sup>nd</sup> level. That spell is treated as either a 2<sup>nd</sup> level spell or a 3<sup>rd</sup> level spell for filling the slot. The spell is treated as its original level for determining DC. You cannot "recover" the lost level of difference by diluting the new spell. If a domain spell is changed, it must be replaced with another domain spell (though of a lower level). Example: Lee the wizard, caught in close quarters with orcs, decides to spontaneously change out a 3<sup>rd</sup> level fireball spell. He may replace that spell with either a 1<sup>st</sup> or 2<sup>nd</sup> level spell of her choice from her spell book. She decides to change the spell to the 1<sup>st</sup> level *magic missile* to more effectively engage the orcs. The other two spell levels are lost, and could not be converted to spells even if she had the dilute feat.

**Normal:** Only sorcerers and bards are normally allowed to swap spells without penalty. A priest may transform any prepared spell for a healing spell without the reduction in spell power. However, a priest may use this feat to switch to a non-healing spell.



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## STABLE SPELL

You need not concentrate to maintain spells.

**Benefit:** A stable spell does not need concentration. Any © note in the duration field is replaced with a (D) note instead, which allows you to end the spell at will. A Stable Spell uses up a spell slot two levels higher than the spell's actual level.

**Special:** If you want to control aspects of the spell, such as controlling the movement of an illusion, you must still concentrate while in control. If you don't concentrate, the spell effect will still remain, without changing in any way.

## STEAL SPELL

You cause other to lose readied spells and can use them yourself.

**Benefit:** You must ready an action to steal a spell. When you are the target of a spell, announce you are using the steal spell feat. You may only steal spells of the same type (arcane or divine) that you can cast. If you make a successful Will save at DC 15 + target spell level + original Caster's spell casting attribute bonus, you "soak" the spell and temporarily add it to your repertoire. You may not hold more than one stolen spell at a time, and can cast no other spells until you release the stolen spell. You may hold the spell one round + one round per level, or release it at any time before then, directed at a target you choose. The released spell has all the effects as if released by the original caster. Example: Mialec, an 8<sup>th</sup> level wizardess, readies the Steal Spell feat just before an evil 12<sup>th</sup> level wizard casts the 5<sup>th</sup> level Finger of Death arcane spell at her. Mialec makes a DC 22 (the evil wizard has a 15 intelligence, for a +2 Int modifier) Will save. If she succeeds, she may hold the Finger of Death spell for 8 rounds or cast it back at the evil wizard or any of his companions, at 12<sup>th</sup> level ability, before she loses the charge.

## STILL SPELL

**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

## STYLISE SPELL

You can add illusionary elements to your spells that make them more spectacular, but not more powerful.

**Prerequisite:** Access to the illusion school (or a lack of prohibition against using it)

**Benefit:** You can subtly change the appearance, sound, taste or smell of spells you cast. The changes to the spell must not have any appreciable game effect outside of making the caster seem impressive. For instance, making a wall of fire appear as something that isn't hot and dangerous would be out of the question, but having it whisper your name would be acceptable. The effects of this spell should never make something dangerous seem less so or something safe seem dangerous. It should never change the apparent area of effect of the spell, disguise the spell in any way, or simulate the appearance of another spell.

**Notes:** The GM should be careful not to allow the caster to gain a practical benefit from this feat aside from personal reactions of spectators.

## SUBDUAL SUBSTITUTION

You can modify a spell that uses energy to deal damage to deal subdual damage instead.

**Prerequisite:** Any other metamagic feat, 5 ranks in Knowledge (arcana)

**Benefit:** Choose one type of energy: acid, cold, electricity, fire, or sonic. You can modify a spell with the chosen designator to inflict subdual damage instead of energy damage. The subdual spell works normally in all respects except the type of damage dealt. For example, a subdual fireball spell works in the usual way, but the subdual fireball deals subdual damage instead of fire damage. A subdual spell uses a spell slot of the spell's normal level, modified by any other metamagic feats.

You know how to fight as a pair, group, and in formation.

**Prerequisite:** Base attack modifier of +1 or better.

**Benefit:** Two or more people can fight together as a team.

The team members block and parry blows for each other. Team members also work together to open up opponent's weaknesses. Team members need to be within each others threatened area and every team member needs to have the feat. Each person having Team Fighting gets a +1 to hit bonus and a +1 Armour Class bonus. Also, if two people have Team Fighting they can switch carried items as a free action. This would allow one person to reload a Heavy Crossbow or Repeating Crossbow while the other fires, thus one character could fire the Heavy Crossbow every round while the other guy is loading.

## TWIN SPELL

You can cast a spell simultaneously with another spell just like it.

**Prerequisites:** Any other metamagic feat.

**Benefit:** Casting a spell altered by this feat causes the spell to take effect twice on the target, as if you were simultaneously casting the same spell two times on the same location or target. Any variables in the spell (such as targets, shaping an area, and so on) apply to both of the resulting spells. The target suffers all the effects of both spells individually and receives a saving throw for each. In some cases, failure of both of the target's saving throws results in redundant effects, such as a twinned charm person (see Combining Magical Effects, page 153 of the *Core Rule Book 1*), although any ally of the target would have to succeed at two dispel attempts in order to free the target from the charm. As with other metamagic feats, twinning a spell does not affect its vulnerability to counterspelling (for example, using an untwinned form of the spell doesn't negate just half of the twinned spell). A twinned spell uses up a spell slot four levels higher than the spell's actual level.

## WEAKEN SPELL

You make reduce a damage-inflicting spell's level.

**Benefit:** You may lower the level of any damage-inflicting spell you already know, while also reducing the amount of damage it inflicts to fill up a lower level spell slot. The spell counts against your spell slots as the level it is reduced to. The spell's range and damage are reduced as if the spell caster's effective level were equal to the minimum level required to cast the spell at the reduced level. Any spell reduced to 0<sup>th</sup> level deals 1d3 damage and is cast as if at 1<sup>st</sup> level. Spells who have a set dice of damage that does not change (such as magic missile and ice storm) cannot be weakened with this feat. The spell caster must have the ability to cast the spell normally before a weakened version must be cast. For example, if Mialec wanted to weaken a Fireball, she could prepare it as a 2<sup>nd</sup> level spell and she would cast it as if she were 3<sup>rd</sup> level causing 3d6 damage with a base DC 12 saving throw, but Mialec could not cast a weakened Fireball until she was 5<sup>th</sup> level and had the spell in her spell book. You may use this feat in conjunction with Dilute feat to fill lower-level slots with multiple Weakened spells. Weakened spells can be subjected to other metamagic feats including Empower spell, Enlarge spell and Maximize spell feats.

## WILD SPELL

You defy common logic and sometimes attempt to shape raw magic power into what you need, spending less effort preparing spells since you can fill in the gaps later.

**Prerequisites:** Arcane spellcaster

**Benefits:** You can use any spell you know with any level slot, but run a great risk. Whenever you attempt to cast a spell prepared with this feat, you must make a Concentration check against DC 20 + level of the spell (this is in addition to any other Concentration checks you have to make, and this check does not receive bonuses for Combat Casting or similar feats). The DC is also increased by +4 for every level of difference beyond the first between the spell level and the slot used. If this check succeeds, the spell works normally. If not, the spell causes a wild surge (see Tome of Magic for details, or use the chart for a wand of wonder from the GM's Guide.)

## METAPSIONIC

## BEND POWER

Cover counts few against your powers.

**Benefits:** Bend Powers nullify any cover bonus from a degree of cover less than total to any creature who tries to interpose something between her and your powers. Target creatures don't gain any cover AC bonus or cover Reflex save bonus against bended powers.

A bended power cost a number of power points equal to its standard cost +2.

## CONCEAL POWER

You know how to manifest powers in a way other manifesters find difficult to recognize.

**Requisites:** Hide Power.

**Benefits:** When you manifest a concealed power, anyone who wants to recognize the power you're manifesting has to succeed at a Psircraft check against a DC of 25 + power level.

If the power has a duration, the DC of the Psircraft check to know which power is increase to 30 + power level.

If the power creates materials (such as *True Creation*), the DC of the Psircraft check to recognize their nature increase to 30 + power level.

A concealed power cost a number of power points equal to its standard cost +2.

## EVER READY SHIELD

You prepare a defence against the unknown.

**Prerequisite:** Extend Power, Persistent Power

**Benefit:** You may prepare a Psionic Defence Mode that you know, and that defence will remain active until you are attacked by a Psionic Attack Mode or until one day passes. To manifest a Defence Mode in this fashion costs the normal number of power points for that defence + 3. If you are caught flat-footed, stunned or otherwise unable to raise a defence (the primary reason for this feat), the defence mode prepared with Ever-Ready Shield will be used against that attack. If you are able to act, you may raise any defence normally without losing the Ever-Ready Shield. Like any psionic defence mode, it is applicable only to one attack by one opponent. If you are assaulted by multiple adversaries before you are able to act, you may maintain this same Defence Mode against each successive attacker by paying the normal power point cost for the Defence Mode + 3. If you choose not to maintain the defence against a particular attacker, the ability to mount a defence is gone until you lose your flat-footed status or other condition (i.e. you must withstand further attacks bare-brained).

**Normal:** If a psionic attacker catches you flat-footed and uses a Psionic Attack Mode, you are unable to raise a defence and must withstand the attack 'bare-brained' as described on pages 41-42 of the Psionics Handbook.

## MAXIMISE PSIONIC ATTACK

You can inflict maximum damage when using your psionic attack modes in psionic combat

**Prerequisite:** Cha 13+, Mental Adversary

**Benefit:** You inflict maximum ability point damage on a successful psionic attack with any of your psionic attack modes. Maximised psionic attacks cost a number of power points equal to the cost of the psionic attack mode +8. Unlike the Mental Adversary feat, these power points must be spent on initiating the maximised psionic attack mode, prior to determining the success or failure of the attack. On a failed attack these points are lost.

## PSIONIC RESISTANCE

You are able to shrug off psionic effects.

**Prerequisites:** Psion level 5 or Psychic Warrior level 7, Improved Countering

**Benefit:** You gain Psionic Resistance equal to 10 + the highest level psionic ability you can manifest + your Psionic ability modifier. For example, if a 10<sup>th</sup> level psion, who has 18 intelligence, took this feat he would have a psionic resistance of 18 (10 + 5<sup>th</sup> level psionic max + 3 Int modifier).

## STABILIZE POWER

You can manifest powers that efficiency is stabilized.

**Requisites:** Any metapsionic feat.

**Benefits:** The DC to resist a power modified by this feat is 10 + your ability modifier + power level.

A stabilized power cost a number of power points equal to its standard cost +2.

**Normal:** The DC to resist a power is 1d20 + your ability modifier + power level.

## TRIGGER PSIONIC DEFENCE

You can attempt to raise one psionic defence mode without spending power points

**Prerequisite:** Psychic Bastion, reserve power points (see below)

**Benefit:** This feat mimics the Trigger Power feat, except that it applies to one known psionic defence mode of your choice. You can attempt to raise this defence mode for free, without spending power points, as a free action every time that you use it, though you must have at least enough power points in reserve to raise the defence mode normally. On a successful Wisdom ability check (DC 12 + power points used to activate your defence mode), you can raise this psionic defence without spending power points. On a failed check, you are forced to pay the normal power point cost to raise the defence mode.

**Special:** You can take this feat up to five times, each time applying the feat to one additional known psionic defence mode of your choice. This feat only applies to previously known psionic defence modes and does not allow the character to discover additional defence modes.



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## MONSTER

### CLAIRSENTIENCE & TELEPATHY RESISTANCE

The creature can apply its Power Resistance (PR) against psionic powers from the clairsentience and telepathy disciplines.

**Benefit:** All psionic powers from the clairsentience and telepathy disciplines must beat the creature's PR in order to discover anything about it.

**Normal:** PR does not normally apply against most powers from the clairsentience discipline or against powers from the telepathy discipline that do not directly influence, control or effect the target creature.

**Special:** Characters that gain PR by race (like githyanki or githzerai) can choose this feat as a Special feat. If using the default Psionics-Magic Transparency option, this feat also extends your PR to resist all spells and spell-like abilities from the divination school of magic.

### EXTRA PRIMEVAL ABILITY

The creature can use one of its supernatural or spell-like abilities more than once per day.

**Prerequisite:** Innate supernatural or spell-like ability.

**Benefit:** Choose one innate supernatural or spell-like ability that the creature can use one or more times per day. The creature can now use this ability one more time per day.

**Special:** This feat can be taken multiple times and will stack with itself. Each additional time that this feat is taken you can apply it to the same innate supernatural or spell-like ability or to one of your other innate supernatural or spell like abilities. This feat cannot be used with class based spell like abilities, like the druid's wild shape or paladin's ability to cure disease.

### FOCUSED PRIMEVAL ABILITY GREATER

One of creature's supernatural or spell-like abilities is especially potent.

**Prerequisite:** Innate supernatural or spell-like ability.

**Benefit:** Choose one innate supernatural or spell-like ability that you have augmented with the Focused Primeval Ability feat. Add +4 to the Difficulty Class for all saving throws made to resist this ability. This bonus supersedes (i.e., does not stack with) the bonus provided by the Focused Spell-Like Ability feat.

**Special:** The creature can take this feat multiple times but its benefits do not stack. Each time that it is taken the creature must apply it to another of its innate supernatural or spell-like abilities that has been augmented with the Focused Primeval Ability feat. This feat cannot be used with class based spell-like abilities, like the druid's wild shape or paladin's ability to cure disease.

### FOCUSED PRIMEVAL ABILITY

One of the creature's supernatural or spell-like abilities is more potent than normal.

**Prerequisite:** Innate supernatural or spell-like ability.

**Benefit:** Choose one of your innate supernatural or spell like abilities. Add +2 to the Difficulty Class for all saving throws made to resist this ability.

**Special:** This feat can be taken multiple times but its benefits do not stack. Each time that it is taken the creature must apply it to another of its innate supernatural or spell like abilities. This feat cannot be used with class based spell like abilities, like the druid's wild shape or paladin's ability to cure disease.

### HEIGHTEN PRIMEVAL ABILITY

The creature has achieved mastery of its innate supernatural or spell-like powers.

**Prerequisite:** Innate supernatural or spell-like ability.

**Benefit:** Choose one of your supernatural abilities or all of your spell-like abilities. You can use this chosen ability or abilities at +1 level of experience.

**Special:** This feat cannot be used with class based spell-like abilities, like the druid's wild shape or paladin's ability to cure disease. This feat can be chosen more than once and will stack with itself.

### INNATE METAMAGIC

The creature can use its spellcasting knowledge to modify its innate spell-like abilities with learned metamagic feats.

**Prerequisite:** Int 11+, innate spell-like ability, ability to cast spells, one or more metamagic feats.

**Benefit:** The creature can modify any of its innate spell like abilities with any spell altering metamagic feat that it knows. In order to alter a spell-like ability in this manner, the creature must prepare (Wizards or Divine spellcasters) or spend (Sorcerer or Bard) a spell slot equal in level to the bonus level required for the metamagic feat in question (see examples below). Casting a metamagically enhanced spell like ability also counts as one of its uses of that spell-like ability per day. Spontaneously casting a metamagically enhanced spell-like ability, like a Sorcerer or Bard, requires a full-round action (rather than 1-action).

**Normal:** Creatures cannot normally modify spell-like abilities with spell altering metamagic feats.

**Special:** This feat does not provide knowledge of any other metamagic feat and it cannot be used with class based spell-like abilities, like the druid's wild shape or paladin's ability to cure disease. Spell altering metamagic feats from Core Rulebook I include: Empower Spell, Enlarge Spell, Extend Spell, Heighten Spell, Maximise Spell, Quicken Spell, Silent Spell and Still Spell. Because spell-like abilities are cast without need of verbal, somatic or material components, modifying a spell-like ability with Silent Spell or Still Spell provides no additional game related benefit.

**Example:** Spell slots for modifying a spell-like ability with a spell altering metamagic feat from Core Rulebook I are:

Empower Spell (2<sup>nd</sup> level spell slot), Enlarge Spell (1<sup>st</sup> level spell slot), Extend Spell (1<sup>st</sup> level spell slot), Heighten Spell (+1 level spell slot per enhanced level), Maximise Spell (3<sup>rd</sup> level spell slot) and Quicken Spell (4<sup>th</sup> level spell slot).

### INNATE SPELL-LIKE PENETRATION GREATER

The creature's spell-like abilities are able to pierce even the strongest spell resistance.

**Prerequisite:** Innate spell-like ability, Innate Arcane Penetration.

**Benefit:** The creature gains a +4 bonus to caster level checks (1d20 + caster level) to overcome a creature's spell resistance. This bonus supersedes (i.e., does not stack with) the bonus provided by the Innate Spell-Like Penetration feat.

**Special:** This feat cannot be used with class based spell-like abilities, like the druid's wild shape or paladin's ability to cure disease.

### INNATE SPELL-LIKE PENETRATION

The creature's spell-like abilities are able to pierce spell resistance with ease.

**Prerequisite:** Innate spell-like ability.

**Benefit:** Similar in effect to the Arcane Penetration feat, the creature gains a +2 bonus to caster level checks (1d20+ caster level) to overcome a creature's spell resistance with its spell-like abilities.

**Special:** This feat cannot be used with class based spell-like abilities, like the druid's wild shape or paladin's ability to cure disease.

### LINGERING BREATH

Thanks to expanded lung capacity, your breath weapon lasts longer than most creatures.

**Prerequisite:** Breath weapon.

**Benefit:** Each use of your breath weapon lingers until the creature's next turn, and those entering or staying within the area of effect on the second round may take damage (see below). Those using Lingering Breath must decide before breathing that they are using the feat, otherwise the breath weapon acts as normal. Damage done in the second round is reduced by half. For example, a great red wyrm can normally breathe a cone of fire every 1d4+1 rounds doing 24d10 damage. A great red wyrm with the Lingering Breath feat can breathe a cone of fire every 1d4+1 rounds that lasts 2 rounds, doing 24d10 damage the first round and 12d10 damage the second round.

**Normal:** Each use of a breath weapon normally lasts one round.

### PRIMEVAL POWER

The creature can augment one of its supernatural or spell like abilities with arcane, divine or profane power.

**Prerequisite:** Innate supernatural or spell-like ability.

**Benefit:** Half of the damage inflicted by the creature's chosen supernatural or spell-like ability is derived from arcane, divine or profane power and is resistant to protection from elements and similar magic. The other half of the damage is inflicted normally. Celestial creatures infuse their chosen ability with divine power, fiendish creatures with profane power and other creatures with arcane power.

**Notes:** Beware, never underestimate the power of a Dragon!

### SPELL RESISTANCE: DIVINATION

The creature can apply its Spell Resistance (SR) against divination magic.

**Benefit:** All spells and spell-like abilities from the divination school of magic must beat the creature's SR in order to discover anything about it.

**Normal:** SR does not normally apply to spells and spell like abilities from the divination school.

**Special:** Characters that gain SR by race (like drow) can choose this feat as a Special feat. If using the default Psionics-Magic Transparency option, this feat also extends your SR to resist all psionic powers from the telepathy and clairsentience disciplines.

### SUPERNATURAL RESISTANCE

The creature can use its Spell Resistance (SR) or Power Resistance (PR) to defend itself against supernatural abilities.

**Benefit:** Any supernatural ability that directly effects the creature must beat the creature's SR or PR to have any effect. If the attacking creature cannot beat the SR or PR of the defender on a level check (1d20 + CR creature), the supernatural ability is negated exactly as if it were a spell or spell-like ability.

**Normal:** Supernatural abilities are not normally subject to SR or PR.

**Special:** Characters that gain SR or PR by race (like drow, githyanki and githzerai) can choose this feat as a Special feat. Characters with PR can only choose this feat if the default Psionics-Magic Transparency option.

### TURN/REBUKE RESISTANCE

By virtue of unholy power or exceptional strength of will, the creature is more difficult to turn or rebuke than normal.

**Benefit:** The creature adds +2 to its Hit Dice total when resisting turn or rebuke attempts.

**Special:** This feat can be taken more than once and its benefits stack with itself. Each time it is taken, add +2 to the creature's Hit Dice when resisting turn or rebuke attempts.

## MUSIC

### ACCOMPANIMENT

You increase your spell songs' resistance to silence by also playing an instrument.

**Prerequisite:** Bardic Music Ability

**Benefit:** By using a musical instrument as a focus for your spell songs, you create spell songs that overpower magical silence-the casting of spell songs and their continuing effects are not suppressed by silence.

**Special:** To use this feat, you must cast each spell song as if it had an arcane focus: the instrument. Musical instruments require two hands to play.

### AMPLIFY SONG (FORTE)

You increase your spell song's range with your skill in music.

**Prerequisite:** Ability to cast spell songs

**Benefit:** You increase the range of any none personal or none touch spell song. To accomplish this, you must make a Perform check. The DC needed is based on the desired amount of range increase, as well as the spell song type.

| DC | Result                                     |
|----|--|
| 15 | Increase spell note range by 50 percent    |
| 18 | Increase spell chord range by 50 percent   |
| 20 | Increase spell note range by 100 percent   |
| 23 | Increase spell melody range by 50 percent  |
| 25 | Increase spell chord range by 100 percent  |
| 28 | Increase spell melody range by 100 percent |

You must choose the desired result before you make this check, a free action that draws no attack of opportunity.

### DISGUISE SONG

You can cast spells without observers noticing.

**Prerequisite:** Bardic music ability, 12+ ranks in Perform.

**Benefit:** You have mastered the art of casting spells unobtrusively, mingling verbal and somatic components into your performances so skillfully that others rarely catch you in the act. Like a silent, stilled spell, a disguised spell can't be identified through a Spellcraft check. Your performance is obvious to everyone in the vicinity, but the fact that you are casting a spell isn't. Unless the spell visibly emanates from you or



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observers have some other means of determining its source, they don't know where the effect came from. A disguised spell uses up a spell slot one level higher than the spell's actual level.

## EXTRA BARDIC MUSIC

You may use your Bardic Music ability more times per day.

**Prerequisite:** Bardic Music Ability

**Benefit:** This feat allows you to use your Bardic Music ability four more times per day.

**Special:** You can take this feat multiple times, gaining four extra uses each time.

## EXTRA MUSIC

You can use your bardic music more often than you otherwise could.

**Prerequisite:** Bardic music ability.

**Benefit:** You can use your bardic music four extra times per day.

**Normal:** Bards without the Extra Music feat can use bardic music once per day per level.

**Special:** A character may gain this feat multiple times.

## GREEN EAR

Your bardic music and virtuoso performance affect plants and plant creatures.

**Prerequisite:** Bardic music ability, 10+ ranks in Perform.

**Benefit:** You can alter any of your mind-affecting bardic music or virtuoso performance effects so that they influence plants and plant creatures in addition to any other creatures they would normally affect.

**Normal:** Plants are normally immune to all mind influencing effects.

## INTENSIFY SONG (CRESCENDO)

You increase your spell song's damage with your skill in music.

**Prerequisite:** Ability to cast spell songs

**Benefit:** You increase the damage inflicted by any damage-causing spell song. To accomplish this, you must make a Perform check. The required DC depends on the desired amount of increase to the damage, as well as the spell song type:

| DC | Result                                      |
|----|---|
| 20 | Increase spell note damage by 50 percent    |
| 23 | Increase spell chord damage by 50 percent   |
| 25 | Increase spell note damage by 100 percent   |
| 23 | Increase spell melody damage by 50 percent  |
| 25 | Increase spell chord damage by 100 percent  |
| 28 | Increase spell melody damage by 100 percent |

You must choose the desired result before you make this check, a free action that draws no attack of opportunity.

## LINGERING SONG

Your bardic music stays with the listeners long after the last note has died away.

**Prerequisite:** Bardic music ability.

**Benefit:** If you use bardic music to inspire competence, inspire courage, or inspire greatness, the effects last twice as long as they otherwise would.

**Normal:** Inspire courage and inspire greatness last as long as the bard sings, plus an additional 5 rounds thereafter. Inspire confidence lasts 2 minutes.

## REQUIEM

Your bardic music affects undead creatures.

**Prerequisite:** Bardic music ability, 12+ ranks in Perform.

**Benefit:** You can extend your mind-affecting bardic music and virtuoso performance effects so that they influence even the undead. All bardic music effects on undead creatures have only half the duration they normally would against the living.

**Normal:** Undead are usually immune to mind influencing effects.

## SUBSONICS

Your music can affect even those who do not consciously hear it.

**Prerequisite:** Bardic music ability, 10+ ranks in Perform.

**Benefit:** You can play so softly that opponents do not notice it, yet your allies still gain all the usual benefits from your bardic music. Similarly, you can affect opponents within range with your music, and unless they can see you performing or have some other means of discovering it, they cannot determine the source of the effect.

## SUSTAIN SONG

You increase your spell song's duration with your skill in music.

**Prerequisite:** Ability to cast spell songs

**Benefit:** You increase the duration of any no instantaneous spell song. To accomplish this, you must make a Perform check. The required DC depends on the desired amount of duration increase, as well as the spell song type:

| DC | Result  |
|----|---|
| 15 | Increase spell note duration by 50 percent    |
| 18 | Increase spell chord duration by 50 percent   |
| 20 | Increase spell note duration by 100 percent   |
| 23 | Increase spell melody duration by 50 percent  |
| 25 | Increase spell chord duration by 100 percent  |
| 28 | Increase spell melody duration by 100 percent |

You must choose the desired result before you make this check, a free action that draws no attack of opportunity.

## VIVIFY SONG (MAESTOSO)

You increase your spell song's potency with your skill in music.

**Prerequisite:** Ability to cast spell songs

**Benefit:** You increase the DC of any spell song you cast. To accomplish this, you must make a Perform check. The DC required for the attempt depends on the desired amount of increase to the target spell song's DC, as well as its type:

| DC | Result                        |
|----|-------------------------------|
| 20 | Increase spell note DC by +1  |
| 23 | Increase spell chord DC by +1 |

25

Increase spell note DC by +2

28

Increase spell melody DC by +1

30

Increase spell chord DC by +2

33

Increase spell melody DC by +2

35

Increase spell note DC by +3

40

Increase spell chord DC by +3

45

Increase spell melody DC by +3

You must choose the desired result before you make this check, a free action that draws no attack of opportunity.

## PSIONIC

### ATTACK FOCUS

You have great ability with one chosen psionic attack mode

**Prerequisite:** Cha 13+, Mental Adversary

**Benefit:** This feat mimics the Psionic Focus feat, except that it applies to one known psionic attack mode of your choice. Add +2 to the DC for all Will saves in psionic combat from this psionic attack mode.

**Special:** You can choose this feat up to five times, each time applying the bonus to a different known psionic attack mode of your choice. This feat does not allow you to discover additional psionic attack modes and can only be applied to a psionic attack mode previously discovered. This feat does not stack with the Greater Psionic Attack Focus feat. A Mind Flayer can choose Psionic Attack Focus with its mind blast special ability.

### BARRIER

You can use your power points to soften blows.

**Prerequisite:** Inertial Armour, Inner Strength, Reserve power points 5+.

**Benefit:** You suffer only half damage from an attack or energy source, however you must spend a number of power points equal to the damage you would have otherwise taken. For example, if you are hit with a fireball and suffer a total of 20 points of damage (after saving throws and resistances have been calculated) then you may spend 20 power points and only suffer 10 points of damage.

### CHAIN LINK

You can upgrade all recognized power chains in your primary discipline.

**Prerequisite:** Manifester level 3<sup>rd</sup>+

**Benefit:** All power chains in your primary discipline have the Upgrade Power feat. Whenever you learn a power from your primary discipline, you can "forget" a power from any of the chains in that discipline.

### CHANNEL TOUCH

You can channel your psionic touch powers through a held melee weapon.

**Prerequisite:** Str 13+, Power Attack, and Psionic Weapon.

**Benefit:** You are able to manifest psionic touch powers through a held melee weapon, allowing you to make a standard armed attack and inflict normal weapon damage plus the effect of your psionic power on a successful strike. Manifesting the power is still a standard action (unless you have the Quickened Power feat) and you must wait until your next attack action in order to make your armed attack. When resolving your attack, compare your attack roll against your target's normal AC and AC against touch attacks. If your attack roll fails to beat the target's normal AC but beats his or her AC against touch attacks, the power is discharged normally but the weapon inflicts no additional damage. Once the power is manifest your melee weapon holds the charge of the power exactly as if the power had been manifest in the normal manner. You cannot pass a charged weapon to another character as doing so discharges your power. Likewise, the power dissipates (without discharging) if the weapon is ever thrown or leaves your hand.

**Normal:** You can manifest a psionic touch power as either a touch attack (no armour, shield or natural armour bonus to AC) or a normal unarmed strike.

**Special:** You cannot manifest personal psionic powers (like Claws of the Bear, Claws of the Vampire, etc.) with this feat. For purposes of this feat, the weapon used to can make another attack against the same opponent or another object he or she holds. You can use this ability only once per round.

### CRYSTAL PSIWEAPON

You can implant a limited personality fragment in a psionic weapon.

**Prerequisite:** Masterwork weapon imbedded with a crystal or any weapon imbued with permanent psionic power.

**Benefit:** You can seed a personality fragment in a weapon, granting the weapon limited sentience and linking it to your life-force. The crystal psiweapon provides you with a skill bonus based upon the type of personality fragment that you place in the weapon (as with a standard psicrystal), and it gains in intelligence as you gain in level. A crystal psiweapon is not a true psicrystal, however, and it does not have the other special abilities of a psicrystal unless you also have the psicrystal class ability. Because the weapon is linked to your life-force, you can telekinetically summon it to your hand at a range of 10 feet as a free action with the cost of 1 power point. Should the crystal psiweapon ever be destroyed, whether by accident or on purpose, you suffer the same xp penalty that a psion does after destruction of his or her psicrystal.

**Special:** You can apply other feats that enhance psicrystals, such as the Improved Psicrystal and Power Psicrystal feats, to your crystal psiweapon. If you have the psicrystal class ability your psicrystal becomes a part of your crystal psiweapon and continues to gain additional psicrystal abilities as you rise in level. You can only have one psicrystal or crystal psiweapon at any one time. Creation of a crystal psiweapon requires one day of meditation and a masterwork weapon imbedded with a crystal worth at least 50 gp. The personality fragment of a crystal psiweapon can also be created in or transferred to a psionic weapon, again after one day of meditation and a cost of 50 gp. In this way, your personality fragment can move from weapon to weapon repeatedly over your career.

### CRYSTAL PSIWEAPON; IMPROVED

You can improve your crystal psiweapon.

**Prerequisite:** Crystal Psiweapon

**Benefit:** Your crystal psiweapon gains one additional power chosen from the Psicrystal Special Abilities table on page 11 of the Psionics Handbook. Your choice of powers is limited by your manifested level per the table.

**Normal:** A crystal psiweapon does not normally gain additional powers unless you have the psicrystal class ability.

**Special:** You can choose this feat multiple times, each time incorporating a new psicrystal ability into your crystal psiweapon.



# Gryphons Book of 3<sup>rd</sup> Edition Feats

## DISCOVER PSIONIC COMBAT MODE

Your mind has an intuitive grasp of psionic combat, allowing you to master one additional psionic attack or defence mode.

**Benefit:** You immediately discover one psionic attack or defence mode of your choice and can use this attack or defence mode normally.

**Special:** If you have learned all the combat modes by use of this feat you gain no benefit when learning one by level advancement later.

## DISCOVER PSIONIC POWER

Through introspection, meditation and training you are able to learn additional psionic powers.

**Benefit:** You discover one additional psionic power of any level that you can manifest.

**Special:** You can choose this feat multiple times but may only learn one additional psionic power per power level.

## EMPOWER CONSTRUCTION

You can manifest astral constructs with additional special abilities.

**Prerequisite:** Augment Construction

**Benefit:** Astral constructs you create with the astral construct powers gain one additional special ability. The ability must be from a menu that the construct can legally choose from. This ability cannot be traded in for choices from lesser menus, as is normally the case.

## EXTRA POWERS

You know how to manifest more powers.

**Prerequisite:** You must be able to manifest psionic powers.

**Benefit:** You know how to manifest 2 additional psionic powers from your power list. The level of the psionic powers can be no higher than those you can currently manifest.

## GHOST FIST

You can psionically charge your unarmed strikes to effectively attack incorporeal opponents.

**Prerequisite:** Str 13+, Psionic Fist.

**Benefit:** By spending 1 power point your unarmed strikes can attack incorporeal opponents as if you had the ghost touch power, negating an incorporeal creature's ability to ignore 50% of successful attacks from a corporeal source. Although your unarmed strikes do not gain a bonus on attack or damage rolls with this feat, they do gain the ability to negate the damage reduction of incorporeal creatures as if your hands and feet were +1 magic weapons. You must decide whether or not to pay the cost for this feat prior to making your attack and the power point is lost if your attack misses. Your hands and feet can remain "charged" for a number of rounds equal to your Strength modifier +1 or until your next unarmed attack, whichever occurs first.

## GHOST SHOT

You can psionically charge your ranged attacks to effectively strike incorporeal opponents.

**Prerequisite:** Dex 13+, Point Blank Shot, Psionic Shot.

**Benefit:** By spending 1 power point your ranged shots can attack incorporeal opponents as if they had the ghost touch power, negating an incorporeal creature's ability to ignore 50% of successful attacks from a corporeal source. Although your ranged shots do not gain a bonus on attack or damage rolls with this feat, they do gain the ability to negate the damage reduction of incorporeal creatures as if they were +1 magic weapons. You must decide whether or not to pay the cost for this feat prior to making your attack and the power point is lost if your attack misses. Your arrow, bolt or bullet remains "charged" for a number of rounds equal to your Strength modifier +1 or until your next ranged attack, whichever occurs first.

## GHOST WEAPON

You can psionically charge your melee weapon to effectively strike incorporeal opponents.

**Prerequisite:** Str 13+, Power Attack, and Psionic Weapon.

**Benefit:** By spending 1 power point your melee weapon can attack incorporeal opponents as if it had the ghost touch power, negating an incorporeal creature's ability to ignore 50% of successful attacks from a corporeal source. Although your weapon does not gain a bonus on attack or damage rolls with this feat, it does gain the ability to negate the damage reduction of incorporeal creatures as if it were a +1 magic weapon. You must decide whether or not to pay the cost for this feat prior to making your attack and the power point is lost if your attack misses. Your weapon can remain "charged" for a number of rounds equal to your Strength modifier +1 or until your next melee attack, whichever occurs first.

## GREAT METABOLISM

Your body is extraordinary efficient to heal itself.

**Requisites:** Con 17+, Rapid Metabolism.

**Benefit:** You heal naturally a number of hit point equal to twice your level + you Constitution bonus (if positive), and a number of ability damage equal to twice your natural rate (usually 2 points per day). Furthermore, you gain a metabolic +4 bonus to your second Fortitude save against poison and to your Fortitude save versus disease beyond first.

This bonus supersedes (does not stack with) the one provided by Rapid Metabolism feat.

## INERTIAL ARMOUR IMPROVED

You have mastered the ability to strength your inertial armour.

**Prerequisite:** Inertial Armour, reserve power points 4+.

**Benefit:** Increase the armour bonus of your Inertial Armour by +2.

**Special:** This feat can be taken multiple times. Each time increases your armour bonus by 2 and increases your prerequisite reserve power points by 6. For instance, if you take Improved Inertial Armour three times, your armour bonus is +10 when your power points are 18 or more, +8 when your power points are 11 or more, +6 when your power points are 4 or more and +4 when your power points are 1 or more.

## INSIGHT

You receive flashes of insight that enable you to react instantly.

**Prerequisite:** Improved Initiative, reserve power points 5+.

**Benefit:** You gain an additional +2 bonus to initiative checks.

**Special:** This feat stacks with the Improved Initiative feat or any other skill, feat or ability that provides a bonus on Initiative checks unless otherwise specified.

## INNER FORTITUDE

You can trade the ability to manifest a power for increased power points.

**Prerequisite:** Inner Strength.

**Benefit:** Upon gaining this feat, you may choose one unassigned power and trade it in for power points. The power points gained equal the cost to manifest a power of the chosen level. For example, upon reaching 12th level, the psion takes Inner Fortitude and chooses to trade in her unassigned 5th-level power. This gives her 9 additional power points per day.

**Special:** You can gain this feat multiple times, each time choosing a new unassigned power to trade in for power points. You can choose to trade in only a power that has not been assigned to a power yet. You may not trade in an unassigned power that should be assigned to your primary discipline. You can choose to defer selecting a power when you take this feat and instead choose a power to trade in upon gaining a level in the future. However, upon reaching 20th-level, a psion must discover powers for all unassigned power slots or use the feat to trade them in for power points. You must maintain a power reserve of 1 point per deferred Inner Fortitude feat until any unassigned powers have been selected. For example a 10th-level psion has taken Inner Fortitude at levels 1, 3, 6, and 9 and has deferred them. This requires a power reserve of 4 points per day. Upon reaching 11th level, the psion cashes in all 4 deferred feats, trading in a 5th-, two 4th-, and a 3rd-level unassigned power for 28 additional power points per day. Note that the psion would have had to not assign the 4th- or 3rd-level power she gained at 9th-level.

## MASTER DISCIPLINE

You can learn one additional power from your primary discipline.

**Prerequisite:** Extra Power, Manifester level 3rd+.

**Benefit:** You learn one additional power at any level up to the highest-level power you can manifest. For example, a 10th-level psion character can learn a new power from 0 level to 5th level.

**Special:** You can gain this feat multiple times. Each time you gain the feat, you learn a new power at any level up to the highest-level power you can manifest.

## METAPSIONIC SECRET

You know metapsionic's mechanics at a level beyond common knowledge.

**Requisite:** Any metapsionic feat, Knowledge (psionics) 5 ranks.

**Benefit:** You may choose to lower by 2 the cost increment caused by some metapsionic feats. This benefit only applies to a number of metapsionic feats equal to your Intelligence modifier, and only to one power per day.

A 20<sup>th</sup> level Psion with Intelligence 17, for example, can manifest a quickened, maximized and twinned *Burning Ray* paying 19 power points (3 *Burning Ray* + 4 Maximize Power + 6 Quicken Power + 6 Twin Power) in lieu of 25 power points (3 *Burning Ray* + 6 Maximize Power + 8 Quicken Power + 8 Twin Power). Being the maximum cost of a power manifested equal to the manifest level -1, this feat allows a Psion to manifest that *Burning Ray* so modified. The Psion cannot gain further benefit from Metapsionic Secret by applying a fourth metapsionic feat, at least until his Intelligence will become 18 or better (+4 bonus).

**Special:** You may acquire this feat multiple times. Each time you select this feat, increase by 1 the daily amount of powers you can influence in this way.

## MULTIFIST

You can charge multiple unarmed strikes with psionic power

**Prerequisite:** Str 13+, Psionic Fist, Base Attack Bonus 3+

**Benefit:** At the cost of 2 power points, your hands and feet can be charged as a free action to inflict +1 point of damage for a number of rounds equal to your Strength modifier +1. While your unarmed strikes are charged with psionic power you are considered armed and do not provoke attacks of opportunity.

**Special:** This feat does not stack with Psionic Fist or Improved Psionic Fist; only one of the feats can be used at any one time.

## MULTISHOT

You can charge multiple ranged attacks with psionic power

**Prerequisite:** Str 13+, Point Blank Shot, Psionic Shot, Base Attack Bonus 3+

**Benefit:** At the cost of 2 power points, all of your ranged attacks can be charged as a free action to inflict +1 point of piercing damage for a number of rounds equal to your Str modifier +1.

**Special:** This feat does not stack with Psionic Shot or Improved Psionic Shot; only one of the feats can be used at any one time.

## MULTIWEAPON

You can your weapon with psionic power usable on multiple attacks.

**Prerequisite:** Str 13+, Power Attack, Psionic Weapon, Base Attack Bonus 3+

**Benefit:** At the cost of 2 power points, your melee weapon can be charged as a free action to inflict +1 point of damage for a number of rounds equal to your Strength modifier +1.

**Special:** This feat does not stack with Psionic Weapon or Improved Psionic Weapon; only one of the feats can be used at any one time.

## POWER FOCUS

Choose one particular psionic power, such as Brilliant Blast. You can manifest this power by expending fewer power points.

**Benefit:** The power point cost to manifest the selected power is reduced by 1. This feat cannot be used with 0-level or 1st level powers.

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

## PSICRYSTAL POWER

You can charge your psicrystal with power points and use it as a crystal capacitor

**Prerequisite:** Psicrystal class ability, ability to manifest 3<sup>rd</sup> level psionic powers.

**Benefit:** You can store extra power points in your psicrystal. In effect, the psicrystal gains the powers of a crystal capacitor capable of storing 5 power points. The psicrystal retains all of its other powers and continues to advance in ability as normal.

**Normal:** Psicrystals cannot normally store power points.

**Special:** This feat can be combined with Crystal Psiweapon.

## PSIONIC ATTACK FOCUS; GREATER

Your ability with a chosen psionic attack mode is truly frightening

**Prerequisite:** Cha 13+, Mental Adversary, Psionic Attack Focus (chosen psionic attack mode).



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**Benefit:** This feat mimics the Greater Psionic Focus feat, except that it applies to one known psionic attack mode of your choice. Add +4 to the DC for all Will saves in psionic combat from the psionic attack mode chosen as your Psionic Attack Focus. This bonus supersedes (does not stack with) the bonus provided by the Psionic Attack Focus feat.

**Special:** You can choose this feat up to five times, each time applying the bonus to a different psionic attack mode. This feat does not allow you to discover additional psionic attack modes and can only be applied to a psionic attack mode previously discovered and already mastered with the Psionic Attack Focus feat. A Mind Flayer can choose Psionic Attack Focus and Greater Psionic Attack Focus with its mind blast ability, becoming a fearsome opponent for even the most capable party of adventurers.

## PSIONIC FIST; IMPROVED

You can supercharge your unarmed strikes with psionic power

**Prerequisite:** Str 13+, Psionic Fist, Base Attack Bonus 3+

**Benefit:** At the cost of 2 power points, your next unarmed strike deals +1d6 points of bludgeoning damage. You must decide whether or not to spend these power points prior to your attack, and the points are wasted if the attack misses. Your hands and feet remain charged with psychic power for a number of rounds equal to your Strength modifier + 1 or until your next unarmed attack, whichever occurs first. You can charge your unarmed strikes with psionic power as a free action.

**Special:** This feat does not stack with Psionic Fist or Psionic Multifist; only one of the feats can be used at any one time.

## PSIONIC FIST; PENETRATING

You can charge your unarmed strikes to penetrate an opponent's damage reduction.

**Prerequisite:** Str 13+, Psionic Fist, Unavoidable Strike, Base Attack Bonus +6 or higher.

**Benefit:** Although you do not gain a bonus on attack or damage rolls with this feat, by spending 3 power points your unarmed strikes can ignore damage reduction as if your hands and feet had an enhancement bonus of +1. You can increase the effective enhancement bonus of your unarmed strikes by paying 3 additional power points per +1 enhancement bonus, allowing you to penetrate even stronger damage reduction. You must decide whether or not to pay the cost for this feat prior to making your attack and the power points are lost if your attack misses. Your hands and feet can remain "charged" for a number of rounds equal to your Strength modifier +1 or until your next unarmed attack, whichever occurs first.

## PSIONIC FIST; PSI STRIKE

With your psionic ability you are a deadly opponent in unarmed combat.

**Prerequisite:** Str 13+, Psionic Fist, reserve power points 1+.

**Benefit:** As long as you have 1 or more power points, your unarmed strikes are charged with psionic power. Your unarmed strikes do not provoke attacks of opportunity from armed opponents and inflict 1d6 points of lethal damage in unarmed combat if Medium-sized and 1d4 points of real damage if Small-sized.

**Normal:** Unarmed attacks normally provoke attacks of opportunity against armed attackers and inflict 1d4 points of subdual damage in Medium-sized and 1d3 points of subdual damage if small sized.

**Special:** This feat can be combined with the Psionic Fist feat, allowing you to inflict 1d10 points of damage if Medium-sized at the cost of 1 power point per strike (1d6 points if Small-sized).

## PSIONIC SHOT; IMPROVED

You can supercharge your ranged attacks with psionic power

**Prerequisite:** Str 13+, Point Blank Shot, Psionic Shot, Base Attack Bonus 3+

**Benefit:** At the cost of 2 power points, your next ranged shot deals +1d6 points of piercing damage. You must decide whether or not to spend these power points prior to your attack, and the points are wasted if the attack misses.

Your ammunition remains charged with psychic power for a number of rounds equal to your Strength modifier + 1 or until your next attack with the charged weapon, whichever occurs first.

**Special:** This feat does not stack with Psionic Shot or Psionic Multishot; only one of the feats can be used at any one time.

## PSIONIC SHOT; PENETRATING

You can charge your ranged attacks to penetrate an opponent's damage reduction.

**Prerequisite:** Dex 13+, Point Blank Shot, Psionic Shot, Fell Shot, Base Attack Bonus +6 or higher.

**Benefit:** Although you do not gain a bonus on attack or damage rolls with this feat, by spending 3 power points your ranged attacks can ignore damage reduction as if they had an enhancement bonus of +1. You can increase the effective enhancement bonus of your ranged shots by paying 3 additional power points per +1 enhancement bonus, allowing you to penetrate even stronger damage reduction. You must decide whether or not to pay the cost for this feat prior to making your attack and the power points are lost if your attack misses. Your arrow, bolt or bullet remains "charged" for a number of rounds equal to your Strength modifier +1 or until your next ranged attack, whichever occurs first.

## PSIONIC WEAPON; IMPROVED

You can supercharge your weapon with psionic power

**Prerequisite:** Str 13+, Power Attack, Psionic Weapon, Base Attack Bonus 3+

**Benefit:** At the cost of 2 power points, your melee weapon deals +1d6 points of damage (slashing, piercing or bludgeoning as appropriate). You must decide whether or not to spend these power points prior to your attack, and the points are wasted if the attack misses. Your weapon remains charged with psychic power for a number of rounds equal to your Strength modifier + 1 or until your next attack with the charged weapon, whichever occurs first.

**Special:** This feat does not stack with Psionic Weapon Psionic Multiweapon; only one of the feats can be used at any one time.

## PSIONIC WEAPON; PENETRATING

You can charge your melee weapon to penetrate an opponent's damage reduction.

**Prerequisite:** Str 13+, Power Attack, Psionic Weapon, Deep Impact, Base Attack Bonus +6 or higher.

**Benefit:** Although you do not gain a bonus on attack or damage rolls with this feat, by spending 3 power points your melee weapon can ignore damage reduction as if it had an enhancement bonus of +1. You can increase the effective enhancement bonus of your melee weapon by paying 3 additional power points per +1 enhancement bonus, allowing you to penetrate even stronger damage reduction. You must decide whether or not to pay the cost for this feat prior to making your attack and the power points are lost if your attack misses. Your melee weapon can remain "charged" for a number of rounds equal to your Strength modifier +1 or until your next melee attack, whichever occurs first.

## PSIONIC WEAPON; GREATER

**Prerequisites:** Psionic Weapon

**Benefit:** Your melee weapon deals an extra 1d6 points of damage when you pay the cost of 2 power points. Your weapon remains "charged" for a number of round equal to your strength modifier +2, or until the next attack is made. These effects can stack with the psionic power Metaphysical Weapon or Lesser Metaphysical Weapon.

## PSYCHIC WEAPON

**Prerequisites:** Greater Psionic Weapon

**Benefit:** Your melee weapon deals an additional 2d4 points of damage and gains a +1 bonus to attack when you pay the cost of 4 power points. Your weapon remains "charged" for a number of round equal to your strength modifier +3, or until the next attack is made. These effects can stack with the psionic power Metaphysical Weapon or Lesser Metaphysical Weapon.

## PSYCHIC WEAPON; GREATER

**Prerequisites:** Psychic Weapon

**Benefit:** Your melee weapon deals an additional 1d10 points of damage and gains a +2 bonus to attacks when you pay the cost of 6 power points. Your weapon remains "charged" for a number of round equal to your strength modifier +4, or until the next attack is made. These effects can stack with the psionic power Metaphysical Weapon or Lesser Metaphysical Weapon.

## SOLIDIFY INERTIAL ARMOUR

You can solidify your Inertial Armour, making it harder for weapons to damage you.

**Prerequisite:** Inertial Armour, Strengthen Inertial Armour, reserve power points 3+, Base Attack Bonus +4 or higher.

**Benefit:** As a move equivalent action you can increase the strength of your inertial armour, causing the normally invisible armour to take form and solidify around you. This costs 5 power points and provides damage reduction equal to 5/+1 for a number of rounds equal to 1 plus your strength modifier.

## STRENGTHEN INERTIAL ARMOUR

You can increase the strength of your inertial armour.

**Prerequisite:** Inertial Armour, reserve power points 1+, Base Attack Bonus +3 or higher.

**Benefit:** As a move equivalent action you can increase the strength of your inertial armour. This costs 3 power points and increases the armour bonus provided by your Inertial Armour to +7. The armour can remain strengthened for a number of rounds equal to 1 plus your strength modifier. Like Inertial Armour, the armour bonus provided by Solidify Inertial Armour does not stack with the armour bonus provided by mundane or enchanted armour and shields and is fully effective against ethereal and incorporeal beings.

## TRADE-OFF

You can trade in powers from your primary discipline for additional powers.

**Prerequisite:** Manifest level 3rd+.

**Benefit:** When you gain a power from your primary discipline, you can trade it in for up to three powers of a lower level. New powers must be from your primary discipline. The total levels of the powers you choose cannot exceed the level of the power you traded in. Any 0-level powers count as 1st level for purposes of this feat. For example, at 18th-level a psion could trade in the 9th-level power he or she receives from his or her primary discipline for a 5th-level power, a 3rd-level power and a 1st-level power.

## UPGRADE POWER

You can upgrade your powers.

**Prerequisite:** Any other psionic or Metapsionic feat.

**Benefit:** Choose one power chain from which you have learned a psionic power. When you learn a higher-level power on that chain, you can "forget" one or more lower-level powers you know on the chain, substituting new, different powers of the same lower level instead. If you "forget" a lower-level power and that is the only power you know from your discipline at that level, you must substitute another power from your discipline at that level. You can choose not to "forget" a lower-level power you know, even if learning a higher-level power on a chain for which you have chosen this feat. Recognized power chains are described in the Recognized Power Chains sidebar -- other power chains may be possible (or the recognized power chains may be altered), at your GM's discretion.

**Special:** You can gain this feat multiple times. Each time, it applies to a new power chain.

## VIGILANT PSYCHIC DEFENDER

You are adept at defending yourself in psionic combat

**Prerequisite:** Psychic Bastion, reserve power points 2+

**Benefit:** You are able to react instantly to psionic attack and can raise a psionic defence mode even when caught flat-footed. Raising a psionic defence mode in this manner requires you to pay power points equal to the cost of the defence + 1.

**Normal:** A psionic defender cannot normally raise a defence mode when caught flat-footed.

## WAY OF THE GARGOYLE

You have mastered the art of combat in alternate forms.

**Prerequisite:** Combat Reflexes, Psionic Focus (Psychometabolism), reserve power points 5+

**Benefit:** If you have three or more natural attacks, either through the use of claw- or bite-giving Psychometabolism powers, Polymorph Self, Shape Change or some other power or effect, you have act as if you have the Multiple attack feat as described on page 11 of Core Rulebook III. Your primary attack suffers no attack penalty and all of your secondary attacks suffer only a -2 penalty.

## RAGE

## BOILING BLOOD

Your rage is enhanced so that your body reacts in a different way to damage.

**Requisites:** Rage 2/day, Con 13+.

**Benefits:** At the beginning of each round of rage, you may convert 1d6 damage into subdual damage, or cure yourself 1d6 subdual damage.

## BURST OF STRENGTH

You can focus your rage into one mighty feat of strength.



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**Prerequisite:** Ability to rage, Base attack +3 or higher, Str 13+, Con 13+.

**Benefit:** Using one of your daily rages, you can vastly increase your Strength. You gain the Strength increase you would normally receive for raging, however the increase to your Constitution is added to your Strength instead. Additionally, your Strength is increased beyond that by 2 more points. You still suffer raging penalties to Armour Class and you still benefit from raging bonuses to Will saves. Unlike a normal rage, this effect only lasts one round after which you are fatigued per a normal rage (unless you are no longer fatigued by raging). Raging burst of strength cannot be used if you have already raged during the encounter and vice versa.

## PAIN IS MY FRIEND

You like to hurt yourself before entering combat

**Prerequisite:** Rage

**Benefit:** As a full round action you deal 4 points of damage to yourself, for a number of rounds equal to 3 plus your constitution modifier you gain a +1 rage bonus to strength and a +2 fear bonus to intimidation checks.

## RAGE; AT WORLD

Your temper and general demeanour often help when dealing with bureaucrats and officials in a civilised society, you don't always get what you want but you always get noticed.

**Prerequisites:** Rage 2/day

**Benefits:** This feat is only effective in a civilised area (a city or town that is more advanced than your average Barbarian tribe) and only effective when facing some obstacle of bureaucracy or procedure. You use one of your Rage allowance for the day in a flurry of Ranting and Screaming.

Instead of the Constitution and Strength increase you gain a bonus to your Charisma of +4 and +2 to your intimidation chance. Unfortunately you suffer a -4 to your Wisdom during the rage.

While raging, a barbarian cannot use skills or abilities that require patience and concentration, such as moving silently or casting spells.

A fit of rage lasts for a number of rounds equal to 3 + your Constitution modifier. Unlike the normal Rage you are not fatigued after the Rage, but you continue to suffer the reduction in Wisdom for the same length of time as the Rage lasted.

Starting at 15th level, the barbarian's rage bonuses become +6 to Charisma, +4 to Intimidation, and a +3 morale bonus to Will saves.

**Special:** The character must have no interpersonal skills like diplomacy, you can't possibly understand your enemy if you are going to go off at him.

## RAGE; BLOOD

You become filled with bloodlust as you spill your enemies' blood during a rage.

**Prerequisite:** Rage 2/Day

**Benefit:** When you drop an opponent during a rage, you gain an additional +1 bonus to your Strength against the next opponent until your rage ends. You can only gain an increase in Strength once each round; no matter how many opponents you drop during a round.

During the rage Intimidation checks are at a +2 bonus which lasts until the end of combat. All charisma based skills, Diplomacy, Innuendo, Sense Motive, suffer a 4 penalty.

## RAGE; EXTRA

Your temper is legendary you explode into a fearsome rage over and over again.

**Prerequisite:** Rage 2/day

**Benefit:** You can rage one more time per day.

**Special:** This feat can be taken more than once, each time allowing you to enter a fit of rage one more time per day.

## RAGE; FIERY

Your Rage burns particularly hot and can be sustained longer than usual

**Prerequisite:** Rage 3/day

**Benefit:** You can rage for a number of rounds equal to 6 plus your rage-enhanced modified Constitution modifier.

**Normal:** A fit of rage normally lasts a number of rounds equal to 3 plus the raging character's newly modified Constitution modifier.

## RAGE; IMPROVED

You are capable of an unstoppable rage.

**Prerequisite:** Ability to Rage, Base attack +4

**Benefit:** You are capable of working yourself into a nigh-unstoppable frenzy. You gain a +6 moral bonus to Strength and Constitution. You gain a +3 bonus to Will saves, but suffer a -2 penalty to AC. All the other rules for a barbarian rage apply. This supersedes the +4 bonus to Strength & Constitution granted by the Barbarian's rage.

## WARCRY

You are able to make cries of aggression that intimidate your foes.

**Prerequisite:** Cha 13+, Rage ability, Intimidate Rank 5.

**Benefit:** When making a Warcry, you an Intimidate check. This is the DC for your opponent's Will saves to avoid being intimidated for one round. The effect of being intimidated in this way is a penalty initiative rolls, attack rolls and skill checks equal to your Charisma bonus. Your foes' saving throws are modified by +1 for each of their allies you are trying to intimidate (it's up to the GM whether it is possible to only attempt to intimidate a part of a large group).

**Special:** It is possible to cooperate about a Warcry. Your friends must make a Intimidate check against DC 10 to add +2 to your roll. Also, this increases the penalty by +1 for every 5 allies making their checks. Note that some creatures (GM's discretion) are immune to this effect.

## ROGUE

## SNEAK ATTACK; BLEEDER

Your sneak attacks target large blood vessels, leaving wounds that cause massive blood loss.

**Prerequisite:** Base attack +4, sneak attack ability.

**Benefit:** On a successful sneak attack, instead of the extra sneak attack damage you can choose to deliver a bleeding wound. Each wound does 1 point of damage per round until the wound is treated. Multiple Bleeding wounds result in cumulative blood loss, two hits doing 2 points of damage a round and so on.

The loss of blood from these attacks stops when the victim receives one successful Heal check, any cure spell, or any other form of magical healing. Creatures without blood or a circulatory system and those not subject to sneak attacks are immune to this effect.

## SNEAK ATTACK; BLIND

You can cause injury to, or near, an opponent's eye, reducing his vision.

**Prerequisite:** Ability to sneak attack, Base attack +6 or higher.

**Benefit:** If you hit with a sneak attack then you may choose to forgo 3d6 points of your sneak attack damage to temporarily limit the vision of your foe. Creatures effectively have one-half concealment against this opponent (20% miss chance), and he suffers a -2 penalty to any skill check that would require functioning eyesight (see table 3-9 in the *Core Rule book 2* for complete details). This affects your victim until he receives healing (from a successful Heal check or any magical healing) or after one hour of rest. This feat only works if your victim has eyes. Multiple uses against the same foe have no additional effects. Creatures with more than two eyes are not subject to the effects of this feat.

## SNEAK ATTACK; BLACKJACK BLOW

You can render a foe unconscious with your sap.

**Prerequisite:** Ability to sneak attack, Weapon Focus (sap).

**Benefit:** After a successful sneak attack with a sap, your opponent must make a Fortitude save or be knocked unconscious. The DC is equal to 5 plus the total amount of subdual damage inflicted. The victim will remain unconscious for a number of rounds equal to the amount by which he failed his saving throw. To use this feat your intended victim must be unaware of the attack.

## SNEAK ATTACK; CRITICAL STRIKE

You can inflict great damage when your opponent leaves himself open for you to strike.

**Prerequisite:** Ability to sneak attack, Base attack +1 or higher.

**Benefit:** When you critically hit an opponent with a sneak attack, you inflict 1d6 additional points of sneak attack damage. You do not inflict this extra damage if the blow was not a critical hit.

## SNEAK ATTACK; STAGGERING BLOW

You can knock the wind out of your opponent.

**Prerequisite:** Ability to sneak attack, Base attack +4 or higher.

**Benefit:** If you hit with a sneak attack then you may choose to forgo 2d6 points of your sneak attack damage to stagger your opponent for one round. For every additional 2d6 points of sneak attack damage you forgo, you will stagger your foe one additional round. A staggered creature can only take a partial action each round. Multiple staggering blows overlap and do not stack.

## SNEAK ATTACK; IMPROVED

You have trained extensively in the art of sneak attacks with a particular weapon. Choose one weapon such as short sword or light crossbow. With that weapon, your attacks sneak attacks are devastating.

**Prerequisite:** Sneak Attack ability, Move Silently +8, Weapon Focus with the particular weapon

**Benefit:** The die type for bonus damage dice from Sneak Attack is now d8. If you roll a successful critical hit when making a sneak attack, resolve the attack normally but add an extra 1d8 to the damage. For ranged weapons, this feat only applies to attacks with ranges up to 30 feet.

**Normal:** Sneak attack damage is not modified by critical hits and the die type for bonus damage dice from the Sneak Attack is normally d6.

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

## SPECIAL

## COLD-BLOODED KILLER

You are cold-blooded slayer, able to precisely kill others with devastating sneak attacks.

**Prerequisite:** Death Attack (Assassin prestige class ability), Base Attack Bonus +7 or higher

**Benefit:** You add +2 to the DC of the Fortitude save made to resist your death attack. Even if your opponent succeeds on his saving throw, you inflict +1d6 points of damage on your sneak attack.

**Normal:** The standard DC for an Assassin's death attack is 10 + assassin class level + Int bonus.

## LETHAL FOLLOW-THROUGH

You are skilled at finishing opponents swiftly.

**Prerequisites:** Combat Reflexes, Death Blow, Base Attack +7

**Benefit:** If you drop an opponent below zero hit points in melee but not below -10, you may make an attack of opportunity against the fallen foe. This attack follows all the normal rules for attacks of opportunity and does count against your attacks of opportunity limit for the round. Under no circumstances may you take 2 or more attacks of opportunity against the same opponent in the same round. Therefore, if you have already made an attack of opportunity against such an opponent or exhausted your limit on attacks of opportunity per round you may not use this ability against that opponent in that round.

## SHADOW LEAP

You are adept at jumping between shadows.

**Prerequisite:** Shadow jump class ability.

**Benefit:** Add an extra 20 feet to the distance that you can shadow jump per day.

**Normal:** Shadow jump is a class ability of the Shadowdancer prestige class, first gained at 4<sup>th</sup> level.

**Special:** This feat may be taken multiple times. Each additional Shadowleap feat adds an extra 20 feet to the distance that you can shadow jump per day.

## UNHOLY DEATH BLOW

You are an unholy slayer, an assassin able to channel negative energy to slay the unrighteous.

**Prerequisite:** Ability to rebuke undead, Sneak Attack.

**Benefit:** Spend one of your rebuke undead attempts to add your Charisma modifier as a profane bonus to the attack and damage roll of your next sneak attack. After channelling the negative energy to power this feat, you must make this attack within a number of rounds equal to your Charisma bonus.

**Special:** If you have the Death Attack assassin class ability, you may similarly spend one of your rebuke undead attempts to add your Charisma modifier as a profane bonus to the DC of the Fortitude save made to resist your next Death Attack.



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## WILD

### BIPEDAL WILD SHAPE

You are capable of assuming a half humanoid, half animal shape.

**Prerequisite:** Ability to use Wild Shape to become a dire Animal Wild Grapple, Lucid Wild Shape, Dex 13  
**Benefit:** You can assume a bipedal form that has the outward appearance (fur, feathers, coloration, etc.) of an animal, an animalist head and a bipedal form. You gain a +2 bonus to Strength, Constitution and Dexterity while in the biped form. You gain a bonus to certain skills equal to the ½ the ranks of skills the animal form has. For example, a cat has Balance +10, Climb +5, Hide +17, Listen +4, Move Silently +9, Spot +4. In biped cat form, you would gain +5 to Balance, +2 to Climb, +8 to Hide, +2 to Listen, +4 to Move Silently and +2 to Spot.

### BLINDSIGHT, 5-FOOT RADIUS

You sense opponents in the darkness.

**Prerequisite:** Base attack bonus +4, Blind-Fight, Wisdom 19+.

**Benefit:** Using senses such as acute hearing and sensitivity to vibrations, you detect the location of opponents who are no more than 5 feet away from you. Invisibility and darkness are irrelevant, though you cannot discern none corporeal beings. Except for the decreased range, this feat is identical with the exceptional ability blindsight defined in the *Core Rule Book 3*.

### EYE OF THE EAGLE

Your eyesight is as sharp as a bird of prey, your eyesight is so acute you can see the smallest movements.

**Prerequisite:** Ability to use wild shape to become a bird, or a possession of a bond bird

**Benefit:** You gain the extraordinary ability to see as sharply as a bird of prey, which operates regardless of your form. This functions as a +4 to all Spot checks during daylight.

**Note:** This feat is compatible with Alertness and the bonuses stack, but it does not stack with other non-visual extra sensory perception abilities. In addition it also provides a bonus to spot in situations where Darkvision or Lowlight vision come into play the bonus to spot functions only within the area that you can see.

### FAST WILD SHAPE

You assume your wild shape faster and more easily than you otherwise could.

**Prerequisite:** Ability to use wild shape to become a dire animal, Dex 13+.

**Benefit:** You gain the ability to use Wildshape as a move-equivalent action.

**Normal:** Taking a wild shape is a standard action.

### LUCID WILD SHAPE

When in wildshape the character can get lucid answers from other creatures with the same shape or type, Dogs and Wolves for example can be talked to normally while in wolf form. This also functions when in elemental form, but only with elementals from the same plane. Taking this feat means that in what ever form you are in you can communicate normally with others in the same form

**Prerequisite:** Ability to use wild shape, Int 13+.

**Normal:** The character would only be able to gain the most basic information from a creature of the same form, whether they are frightened etc.

**Benefit:** With this feat the character can communicate and exchange a normal sentence with the creature communicated with, remember it does not offer the creature more intelligence or understanding than normal, just like the *Speak with Animals* spell

### MORE WILD SHAPES

The player is more attuned to their wild shape ability, making more changes of shape than they would normally be allowed.

**Prerequisite:** Cha 13+, wild shape class ability.

**Benefit:** You can use your wild shape class ability one more time per day.

**Special:** You may take this feat multiple times, each time gaining one more wild shape a day.

### NATURAL ATTACK

In wild form or while shapechanged you are coordinated in using all the new forms natural attacks.

**Prerequisite:** Wild shape ability or shapechanging.

**Benefit:** Attacks with all natural weapons suffer only a-2 penalty on Base Attack Bonus.

**Normal:** In normal circumstances each secondary attack suffers a progressive -2 to attack.

### SIGHTLESS VISION

Using senses not available to normal people you can function as if seeing in total darkness.

**Prerequisite:** Ability to use wild shape to become a dire bat, or cetacean

**Benefit:** You gain the extraordinary ability blindsight as described in Chapter 3 of the *Core Rule book 2*, which operates regardless of your form. Like the dire bat, you emit high-frequency sounds. inaudible to most creatures, as a form of 'sonar' that allows you to locate objects and creatures within 120 ft. Since this ability relies on hearing, any circumstances that deprives you of that sense also negates your blindsight

### SMELL

Your olfactory senses are extra sharp.

**Prerequisite:** Ability to use wild shape to become a creature like a wolf that has a heightened sense of smell, Wis 11+

**Benefit:** You gain the scent extraordinary ability (air breather's type, as described in Chapter 3 of The *Core Rule book 2*), which operates regardless of your form.

### TALKING WILD SHAPE

You can communicate with others directly when in wildshape.

**Prerequisite:** Ability to use wild shape, Int 13+.

**Benefit:** While in a form that can mimic normal human speech sounds, like a crow or raven, the character can communicate with humanoid creatures normally. While in none speaking wildshape, for example a bear, the character can attempt to communicate using the creatures vocal organs. The speech is not clear and only the simplest sentences can be uttered. The dog saying sausages etc is an example of what can be achieved.

## TOTEM SHAPE

You can transform into the shape of an animal companion.

**Prerequisite:** Ability to use Wild Shape, Animal Companion

**Benefit:** Once per day, you may wild shape into the non-dire form of one of your animal companions. This wild shape does not count against your normal Wild Shape allotment. At 12<sup>th</sup> level, you may use this ability to assume a dire version of your animal companion.

## WILD GRAPPLE

While in wild shape you can grapple more easily with your claws or bite.

**Prerequisite:** Ability to use Wild Shape, for a form with either claws or bite as natural weapons.

**Benefit:** On a successful hit with claw or bite attack in wildshape the character can attempt to start a grapple as a free action without provoking an attack of opportunity. If using claws on a target is four or more size categories smaller than the wildshape, the character can squeeze each round for automatic claw damage. If using a bite on a creature three or more size categories smaller than the wildshape, the character automatically deal bite damage each round. Alternatively if the character does not move nor take any other action in combat, they deal double bite damage to the grappled creature.

Dropping a creature grappled is a free action or they can be thrown aside as a standard action. The flung creature travels 10 feet (and takes 1d6 points of damage) for each size category greater than Small that the wildshape is. Flung a creature while flying, and the creature suffers either flinging or falling damage, whichever is greater.

## WILD SPELL

While in wild a shape that can make the required Verbal Somatic and use Material Components the shapechanger can cast spells.

**Prerequisite:** Ability to use Wild Shape, Wis 13+

**Benefit:** The player can substitute the sounds and motions of the humanoid form for the sounds and motions that the wildshape can conceivably make, i.e. the squawks of a parrot and the waving of wings or feet.

Material components or focuses required must be to hand and the form must be capable of holding them to cast spells requiring such components.

**Special:** Most spell components and focuses are melded into the wild shape on transformation so are unavailable when in wildshape.



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| Hold Charge                           | 43 | Lift The Lid                   | 44 | Missile; Rapid Reload            | 7  |
| Hold The Line                         | 17 | Light Fingered                 | 25 | Missile; Rapid Shot              | 7  |
| Horse Nomad                           | 31 | Lighten Weapon                 | 6  | Missile; Reflecting Shot         | 7  |
| Image Item                            | 34 | Lightning Reflexes Superior    | 25 | Missile; Reflex Shot             | 7  |
| Imbue Candle                          | 34 | Lightning Reflexes             | 25 | Missile; Reflex Shot; Improved   | 7  |
| Immeasurable Patience                 | 23 | Lightning Strike               | 17 | Missile; Sharp-Shooting          | 8  |
| Imposing                              | 23 | Lingering Breath               | 47 | Missile; Shot On The Run         | 8  |
| Impostor                              | 23 | Lingering Song                 | 48 | Missile; Shot Under Pressure     | 8  |
| Impressive Blow                       | 15 | Linguist                       | 25 | Missile; Steel Rain              | 8  |
| Improve Weapon                        | 23 | Linked Learning                | 25 | Missile; Throw Anything          | 8  |
| Improved Dismissing                   | 37 | Lone Wolf                      | 25 | Missile; Throw Blade             | 8  |
| Improvise Reverse Spell               | 43 | Low Blow                       | 6  | Missile; Throw; Stone            | 8  |
| Improvised Weapons                    | 6  | Low Blow; Improved             | 6  | Missile; Weapon Hurling          | 8  |
| Inertial Armour Improved              | 49 | Lower Spell                    | 44 | Missile; Weapon Hurling; Greater | 8  |
| Influential                           | 23 | Low-Light Vision; Superior     | 32 | Mobility                         | 8  |
| Initiative; Improved                  | 6  | Lucid Wild Shape               | 52 | Mobility; Greater                | 8  |
| Initiative; Improved, Greater         | 6  | Luck Of Heroes                 | 32 | Monkey Grip                      | 8  |
| Initiative; Uncanny                   | 6  | Luck Of Heroes, Improved       | 25 | Monkey Roll                      | 8  |
| Innate Metamagic                      | 47 | Lucky Strike                   | 6  | Moradin's Blessing               | 32 |
| Innate Spell-Like Penetration Greater | 47 | Lure Attack                    | 6  | More Wild Shapes                 | 52 |
| Innate Spell-Like Penetration         | 47 | Magic Craft Specialisation     | 34 | Move Aside                       | 17 |
| Inner Depths Of The Soul              | 37 | Magic Secret                   | 25 | Multi-Cultural                   | 25 |
| Inner Fortitude                       | 49 | Magic Sunder                   | 44 | Multifist                        | 49 |
| Inscribe Rune                         | 34 | Magical Artisan                | 34 | Multi-Level Attack               | 17 |
| Insight                               | 49 | Magical Body; Arcane           | 32 | Multishot                        | 49 |



# Gryphons Book of 3<sup>rd</sup> Edition Feats

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| Multi-Weapon Fighting         | 8  | Psionic Shot; Penetrating    | 50 | Self Item                           | 34 |
| Multiweapon                   | 49 | Psionic Weapon; Greater      | 50 | Sense Foe                           | 27 |
| Muscled                       | 32 | Psionic Weapon; Improved     | 50 | Sense Magic                         | 27 |
| Muscled; Extremely            | 25 | Psionic Weapon; Penetrating  | 50 | Shadow Leap                         | 51 |
| Native Terrain                | 25 | Psychic Weapon               | 50 | Shadow Weave Magic                  | 45 |
| Natural Attack                | 52 | Psychic Weapon; Greater      | 50 | Shadow Weave Magic; Artist          | 45 |
| Natural Leader                | 25 | Pull Blow                    | 9  | Shadow Weave Magic; Insidious       | 45 |
| Natural Resistance Disease    | 25 | Punishing Attack             | 17 | Shadow Weave Magic; Pernicious      | 45 |
| Natural Resistance Poison     | 26 | Pyromaniac                   | 26 | Shadow Weave Magic; Tenacious Magic | 45 |
| Nature Lover                  | 26 | Quick Change                 | 9  | Shadow                              | 27 |
| Nature's Deception            | 26 | Quick Defence                | 9  | Shield Specialisation               | 15 |
| Nimble                        | 26 | Quick Draw Striking Scorpion | 9  | Shield; Arrow Parry Greater         | 10 |
| Nimble; Extremely             | 26 | Quick Draw                   | 9  | Shield; Arrow Parry                 | 10 |
| Noble Blood                   | 32 | Quick Sheath                 | 9  | Shield; Bash; Improved              | 10 |
| Nobody's Fool                 | 26 | Quick Stealth                | 26 | Shield; Charge                      | 10 |
| Obscure Lore                  | 26 | Quicken Channelling          | 15 | Shield; Expert                      | 10 |
| Observe Weakness              | 8  | Quicken Spell                | 44 | Shield; Mastery                     | 10 |
| Occupy                        | 17 | Quicker Than The Eye         | 26 | Shield; Proficiency                 | 10 |
| Out Of Nowhere                | 8  | Quiet As A Mouse             | 32 | Sightless Vision                    | 52 |
| Outdoorsman                   | 26 | Rage; At World               | 51 | Signature Armour                    | 15 |
| Overawe                       | 26 | Rage; Blood                  | 51 | Signature Weapon                    | 16 |
| Overrun; Improved             | 8  | Rage; Extra                  | 51 | Silent Spell                        | 45 |
| Overwhelming Ego              | 26 | Rage; Fiery                  | 51 | Single Weapon Fighting              | 10 |
| Pack Attack                   | 8  | Rage; Improved               | 51 | Single Weapon Fighting; Greater     | 10 |
| Pack Fighting Swarm           | 8  | Rank Fighting                | 17 | Single Weapon Fighting; Improved    | 10 |
| Pack Initiative               | 8  | Rapid Strike                 | 10 | Single-Handed Casting               | 45 |
| Pack Mule                     | 26 | Ray Extension                | 44 | Sixth Sense                         | 27 |
| Pack Rat                      | 26 | Ray Splitting                | 44 | Skill Familiarity                   | 27 |
| Pack Team Fighting            | 8  | Reach Around Ally            | 18 | Skill Focus                         | 27 |
| Pain Is My Friend             | 51 | Reach Spell                  | 44 | Skill Focus; Greater                | 27 |
| Paranoid Alertness            | 9  | Ready For Anything           | 26 | Skill Focus; Mastery                | 27 |
| Parry                         | 9  | Ready For Trouble            | 26 | Skill Knock                         | 32 |
| Passing Attack                | 17 | Rebound Spell                | 44 | Skill Learning; Mastery             | 27 |
| Pebble Underfoot              | 9  | Recharge                     | 34 | Skill Learning; Sacrifice           | 27 |
| Penetrate Armour              | 9  | Reflexive Set                | 10 | Sleep Less                          | 32 |
| Penetrate                     | 9  | Remain Conscious             | 26 | Sleep Light                         | 27 |
| Persistent Spell              | 44 | Repeat Spell                 | 44 | Sleuth                              | 28 |
| Persuasive                    | 26 | Reputation                   | 27 | Slippery Palm                       | 32 |
| Physical Endurance            | 26 | Requiem                      | 48 | Slow Spell                          | 45 |
| Pidgin                        | 26 | Research Genius              | 37 | Smash Improved                      | 28 |
| Pierce                        | 9  | Research Trinity             | 37 | Smash                               | 28 |
| Pin And Bash                  | 17 | Resist Poison                | 32 | Smell                               | 52 |
| Pin And Shove                 | 17 | Restraint                    | 27 | Smooth Talk                         | 28 |
| Pin Shield                    | 17 | Ride; Bareback               | 27 | Snap Attack                         | 18 |
| Pin Weapon                    | 9  | Ride; Mounted Archery        | 27 | Sneak Attack; Blackjack Blow        | 51 |
| Pin; Ranged                   | 9  | Ride; Mounted Combat         | 27 | Sneak Attack; Bleeder               | 51 |
| Poison Use                    | 26 | Ride; Ride-By Attack         | 27 | Sneak Attack; Blind                 | 51 |
| Poison; Tolerance             | 26 | Ride; Spirited Charge        | 27 | Sneak Attack; Critical Strike       | 51 |
| Pole Fighting                 | 17 | Ride; Trample                | 27 | Sneak Attack; Improved              | 51 |
| Power Attack                  | 9  | Riposte                      | 18 | Sneak Attack; Staggering Blow       | 51 |
| Power Critical                | 9  | Riposte; Greater             | 18 | Soft Strike                         | 18 |
| Power Focus                   | 49 | Riposte; Sacrifice           | 18 | Soft Strike; Improved               | 18 |
| Power Lunge                   | 9  | Rolling Attack               | 10 | Solid Form                          | 28 |
| Powerless Spell               | 44 | Run                          | 27 | Solidify Inertial Armour            | 50 |
| Pressing Attack               | 9  | Saboteur                     | 27 | Soul Bond                           | 28 |
| Primeval Power                | 47 | Sacred Guard                 | 15 | Soulless                            | 28 |
| Privileged                    | 32 | Sacred Spell                 | 44 | Spear And Shield Feat               | 18 |
| Prone Attack                  | 9  | Saddleback                   | 27 | Species Empathy                     | 28 |
| Prone Trip                    | 9  | Sanctity/Defilement          | 15 | Species Hatred                      | 28 |
| Prophetic Dreamer             | 26 | Sanctum Spell                | 45 | Speed Spell                         | 45 |
| Psicrystal Power              | 49 | Scabbarded Attack/Iujutsu    | 18 | Spell Affinity                      | 45 |
| Psionic Attack Focus; Greater | 49 | Scholarly Insight            | 27 | Spell Exchange                      | 45 |
| Psionic Fist; Improved        | 50 | Scribe Scroll                | 34 | Spell Resistance; Divination        | 47 |
| Psionic Fist; Penetrating     | 50 | Scribe Tattoo                | 34 | Spell Toughness                     | 28 |
| Psionic Fist; Psi Strike      | 50 | Secondary Hand Parry         | 10 | Spellcasting; Lesser                | 32 |
| Psionic Resistance            | 46 | Secondary Hand Power         | 10 | Spellcasting; Prodigy               | 33 |
| Psionic Shot; Improved        | 50 | Seduction                    | 27 | Spirit Of Vengeance                 | 28 |



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| Spontaneous Metacasting          | 45 | Tough Skin                              | 33 | Weapon Focus; Greater          | 12 |
| Spontaneous Spell                | 45 | Toughness                               | 28 | Weapon Juggle                  | 12 |
| Spring Attack                    | 10 | Toughness; Greater                      | 28 | Weapon Mastery                 | 16 |
| Spring Attack; Double            | 10 | Toughness; Improved                     | 29 | Weapon Mastery, Monk           | 40 |
| Stabilize Power                  | 46 | Toughness; Legendary                    | 28 | Weapon Mastery; Grand          | 16 |
| Stable Spell                     | 46 | Toughness; Superior                     | 29 | Weapon Mastery; Greater, Monk  | 40 |
| Staggering Blow                  | 18 | Track Magic                             | 37 | Weapon Mastery; Minor, Monk    | 40 |
| Stalwart Defender                | 28 | Track                                   | 29 | Weapon Proficiency; Exotic     | 12 |
| Stamina                          | 28 | Trade-Off                               | 50 | Weapon Proficiency; Gigantic   | 12 |
| Stand Against Spell              | 28 | Transference                            | 35 | Weapon Proficiency; Martial    | 12 |
| Steadfast Ally                   | 10 | Trap Finder                             | 29 | Weapon Proficiency; Simple     | 12 |
| Steal Spell                      | 46 | Tree Born                               | 29 | Weapon Proficiency; Unorthodox | 12 |
| Still Spell                      | 46 | Tree Top Travelling                     | 29 | Weapon Specialisation          | 16 |
| Streetwise                       | 28 | Trigger Psionic Defence                 | 46 | Weapon Tricks                  | 12 |
| Strengthen Inertial Armour       | 50 | Trigger Spell                           | 35 | Whip Mastery                   | 18 |
| Strike; Dragon Punch             | 39 | Trip; Greater                           | 11 | Whirlwind Attack               | 19 |
| Strike; Eagle Strike             | 39 | Trip; Improved                          | 11 | Whirlwind Attack; Greater      | 19 |
| Strike; Flurry Of Blows Improved | 39 | Trivia Expert                           | 29 | Whirlwind Defence              | 19 |
| Strike; Flurry Of Blows          | 39 | Trustworthy                             | 29 | Whirlwind Strike               | 40 |
| Strike; Hammer Fist              | 39 | Tumbling; Attack                        | 18 | Wide Vision                    | 19 |
| Strike; Knockout                 | 39 | Tumbling; Flank                         | 18 | Wild Grapple                   | 52 |
| Strike; Lethal                   | 39 | Tumbling; Greater                       | 18 | Wild Spell                     | 46 |
| Strike; Martial Strike           | 39 | Turn/Rebuke Resistance                  | 47 | Wild Spell                     | 52 |
| Strike; Nerve Pinch              | 39 | Turning; Empower                        | 15 | Wisdom Feat                    | 29 |
| Strike; Pain Touch               | 39 | Turning; Heighten                       | 15 | Workhorse                      | 29 |
| Strike; Paralysis Strike         | 39 | Turning; Improved                       | 15 | Worldly                        | 33 |
| Strike; Snake Strike             | 39 | Turning; Outsiders                      | 15 | Worldly; Exceedingly           | 29 |
| Strike; Staggering               | 39 | Turning; Quicken                        | 15 | Zealous Smite                  | 15 |
| Strike; Steel Fist               | 40 | Twin Spell                              | 46 |                                |    |
| Strike; Stunning                 | 40 | Two-Handed Weapon Fighting              | 11 |                                |    |
| Strike; Tiger Bite               | 40 | Two-Handed Weapon Fighting; Greater     | 11 |                                |    |
| Strong Back                      | 28 | Two-Handed Weapon Fighting; Improved    | 11 |                                |    |
| Strong Soul                      | 33 | Two-Weapon Fighting                     | 11 |                                |    |
| Stubborn Heart                   | 28 | Two-Weapon Fighting; Alternating Attack | 11 |                                |    |
| Stylise Spell                    | 46 | Two-Weapon Fighting; Defence            | 11 |                                |    |
| Subdual Substitution             | 46 | Two-Weapon Fighting; Improved           | 11 |                                |    |
| Subdual; Greater                 | 10 | Two-Weapon Fighting; Mastery            | 11 |                                |    |
| Subdual; Improved                | 10 | Two-Weapon Fighting; Matched Weapons    | 11 |                                |    |
| Subsonics                        | 48 | Unarmed Block                           | 40 |                                |    |
| Sudden Action                    | 11 | Unarmed Deflect                         | 40 |                                |    |
| Sunder                           | 11 | Unarmed Strike; Improved                | 40 |                                |    |
| Sunder; Accurate                 | 11 | Unavoidable Strike                      | 38 |                                |    |
| Sunder; Fracture                 | 11 | Undead Mastery                          | 15 |                                |    |
| Sunder; Improved                 | 11 | Undead Strike                           | 11 |                                |    |
| Sunder; Ranged                   | 11 | Unholy Death Blow                       | 51 |                                |    |
| Sunder; Through                  | 11 | Unorthodox Attacks                      | 18 |                                |    |
| Supernatural Resistance          | 47 | Upgrade Power                           | 50 |                                |    |
| Surprising Action                | 11 | Ventriloquism                           | 29 |                                |    |
| Survivor                         | 33 | Veteran                                 | 16 |                                |    |
| Sustain Song                     | 48 | Vigilant Psychic Defender               | 50 |                                |    |
| Sweep Attack                     | 18 | Vigour                                  | 29 |                                |    |
| Sweep                            | 40 | Vital Strike                            | 16 |                                |    |
| Swimming; Improved               | 28 | Vivify Song (Maestoso)                  | 48 |                                |    |
| Swirling Melee                   | 18 | Wakefulness                             | 29 |                                |    |
| Tactical Movement                | 28 | Walk Of The Clouds                      | 40 |                                |    |
| Tactical Withdrawal              | 28 | Walk Of The Wall                        | 40 |                                |    |
| Tactician                        | 28 | Walk Of The Water                       | 40 |                                |    |
| Talking Wildshape                | 52 | Warcry                                  | 51 |                                |    |
| Tap Item                         | 35 | Ward                                    | 35 |                                |    |
| Tattoo Focus                     | 33 | Way Of The Gargoyle                     | 50 |                                |    |
| Taunt                            | 28 | Way Of The Wood                         | 29 |                                |    |
| Throw; Body                      | 40 | Weaken Spell                            | 46 |                                |    |
| Throw; Grappling                 | 40 | Weapon Binding                          | 18 |                                |    |
| Throw; Greater                   | 40 | Weapon Bond                             | 11 |                                |    |
| Thug                             | 33 | Weapon Finesse                          | 12 |                                |    |
| Total Defence; Improved          | 11 | Weapon Flurry                           | 18 |                                |    |
| Totem Shape                      | 52 | Weapon Focus                            | 12 |                                |    |



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Buffer, Improved Psionic Dodge, Improved Psionic Fist, Improved Psionic Metabolism, Improved Psionic Shot, Improved Psionic Weapon, Improved Rapid Metabolism, Improved Resistance, Improved Spells Per Day, Innate Metamagic, Innate Spell-like Penetration, Instant Awakening, Intuitive Spell Knowledge, Ki Of The Masters, Layered Psionic Defense, Learned Metamagic, Legendary Toughness, Maximize Psionic Attack, Metaaffinity, Metaphysical Armoring, Metaspell, Mind Leach, Mirror Mind, Monk Weapon Mastery, Night Owl, Opportunity Shot, Penetrating Ki Strike, Penetrating Psionic Fist, Penetrating Psionic Shot, Penetrating Psionic Weapon, Power Double Weapon, Power Psycrystal, Power Resistance: Clairvoyance & Telepathy, Power Spell-like Abilities, Primeval Power, Profane Death Blow, Profane Ghoul Strike, Profane Shadow Strike, Profane Shadowspawn, Profane Wight Strike, Profane Wightspawn, Profane Wraith Strike, Profane Wraithspawn, Psionic Ability Drain, Psionic Attack Focus, Psionic Ghost Fist, Psionic Ghost Shot, Psionic Ghost Weapon, Psionic Initiative, Psionic Multifist, Psionic Multishot, Psionic Multiweapon, Psionic Strike, Psychic Sense, Quicken Divine Channeling, Quicken Psionic Attack Mode, Quicksilver, Quiet Whisper Of The Mind, Ranged Resistance, Resistance Counterspell, Resistance Power Turning, Resistance Spell Turning, Resistance: Illusion, Shadowleap, Solidify Inertial Armor, Spell Affinity, Spell Resistance: Divination, Spirited Dive, Spontaneous Metacasting, Spontaneous Spell-like Casting, Stalwart Defender, Strengthen Inertial Armor, Strike Favored Enemy, Supernatural Resistance, Third Eye, Threatened Reach, Tornado Attack, Touch To Ray, Trigger Psionic Defense, True Power Of The Mind, Turn/rebuke Resistance, Twin Psionic Attack, Twin Weapon Fighting, Vampire Mind, Vigilant Psychic Defender, Whirlwind Defense, Whirlwind Strike, Zealous Smite By: Eric D. Harry; Alternate Attack, Ambitious Leader, Battle Leader, Cleave Asunder, Combat Focus, Combat Opportunist, Combat Surge, Combat Tactics, Deflect Attack, Deft Lunge, Ever-ready Shield, Expert Aim, Fracture, Hardened Spell, Impact Spell, Improved Combat Focus, Improved Deflect Attack, Improved Sneak Attack, Inner Depths Of The Soul, Inspiring Leader, Missile Proof, Penetrating Shot, Self Item, Shield Mastery, Spell Toughness, Sudden Action, Tap Item, Trick Spell, Vital Strike, Way Of The Gargoyle By: Michael J. Kletch; Touch Of Grace By: Paul King; Power Resting By: Peter K. Campbell; Aerobatics, Expand Spell, Improved Subdue, Transfer Spell By: Rebecca Glenn (Becky); Knowledge Focus, Sage Focus, Smooth Talker, Wildcasting By: Rick Coen; Armor Focus, Create Wondrous Creature, Improved Subdual, Shield Expertise, Shield Focus, Subtle Spell, Team Fighting By: Scott Metzger; Anything Goes Combat, Campaigner, Heroic Recovery, Manic Depressive, Pain Is My Friend, Prophetic Dreamer, Pull Blow, Silver Spoon, Spirit Of Vengeance, Stone Thrower, Stylize Spell By: Sigfried Trent; Alertness, Ambidexterity, Armor Proficiency (heavy), Armor Proficiency (light), Armor Proficiency (medium), Blind-fight, Body Fuel, Brew Potion, Cleave, Combat Casting, Combat Manifestation, Combat Reflexes, Craft Crystal Capacitor, Craft Dorje, Craft Magic Arms And Armor, Craft Psionic Arms And Armor, Craft Rod, Craft Staff, Craft Universal Item, Craft Wand, Craft Wondrous Item, Deep Impact, Deflect Arrows, Delay Power, Disarm Mind, Dodge, Empower Spell, Encode Stone, Endurance, Enlarge Power, Enlarge Spell, Exotic Weapon Proficiency, Expertise, Extend Power, Extend Spell, Extra Turning, Far Shot, Fell Shot, Flyby Attack, Forge Ring, Great Cleave, Great Fortitude, Great Sunder, Greater Power Penetration,

Greater Psionic Focus, Heighten Power, Heighten Spell, Hide Power, Improved Bull Rush, Improved Critical, Improved Disarm, Improved Initiative, Improved Psycrystal, Improved Trip, Improved Two-weapon Fighting, Improved Unarmed Strike, Inertial Armor, Inner Strength, Iron Will, Leadership, Lightning Reflexes, Martial Weapon Proficiency, Master Dorje, Maximize Power, Maximize Spell, Mental Adversary, Mental Leap, Metacreative, Mind Trap, Mobility, Mounted Archery, Mounted Combat, Multiattack, Multidexterity, Multiweapon Fighting, Persistent Power, Point Blank Shot, Power Attack, Power Penetration, Power Touch, Precise Shot, Psionic Body, Psionic Charge, Psionic Dodge, Psionic Fist, Psionic Focus, Psionic Metabolism, Psionic Shot, Psionic Weapon, Psychic Bastion, Psychic Inquisitor, Psychoanalyst, Quick Draw, Quicken Power, Quicken Spell, Rapid Metabolism, Rapid Shot, Return Shot, Ride-by Attack, Run, Scribe Scroll, Scribe Tattoo, Shield Proficiency, Shot On The Run, Silent Spell, Simple Weapon Proficiency, Skill Focus, Speed Of Thought, Spell Focus, Spell Mastery, Spell Penetration, Spirited Charge, Spring Attack, Stand Still, Still Spell, Stunning Fist, Sunder, Talented, Toughness, Track, Trample, Trigger Power, Twin Power, Two-weapon Fighting, Unavoidable Strike, Up The Walls, Weapon Finesse, Weapon Focus, Weapon Specialization, Whirlwind Attack By: System Reference Document; Familiar Development By: Sébastien Adhikari; Bonded Weapon, Counter Strike, Skilled Parry By: Tyson Neumann; Bonus Spells Focus, Extra Bardic Music, Known Spells Focus, Powerful Voice, Skill Specialization By: William Setzer; The following feats and their authors; Counter Dodge, Deflect and Disengage, Deft Blow, En Garde, Feinted Attacks, Lightning Attack, Main Gauche, Multiple Level Attack, Offensive Shield Technique, Punishing Attack, Rapid Assault, Restricted Quarters Fighting, Running Attack, Scabbarded Attack, Sweeping Attack, Unorthodox Attacks, Weapon Binding, Weapon Flurry, Weapon Throwing, by Killer Shrike Ability Focus, Boiling Blood, Extra Skill Points, Greater Toughness, Improved Animal Companion, Nature's Secretes, Accuracy, Combat Swiftsness, Destructive Blow, Firm Trajectory, Iron Fingers, Lucid Fighting, Lucky Strike, Lure Attack, Non-Lethal Combat, Parry, Sniper, Soft Control, Spiritual Sentinel, Steel Fingers, Stun, Tactical Movement, Augmented Awakening, Deeper Magic Knowledge, Energy Specialization, Improved Dismissing, Magic Knowledge, Metamagic Lore, Overwhelming Ego, Shadow Artist, Tactics of Magic, Trigger Spell, Metamagic, Holy Spell, Unholy Spell, Great Metabolism, Metapsionic Secret, Bend Power, Conceal Power, Stabilize Power, Divine, Aura of Fury, Aura of Prudence, Aura of Resolution, Extra Domain Slot, Focus Negative Energy, Focus Positive Energy, Hands of the Saint, Sacred Guard, Widen Aura, Arcane Schooling, Awakening Blood, Awakening Mind, Combat Paradigm, Denizen of the World, Divine Affinity, Heart of the Just, Martial Schooling, Nature's Call, Rage of the Wild, Song in the Blood, Way of Body and Mind, Wilderness Lifestyle by Erik Burigo; Communion, Cooperative Fighting, Disarming Presence, Favoured Enemy, Fearless, Improved Sneak Attack, Manifestation, Soulbond, Species Empathy, Species Hatred, Taunt by Piratespice; Greater Psionic Weapon, Psychic Weapon, Greater Psychic Weapon, Improved Ambidexterity, Perfect Two-Weapon Fighting, Dervish, Greater Specialization by D. Fhus; Blowback, Cunning Fighter, Enrage Opponent, Fast Learner, High-Low Attack, Improved Cunning Fighter, Improved Dodge, Improved Fast Learner, Improved Smart Fighter, Improved Sneak Attack,

Improved Twist the Knife, Improved Wily Fighter, Improved Wise Fighter, Master Dodge, Master Sneak Attack, Master Twist the Knife, Smart Fighter, Sneak Attack, Twist the Knife, Wily Fighter, Wise Fighter, by Mark Albright; Enhanced Combat Reflexes, Aiming, Double-Arrow, Improved Double-Arrow, Zoltan Albert; Un-Death Strike, Immeasurable Patience, Frustration Feat, True Artist, Trivia Expert, Pin and Bash, Pin and Shove, Impressive Blow, Paranoid Alertness, Uncanny Evasion, Linguist, By Jeremy Clements; Conjure Mastery, Item Image, Lace Spell: Elemental Energies, Lace Spell: Enemy Bane, Lace Spell: Holy/Unholy, Lace Spell: Lawful/Chaotic, Mirror Sight, Lace Spell: Resistant, Lace Spell: Spellripper, Magical Talent, Lace Spell: Unravel Accompaniment, Aid Spellcasting, Amplify Song (Forte), Create Soul Magic Spell, Intensify Song (Crescendo), Lace Spell: Resistant, Lace Spell: Spellripper, Lace Spell: Unravel, Sustain Song (Sostenuto), Vivify Song (Maestoso), Dream speaking, Ranged Expertise, Forced Swiftsness, Nimble Fingers, Athleticism, Agile Limbs, Outdoorsman, Magical Talent, By Monte Cook; Acrobatic Ability, Arcane Warrior, Cautious, Flip Blade, Kip-Up, Leathery Skin, Light-Fingered, Nature's Deception, Persuasive, Stealthy, Subdual Combat, Twin-Parry, Defensive Refocus, Soft Strike, Improved Soft Strike, Striking Scorpion, Shield Focus, Stubborn Heart, Tactician, Veteran, Follow-Up, True Spell Mastery, Hardiness, Studied Weakness, Sacrificial Riposte, Career Campaigner, dndpicenter

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