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Gryphon's Book
3.5 Edition Feats

Welcome

My name is Gryphon and you can call me sir. Why? I hear you ask. Well because I am a Demon, and I am sure your mother told you to be polite to demons. If not, well 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. If it is broken, tell me.

Gryphon-Demon Lord of the Meme

Introduction

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 3rd level and every three levels thereafter (6th, 9th, 12th, 15th, and 18th). For multiclass characters, the feats come according to total character level, regardless of individual class levels. Humans also get a bonus feat at 1st 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.

Feat Types

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

The divine feat uses the positive or negative energy to turn or rebuke undead. Each use of a divine feat uses one or more turn/rebuke attempt from their number of attempts per day. If

This book has been updated and adapted from the original by the collaboration of demons and devils. To those who care, or not, all was smooth.

Take advice on all of your options but play for yourself and not the rules. It is not the rules that bind us but the limitations of our thoughts or imaginations.

Listen to the advice of those who explain it, and offer it freely, but ignore those who think they know better and tell you what to do and think.

Dyopsis – Necromancer of the Hidden Eye

there are no turn/rebuke attempts remaining, it is not possible to use the feat. Since turning or rebuking is a standard action, activating any of these feats is also a standard action.

Finally, Quicken Turning can not be used to speed up the use of a divine feat.

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.

MAGIC: These feats are available to arcane spellcasters only and represent a different and powerful way to manipulate the basic magical weave. Arcane spellcasters can take these feats, if they meet the requirements, instead of metamagic feats when the bonus feats become available.

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: There is more to a monk than just a flurry of blows, and more to a Unarmed fighter than Unarmed Strike. These feats increase the range of options available to them.

METAMAGIC: These feats are for those who want to alter the way their magic performs.

RAGE: There is more to raging than simply getting angry, and some Barbarians learn to channel their rage to perform different, but spectacular feats of prowess.

ROGUE: The rogue is perhaps the most skilled and flexible of combatants, and these feats enhance their abilities.

WILD: 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

Notes on Progression

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.

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.

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. 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.

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Combat Feats

Anti Flanking Feats

Defensive Manoeuvring

The character is skilled at protecting their flanks in melee.

Prerequisites: Combat Reflexes

Benefits: The character gains a dodge bonus to AC of +2 against opponents flanking them unless caught flat-footed. This feat does not deny a rogue the ability to sneak attack a flanked character with this feat, it just provides a bonus to AC.

A fighter may select this feat as one of their fighter bonus feats.

Move Aside

The character is adept at making flanking attackers hit each other.

Prerequisites: Combat Expertise, Alertness, and Dodge

Benefits: When the character is flanked, and using the Fighting Defensively option the character may redirect the attack of one of the flanking creatures that attacked and missed them into their partner. The deflected attack uses the same attack bonus that missed the character to hit their partner. If the dodged opponent hits the flanking enemy, normal damage is inflicted.

This makes use of individuals Attack of Opportunity for the round, and can only be used once per attacker per round as a normal attack of opportunity, even if the character has multiple attacks of opportunity.

A fighter may select this feat as one of their fighter bonus feats.

Armour Focus

The character can move more freely in armour, reducing the penalties normally suffered for wearing it.

Prerequisites: Relevant Armour Proficiency, and Strength 13+

Benefits: Pick one category of armour, light, medium or heavy, when wearing this type of armour, all armour check penalties are reduced by 1, maximum dexterity bonus permissible is increased by 1, and their movement is affected as if wearing armour of one category lighter.

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

A fighter may select Armour Focus as one of their fighter bonus feats.

Armour Specialisation

The character is so used to fighting in armour that they are better able to maximise the defensive protection of the specific type of armour, chosen.

Prerequisite: Fighter 5th Level, Armour Focus.

Benefit: Choose a type of armour for which you have already selected the Armour Focus feat. When wearing the specified armour the character gets a +2 competence bonus to their Armour Class, and may remove and don the armour in half the time it normally takes to do so.

Special: The character can gain this feat multiple times. The effects do not stack. Each time the character takes the feat, it applies to a new type of armour.

Armour

A fighter may select Armour Specialisation as one of their fighter bonus feats.

Exotic Armour Proficiency

The character is skilled in the use of unusual armours.

Benefit: Choose one specific type of exotic armour with this armour, the character does not suffer any armour's check penalties to attack and all movement skills as per the non-proficient with armour worn rules (*Core Rulebook 1* pg. 104).

A fighter may select Armour Specialisation as one of their fighter bonus feats.

Attack Bonuses

Combat Focus

As part of a normal or full attack option and prior to making any attack the character may choose to focus their efforts against one opponent, at the risk of making themselves more vulnerable to other attackers.

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

Benefit: Against the opponent for whom they have declared their dodge bonus, they receive a competence bonus of +1 to hit and a dodge bonus of +1, cumulative with that gained from the Dodge feat.

Against all other enemies they suffer a -1 to hit and Armour Class.

A fighter may select this feat as one of their fighter bonus feats.

Observe Weakness

The character can study an opponent to exploit their weaknesses



Prerequisite: Int 13+, Sense Motive +5

Benefit: As a full-round action, the character may observe their opponent in an effort to spot the opponent's weaknesses. Make a Sense Motive skill check with a DC 10 + ½ opponent's level. If successful, the character gains a +1 bonus to hit and damage rolls and receive a +1 dodge bonus against the opponent's attacks.

The character may only attempt this feat once per opponent per combat. Observing weaknesses provokes attacks of opportunity.

A fighter may select this feat as one of their fighter bonus feats.

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.

A fighter may select this feat as one of their fighter bonus feats.

Attack of Opportunity

Grab Attention

The character can attack an opponent in such a way as to focus that enemy's whole attention onto themselves. They are able to keep an opponent busy, and unable to attack their allies.

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

Benefit: If the character successfully strikes an adjacent opponent in melee combat, that enemy only threatens the square the character is in until their next action. This allows other combatants a moment to pass by the opponent without drawing an attack of opportunity.

Attacks on opponents not adjacent to the character, i.e. using reach or ranged weapons from more than 5ft away have no effect. Attacks on opponents using ranged or reach weapons are also unaffected by this feat.

Grace Under Pressure

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

Prerequisite: Dex 10+, Base Attack Bonus +2 or higher

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

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

Special: Note that this feat allows the character to avoid attacks of opportunity when performing these move-equivalent actions only. The character still provokes attacks of opportunity by moving within or out of threatened areas.

Intimidating

Battle Cry

Using their might and their voice as a weapon the character can be exceedingly unnerving to foes when they charge into battle.

Prerequisite: Intimidate 10+

Benefit: When making a charge action the character can declare they are using this ability. The battle cry itself is a free action, forcing opponents who are being charged in melee

combat to make a Will save against a fear effect, with a DC equal to their Intimidation skill + Cha bonus.

Failure means the character is not subject to any attacks of opportunity as a result of their charge and they receive a moral bonus of +2 to AC against all attacks made against them for the duration of the effect.

The unnerving effect lasts for a number of rounds equal to their charisma bonus, minimum 2.

Note: Anyone not in the direct line of the charge, or not directly threatened by the charger are not effected by the battle cry. It is only those individuals that are within the threat range of the charging character who suffer this effect. So individuals the character charges past are affected but not those out of arms reach.

Special: This feat is not effective against creatures without a sense of hearing.

Fearsome Display

The character can use their impressive display of prowess to intimidate their opponents

Prerequisite: Weapon Display 5+ ranks, Intimidate 5+ ranks.

Benefit: As a full round action, the character can add their Weapon Display ranks to their Intimidation check.

Special: This ability is ineffective against those who can't comprehend their skill.

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: On successful critical strike against a foe, that kills their target, the blow is spectacularly impressive or horrible.



All opponents who view this attack are at a temporary -4 circumstance modifier penalty to oppose subsequent charisma checks (*intimidate*, *bluff*, *sense motive*, and *diplomacy* etc) from the attacker, for the next hour.

Special: This feat comes in very handy when using Bluff during combat.

Combat Manoeuvres

Clinch

The character has mastered the art of fighting at very close quarters.

Prerequisite: Mobility.

Benefit: The character moves in close, under the guard of their opponent, as a move equivalent action, which provokes an attack of opportunity. Once in close they receive a +4 cover bonus to AC and a +2 to hit their opponent, though they may only use a 'light' weapon to attack with.

If the character and their opponent are ever more than 5 feet away from each other, the character loses this bonus. The character also loses the bonus if they move in on or attack someone else.

Crushing Blow

You can make Crushing blows with blunt weapons.

Prerequisite: Power Attack.

Benefit: When attacking with a bludgeoning weapon, the character may declare their attack to be a Crushing blow. Delivering a crushing blow provokes an attack of opportunity. If the attacks hits then they inflict their normal weapon damage plus an additional 1d4 points of subdual damage.

Dirty Fighting

You know the brutal and effective fighting tactics of the streets and back alleys.

Prerequisite: Base attack bonus +6, Knowledge (local...urban environment) 3+

Benefit: As a full round attack the character may combine all their attacks into one single devastating attack at their best attack bonus dealing extra damage. The character receives a circumstance bonus to damage equal to 1d4 times the number of attacks given up. If they had a +6/+1 attack bonus and gave up one attack they would have a single attack at +6 which, if it hit, does and additional 1d4 points of damage, if they had +11/+6/+1 attack bonus they would have a single attack at +11 which, if it hit, does an additional 2d4 damage and so on.

Special: This bonus is not cumulative with sneak attack damage.

Feign Attack

The character is skilled at forcing their opponent into positions that leave them vulnerable to their attacks. Effectively the practitioner 'dummies' one or more attacks to create an opening for another.

Prerequisites: Base Attack +6, Combat Expertise

Benefits: As a full round action the character may make a single attack at their best attack bonus having previously made a number of dummy or feigned attacks. The character receives a circumstance bonus to hit equal to the number of attacks used as dummies. If they had a +6/+1 attack bonus and gave up one attack they would receive a +1 on their actual attack, if they had +11/+6/+1 they would have a +2 and so on.

Follow Through

A character's is adept at follow through with a sundering attack and attacking the person beyond.

Prerequisite: Cleave, Improved Sunder

Benefit: On a successful sunder attempt against an opponent the character may choose to immediately make a melee attack against that opponent as if you hadn't used your attack for the sunder attempt.

Follow Up

The character is adept at taking advantage of an opponent surprise at being disarmed.

Prerequisites: Improved Disarm

Benefits: On a successful disarm attempt against an opponent the character may choose to immediately make a melee attack against that opponent as if you hadn't used your attack for the disarm attempt.

Greater Whirlwind Attack

A whirling spinning mincing machine, you can now attack all enemies in arms length and beyond.

Prerequisites: Improved Two-Weapon Fighting, Whirlwind Attack, Base Attack Bonus +12 or higher

Benefit: When you perform the full action, you can give up their regular attacks and instead make *two* melee attacks at their full Base Attack Bonus against each opponent within 10 feet. This feat can only be performed when fighting with two-weapons.

Improved Charge

A characters charge is more controlled and dangerous.

Prerequisite: Improved Bull Rush

Benefit: When the character charges they do not suffer the normal -2 to AC, and receive a bonus of +2 to damage on successful attacks made at the end of the charge.

Gryphon's Book of 3.5e Feats



Improved Combat Reflexes

The character is exceptionally fast in responding to their enemies' attacks.

Prerequisite: Combat Reflexes

Benefit: The character is no longer limited to one attack of opportunity per person, assuming that the opponent provokes additional attacks. The character gains no additional attacks of opportunity and is still limited to their normal number of AoO a round.

Improved Dodge

The character is able to dodge multiple opponents

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

Benefit: The character may apply their dodge bonus of +1 to multiple opponents. The character may apply their Dodge bonus to a number of opponents each round equal to their Dexterity bonus. The opponents against whom the dodge bonus applies can be changed each round.

Any condition that makes the character lose their Dexterity bonus to Armour Class (if any) also negates this dodge bonus.

Improved Pin

You have become expert in using their free hand in close melees.

Prerequisites: Weapon Focus or Weapon Finesse with a one-handed melee weapon, Dex and Str 13+

Benefits: As a full melee action the owner of this feat can declare a Pin attack. This entails a single attack with a slashing or bludgeoning weapon to strike a weapon or shield that the character's opponent is holding which does not provoke an attack of opportunity.

The character also gains a +4 bonus on any attack roll made to Pin an object held or carried by another character.

The attack is resolved as follows.

Opposed Rolls: The character and the defender make opposed attack rolls with their respective weapons. The wielder of a two-handed weapon in a pin attempt gets a +4 bonus on this roll, and the wielder of a light weapon takes a -4 penalty. If the combatants are of different sizes, the larger combatant gets a bonus on the attack roll of +4 per difference in size category.

Consequences: If the character beats the defender, their opponent is prevented from using their weapon to attack that round (It's either pinned, out of position, 'caught,' or temporarily disabled). If the character fails their pin attempt, the opponent can choose to pin their weapon instead.

Maintaining or Breaking the Pin: To break the pin is an opposed grapple check.

Special: To avoid having a weapon pinned it is possible to simply drop it.

Normal: An attack of opportunity comes first in the above steps. The attack provokes an attack of opportunity from the target whose weapon or shield is being pinned.

Improved Crushing Blow

You can make Crushing blows with blunt weapons.

Prerequisite: Base attack +4 or higher, Smash.

Benefit: The character doesn't provoke an attack of opportunity when you use the Crushing blow feat, and does an additional 1d6 rather than 1d4 points of damage with the hit.

Improved Staggering Blow

The character is skilled at landing a single massive blow to force their opponent staggering backwards.

Prerequisites: Base Attack bonus +10, Staggering Blow

Benefit: When striking a Staggering Blow, the character does not provoke an attack of opportunity. The attacker also gains a +4 bonus on the DC of the opponent to save against the Staggering Blow.

Normal: Without this feat, you provoke an attack of opportunity when you strike a Staggering Blow.

Special: A fighter may select Improved Staggering Blow as one of his fighter bonus feats.

Improved Subdue

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

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

Benefit: When attempting to do subdual damage with a weapon the character does not incur the -4 penalty for attempting to do so.

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

Masterful Disarm

The character is greatly skilled at divesting others of their weapons.

Prerequisites: Improved Disarm

Benefits: On a successful disarm attempt against an opponent the character may choose to either snatch the weapon or object out of the air, if they have a free hand, or to flick it out of their opponent's hands to land 10ft away.

Normal: A weapon or object that is disarmed falls at the feet of the combatants.



Mighty Cleave

The character strike their opponents with such power that they can simply step through the fallen.

Prerequisite: Base attack +5 or higher, Cleave

Benefit: In a situation where Cleave is appropriate the character may choose to take up the position of their fallen enemy before they undertake their subsequent Cleave attack, as long as it is not more than a 5ft step.

It is not possible to take more than one 5ft step in this manner a round, no matter if the character has more than one opportunity to cleave.

However this 5ft step does not count as part of their movement allowance, and if the character wanted to take a 5ft step afterwards they could do.

Overwhelming Blow

The character is skilled at landing a single massive blow to debilitate their opponent.

Prerequisites: Staggering Blow, Base Attack +10

Benefits: As a full round attack a character can initiate a Overwhelming attack. The attack is resolved at the characters highest attack bonus.

On a successful strike with a weapon the target must make an Fortitude save (DC 10 + ½ the attacker level(HD) + Str modifier) or be staggered for 1d3 rounds in addition to taking whatever damage was dealt.

The attacker gets a +4 bonus for every size category larger than Medium or a -4 penalty for every size category smaller than Medium. The defender gets a +4 bonus on the check if they have more than two legs or is otherwise more stable than a normal humanoid.

When staggered characters can only take a standard action or a move action in each round.

Pebble Underfoot

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

Prerequisites: Int 13+ Combat Expertise Improved Trip

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

Pull Blow

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

Prerequisite: Combat 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 their 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.

Riposte

The character is trained to make counter-attacks with light weapons when an enemy makes a mistake during combat.

Prerequisite: Base Attack +4 or higher, weapon finesse, combat reflexes, combat expertise.

Benefit: After one round of fighting fully defensively, unencumbered, in light armour, and wielding a weapon eligible for weapon finesse, the character may make an attack of

opportunity against an opponent who tries to attack them in melee and misses.

The defender is only eligible for the attack of opportunity on the round after they started fighting defensively, and only as long as they continue fighting defensively.

The counter-attack must be made with a weapon eligible for Weapon Finesse, but is at their full attack bonus. It is not possible to use other feats that allow extra attacks (such as cleave) with a riposte.

Note: This feat does not grant any additional attacks of opportunity, nor is it effective if the character is denied their dexterity bonus to AC.

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

Snap Attack

The character is capable of making quick, accurate, but relatively weak strikes with melee weapons.

Prerequisites: Dex 13+

Benefits: As part of a normal attack option, but before the attack is initiated, the character can declare they are using this feat. The character can choose to subtract a number from melee damage rolls and add the same number to all melee attack rolls. This number may not exceed their base attack bonus. The penalty on attacks and bonus on damage apply until their next turn.

This number may reduce the damage to 0 but no lower.

Staggering Blow

The character is skilled at landing a single massive blow to force their opponent staggering backwards.

Prerequisites: Base Attack bonus +5, Power Attack

Benefit: As a full round attack a character can initiate a knock back attack. The attack is resolved at the characters highest attack bonus.

If the attack succeeds, make a Strength check opposed by the defender's Dexterity or Strength check (whichever ability score has the higher modifier). The attacker gets a +4 bonus for every size category larger than Medium or a -4 penalty for every size category smaller than Medium. The defender gets a +4 bonus on the check if they have more than two legs or is otherwise more stable than a normal humanoid. If they win, the attacker knocks the defender back 5 feet (+ 1 foot per 10 full points of damage caused), in addition to taking whatever damage was dealt, even if they have used their movement for the round.

An opponent backed against an obstacle is not pushed back through the obstacle. The character may attempt a knock back blow once per day per level attained, and no more than once per round.

Using the Staggering Blow provokes an attack of opportunity.

Counter Feats

Counter Disarm

The character is so skilled in the art of disarming that they can seemingly counter any attempt to disarm them.

Prerequisites: Combat Reflexes, Improved Disarm

Benefits: An opponent who tries to use disarm against them in combat provokes an attack of opportunity even if they have the Improved Disarm feat. In addition, the character receives an additional +2, competence bonus, to all attempts to resist all disarm attempt. They receive no bonus if they initiate the combat manoeuvre themselves; this bonus is only effective when resisting the relevant feat.

Special: This does not grant additional attacks of opportunity to the character, and they are limited to one attack of opportunity per person as normal.

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Counter Sunder

The character is so skilled in the art of sundering that they can seemingly counter any attempt to sunder them.

Prerequisites: Combat Reflexes, Improved Sunder

Benefits: An opponent who tries to use sunder against them in combat provokes an attack of opportunity even if they have the Improved Sunder feat. In addition, the character receives an additional +2, competence bonus, to all attempts to resist the Sunder attempt. They receive no bonus if they initiate the combat manoeuvre themselves; this bonus is only effective when resisting the relevant feat.

Special: This does not grant additional attacks of opportunity to the character, and they are limited to one attack of opportunity per person as normal.

Counter Trip

The character is so skilled in the art of tripping that they can seemingly counter any attempt to trip them.

Prerequisites: Combat Reflexes, Improved Trip

Benefits: An opponent who tries to use trip against them in combat provokes an attack of opportunity even if they have the Improved Trip feat. In addition, the character receives an additional +2, competence bonus, to all attempts to resist the Trip attempt. They receive no bonus if they initiate the combat manoeuvre themselves; this bonus is only effective when resisting the relevant feat.

Special: This does not grant additional attacks of opportunity to the character, and they are limited to one attack of opportunity per person as normal.

Counter Rush

The character is so skilled in the art of bull rushing an opponent that they can seemingly counter any attempt to push them back.

Prerequisites: Combat Reflexes, Improved Bullrush

Benefits: An opponent who tries to use bull rush against them in combat provokes an attack of opportunity even if they have the Improved feat. In addition, the character receives an additional +2, competence bonus, to all attempts to resist the bull rush attempt. They receive no bonus if they initiate the combat manoeuvre themselves; this bonus is only effective when resisting the relevant feat.

Special: This does not grant additional attacks of opportunity to the character, and they are limited to one attack of opportunity per person as normal.

Counter Overrun

The character is so skilled in the art of over running an opponent that they can seemingly counter any attempt to push them back.

Prerequisites: Combat Reflexes, Improved Over run

Benefits: An opponent who tries to use Overrun against them in combat provokes an attack of opportunity, and the character can choose whether or not to block or avoid even if they have the Improved feat. In addition, the character receives an additional +2, competence bonus, to all attempts to resist any overrun attempt. They receive no bonus if they initiate the combat manoeuvre themselves; this bonus is only effective when resisting the relevant feat.

Special: This does not grant additional attacks of opportunity to the character, and they are limited to one attack of opportunity per person as normal.

Counter Grapple

The character is so skilled in the art of grappling an opponent that they can seemingly counter any attempt to grapple them.

Prerequisites: Combat Reflexes, Improved Grapple



Benefits: An opponent who tries to use Grapple against them in combat provokes an attack of opportunity, even if they have the Improved feat. In addition, the character receives an additional +2, competence bonus, to all attempts to resist any grapple attempt. They receive no bonus if they initiate the combat manoeuvre themselves; this bonus is only effective when resisting the relevant feat.

Special: This does not grant additional attacks of opportunity to the character, and they are limited to one attack of opportunity per person as normal.

Counter Dodge

The character is skilled at reading opponents' moves and striking where they will be rather than where they were.

Prerequisites: Combat Reflexes, Dodge

Benefits: An opponent's bonus to AC, gained from the use of dodge, mobility, defensive fighting or expertise, is reduced by 2. This feat has no effect on magical or other situational dodge bonuses.

Counter Strike

The character is trained in taking advantage of openings in their opponent's defences when you successfully use the Improved Parry feat.

Prerequisite: 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 the character is not unarmed.

Special: You may make a Counter Strike provided the character is not denied their 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.

Deflect And Disengage

The character is greatly skilled at protecting their weapon during melee.

Prerequisites: Improved Disarm

Benefits: The practitioner gains a +4 competence bonus to oppose sunder or disarm attempts made against them in combat.

Hold The Line

The character is 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. Their attack of opportunity happens immediately before the charge attack is resolved.

Reflex Set

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

Prerequisite: Hold the Line, Combat Reflexes

Benefit: When the character is 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).

Critical Modifiers

Decisive Critical

When a critical is threatened, the character is much more likely to follow through the threat with a critical hit.

Prerequisites: Improved Critical

Benefits: The character gains a +2 competence bonus when rolling to confirm a threatened critical hit.

Note: The bonus is not on the to hit roll, only on the roll to confirm if a critical threat is a critical i.e. on the second roll.

Devastating Critical

The character is so skilled that accurate strikes with their weapon are all the more devastating.

Prerequisites: Improved Critical

Benefits: The critical damage multiplier of the weapon with which they have the Improved Critical feat is increased by 1. So, a weapon with an x2 multiplier is increased to x3, on a successful critical hit.

Undead Critical

You have learned to strike Undead Creatures for additional effect. An undead creature may not have vital organs but they still need to be able to move.

Prerequisites: 4 Ranks of Knowledge (Necromancy) or Knowledge (Monster [Undead]), and Improved Critical.

Benefits: Allows the user of the feat to take advantage of Critical Hits against Corporeal Undead (skeletons, zombies,



ghouls, wights, vampires, mummies, and similar.) as normal. This Critical is only effective when the character is using the weapon with which they have the Improved Critical Feat.

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

Defensive

Armed Deflect Arrows

When wielding a melee weapon that they have the Weapon Focus feat with the character can deflect missiles that would ordinarily have hit them, including arrows, bolts, spears and other shot or thrown weapons.

Prerequisite: Weapon Focus, Dexterity 13+.

Benefit: Once per round when they would normally be hit with a ranged weapon, they may automatically deflect it so as to take no damage from it. The character must be aware of the attack and not flatfooted. Attempting to deflect a ranged weapon doesn't count as an action. Missiles larger than the weapon used may not be deflected nor can ranged attacks generated by spell effects.

Note: The character can learn later feats for which Deflect Arrows is a prerequisite with this feat, but can then only use those feats when armed with a melee weapon that they have Weapon Focus with.

Defensive Stance

Decrease the area around you from which you may be attacked

Benefit: The character is an alert combatant with a sixth sense about opponents. As long as the character is mobile, they can decrease their face by one category. This limits the number of opponents that can attack at any 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 the character to use their intelligence modifier instead of their dexterity modifier for armour class adjustments.

Prerequisite: Sense Motive 5+ ranks, Alertness, Int 13+

Benefit: To gain this benefit, the character must be able to assess their opponent completely for at least one round of combat. During this period of study the character is only able to take a single action each round and may not attack another opponent. Once this period is over the character has worked out the best way to counter their opponents attacking strategies. They may add their intelligence modifier to their dexterity modifier when calculating armour class against a single opponent.

The bonus lasts for as long as the character continues to fight the target.

Fast Guard

The character instinctively takes up a defensive posture instinctively when threatened.

Prerequisite: Alertness, Uncanny Dodge, and Lightning Reflexes

Benefit: When threatened, and even if surprised, the character may take up the defensive, or total defensive option, or allocate bonuses from combat expertise even before any attacks are rolled.

Friend Guard

Training enables the character to defend not only themselves, but also friendly creatures adjacent to them.

Prerequisites: Parry

Benefit: When fighting defensively, or utilising the combat expertise feat, the character may make a parry attempt against an attack that has struck an ally within their threatened area. This parry attempt is treated as an attack of opportunity, and the normal restrictions to attacks of opportunity apply.

Normal: You may only attempt to parry attacks directed at you.

Melee Mastery

The character is skilled at using multiple melee opponents against themselves, using movement to cause their opponents to get in each other's way.

Prerequisites: Mobility, Combat Reflexes, Base Attack +6

Benefits: When fighting defensively the character gains a cumulative +1 Dodge bonus to AC for each melee opponents within whose threaten area the character is.

Parry

When fighting defensively the character is able to make a last ditch attempt to prevent an otherwise successful attack striking them at a risk of losing their weapon.

Prerequisites: Combat Expertise, Combat Reflexes.

Benefits: When fighting on the defensive, using the fighting defensive, fighting fully defensive option, or using the expertise feat, a successful hit provokes an attack of opportunity from the target, but this attack of opportunity can only be used to attempt to parry the blow.

This parry attempt may be attempted with a weapon, or buckler, but it is not possible to parry using unarmed strike.

The character cannot be flat-footed, stunned, held, entangled, otherwise incapacitated, immobile, or in any other situation that causes them to lose their Dexterity modifier to AC (if any). They have to be aware of the attack and clearly perceive it. (It is not possible to block attacks from invisible opponents or in total darkness, unless the character has a special means of detect the attack.). It is not possible to parry an attack from an opponent more than one size larger, nor is it possible to parry an attack against weapon more than one size category larger than that wielded.

The wielder of a two-handed weapon gains a +4 bonus on this roll, and the wielder of a light weapon takes a -4 penalty. If the combatants are of different sizes, the larger combatant gets a bonus on the attack roll of +4 per difference in size category. If the attack being blocked is a critical, then the defender suffers a -5 to the attempt.

The defender makes opposed attack roll against the successful attack, at their full Attack Bonus. If the defender beats the attacker, the attack is parried, if the defender fails the attack deals damage normally. Attempting to parry uses up an attack of opportunity for the round, as normal. It is not possible to make more than one parry attempt against any one opponent.

Sundering Parry

The character is skilled at destroying an opponents weapon when on the defensive. When the character succeeds at a parry attempt, they may immediately attempt to sunder their opponent's weapon.

Prerequisites: Parry, Improved Sunder

Benefit: When fighting defensively if the character succeeds at a parry attempt, they may immediately attempt to sunder their opponent's weapon.

If successful in parrying the blow, the character deals damage to their opponent's weapon.

Note: It is not possible to sunder (and therefore damage) a natural attack or an unarmed strike.

Favoured Enemy

Additional Favoured Enemy

You select an additional favoured enemy,

Prerequisite: Base attack bonus +5, favoured enemy, and wisdom 13+.

Benefit: The character adds an additional favoured enemy to their list beyond their normal allotment. The character receives all the normal benefits against this new favoured enemy and the bonus can be increased as per the normal progression.

Favoured Enemy Critical Strike

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

Prerequisite: Improved Critical, and a favoured enemy.

Benefit: Against one of the character's favoured enemies the threat range of their weapon is increased by 1 point. So a weapon with a threat range of 19-20, like a longsword, now has a threat range of 18-20 against their favoured enemy. This increased threat range bonus is effective regardless what weapon the character is using, unlike Improved Critical, which is specific to one weapon.

This improved threat range is not cumulative with improved critical or keen.

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.

Favoured Enemy Strike

When fighting against their favoured enemy the character knows exactly where to strike to do the most damage.

Prerequisite: Favoured enemy, base attack bonus +5, and Weapon Focus.

Benefit: When striking a foe designated as their favoured enemy, the character gains a +2 competence bonus to damage each time they hit, in addition to the favoured enemy damage bonus applied to this creature type normally. This damage is not multiplied if a critical hit is scored against the enemy (like a rogue's sneak attack bonus damage).

If the character is using a missile weapon, the additional damage is only effective if they are within 30ft.

This bonus is not effective against creatures immune to critical hits, as they have discernable weak spots.

Special: It is possible to take this feat multiple times, but each time it applies to a new favoured enemy.

Favoured Enemy Unnatural Strike

Through extensive study of their favoured enemy, that is immune to critical hits, the character gains the ability to do much more damage, as they know exactly where to hit it to really hurt it.

Prerequisite: Favoured Enemy Strike, favoured enemy immune to critical hits.

Benefit: When striking a foe designated as their favoured enemy, the character gains a +2 competence bonus to damage each time they hit, in addition to the favoured enemy damage bonus applied to this creature type normally. This damage is not multiplied if a critical hit is scored against the enemy (like a rogue's sneak attack bonus damage).

If the character is using a missile weapon, the additional damage is only effective if they are within 30ft.



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

Special: It is possible to take this feat multiple times, but each time it applies to a new favoured enemy immune to critical hits.

Flatfooted

Ambush

The character is able to make a suddenly strike powerful attack against an opponent who is caught unaware.

Prerequisites: Improved initiative, Hide 6+ ranks

Benefit: If the character catches an opponent unaware they may take a full-round action against them with a +2 competence bonus to damage.

If several opponents are caught unaware the character can only gain this bonus against one opponent.

Normal: In a surprise round a character may normally only take one action (either a standard action or a move action) during the surprise round

Low Blow

You can get underfoot and attack creatures larger than you.

Prerequisites: Mobility

Benefits: As a full-round action, the character can move through an area threatened by an opponent who is at least one size category larger than them, and into their square itself. This does not provoke an attack of opportunity as normal.

The character can then make a single melee attack at their highest attack modifier against this creature, who is considered flat-footed against the attack. After their attack, they must move out of their opponents square.

Instant Stand

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

Prerequisite: Lightning Reflexes, Tumble rank 4+

Benefit: You can stand back up from a prone position as a free action, without provoking an attack of opportunity.

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

Prone Trip

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

Prerequisites: Tumble 5+ ranks, Improved Trip, Prone Attack

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.

Delayed Strike

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

Groundwork

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

Foresight

You have an intuitive sense that allows you to anticipate an upcoming fight.

Prerequisites: Improved Initiative, Combat Reflexes, Wis 13+, Base Attack 4+.

Benefits: You get a +8 bonus on initiative checks in the first round of combat to determine surprise. This supersedes (does not stack with) the bonus from Improved Initiative.

Special: This bonus to initiative is only effective in the first round of combat.

Iaijutsu

Even when seemingly at a disadvantage the character is capable of incredible bursts of speed, drawing their weapon and attacking so quickly their opponents are caught off guard.

Prerequisites: Quick Draw, Improved Initiative

Benefits: In any round when the character is aware of their enemy, not flat footed, and with their weapon sheathed, they may, as a full round attack action, draw their weapon and strike at someone in their threatened area at their highest Base Attack Bonus once, without provoking an attack of opportunity.

If the target fails a Ref saving throw (DC 10 plus ½ the practitioners level, and Dex Bonus) they are considered flat-footed and lose any Dexterity bonuses to their AC versus the attack.

Initiative

The practitioner may opt to return the weapon to its scabbard or keep it drawn at the conclusion of the manoeuvre but they may not make another attack like this again during any one combat.



Note: The practitioner may make one attack in this manner against any one person

Sudden Attack

The character is able to strike faster than normal at the expense of making themselves vulnerable to a return attack.

Prerequisites: Combat Expertise, Improved Initiative

Benefits: 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. The penalty remains in effect until the practitioner's action in the following round.

A practitioner must declare a Lightning Attack on or before the Initiative count that his modified Initiative would allow him to take an action from.

Fast Reactions

In a surprise round the character reacts lightning fast and can take full advantage of their ability to react

Prerequisite: Combat Reflexes, Dex 13+

Benefit: When the character is able to act during a surprise round, i.e. not flat-footed or unaware, and have the drop on their opponents, by winning the initiative, they can take a full-rounds worth of actions rather than just a single action.

Uncanny Initiative

You think so quickly on their feet, it almost seems supernatural. Often, the character is moving before anyone else knows what is happening.

Prerequisites: Alertness, Improved Initiative, Lightning Reflexes.

Bonus: The character gains a further +2 to their initiative, and instead of the standard 1d20, roll 2d20 for initiative and take

the highest result. Their initiative modifiers are then added to the rolled number normally.

Special: If using the round by round Initiative and Critical initiative options, the characters chance to catch their opponent flatfooted increases by 1.

Accurate Shot

Their 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.

Aimed Shot

The character can maximise their chances of damaging a target with a ranged weapon by aiming.

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

Benefits: For each attack sacrificed to aiming the character gains a +1 competence bonus to damage with a directed missile weapon up to a max of +6. The target must be within 30 feet when the missile is loosed or the damage bonus is negated.

Exacting Shot

Attacks with missile weapons can be delivered with exacting precision, resulting in extra damage.

Prerequisite: Precise Shot, base attack bonus +6.

Benefit: By taking the full attack action when using a projectile missile weapon (e. g. bow, crossbow), the character may choose to make a single attack with a range of 30 ft. or less and

apply the character's Dexterity modifier to damage on a successful hit.

Normal: The dexterity bonus applies only to the attack roll.

Special: This feat is ineffective against creatures that are not subject to critical hits (e. g. constructs, elementals, oozes, plants and undead).

Missile

Eye of the Storm

When in the threatened area of an enemy the user of this feat does not provoke an attack of opportunity when using a missile weapon.

Prerequisite: Dodge, Point Blank Shot

Benefit: When using a missile weapon in the threatened area of an opponent, the character may choose not to provoke an attack of opportunity, but they suffer a -2 penalty to hit due to the movement that is required.

Normal: When in a threatened area a character provokes an attack of opportunity if they use a missile weapon.

Improved Weapon Throwing

Prerequisite: Weapon Hurling.

Benefit: As Weapon Hurling, except the character can throw melee weapons of one step larger than their size category with no attack penalty, and they receive a +5 ft bonus to range.

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

Pierce

You may take one extra attack after a killing blow with a piercing missile weapon, excluding daggers or knives, on a target in a line of site directly behind the original target.

Prerequisites: Precise Shot, +4 Base Attack Bonus

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Benefits: When you successfully kill an opponent (reduce him to 0 hit points) with a piercing missile weapon, you may immediately make an attack roll vs. an opponent directly behind them at -5 penalty to hit.

You may only make one such attack per round.

Sharp-Shooting

The character's ranged expertise lets them score hits others would miss due to an opponent's cover.

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

Benefit: The character gains a +2 bonus to ranged attack rolls against targets with some degree of cover. This feat has no effect against foes with no cover or total cover.

Sniper

The character has learned to place their ranged attacks more accurately at long range.

Prerequisite: Point Blank Shot, Far Shot, base attack bonus +3.

Benefit: Gain a -2 reduction to range based attack penalties.

Weapon Throwing

A character can throw any weapon at their enemies.

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

Benefit: The character can throw any melee weapons of their size category or smaller with no attack penalty. All such weapons have a range increment of 10 ft.

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

Devastating Charge

The character's ferocious charging attack does additional damage.

Prerequisite: Base attack bonus +3, Power Attack.

Benefit: As part of a normal charging attack when the character completes a successful attack at the end of the charge they gain an additional damage bonus.

On a successful attack at the end of a Charge, they receive a competence bonus equal to double their normal strength modifier. This replaces and is not additional to their normal damage modifier for wielding a single or two-handed weapon.

Special: The character provokes an attack of opportunity from the opponent lunged at, as per the normal charge manoeuvre.

Grasshopper Strike

You confuse their 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 their move without making a roll.

Pressing Attack

Follow a character who tries to leave a 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

Movement

may immediately take a 5-foot step of their 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 their 5-ft step for this round.

Spring Attack; Double Strike

You can strike two opponents while moving.

Prerequisite: Base attack +8 or higher, Combat Reflexes, Spring Attack, Two weapon fighting

Benefit: You can strike twice when using the spring attack feat as a standard action, as long as you have two weapons or a double weapon to hand.

Normal: You can only make one attack when utilizing Spring Attack.

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.



Buckler Bash

You have trained at using their 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 is at a -2 on this and their primary attack if they perform shield bashes, (1d2 damage bludgeoning, x2 critical). They do not however lose the defensive bonus of the buckler.

Shield Ally

When wielding a shield that they have the Shield Focus feat with the character can deflect missiles that would ordinarily have hit their adjacent ally, including arrows, bolts, spears and other shot or thrown weapons.

Prerequisite: Base attack +8 or higher, Shield Deflect Arrows, Combat Reflexes.

Benefit: Once per round when an ally would normally be hit with a ranged weapon, they may automatically deflect it so as to take no damage from it. The character must be aware of the attack and not flatfooted, and bearing a shield. Attempting to deflect a ranged weapon doesn't count as an action. Missiles larger than the shield used may not be deflected nor can ranged attacks generated by spell effects.

Special: You can only deflect a missile the same size or lower than the shield being used, so a Buckler cannot deflect spears.

Shield Charge

The character is particularly adept at charging behind their shield

Prerequisite: Shield Focus with a medium or larger shield, base attack bonus +4.

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Shield Benefit: Before initiating the charge, the character chooses one enemy that would be able to gain an attack of opportunity against them as a result of the charge. This enemy may not make an attack of opportunity against the character. The manoeuvre only affects one opponent and only provides this protection during the charge manoeuvre.

Against all other enemies the charger loses the benefit of the shields AC bonus.

Special: If this feat is used against the target of the charge they do not get an attack of opportunity against the charger, but the charger may not attack them except with a shield bash, as to do so negates the protection from the shield.

Normal: Moving through a threatened area provokes an attack of opportunity

Shielded Deflect Arrows

When wielding a shield that they have the Shield Focus feat with the character can deflect missiles that would ordinarily have hit them, including arrows, bolts, spears and other shot or thrown weapons.

Prerequisite: Shield Focus, Dexterity 13+.

Benefit: Once per round when they would normally be hit with a ranged weapon, they may automatically deflect it so as to take no damage from it. The character must be aware of the attack and not flatfooted, and bearing a shield. Attempting to deflect a ranged weapon doesn't count as an action. Missiles larger than the shield used may not be deflected nor can ranged attacks generated by spell effects.

Note: The character can learn later feats for which Deflect Arrows is a prerequisite with this feat, but can then only use those feats when armed with a melee weapon that they have Shield Focus with.

Shield Focus

Choose one type of shield the character is especially proficient in blocking attacks with this type of shield.

Prerequisite: Shield Proficiency, and base attack bonus of +1 or higher.

Benefit: When using their chosen shield the character chooses one opponent, and gains a +1 dodge bonus to AC against them. The Armour Check Penalty for using the shield is reduced by 1.

The character can select a new opponent on any action. A condition that makes them lose their Dexterity bonus to Armour Class (if any) also makes them lose dodge bonuses.

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

Shield and Spear

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, which simultaneously supports the spear.

Prerequisites: Shield proficiency, and weapon proficiency.

Benefits: You can use a two-handed spear together with a large shield, despite the fact that such weapons normally can't be used together.

Shield Specialisation

Their advanced training while wielding a specific type of shield has enabled you to maximise its defensive capabilities by positioning the shield in excellent deflective angles.

Prerequisite: Base attack bonus +4, shield focus in the specific type of shield, and fighter

Benefit: When using their shield, the character gains a +2 dodge bonus to AC vs. all opponents. The Armour Check



Penalty for using the shield is reduced by 2. This replaces, does not stack, with the bonus for Shield Focus.

The character can select a new opponent on any action. A condition that makes them lose their Dexterity bonus to Armour Class (if any) also makes them lose dodge bonuses.

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

Teamwork feats

Steadfast Ally

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

Prerequisite: Base attack bonus +2 or higher.

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

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

Concerted Attack

The character is 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 their allies to gain an additional bonus to flanking efforts. When the character is leading a flanking effort against a single opponent, their allies involved in the melee gain a +4 flanking bonus on the attack roll.

Normal: Gain a +2 on their attack roll when flanking

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

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Co-operative Fighting

The character is 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.

Double Team

The character is 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.

Teamwork

The character and his allies have practiced fighting as a team to defend one another, and defeat enemies that would normally over run the characters even together.

Prerequisite: Base attack modifier of +1 or better.

Benefit: Two or more people can fight together as a team to maximise one another's defensive and offensive capability. Team members block, parry and intercept attacks made against one another as well as feinting to open up opponent's weaknesses.

Team members have to be adjacent to one another to reap the benefits of this feat and must also have the same feat. Each

individual with team fighting feat gives the person next to them with the same feat a +1 dodge bonus to AC and a +1 competence bonus to hit in melee combat.

In addition someone making an action that would ordinarily provoke an attack of opportunity does not do so if individuals with this feat flank them.

Improved Teamwork

The character and his allies have practiced fighting as a team to defend one another, using the person next to them to shield their flank.

Prerequisites: Teamwork

Benefit: Two or more people can fight together as a team to maximise one another's defensive capability. Team members have to be adjacent to one another to reap the benefits of this feat and must also have the same feat.

It is not possible to flank individuals with improved teamwork who are aware and working together

Rank and File

The character is trained to use reach weapons while standing behind an ally.

Prerequisite: Team Fighting, Base attack +2 or higher.

Benefit: When wielding a weapon with reach and an ally is between you and the target the opponent only receives a bonus of one-quarter cover (+2 bonus to AC). You do not benefit from this feat if the character is not proficient with the reach weapon the character is wielding.

Normal: If an ally stands between you and their opponent, then their opponent receives one-half cover (+4 bonus to AC). See 'Cover and Reach Weapons' in the *Core Rulebook 1*.



Ambidexterity*

You are equally adept at using either hand.

Prerequisite: Dex 10+.

Benefit: You are adept at changing your primary weapon and may use two hands when throwing small weapon types. The character may swap their primary weapon in combat as a free action. The character may also effectively throw two hand held weapons if the weapons are prepared and the character has a high enough attack bonus.

Normal: Without this feat, a character primary weapon is fixed. Thus the secondary weapon is allocated a different number of attacks.

Double Strike

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

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

Benefits: 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.

Greater Ambidexterity*

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, Improved Two-Weapon Fighting, Base Attack Bonus +8 or higher

Weapon Benefit: Removes the penalties for using a “heavier-than-light” weapon in the off-hand. There is no penalty for using a weapon that is not light in the off hand. The normal penalties for the off hand weapon apply.

Improved Double Blow

The potency of the characters double blow increases and the force can stun an opponent.

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

Benefits: As a full round attack option the character makes one single attack roll at their most advantageous Base Attack Bonus. If the attack is successful both weapons hit their target, and do their base damage plus strength bonus.

If the double blow is successful, their 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.

Note: The Strength bonus is only added once, not once for the primary hand and half for the off hand.

Special: The stunning effect of this feat may not be used against creatures that are immune to critical hits.

Lighten Weapon

The character chooses one weapon that is the same size as the character, such as a longsword. When it benefits the character, they may use this weapon as if it were a light weapon.

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

Benefit: When the character wields this weapon, they may use it as if it were a light weapon. For example, if the character wields the weapon in their off-hand while fighting with two weapons it functions as if it were a light weapon. The character can also apply the Weapon Finesse feat to this weapon.

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

Polearm 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. The character is effectively using their butt end in two hands and get the improved damage bonus from strength that this allows.

Special: Polearms include the halfspear, shortspear, trident, glaive, guisarme, halberd, longspear, ranseur and quarterstaff. The merits of this feat are intrinsic to the quarterstaff.

Quick Change

The character is skilled at throwing their opponent off by quickly changing their attack handiness mid-melee.

Prerequisites: Two Weapon Fighting, Base Attack Bonus +7 or more.

Benefits: In melee and while using a single weapon, you may swap their weapon to their 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).

Single Weapon Fighting

The character is adept at fighting with a one-handed weapon while their other hand remains free.

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

Benefit: When the character is wielding a one-handed weapon and their other hand is free, the character gains a +1 competence bonus to either their attack rolls or their armour class.

The character specifies where to apply the bonus before their first action during a round, and it remains until changed during a later round.

Unorthodox Weapon Proficiency

Prerequisite: Int 13+, Dex 13+

Divine

Body of the Divine

The characters wisdom and piety reinforces their body.

Prerequisites: Ability to Turn/Rebuke Undead, Wis 13+

Benefits: The character may use their Wisdom modifier instead of their Constitution modifier to determine bonus hit points.

Special: Should the character ever loose their divine connection, by ceasing to believe, or breaching the tenets of their faith, this bonus is lost, and they return to their constitution bonus for hit point modifier.

Benefit: The character makes attack rolls with any object, excluding weapons the character is 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.

Table Unorthodox Weapon Proficiency

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.

Extend Aura

A spellcaster in good favour with their patron can count on an enhanced effect that increases the effective range for their Aura, abilities.

Prerequisites: Turn or rebuke undead, Cha 13+, Wis 13+ .

Benefits: By channelling one turn or 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 above) increases by 50%. For example, a Pal3 with Extend Aura can provide a +4 morale bonus against fear effect to all his allies within 15 ft.

Activating the effect is a swift action that doesn't trigger an attack of opportunity; they simply call on the name of their

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 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.

deity. The effect persists for a number of rounds equal to half the characters divine caster level, plus Wisdom Modifier.

This aura requires the channelling of two turn/rebuke undead attempts that the character has available for the day; these channelling attempts are used up once the feat is activated.

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 Extend Aura twice generates a 20-ft. radius Aura of Despair.

Healing Hands

The hand of the characters deity falls over theirs when they use a heal or harm ability or spell, to bolster their ability.

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Prerequisites: Turn or rebuke undead, Wis 13+, Cha 13+, ability to heal or harm others through spell ability or skill, e.g. lay on hands, or cast healing or harming spells.

Benefits: The character add their Charisma modifier (minimum +1) to each dice of damage they heal/harm another, whether through skill, spell or ability.

The maximum amount of damage they may heal/harm is not increased, they are just always heal/harm well.

Special: This bonus is effective when using the Heal skill.

Hymn of Nature

The heart of the land gently murmurs in the characters soul, teaching them of its very self, without them being truly aware of it. As a result things that would be hidden to others are clear to the character.

Prerequisites: Ability to cast divine spells, Nature Domain, or Druidic or Ranger spell lists.

Benefits: You gain a spiritual bonus of +3 to all Knowledge (nature) and Survival checks.

Planar Support

A spellcaster in good favour with their patron can throw themselves at the mercy of their deity, and be caught. Allowing them to move through the air for brief periods.

Prerequisites: Turn or rebuke undead, Wis 15+, Cha 15+

Benefits: By channelling the energy they normally use to effect undead the user the divine channeller can trust their lives to their faith, and step out onto the air. This requires a Concentration roll DC 10 each round, modified for all the normal things that could distract them. If successful, they may move at their normal land speed across any surface, including the air itself, as if it were solid ground, though they may not run, or charge.

If they do not end their walk on a solid surface, they will fall normally, taking any appropriate damage.

Activating the effect is a swift action that doesn't trigger an attack of opportunity, they simply call on the name of their deity. The effect persists for a number of rounds equal to their Wisdom modifier, minimum 1.

This aura requires the channelling of three turn/rebuke undead attempts that the character has available for the day; these channelling attempts are used up once the feat is activated.

Special: While this is active, the character cannot cast divine spells, turn undead, nor activate other auras, nor do anything that would break their concentration.

Spiritual Guardian

A minor minion of the deity the character worships comes to advise and aid them in their adventures.

Prerequisites: Will save +5, ability to turn or rebuke undead, Wis 13+, Cha 13+, not already possessing a familiar, animal companion or mount.

Benefits: The character gains a helper, similar to a wizard or sorcerers familiar, but whose essence is divine rather than arcane. It retains the appearance, Hit Dice, base attack bonus, base save bonuses, skills, and feats for the normal animal it once was, but it is treated as an Outsider instead of an animal for the purpose of any effect that depends on its type. Only normal, unmodified, animals may become guardians; so a familiar, an animal companion, or a paladins mount, cannot also function as a guardian

The guardian grants special abilities to its master, as given on the Familiar Table in *Core Rulebook 1*. These special abilities apply only when the master and guardian are within 1 mile of each other.

A sorcerer can obtain a familiar. Doing so takes 24 hours and uses up magical materials that cost 100 gp. A familiar is a

magical beast that resembles a small animal and is unusually tough and intelligent. The creature serves as a companion and servant.

The deity, or GM, chooses the kind of familiar they get, so the creature that arrives reflects the deity the character worships. As the divine caster advance in level, the guardian also increases in power, in the same manner as a familiar. All level dependant abilities are treated as if the character were a wizard with a level equal to their divine caster level. A character with more than one class that grants a companion of this nature may only have one at a time.

If the guardian dies, is dismissed, or leaves because of the behaviour of their master, the master must attempt a DC 15 Fortitude saving throw. Failure means they lose 200 experience points per level; success reduces the loss to half. However, their experience point total can never go below 0 as the result of a guardian's demise or dismissal.

If the familiar disappears due to loss of faith or because they committed a heinous act, they must then atone for the deed before they can call another guardian. In any case, a slain, dismissed or lost guardian cannot be replaced for a year and day, though a dead one could be raised from the dead by the appropriate spell.

Special: Though an Outsider it can still be raised, as it is considered a Native Outsider, and it doesn't lose a level or Constitution point when this happy event occurs.

Aura

Aura of Competence

A spellcaster in good favour with their patron can call on their aid to bolster the abilities of their allies to use their skills.

Prerequisites: Divine Competence, Will Save +5

Benefits: By channelling the energy they normally use to effect undead the user can generate a 10 ft (+5 ft per point of Wisdom

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modifier) diameter aura around themselves. All allies within range of this aura gain a +2 divine bonus to skill checks.

Activating the effect is a swift action that doesn't trigger an attack of opportunity, they simply call on the name of their deity. The effect persists for a number of rounds equal to half the characters divine caster level, plus Wisdom Modifier.

This aura requires the channelling of one turn/rebuke undead attempts that the character has available for the day; these channelling attempts are used up once the feat is activated.

Special: While the aura is active, the character cannot cast divine spells, turn undead, nor activate other auras, but can enter combat normally.

Blessed Aura

A spellcaster in good favour with their patron can call on their aid to protect them and their allies from evil/good

Prerequisites: Divine Blessing, Will Save +5

Benefits: By channelling the energy they normally use to effect undead the user can generate a 10ft (+5 per point of Wisdom modifier) diameter aura around themselves. All allies within range of this aura are protected as if under the spell *protection from evil/good*.

Activating the effect is a swift action that doesn't trigger an attack of opportunity, they simply call on the name of their deity. The effect persists for a number of rounds equal to half the characters divine caster level, plus Wisdom Modifier.

This aura requires the channelling of two turn/rebuke undead attempts that the character has available for the day; these channelling attempts are used up once the feat is activated.

Note: This could relate to the Law and Chaos axis instead of the good or evil if the GM so wishes.

Special: While the aura is active, the character cannot cast divine spells, turn undead, nor activate other auras, but can enter combat normally.

Buttressing Aura

A spellcaster in good favour with their patron can call on their aid to bolster the life force of their allies.

Prerequisites: Divine Buttress, Will Save +5

Benefits: By channelling the energy they normally use to effect undead the user can generate a 10 ft (+5 ft per point of Wisdom modifier) diameter aura around themselves. All allies within range of this aura are allowed an immediate fortitude save, with a +2 divine bonus, to shrug off any level draining effects, even those that do not normally allow such a save.

Activating the effect is a swift action that doesn't trigger an attack of opportunity, they simply call on the name of their deity. The effect persists for a number of rounds equal to half the characters divine caster level, plus Wisdom Modifier.

This aura requires the channelling of two turn/rebuke undead attempts that the character has available for the day; these channelling attempts are used up once the feat is activated.

Special: While the aura is active, the character cannot cast divine spells, turn undead, nor activate other auras, but can enter combat normally.

Defiant Aura

A spellcaster in good favour with their patron can call on their aid to bolster the will of their allies.

Prerequisites: Divine Defiance, Will Save +5

Benefits: By channelling the energy they normally use to effect undead the user can generate a 10 ft (+5 ft per point of Wisdom modifier) diameter aura around themselves. All allies within range of this aura gain a +1 divine bonus to Will saves.

Activating the effect is a swift action that doesn't trigger an attack of opportunity, they simply call on the name of their deity. The effect persists for a number of rounds equal to half the characters divine caster level, plus Wisdom Modifier.

This aura requires the channelling of two turn/rebuke undead attempts that the character has available for the day; these channelling attempts are used up once the feat is activated.

Special: While the aura is active, the character cannot cast divine spells, turn undead, nor activate other auras, but can enter combat normally.

Divine Blessing

A spellcaster in good favour with their patron can call on their aid to protect them from evil/good

Prerequisites: Turn or rebuke undead, Wis 13+

Benefits: By channelling the energy they normally use to effect undead the user can generate an aura around themselves protecting them as if under the auspices of the spell *protection from evil/good*.

Activating the effect is a swift action that doesn't trigger an attack of opportunity, they simply call on the name of their deity. The effect persists for a number of rounds equal to half the characters divine caster level, plus Wisdom Modifier.

This aura requires the channelling of one turn/rebuke undead attempts that the character has available for the day; these channelling attempts are used up once the feat is activated.

Note: This could relate to the Law and Chaos axis instead of the good or evil if the GM so wishes.

Special: While the aura is active, the character cannot cast divine spells, turn undead, nor activate other auras, but can enter combat normally.

Divine Buttress

A spellcaster in good favour with their patron can call on their aid to bolster their life force.

Prerequisites: Turn or rebuke undead, Wis 13+

Benefits: By channelling the energy they normally use to effect undead the user can generate an aura around themselves granting an immediate fortitude save, with a +2 divine bonus, to shrug off any level draining effects, even those that do not normally allow such a save.

Activating the effect is a swift action that doesn't trigger an attack of opportunity, they simply call on the name of their deity. The effect persists for a number of rounds equal to half the characters divine caster level, plus Wisdom Modifier.

This aura requires the channelling of one turn/rebuke undead attempts that the character has available for the day; these channelling attempts are used up once the feat is activated.

Special: While the aura is active, the character cannot cast divine spells, turn undead, nor activate other auras, but can enter combat normally.

Divine Competence

A spellcaster in good favour with their patron can call on their aid to bolster their ability to use their skills.

Prerequisites: Ability to Turn/Rebuke Undead, Wis 13+

Benefits: By channelling the energy they normally use to effect undead the user can generate an aura around themselves granting them a +2 divine bonus to damage to skill checks.

Activating the effect is a swift action that doesn't trigger an attack of opportunity, they simply call on the name of their deity. The effect persists for a number of rounds equal to half the characters divine caster level, plus Wisdom Modifier.

This aura requires the channelling of one turn/rebuke undead attempts that the character has available for the day; these channelling attempts are used up once the feat is activated.

Special: While the aura is active, the character cannot cast divine spells, turn undead, nor activate other auras, but can enter combat normally.

Divine Defiance

A spellcaster in good favour with their patron can call on their aid to bolster their will.

Prerequisites: Turn or rebuke undead, Wis 13+

Benefits: By channelling the energy they normally use to effect undead the user can generate an aura around themselves granting a +2 divine bonus to Will saves.

Activating the effect is a swift action that doesn't trigger an attack of opportunity, they simply call on the name of their deity. The effect persists for a number of rounds equal to half the characters divine caster level, plus Wisdom Modifier.

This aura requires the channelling of one turn/rebuke undead attempts that the character has available for the day; these channelling attempts are used up once the feat is activated.

Special: While the aura is active, the character cannot cast divine spells, turn undead, nor activate other auras, but can enter combat normally.

Divine Force

A spellcaster in good favour with their patron can call on their aid to strengthen their blows.

Prerequisites: Turn or rebuke undead

Benefits: By channelling the energy they normally use to effect undead the user can generate an aura around themselves granting them a +2 divine bonus to damage to their melee attacks.

Activating the effect is a swift action that doesn't trigger an attack of opportunity, they simply call on the name of their deity. The effect persists for a number of rounds equal to half the characters divine caster level, plus Wisdom Modifier.

This aura requires the channelling of one turn/rebuke undead attempts that the character has available for the day; these channelling attempts are used up once the feat is activated.

Special: While the aura is active, the character cannot cast divine spells, turn undead, nor activate other auras, but can enter combat normally.

Divine Fortitude*

A spellcaster in good favour with their patron can call on their aid to bolster their fortitude.

Prerequisites: Turn or rebuke undead, Wis 13+

Benefits: By channelling the energy they normally use to effect undead the user can generate an aura around themselves granting a +2 divine bonus to Fortitude saves.

Activating the effect is a swift action that doesn't trigger an attack of opportunity, they simply call on the name of their deity. The effect persists for a number of rounds equal to half the characters divine caster level, plus Wisdom Modifier.

This aura requires the channelling of one turn/rebuke undead attempts that the character has available for the day; these channelling attempts are used up once the feat is activated.

Special: While the aura is active, the character cannot cast divine spells, turn undead, nor activate other auras, but can enter combat normally.

Divine Protection

A spellcaster in good favour with their patron can call on their aid to protect them from harm.

Prerequisites: Turn or rebuke undead

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Benefits: By channelling the energy they normally use to effect undead the user can generate an aura around themselves granting a +2 divine bonus to AC.

Activating the effect is a swift action that doesn't trigger an attack of opportunity, they simply call on the name of their deity. The effect persists for a number of rounds equal to half the characters divine caster level, plus Wisdom Modifier.

This aura requires the channelling of one turn/rebuke undead attempts that the character has available for the day; these channelling attempts are used up once the feat is activated.

Special: While the aura is active, the character cannot cast divine spells, turn undead, nor activate other auras, but can enter combat normally.

Divine Reflexes

A spellcaster in good favour with their patron can call on their aid to bolster their reflexes.

Prerequisites: Turn or rebuke undead, Wis 13+

Benefits: By channelling the energy they normally use to effect undead the user can generate an aura around themselves granting a +2 divine bonus to Reflex saves.

Activating the effect is a swift action that doesn't trigger an attack of opportunity, they simply call on the name of their deity. The effect persists for a number of rounds equal to half the characters divine caster level, plus Wisdom Modifier.

This aura requires the channelling of one turn/rebuke undead attempts that the character has available for the day; these channelling attempts are used up once the feat is activated.

Special: While the aura is active, the character cannot cast divine spells, turn undead, nor activate other auras, but can enter combat normally.

Divine Shield

A spellcaster in good favour with their patron can call on their aid to shield them from harm.

Prerequisites: Turn or rebuke undead

Benefits: By channelling the energy they normally use to effect undead the user can generate an aura around themselves granting them a divine damage reduction 2/[magic]. This damage reduction stacks with other damage reduction benefits from spells or class.

Activating the effect is a swift action that doesn't trigger an attack of opportunity, they simply call on the name of their deity. The effect persists for a number of rounds equal to half the characters divine caster level, plus Wisdom Modifier.

This aura requires the channelling of one turn/rebuke undead attempts that the character has available for the day; these channelling attempts are used up once the feat is activated.

Special: While the aura is active, the character cannot cast divine spells, turn undead, nor activate other auras, but can enter combat normally.

Elemental Aura

A spellcaster in good favour with their patron can call on their aid to protect them from the ravages of the elements.

Prerequisites: Elemental Protection, Will Save +5

Benefits: By channelling the energy they normally use to effect undead the user can generate a 10ft (+5 per point of Wisdom modifier) diameter aura around themselves. All allies within range of this aura gain resistance to one element type (acid, cold, electricity, fire, or sound). This resistance is equivalent to the divine spellcasters Wis modifier/-.

Activating the effect is a swift action that doesn't trigger an attack of opportunity, they simply call on the name of their

deity. The effect persists for a number of rounds equal to half the characters divine caster level, plus Wisdom Modifier.

This aura requires the channelling of two turn/rebuke undead attempts that the character has available for the day; these channelling attempts are used up once the feat is activated.

Special: While the aura is active, the character cannot cast divine spells, turn undead, nor activate other auras, but can enter combat normally.

Elemental Protection

A spellcaster in good favour with their patron can call on their aid to protect them from the ravages of the elements.

Prerequisites: Turn or rebuke undead, Wis 13+

Benefits: By channelling the energy they normally use to effect undead the user can generate an aura around themselves granting resistance to one element type (acid, cold, electricity, fire, or sound). This resistance is equivalent to the divine spellcasters Wis modifier/-.

Activating the effect is a swift action that doesn't trigger an attack of opportunity, they simply call on the name of their deity. The effect persists for a number of rounds equal to half the characters divine caster level, plus Wisdom Modifier.

This aura requires the channelling of one turn/rebuke undead attempts that the character has available for the day; these channelling attempts are used up once the feat is activated.

Special: While the aura is active, the character cannot cast divine spells, turn undead, nor activate other auras, but can enter combat normally.

Force of Faith

A spellcaster in good favour with their patron can call on their aid to strengthen their attacks against those opponents of opposed alignment.

Prerequisites: Turn or rebuke undead, Wis 13+, Smite

Benefits: By channelling the energy they normally use to effect undead the user can sheath their weapon in divine energy. This energy deals 1d6 (+1d6 per point of wisdom modifier) points of divine damage against undead creatures. The effect lasts one full round, but if they accidentally hit a creature that is not appropriate, the effect is discharged to no effect. If the character channels positive energy, their weapon is sheathed with white energy, and if they channel profane energy the weapon is sheathed in black energy.

The energy is unaffected by protection from energy effects, but is completely blocked by the appropriate protection from good or evil spells.

Activating the effect is a swift action that doesn't trigger an attack of opportunity, they simply call on the name of their deity. The effect persists for a number of rounds equal to their Wisdom modifier, minimum 1.

This aura requires the channelling of one turn/rebuke undead attempts that the character has available for the day; these channelling attempts are used up once the feat is activated.

Special: While this effect is active, the character cannot cast divine spells, turn undead, nor activate other auras, but can enter combat normally.

Forceful Aura

A spellcaster in good favour with their patron can call on their aid to strengthen the blows of their allies.

Prerequisites: Divine Force, Will Save +5

Benefits: By channelling the energy they normally use to effect undead the user can generate a 10 ft (+5 ft per point of Wisdom modifier) diameter aura around themselves. All allies within range of this aura gain a +1 divine bonus to damage to their melee attacks.

Activating the effect is a swift action that doesn't trigger an attack of opportunity, they simply call on the name of their deity. The effect persists for a number of rounds equal to half the characters divine caster level, plus Wisdom Modifier.

This aura requires the channelling of two turn/rebuke undead attempts that the character has available for the day; these channelling attempts are used up once the feat is activated.

Special: While the aura is active, the character cannot cast divine spells, turn undead, nor activate other auras, but can enter combat normally.

Fortifying Aura*

A spellcaster in good favour with their patron can call on their aid to bolster the fortitude of their allies.

Prerequisites: Divine Fortitude, Will Save +5

Benefits: By channelling the energy they normally use to effect undead the user can generate a 10 ft (+5 ft per point of Wisdom modifier) diameter aura around themselves. All allies within range of this aura gain a +1 divine bonus to Fortitude saves.

Activating the effect is a swift action that doesn't trigger an attack of opportunity, they simply call on the name of their deity. The effect persists for a number of rounds equal to half the characters divine caster level, plus Wisdom Modifier.

This aura requires the channelling of two turn/rebuke undead attempts that the character has available for the day; these channelling attempts are used up once the feat is activated.

Special: While the aura is active, the character cannot cast divine spells, turn undead, nor activate other auras, but can enter combat normally.

Irresistible Faith

A spellcaster in good favour with their patron can call on their aid to penetrate the defences of agents of deities opposed to their own.

Prerequisites: Turn or rebuke undead, Wis 13+

Benefits: By channelling the energy they normally use to effect undead the user empower their blows to bypass the damage reduction of an Outsider. The type of creature the attack bypasses the damage reduction of Outsiders, is based on the alignment of the divine caster.

Activating the effect is a swift action that doesn't trigger an attack of opportunity, they simply call on the name of their deity. The effect persists for a number of rounds equal to their Wisdom modifier, minimum 1.

This aura requires the channelling of one turn/rebuke undead attempts that the character has available for the day; these channelling attempts are used up once the feat is activated.

Special: While this effect is active, the character cannot cast divine spells, turn undead, nor activate other auras, but can enter combat normally.

Protective Aura

A spellcaster in good favour with their patron can call on their aid to protect their allies from harm.

Prerequisites: Divine Protection, Will Save +5

Benefits: By channelling the energy they normally use to effect undead the user can generate a 10 ft (+5 ft per point of Wisdom modifier) diameter aura around themselves. All allies within range of this aura gain a +1 divine bonus to AC.

Activating the effect is a swift action that doesn't trigger an attack of opportunity, they simply call on the name of their deity. The effect persists for a number of rounds equal to half the characters divine caster level, plus Wisdom Modifier.

This aura requires the channelling of two turn/rebuke undead attempts that the character has available for the day; these channelling attempts are used up once the feat is activated.

Special: While the aura is active, the character cannot cast divine spells, turn undead, nor activate other auras, but can enter combat normally.

Reflexive Aura

A spellcaster in good favour with their patron can call on their aid to bolster the reflexes of their allies.

Prerequisites: Divine Reflexes, Will Save +5

Benefits: By channelling the energy they normally use to effect undead the user can generate a 10 ft (+5 ft per point of Wisdom modifier) diameter aura around themselves. All allies within range of this aura gain a +1 divine bonus to Reflex saves.

Activating the effect is a swift action that doesn't trigger an attack of opportunity, they simply call on the name of their deity. The effect persists for a number of rounds equal to half the characters divine caster level, plus Wisdom Modifier.

This aura requires the channelling of two turn/rebuke undead attempts that the character has available for the day; these channelling attempts are used up once the feat is activated.

Special: While the aura is active, the character cannot cast divine spells, turn undead, nor activate other auras, but can enter combat normally.

Shield of Faith

A spellcaster in good favour with their patron can call on their aid to shield them from harm.

Prerequisites: Turn or rebuke undead

Benefits: By channelling the energy they normally use to effect undead the user can generate a 10 ft (+5 ft per point of Wisdom modifier) diameter aura around themselves. All allies within range of this aura receive a divine damage reduction of 5/[magic]. This damage reduction stacks with other damage reduction benefits from spells or class.

Activating the effect is a swift action that doesn't trigger an attack of opportunity, they simply call on the name of their deity. The effect persists for a number of rounds equal to half the characters divine caster level, plus Wisdom Modifier.

This aura requires the channelling of two turn/rebuke undead attempts that the character has available for the day; these channelling attempts are used up once the feat is activated.

Special: While the aura is active, the character cannot cast divine spells, turn undead, nor activate other auras, but can enter combat normally.

Touch the Untouchable

A spellcaster in good favour with their patron can call on their aid to strike at incorporeal creatures.

Prerequisites: Turn or rebuke undead, Wis 13+

Benefits: By channelling the energy they normally use to effect undead the user empower their blows with the *ghost touch* spell for the period of the effect.

Activating the effect is a swift action that doesn't trigger an attack of opportunity, they simply call on the name of their deity. The effect persists for a number of rounds equal to their Wisdom modifier, minimum 1.

This aura requires the channelling of one turn/rebuke undead attempts that the character has available for the day; these channelling attempts are used up once the feat is activated.

Special: While this effect is active, the character cannot cast divine spells, turn undead, nor activate other auras, but can enter combat normally.

Wrath of the World

A spellcaster in good favour with their patron can call on their aid to strengthen their attacks against extra planar enemies of their deity.

Prerequisites: Turn or rebuke undead, Wis 13+, Smite

Benefits: By channelling the energy they normally use to effect undead the user can sheath their weapon in divine energy. This energy deals 1d6 (+1d6 per point of wisdom modifier) points of divine damage against Outsiders opposed to their deity. The effect lasts one full round, but if they accidentally hit a creature that is not appropriate, the effect is discharged to no effect. If the character channels positive energy, their weapon is sheathed with yellow energy, and if they channel profane energy the weapon is sheathed in grey energy.

The energy is unaffected by protection from energy effects, but is completely blocked by the appropriate protection from good or evil spells.

Activating the effect is a swift action that doesn't trigger an attack of opportunity, they simply call on the name of their deity. The effect persists for a number of rounds equal to their Wisdom modifier, minimum 1.

This aura requires the channelling of one turn/rebuke undead attempts that the character has available for the day; these channelling attempts are used up once the feat is activated.

Special: While this effect is active, the character cannot cast divine spells, turn undead, nor activate other auras, but can enter combat normally.

Health and Healing

Channelling God's Hand

A spellcaster in good favour with their patron can call on their help to heal an ally of a small amount of damage.

Prerequisites: Hand of God, Will Save +5

Benefits: By channelling the energy they normally use to effect undead the user can heal another of injury by their touch. The target is healed of a number of points of damage equal to their Wisdom modifier, assuming a touch attack is successful.



Activating the effect is a swift action that doesn't trigger an attack of opportunity, they simply call on the name of their deity.

This effect requires the channelling of one turn/rebuke undead attempts that the character has available for the day; these channelling attempts are used up once the feat is activated.

The Hand of God

A spellcaster in good favour with their patron can call on their help to heal them of a small amount of damage.

Prerequisites: Turn or rebuke undead, Wis 13+

Benefits: By channelling the energy they normally use to effect undead the user can heal themselves of injury. They are healed of a number of points of damage equal to their Wisdom modifier.

Activating the effect is a swift action that doesn't trigger an attack of opportunity, they simply call on the name of their deity.

This effect requires the channelling of one turn/rebuke undead attempts that the character has available for the day; these channelling attempts are used up once the feat is activated.

Magic

Divine Adversary

A spellcaster in good favour with their patron can call on their help to enhance the potency of their spells.

Prerequisites: Turn/Rebuke Undead, Wisdom 13+, Will Save +5, any one metamagic feat.

Benefits: By channelling the energy they normally use to effect undead the user can enhance the effect of one of their spells. A divine bonus, equal to the characters Charisma modifier, is applied to each variable or numeric effects of spell cast.

So, a spell having 3d8+3 points of effect, cast by a Cleric with a +2 Charisma modifier would do 3d8+3 +2. This bonus damage does not increase the maximum damage the spell can do, using the above example, 3d8+3, the maximum effect of the spell is 27 points.

Activating the effect is a swift action that doesn't trigger an attack of opportunity, they simply call on the name of their deity, then cast the spell normally.

This effect requires the channelling of one turn/rebuke undead attempts that the character has available for the day; these channelling attempts are used up once the feat is activated.

Note: This can be used to enhance a damage dealing or healing spell, it does not increase the level of the spell cast, nor the time taken to cast the spell, although triggering the feat takes time.

Domain Dominion

Add one additional domain to your divine casting repertoire

Prerequisites: 6 or more ranks in Knowledge (religion), one or more divine domains, Wis 15+.

Benefits: Select an additional domain from your deities domain list. All spells within the new domain list are considered domain spells for you.

This feat can only be taken once.

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.

Greater Domain Dominion

Gain the domain powers from a divine dominion

Prerequisites: Divine Dominion.

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

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

Turning

Empowered Turning

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

Prerequisites: Ability to turn or rebuke undead, Charisma 13+, Improved turning.

Benefits: By channelling two of the characters turn or rebuke attempt for the day at once the turning power of the attempt is increased. If the turning attempt is successful, the number of hit die of undead effected by the turning attempt is increased by one half.

Extra Turning

You are able to turn or rebuke undead more times than usual.

Prerequisite: Ability to turn/rebuke undead, improved turning.

Benefit: The divine channeller may make an additional number of turn/rebuke checks per day equal to their Wisdom modifier.

Special: The effects of this feat stack.

Heightened Turning

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

Prerequisites: Ability to turn or rebuke undead, Charisma 13+, Improved turning.

Benefits: By channelling two of the character's turn or rebuke attempt for the day at once, the effective maximum hit die of monster the character can effect is increased.

The character receives a +5 bonus when determining the highest hit die of undead they can effect. This has no effect on



the number of hit die the character can turn, just the maximum hit dice they can effect.

Quicken Turning

You can turn or rebuke undead with a moment's thought.

General Feats

Camel Gut

The character can 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.

Special: You may choose this feat only once.

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.

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,

Prerequisites: Ability to turn or rebuke undead, Charisma 13+, Improved turning.

Benefits: By using up two of the daily allotment of turning/rebuking chances a character may channel a quickened turning/rebuke attempt as a free action.

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.

Deep Breath

The character can hold their breath for extended period of time.

Prerequisite: Base Fort save bonus +5

Benefit: The character can hold their breath for twice as long as normal. They can hold their breath for a number of rounds equal to four times their 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: A character can hold their breath for a number of rounds equal to twice their Constitution score and then make a Constitution check every round to avoid drowning.

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.

The character can then perform another action in the same round as they channel the quickened turning/rebuke attempt, although, they are still limited to one turn/rebuke attempt per round.

Prerequisites: Wis 15+

Benefits: 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 Raven.) Retries are not allowed.

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 single action each round and this action cannot be a movement action (i.e. you could cower 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) I, in itself, a full round action.



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 single 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.

Insomniac

You need less sleep than others of your race to function properly.

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 fatigue 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.

Light Sleeper

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.

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.

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.

Poison Use

Learn to use poisons effectively

Prerequisite: Alchemy

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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).

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.

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.

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.

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.

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.

Veteran

Through years of experience you have developed instincts and gained wisdom.

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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.

Charisma Feat

You are capable of surprising feats of Charisma

Prerequisite: Charisma 13+

Benefits: Add ¼ Level to all Charisma checks as a competence bonus for one minute. This feat can be used 1/day every 5 levels.

Constitution Feat

You are capable of surprising feats of toughness.

Prerequisite: Constitution 13+

Benefits: Add ¼ Level to all Constitution checks as a competence bonus for one minute. This feat can be used 1/day every 5 levels.

Dexterity Feat

You are capable of surprising feats of agility

Prerequisite: Dexterity 13+

Benefits: Add ¼ Level to all Dexterity checks as a competence bonus for one minute. This feat can be used 1/day every 5 levels.

Intelligence Feat

You are capable of surprising feats of insight.

Prerequisite: Intelligence 13+

Ability

Benefits: Add ¼ Level to all Intelligence checks as a competence bonus for one minute. This feat can be used 1/day every 5 levels.

Strength Feat

You can temporarily perform great acts of strength.

Benefits: Add ¼ Level to all Strength checks as a competence bonus for one minute. This feat can be used 1/day every 5 levels.

Wisdom Feat

You are capable of surprising feats of wisdom.

Prerequisite: Wisdom 13+

Benefits: Add ¼ Level to all Wisdom checks as a competence bonus for one minute. This feat can be used 1/day every 5 levels.

Animal Companion

Animal Companion; Improved

Your animal companions are better than normal.

Requisites: Ability to call an animal companion, access to either 2nd level Druid or Ranger spells.

Benefits: Your Class level are considered four higher for purposes of determine the availability of animal companion as well as the benefits the animal companion receives.

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.

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.

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.

Class

Fear

Healing

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.

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).

Healing Hands

You have exceptional skill in healing people.

Prerequisite: 5 or more ranks of Heal

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.

Health

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.

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.

Hale and Hearty

You have the extraordinary ability to negate small amounts of damage.

Prerequisite: Con 13+, 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.

Healthy

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.

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%

Battle Hardened

You have a tenacity of will that supports you even when things look bleak, having survived many tough, gruelling situations.

Prerequisite: Base attack bonus +2, Endurance, Iron Will, Toughness.

Benefit: After your hit points are reduced to 0 or below, you may take one single action on your turn every round until you reach -10 hit points.

When reduced to less than 0 hit points the chance of stabilising each round doubles.

Sturdy

You are a rare specimen of exceptional physique.

Prerequisite: Vigorous, Toughness

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.



Vigorous

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.

Blend

Using this Feat allows the character to blend into the background in a city becoming effectively invisible. Using their Hide Skill to vanish into a crowd the character can vanish in plain sight becoming indistinguishable from their surroundings.

Prerequisites: Hide +5 Ranks, Bluff +5 Ranks

Table: Blend

Condition	Mod to roll
Crowd mainly of other race(s)	-5
Sparsely Populated Street (1 person every 20ft)	-5
Empty Street	-10
Under direct observation	-10
After undertaking an attack	-15
Busy Street (1 person every 10ft)	+0
Disguise 3+	-2
Bluff 5+	-2
Disguise 5+	-4
Bluff 10+	-4
Large Crowd (1 person every 5ft)	-10
Low light or Darkness	-10

Benefits: The character rolls a Hide check modified from the following table. TO find the character in a crowd is an opposed Spot Roll.

Blend may be attempted even when under direct observation although it requires the character to make a successful misdirection attempt before the attempt. So a successful Bluff attempt is required against the observers Sense Motive before the Blend check can be made.

Hide Note: This latter is only needed when under direct observation not casual observation of someone else in the crowd.

Retry: Usually no but if the character remains undetected on the round following a Blend check, then they may reattempt Blend that round. The character may not reattempt a failed Blend check if it fails.

Normal: It is not possible to use the Hide skill to hide while being observed and in towns or city streets, and in a city someone is always observing you.

Camouflage

Your understanding of your surroundings is such that you can increase your level of concealment, even to the extent of gaining the effects of concealment when there is none

Prerequisite: Hide 5+ ranks, and Knowledge (geography) or (dungeoneering) 5+

Benefit: When using this feat it is possible to create concealment where none previously existed. Assuming that you are not observed, and have the appropriate equipment (camouflage kit and access to local materials) the character must camouflage themselves, making a Hide check, DC15.

- When there is no concealment around, they gain the effects of partial concealment (10% miss chance).
- When in a position with partial concealment they gain the benefits of concealment (20% miss chance).

- When in a position with good concealment they gain the benefit of total concealment (50% miss chance).

Note: The DC should be adjusted by the GM for factors involved in the effort to camouflage, such as starting appearance/dress and the terrain involved.

The 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).

A camouflage kit is required for this feat, failure to possess one means that the character suffers a +2 to the DC of the check. Conversely, possession of a masterwork camouflage kit means the DC is reduced by 2.

Interpersonal Skills

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.

Diplomatic

You are accustomed to dealing with strangers and foreigners. Finding that truth and honesty are the best route to make a point, without needing to draw weapons.

Benefits: You gain a +2 bonus on all Diplomacy and Sense Motive checks.

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.

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 + Cha 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.

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.

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.

Racial Prejudice

One species of creature has caused such harm to the character that they carry a pathological hatred of them. This does not have to be humanoid or even a sentient race.

Prerequisite: Favoured Enemy (creature type) and must have some reason for the antipathy.

Benefit: The character's Favoured Enemy competence bonus is increased by one for this particular species.

Special: This feat may be taken multiple times but must be for different creature type each time.

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 + Cha modifier). 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.

Silver Tongue

You seem to know just what to say to get your own way in interpersonal situations. Lying, flattery and falsehood come as easily to your tongue as breathing.

Prerequisites: Cha 13+, Wis 13+.

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

Social Grace

Your education and personality is such that you react to situations more gracefully and politely than most people, and others feel comfortable telling you their secrets.

Prerequisite: Wisdom 13+.

Benefit: You gain a +2 bonus all Sense Motive checks and Gather Information checks.

Magical

Child of Nature

You have become infused with the magic of nature.

Prerequisite: Fey-touched

Child of Nature Druidic Spells

Class Level	1 st Level	2 nd Level	3 rd Level	4 th Level
1-2	-	-	-	-
3-4	0	-	-	-
5-6	0	-	-	-
7-8	0	0	-	-
9-10	0	0	-	-
11-12	0	0	0	-
13-14	0	0	0	-
15+	0	0	0	0

Benefit: You gain druid 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 be taught, find or otherwise acquire any spells you wish to cast, as you do not gain them automatically for taking this feat or advancing a

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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.

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.

Devotion

You are blessed by the god(s) you worship

Prerequisite: Wis 13+

Benefit: You must choose a god as your patron. Choose a single 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.

Faithfulness

The devout can sometimes repel undead.

Prerequisite: Knowledge (religion) 5+, devotion

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.

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 1st level, and the history/background must make sense within the game setting. The GM must adjudicate on the validity of the background

Overwhelming Ego

You have a natural tendency to command other people.

Requisites: Cha 15+.

Benefits: Increase by 2 the DC to resist Enchantment (Compulsion) spells you cast.

Pious

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.

Divine Vessel

You have become a magic vessel of your god.

Prerequisite: Devotion



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 4th 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.

Table: Divine Vessel Clerical Spells

Class Level	1 st Level	2 nd Level	3 rd Level	4 th Level
1-2	-	-	-	-
3-4	0	-	-	-
5-6	0	-	-	-
7-8	0	0	-	-
9-10	0	0	-	-
11-12	0	0	0	-
13-14	0	0	0	-
15+	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.

Magic's Secret

Your magic is tied to a secret

Prerequisite: Ability to cast 1st Level Arcane Spells

Benefit: Because all your magic is tied to a secret, those not knowing this 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.

Sense Magic

You have a highly developed sensitivity to magic

Prerequisite: Spellcraft, Knowledge (arcana) 5+ ranks.

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.

Movement

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.

Prerequisite: Fly naturally or through Magic

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.

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*.

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 single action either before or after your move.

Fleet of Foot

The character is fast on their feet moving quicker than others.

Prerequisite: None

Benefit: With a light load and in no or Light armour, a Medium size or larger creatures adds +10ft and Small creatures add +5ft to their base speed.



Special: This feat stacks with other movement bonuses (such as the barbarian and monks abilities), but may not be taken multiple times.

Forced Swiftmess

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.

Improved Fleet of Foot

The person using this feat is more manoeuvrable than normal. They are capable, very nimble and balanced while running, able to make impossible changes in direction while running at full speed.

Prerequisite: Dex 15+, Fleet of Foot

Benefit: When declaring that they are running and with a medium load or less, the maximum running speed increases by +10ft. In addition when running in this fashion the character may a single direction change of 90° or less.

Normal: Without this feat you can run or charge only in a straight line.

Special: This feat stacks with other movement bonuses (such as the barbarian and monk's abilities), but may not be taken multiple times. The 10ft bonus is added to the maximum speed not to the base speed and is not effected by the Run feat.

Swimming

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.

Leaping

Through training and dedication the character is able to jump more effectively.

Prerequisite: Jump Skill.

Benefit: Minimum distance jumped when using the Jump skill is increased as shown below

Table: Leaping

Type of Jump	Distance
Running jump	10 ft.
Standing jump	5 ft.
Running high jump	5 ft.
Standing high jump	5 ft.
Jump backwards	5 ft.

Marathon Running

Prerequisite: Con 13+

Benefit: When hustling the character can continue for 2 hours instead of 1 without penalty. The character suffers a point of subdual damage for each further hour they hustle as normal. The character gain a fort save each time at -1 for each point of subdual damage they should have suffered.

Marching Mastery

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.

Strong Back

You can carry just a little bit more than normal.

Benefit: You can carry weight (encumbrance) as if your Strength were two points higher.

Swift Climb

The Character is limber and dexterous, allowing them to climb more effectively.

Prerequisite: None

Benefit: You climb surfaces at double speed, but there is a +5 to the DC of the surface.

Vault

The Character can use long poles (quarter staff, barge poles and spears) to increase the distance travelled when jumping.

Prerequisite: Leaping

Benefit: The character uses the following table to determine leaps using a pole.

The character must move 10ft before undertaking a Running Vault. The above figures are for characters who move at 30ft base speed.

The maximum difference Vaulted is limited by the characters height plus the length of the pole.

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Table Vaulting Distance

Type of Leap	Distance ft/ #points above 10 + Length of Pole
Running Vault	+2ft./1
Standing Vault	+1ft./2
Running High Vault	+1ft./3
Standing High Vault	+1ft./6

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).

Nature

Animal Bond

The character can understand and relate to one specific creature, and is spiritually tied to it.

Prerequisites: None

Benefit: Choose a type of animal (hawk, tiger, skunk, etc.) when you take this feat. Gain a +2 bonus to 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.

Call of the Wild

The character is a talented outdoorsman and naturalist.

Prerequisites: None

Benefit: The character gets a +2 bonus on all Knowledge (nature) and Survival skill checks.

Special: This feat can only be chosen once.

Disguise Passage

A character's knowledge of tracking helps them conceal signs of passage.

Prerequisite: Track.

Benefit: The character can conceal the tracks they and their companions make while moving. Add their skill bonus in Survival to the difficulty of following the tracks. The character can move at full speed while hiding tracks; but if they move at half speed, add a +5 difficulty modifier to DC as noted in the Track description *core rulebook 1*.

Normal: Anyone can use the Survival skill to remove the traces at a campsite or the search skill to hide clues at a location.

Nature's Deception

While in moderate to heavily dense forested climes, the character is difficult to spot.

Prerequisites: Wisdom 13+, 5 ranks in Survival

Benefit: Characters with this feat gain a +2 competence bonus to Hide and Move Silently.

Special: Wood (Sylvan) or Wild Elves merely need Wisdom of 13+ to qualify for this feat.

Outdoorsman

You are trained particularly well for life in the wild.

Benefits: You gain a +2 bonus to Handle Animal and Survival

Prohibit Animals

Channelling the power of nature, the character can exert some control over the actions of animals.

Prerequisite: Ability to cast the divine spells speak with animals and animal friendship, Base Will Save +4

Benefit: Functioning like a cleric's turn, rebuke or command undead, based on the alignment of individual doing the turning.

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 they effect animals.

Note: The character must be able to communicate with the target plant, in order for them to take any notice of the command.

Prohibition Plant

Channelling the power of nature, the character can exert some control over the actions of plants.

Prerequisite: ability to cast the divine spell, speak with plants, Base Will Save +4

Benefit: Functioning just like a cleric's turn, rebuke or command undead, based on the alignment of individual doing the turning.

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 they effect plants.

Note: The character must be able to communicate with the target plant, in order for them to take any notice of the command.



Tree Born

The character is adept at climbing and feel comfortable in combat while doing so.

Prerequisites: Dex 14+.

Benefits: Gain a +2 bonus to all Climb checks and you may apply your Dex modifier to your AC while climbing trees.

Special: Normally, while climbing, a character may not apply his Dex modifier to his AC while climbing.

Tree Top Travelling

Making use of the tree highway takes some doing, it involves moving from tree to tree without breaking them and without falling off. This feat allows the user to travel as such

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.

Way of the Wood

Characters with this feat do not get lost in woodland.

Prerequisites: Survival 10 ranks

Benefits: Once acquired, the character can never loose their way in a forest or woodland, except by magical means. Characters are assumed to have taken 20 on Survival checks when looking for north. Characters gain a +4 on saving throws to avoid the effect of any spell cast to disorient or make the character lost (including Dryads or similar creatures). If the saving throw fails, the character still knows they are being misdirected just not how.

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In the event that there is no saving throw against the effect normally, the character still gets one as normal.

Natural Resistance, Elements

The character is tough, with a strong natural resistance against the natural elements.

Prerequisite: Great Fortitude, Con 13+

Benefit: Gain a +2 competence bonus on all saving throws against the effects of cold, heat, and electricity effects. In addition the character benefits from +2 bonus to any survival check related to surviving intense heat or cold.

Natural Resistance, Disease and Poisons

The character is tough, with a strong immune system able to fight off most poisons, infections and diseases.

Prerequisites: Great Fortitude, Con 13+

Benefit: Gain a +2 competence bonus on all saving throws against the effects poisons and diseases, excluding magical diseases or poisons.

Bareback Ride

The ultimate mounted specialist, the character can ride anything, in any fashion, needing no tackle or gear to stay on or direct anything that can be ridden.

Prerequisite: Saddleback Ride

Benefit: When riding any broken mount the rider suffers no penalties for doing so without riding gear, saddle, harness or reins, and may ride any mount with equal facility.

Normal: The normal penalty for riding bareback is -5 to checks. When riding a different type of mount from that

initially learned the ride skill is modified by -2 to -5 dependant on how different they are.

Resistances Saddleback Ride

Riding is second nature, the character was born to ride and handle riding animals.

Prerequisite: Ride Skill

Benefits: The character gains a +4 bonus to Ride, and Handle Animal checks with any normal natural riding beasts.

Special: If riding magical or unnatural creatures that run or move on the land, this bonus is halved, if riding airborne creatures this bonus is ineffective.

Saving Throws

Superior Fortitude

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.

Ride

Superior Iron Will

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.

Superior Lightning Reflexes

You have unbelievable reflexes.

Prerequisite: Lightning Reflexes.

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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.

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.

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.

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.

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.

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.

Animal Senses

The character can often spot, hear, smell and feel things others overlook.

Benefit: Gain a +1 bonus to all skill checks relating to noticing something, thorough any of the five senses, sight smell hearing touch or taste.

Keen Eyesight

You often spot things others overlook

Benefit: You gain a +2 bonus to all Spot and Search checks

Keen Hearing

You have excellent hearing.

Benefit: You gain a +4 bonus to all Listen checks.

Keen Nose

You have an excellent sense of smell.

Benefit: You gain a +4 bonus to all olfactory checks.

Keen Touch

You have an excellent sense of touch.

Benefit: You gain a +2 bonus to all checks requiring touch, such as Opening Locks and Disabling Device.

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.

Senses

Skills

Agile Limbs

You are limber and dexterous, allowing you to move gracefully.

Prerequisite: None

Benefit: You gain a +2 to Balance and Move Silently.

Bookworm

You seem to have a knack for locating information needed when performing research

Benefit: Gain a +2 modifier to any Gather Information activities conducted in a library.

Cautious

You're very patient and thorough.

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Benefit: You get a +2 bonus to all Disable Device and Search checks.

Contortionist

You can bend your body in ways it was not meant to bend.

Benefit: You gain a +4 bonus to Escape Artist skill checks.

Craftsman

You are truly skilled in a particular craft.

Requirements: Craft (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.

Footpad's Hands

You have nimble and extremely touch-sensitive hands.

Benefit: You get a +2 bonus on all Open Lock and Sleight of Hand skill checks.

Special: You may choose this feat only once.

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 +1 bonus on Bluff, Disguise, Forgery, and Sense Motive checks.

Special: You may choose this feat only once.

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).

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.

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.

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.

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.

Shadow

The character can trail someone unnoticed.

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Prerequisite: Track

Benefit: Gain a +2 bonus on Hide and Spot checks when in visual range of the target being followed.

Special: The character can lose sight of the person being followed and still maintain this bonus if they visually acquire them again within 2 rounds. Otherwise the bonus is lost till they are visually reacquired.

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.

Streetwise

You have learned how to walk on the shadier side of the street.

Heritage

Apprentice

You have spent time under the tutelage of a great master.

Benefit: Choose one profession or craft skill when taking this feat. The character receives the maximum rank in that skill at 1st level as bonus skills. After first level the character receives one bonus skill point in the skill per level.

The maximum rank they may have in the chosen skill 5 + level.

The feat can be taken more than once (for example, if you are a human or another type of creature that gets more than one feat at 1st level), but it applies to a different skill each time.

Benefit: You gain a +1 bonus to Bluff, Sense Motive, and Gather Information rolls in an urban environment.

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 synergy bonus to Bluff and Disguise checks when trying to sound like a native speaker of a language they know.

Special: This feat may only be chosen at 1st level, and the history/background must make sense within the game setting. The GM must adjudicate on the validity of the background.

Clever

You have a talent for remembering things either through training or natural gift.

Benefit: Choose one Intelligence based skill when taking this feat. The character receives the maximum rank in that skill at 1st level as bonus skills. After first level the character receives one bonus skill point in the skill per level.

The maximum rank they may have in the chosen skill 5 + level.

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.

The feat can be taken more than once (for example, if you are a human or another type of creature that gets more than one feat at 1st level), but it applies to a different skill each time.

Special: This feat may only be chosen at 1st level, and the history/background must make sense within the game setting. The GM must adjudicate on the validity of the background.

Physically Fit

You excel at feats of strength, dexterity, and constitution.

Benefit: The physical prowess of the individual allows them to make particularly effective skill checks relating to their physical abilities (Str, Dex, or Con). They receive a competence bonus of +2 on all physical skill check. This feat



relates to skill usage and does not increase any ability modifier, attack rolls nor saving throws.

Special: This feat may only be chosen at 1st level, and the history/background must make sense within the game setting. The GM must adjudicate on the validity of the background

Physical Knack

You have some special quality that enhances your ability with one of your skills.

Benefit: Choose one physical skill (all skills with Str, Dex or Con as the prime requisite are physical skills) when taking this feat. The character receives the maximum rank in that skill at 1st level as bonus skills. After first level the character receives one bonus skill point in the skill per level.

The maximum rank they may have in the chosen skill 5 + level.

The feat can be taken more than once (for example, if you are a human or another type of creature that gets more than one feat at 1st level), but it applies to a different skill each time.

Special: This feat may only be chosen at 1st level, and the history/background must make sense within the game setting. The GM must adjudicate on the validity of the background.

Worldly Wise

You are a centred person, understanding the world as it really is.

Benefit: Choose one Wisdom skill when taking this feat. The character receives the maximum rank in that skill at 1st level as bonus skills. After first level the character receives one bonus skill point in the skill per level.

The maximum rank they may have in the chosen skill 5 + level.

The feat can be taken more than once (for example, if you are a human or another type of creature that gets more than one feat at 1st level), but it applies to a different skill each time.

Special: This feat may only be chosen at 1st level, and the history/background must make sense within the game setting. The GM must adjudicate on the validity of the background.

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 a single primary ability, choose which one to gain the bonus.

You gain a +2 synergy bonus to reputation recognition checks.

Special: This feat may only be chosen at 1st level, and the history/background must make sense within the game setting, and it may not be used with another feat that increases a statistic. The GM must adjudicate on the validity of the background.

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+, 1st level, and not a Sorcerer.

Benefits: You are capable of learning one 0th level spell and casting it once per day as though you were a 1st 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 0th level spell. This feat can never grant anything beyond 0th level spells. This feat may only be chosen at 1st level, and the history/background must make sense within the game setting. The GM must adjudicate on the validity of the background

Bloodline

Note: the spells are cast exactly as though by a 1st level sorcerer, with armour checks made normally.

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 Spell Arcane Focus and Greater Spell 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 1st level, and the history/background must make sense within the game setting. The GM must adjudicate on the validity of the background

Dwarven

You have a Dwarven ancestor. You have inherited some of his or her Dwarven traits.

Prerequisite: Must be 1st 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 1st level, and the history/background must make sense within the game setting. The GM must adjudicate on the validity of the background



Elven

You have an Elven ancestor. You have inherited some of his or her Elven traits.

Prerequisite: Must be 1st 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 1st level, and the history/background must make sense within the game setting. The GM must adjudicate on the validity of the background

Fire

You are descended from the efreeti. The blood of these fire-spirits runs thick in your veins.

Benefits: 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 SpellArcane Focus feat if the spell you cast is from your chosen school.

Special: This feat may only be chosen at 1st level, and the history/background must make sense within the game setting. The GM must adjudicate on the validity of the background

Gnomish

You have a Gnomish ancestor. You have inherited some of his or her traits.

Prerequisite: Must be 1st 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 1st level, and the history/background must make sense within the game setting. The GM must adjudicate on the validity of the background

Halfling

You have a Halfling ancestor. You have inherited some of his or her traits.

Prerequisite: Must be 1st 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 1st level, and the history/background must make sense within the game setting. The GM must adjudicate on the validity of the background

Human

You have a Human ancestor. You have inherited some of his or her traits.

Prerequisite: Must be 1st 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 1st level, and the history/background must make sense within the game setting. The GM must adjudicate on the validity of the background

Orcish

You have an Orc ancestor, You have inherited some of his or her traits.

Prerequisite: Must be 1st 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 1st level, and the history/background must make sense within the game setting. The GM must adjudicate on the validity of the background

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.

Benefits: 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 1st 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.

Benefits: 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 1st 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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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 -4-4 penalty to your Will save when using the non-psionic buffer combat mode.

Special: This feat may only be chosen at 1st level, and the history/background must make sense within the game setting. The GM must adjudicate on the validity of the background.

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 -4-4 penalty to your Will save when using the non-psionic buffer combat mode.

Special: This feat may only be chosen at 1st level, and the history/background must make sense within the game setting. The GM must adjudicate on the validity of the background.

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 1st level, and the history/background must make sense within the game setting. The GM must adjudicate on the validity of the background.

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 1st level, and the history/background must make sense within the game setting. The GM must adjudicate on the validity of the background.

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 1st level, and the history/background must make sense within the game setting. The GM must adjudicate on the validity of the background.

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 1st level, and the history/background must make sense within the game setting. The GM must adjudicate on the validity of the background.

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 1st level, and the history/background must make sense within the game setting. The GM must adjudicate on the validity of the background.

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 1st level, and the history/background must make sense within the game setting. The GM must adjudicate on the validity of the background.

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 1st level, and the history/background must make sense within the game setting. The GM must adjudicate on the validity of the background.



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. Furthermore, you can add to you unarmed attack bonus the Base Attack Bonus ensured by the first three levels in any other class you possess. For example, a Ftr2/Mnk7/Pal1 with this feat can attack unarmed at +10/+7/+4/+1 instead of choosing between +7/+4/+1 (normal monk unarmed progression) and +10/+5 (normal unarmed progression).

Special: This feat may only be chosen at 1st level, and the history/background must make sense within the game setting. The GM must adjudicate on the validity of the background

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 1st level, and the history/background must make sense within the game setting. The GM must adjudicate on the validity of the background

Cultural

Elusive

In one specific type of terrain or area, the individual is more difficult to notice than normal, either by design or through natural talent.

Prerequisites: Knowledge (local), or (dungeoneering) or (nature), 3+ ranks, Hide and Move Silently 3+ ranks.

Benefit: The character is difficult to notice, receiving a +2 circumstance bonus to Hide and Move Silently rolls, in their home area and having the DC to track them increased by 2.

Special: This feat may only be chosen at 1st 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 1st level, and the history/background must make sense within the game setting. The GM must adjudicate on the validity of the background

Gifted Student

You gain more skill points at each level

Benefit: You receive one additional skill point at each level.

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

Benefits: You get a +2 bonus on all Bluff, Sense Motive, and Gather Information rolls in an urban environment, and a +1 in other less familiar environs.

Special: This feat may only be chosen at 1st level, and the history/background must make sense within the game setting. The GM must adjudicate on the validity of the background

Hated Enemy

Your family/village were destroyed by a particular enemy, and you really don't like them.

Prerequisite: must be taken at 1st level.

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 1st level, and the history/background must make sense within the game setting. The GM must adjudicate on the validity of the background

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.

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Benefits: 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 1st 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.

Benefits: At 1st 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 1st 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).

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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 1st 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 1st level, and the history/background must make sense within the game setting. The GM must adjudicate on the validity of the background

Thick 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 1st level, and the history/background must make sense within the game setting. The GM must adjudicate on the validity of the background

Magical

Lesser Spellcasting

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 1st 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 spell mastery 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)

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 1st 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 1st 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 1st-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 1st 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 1st-level character.

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 1st-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

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than one feat at 1st 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.

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 and Intimidation checks. This feat may be used a number of times per day equal to your Wisdom modifier.

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.

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).

Superior Darkvision

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 1st level, and the history/background must make sense within the game setting. The GM must adjudicate on the validity of the background

Superior Low-Light Vision

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 1st level, and the history/background must make sense within the game setting. The GM must adjudicate on the validity of the background

Magic

Spell Knowledge Arcane Understanding

Arcana

You can cast an extra spell.

Prerequisite: Arcane Spellcaster level 6th+, 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 4th level sorcerer gains either an extra 0-level or 1st-level slot, allowing him to cast any known spell of the chosen level one more time each day. A 4th-level wizard can prepare any extra 0-level or 1st-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 Schooling

Through research, study, introspection or inspiration, a Bard or Sorcerer is able to learn more spells.

Prerequisites: Intelligence 13+, Ability to cast 1st level Arcane spells without preparation.

Benefit: If a Bard or Sorcerer, you know a number of bonus spells based on Intelligence ability at each spell level. 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.

Allows a wizard to increase the number of spells learned automatically at each new level.

Prerequisite: 5 or more ranks in Knowledge (arcana), Intelligence modifier of +3 or greater, 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.

Deeper Magic Knowledge

You have a particular knowledge of hidden magic's secrets.

Requisites: Heighten Spell, Magic Knowledge, Spell Focus (any two schools), Int 15+.

Benefits: Your caster level is considered 2 points higher. This bonus supersedes (does not stack with) bonus given by Magic Knowledge feat.

Instinctive Spell

You have studied and learned a spell so well, you may convert other prepared spells into that spell.

Prerequisites: Spell Mastery

Benefits: Each time you take this feat, pick a spell you have mastered with Spell Mastery. You may now convert prepared spells of that level or higher to this spell.

Special: You may take this feat many times. Each time applies to a new mastered spell.

Magic Affinity

You are in tune to the world of magic around you

Prerequisite: Spell caster level 1+

Benefit: You may treat your spell-casting attribute as being two higher than normal for determining bonus spells and the maximum spell level you may cast. This does not actually raise your spell-casting attribute. For example, Mialee, with her 16 intelligence, has Magic Affinity. When determining the maximum spell level she can cast, she acts as if she has an 18 intelligence (so she can cast spells of up to 8th level instead of 6th). The same occurs when she determines the bonus spells she gains for high intelligence. She treats her intelligence as 16 for all Intelligence-related skill checks, Intelligence damaging poisons, skill points gained per level, etc.

Magic 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 Knowledge

You have a particular knowledge of some magic's secrets.

Requisites: Int 13+, Heighten Spell, Spell Focus (any school), Int 13+.



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 Spell Focus.

Magic 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, Spell 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.

Metamagic Lore

You know metamagic's mechanics at a level beyond common knowledge.

Requisite: Any metamagic feat, Knowledge (arcana) 5 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 4th level spell slot (1 *Magic Missile* + 1 Empower Spell + 2 Maximize Spell) in lieu of a 6th 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.

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Research Mastery

Allows a spellcaster to create new spells quickly, and possibly alter what is required for creating new spells by increasing the other elements.

Prerequisite: Intel 12+, Spellcaster level 5+

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 -1-1 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 their 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 -1-1 DC for every 3 level of the magical prey and +1 DC for every Half hour that has passed.

Spell Casting

Carrier Spell

You may conduct a touch spell through an object.

Prerequisites: Spell caster 1+ level.

Benefits: 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). You must prepare the spell to be delivered by carrier attack as if it was one level higher than normal.

Arcane Foundation

The spontaneous spellcaster can, like a Wizard, select and prepare an arcane spell ahead of time.

Prerequisite: You must be able to cast spells 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 Purge

By sacrificing a large burst of personal power the arcane caster can make an area non-magical

Prerequisite: Int 13+, Improved Counterspell, Knowledge (arcana) 10 ranks, Spellcraft 10 ranks, cast 3rd level arcane spells.

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, temporarily.

However, unlike the spell, the effect does not move with the caster.

It has a radius equal to 10 ft, +1 caster level.

The Arcane Purge lasts for 1 round for each spell level over 10 sacrificed.

Arcane Shot

You can charge your ranged attacks with additional damage potential.

Prerequisite: Dex 13+, Point Blank Shot, Ability to cast arcane spells

Benefit: Your ranged shot deal +1d4 points of piercing damage per spell level you relinquish (thus, if you relinquish a 9th level spell, your shot deals +9d4 damage). You must decide whether or not to pay the cost prior to making your ranged attack. Your arrow, bolt, or bullet 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 spell levels are wasted.

Boost Spell Resistance*

Your spell resistance is increased through your connection with other greater powers.

Prerequisite: Innate spell resistance not gained through magic or an item..

Benefit: Your spell resistance is increased by two points, this is either a profane bonus in the case of Evil creatures or characters or a Divine bonus otherwise.

Special: This feat stacks, each time it is taken the characters spell resistance increases by two places.

Boost Spell-Like Ability*

Your spell like abilities are harder to resist.

Prerequisite: Spell like ability that you are able to cast at Will.

Benefit: Your spell like ability increases it DC by 2 points. Each of your spell like abilities may be increased in this way up to three times per day.

Special: This feat does not stack, each time it is chosen it applies to a different spell like ability.

Cannibalistic Casting

You can use your body to fuel magic once your spells have run out

Prerequisite: Cha 14+, 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.

Special: Spellcasters that must prepare spells are limited to selecting spells previously prepared and cast that day.

Cantrification

You have mastered cantrips in a way that allows you to use them more freely

Prerequisite: Caster level of 3 or greater, 5 or more ranks of Knowledge (arcana)

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.

Concentrate

You can extend the duration of your spells through concentration.

Prerequisites: Concentration 5+ ranks, one metamagic feat.

Benefit: You can maintain a spell with 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 time's normal duration nor can you resume concentration. A Concentration Spell uses up a spell slot one level higher than the spell's normal level.

Controlled Burst

You have greater control over burst spells.

Prerequisites: None

Benefit: When casting burst-based area of effect spells, you can reduce the affected area in increments of 5 ft. You have total control over the radius, but not the direction.

Example: Using this feat, you can cast a small fireball into a square next to you without having it impact you or your comrades.

Cooperative Magic*

You and other spellcasters can make a spell more powerful by casting it together.

Prerequisites: 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 +1 to the save DC against cooperatively cast spells and +1 to caster level checks to beat the target's spell resistance (if any), per spell caster cooperating.

The base save DC and level check is that of the better caster.

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.

Enduring Spell

You can continue to maintain a concentration spell for a limited time without concentrating on it

Prerequisites: 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

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concentration has ceased, you may add your modifier to that duration. This spell takes up a spell slot one level higher.

Restore Concentration

A spell that has been cast using the Enduring Concentration Effort feat may be resumed

Prerequisites: 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.

Extra Slot*

You can cast an extra spell.

Prerequisite: Spellcaster level 4th+

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 4th level sorcerer gains either an extra 0-level or 1st-level slot, allowing him to cast any known spell of the chosen level one more time each day. A 4th-level wizard can prepare any extra 0-level or 1st-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.

Greater Spell Substitution

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

Prerequisites: Spell Substitution

Benefits: The character can convert a number of lower level spells into those of a higher level spell slot that they have already cast that day.

It is not possible to cast spells different from those that have been memorised and used that day.

The conversion is done at a two for one value; it takes two spells of one level lower to convert to the higher level spell.

So to cast a 3rd level spell a spellcaster must substitute two 2nd level spells, or four 1st level spells (two 1st level spells equal one 2nd, so four 1st level spells equal two 2nd level spells, or one 3rd).

It is not possible to use this feat to cast spells of levels higher than you normally could cast, nor can domain spells of clerics be substituted in this manner.

Improved Caster Level

You can 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, but no higher than your character level.

Special: This feat can be learned several times and stacks with itself.

Example: Yushi is a fifth level sorcerer. She advances in character level six, and decides to advance as a rogue. She also acquires a new feat, and picks this one. Her caster level as a sorcerer is now sixth, so her fireball has range of 640' and does six dice of damage, but the number of spells she can cast and learn are still those of a fifth level sorcerer.

Notes: This means that a multiclass spellcaster can increase the power of his spells up to his to a maximum of your combined character level. It does not allow you to learn, prepare, or cast



more spells. 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.

Improved Scrying*

You gain more information from scrying attempts

Prerequisites: Able to use a Scrying device.

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.). When memorizing spells to be used with this feat, the spell is treated as if one level higher.

Improved Spell Immunity

You are totally immune to a specific spell.

Prerequisite: Spell Immunity, Level double spell caster's minimum level to cast spell (Wizard if Arcane, Priest if Divine, as per class if speciality spell)

Benefit: Choose a spell that you have taken the feat spell immunity for. You are now totally immune to the direct effects of the spell if it is cast against you. For example, Tor the dwarf took spell immunity to *fireball* at 5th level. At 10th level (double the minimum level for a spell caster to cast *fireball*), Tor may take the Improved Spell Immunity feat to be totally immune to any *fireball* a spell caster may throw at him.

Improved Spell Reflection

You can turn any spell back against the caster.

Prerequisites: Spell Reflection

Benefits: 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.

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 6th 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 9th 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.

Minor Spell Mastery

You have become so familiar with a 0-level spell that it becomes second nature to you.

Prerequisite: spellcasting level 3+ (divine or arcane)

Benefit: You must permanently sacrifice one 0-level spell slot. In exchange, you can cast one 0-level spell of your choice as a spell-like ability a number of times per day equal to your governing ability modifier.

Special: You may take this feat multiple times, each time with a different 0-level spell.

Example: A 9th level Bard with 19 Charisma decides to take this feat. He picks detect magic spell to master. Normally, he can cast three 0-level spells per day. Now, he can only prepare and cast two 0-level spells. However, he can cast detect magic 4 times per day as a spell-like ability.

Shadow Artist

You are naturally adept at using Plane of Shadows stuff to create quasi-real illusions.

Requisites: Spell 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 the 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%.

Sorcerous Bargain

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 learn additional spells. The spellcaster may sacrifice as many hit points as he or she desires. Spells are learned on a direct hit point to spell level ratio. (A cantrip still counts as 1 spell level and so cost 1hp.)

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.

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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.

Spell Immunity

You are generally unharmed by a specific spell

Prerequisite: Level equal to spell caster's level to cast spell (Arcane, or Divine, as per class if prestige spell)

Benefit: Choose a spell from the arcane or divine spell list that could be cast by a spell caster of your level or lower. You always make your saving throw against this spell when it is cast against you. If the spell allows no saving throw, you gain a Willpower saving throw with a DC 10 + spell level + caster's spell modifier to resist the spell's effects. For example, Tor the dwarf reaches 5th level and decides to take spell immunity, choosing Fireball as the spell he is immune to. Now, whenever a Fireball hits Tor, he automatically makes his saving throw, taking half damage.

Spell Improved Signature

You are so familiar with a mastered spell that you can convert other prepared spells into that spell.

Prerequisites: Int 16+, Spell 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 Spell 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.

Spell Reflection

You can reflect part of a spell back against the caster

Benefits: 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.

Spell Resistance

You are able to shrug off magic effects.

Prerequisites: Spell-caster level 5, Improved Countering

Benefit: You gain Spell Resistance equal to 10 + the highest level spell you can cast + your Spell-casting modifier. For example, If Mia the 10th level wizard, who has 18 intelligence, took this feat, she would have a spell resistance of 18 (10 + 5th level spells max + 3 Int modifier).

Spell Specialisation

This is a little like spell focus except it is the effect of the spell that are enhanced.

Energy Type

You have an innate understanding of how to cast spells of a specific energy descriptor that are more powerful.

Prerequisites: Arcane caster level 5th level+, Knowledge (Arcana) Rank 8, and Spell Focus (Spell type)

Benefits: Choose an elemental 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.

Melee

You have an innate understanding of how to use your spell type in combat.

Prerequisites: Arcane caster level 5th level+, Knowledge (Arcana) Rank 8, and Spell Focus (Spell type)

Benefit: Choose one type of magic, either; touch attack or ranged touch attack. Spells of this type are more focused than normal. In addition to any other attack bonuses, you may add your intelligence or Cha, modifier to your attack roll when making the specified attack roll.

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.

Summoning

You have an innate understanding of how to summon stronger creatures than normal.

Prerequisites: Arcane or Divine caster level 5th level+, Knowledge (Arcana) Rank 8, and Spell Focus (Spell type)

Benefits: Creatures you conjure with any summon spell have maximum hit points and a +1 competence modifier on attack and damage rolls.

Spell Substitution

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

Prerequisites: Maximize Spell, spellcaster who prepares spells.



Benefits: The character can convert one spell from a higher spell slot into a lower level spell they have already cast that day.

It is not possible to cast spells different from those that have been memorised and used that day.

Combat

Arcane Warrior

You've trained long to become more skilful at casting spells in armour but not shields. 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.

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.

Improved Arcane Warrior

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: Choose armour or shield type you have proficiency in when you choose this feat. 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.

Mage Bane

You have an innate ability to disrupt the actions of a spellcaster.

Prerequisite: Spellcraft 3+ ranks, Knowledge (arcana) 3+ ranks, and Base Attack Bonus +3 or better

Benefit: The character can damage a spellcaster in such a way as to negate their effectiveness. The character declares the use of this attack before making an attack roll, but resolves the attack normally. Any arcane spellcaster struck and damaged by the attack is forced to make a concentration check (DC 10 + damage done + ½ the attacker's character level) if they subsequently want to cast any spell that round.

Normal: The damage must come while they are casting the spell to force a concentration check.

Opportunistic Touch Attack

You can make use touch spells as attacks of opportunity.

Prerequisite: Ability to cast arcane spells

Benefit: You can make attacks of opportunity using any touch-ranged spell you have previously empowered, if you have at least one hand free. The attack does not preclude the normal casting of an arcane spell during the same round.

Normal: Attacks of opportunity do not involve casting spells.

Spell Fist

You can charge your unarmed strikes with additional damage potential

Prerequisite: Str 13+, ability to cast arcane or divine spells, and improved unarmed strike.

Benefit: The unarmed strikes deal an additional +1d4 points of bludgeoning damage per spell level you relinquish (thus, relinquishing a 9th level spell gives you a +9d4 charge). You must decide whether or not to pay the cost prior to making the melee attack.

The hand or foot remains "charged" for a maximum number of rounds equal to Spellcasting modifier +1, or until the next attack, whichever occurs first.

If the attack misses, the spell is wasted. Spell resistance applies against a Spell Fist attack.

Familiar

Construct Familiar

Your familiar is a construct, rather than a living being.

Prerequisites: Improved Familiar, caster level 7th.

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.

Creating the Construct: The construct costs 1,000gp in special materials per level of the wizard making it, which must include some parts of a creature that was a familiar. It takes a week per 1,000gp to make the construct.

Notes: You can't convert an existing non-construct familiar to a construct familiar by taking this feat. It applies only to new familiars.

Enspell Familiar

You can cast spells on your familiar over a distance.

Gryphon's Book of 3.5e Feats



Prerequisites: Familiar, able to cast 1st 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.

Guardian Familiar

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 it's 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.

Improved Awaken

Creatures you awake Intelligence are better than normal.

Requisites: Access to a list of Druid or Ranger spells. *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 Dices, +1 hit point per Hit Dice and a +1 competence bonus to attacks and damage rolls. Additional Hit Dices 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.

Item Usage

The character's familiar is capable of using a limited set of magical items.

Prerequisites: Improved Familiar.

Benefits: The character's familiar can employ small items such as Wands.

The familiar can only use and know how to use up to their intelligence modifier in items.

The familiar may still normally wear magical rings and such devices without restriction.

The character must train their familiar to use such items and this takes at least 1 whole day.

Linked Resistance

Your familiar provides its innate resistances to you.

Prerequisites: Familiar Advanced.

Benefits: You gain the natural resistances of your familiar; this may be base Spell Resistance or damage reduction. You however also suffer any bad traits as well.

Multiple Familiars

You have an additional familiar.

Prerequisites: Familiar, spellcaster level 5.

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

benefit 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.

Skill Usage

Your familiar is capable of using and learning some limited skills.

Prerequisites: Familiar, with an intelligence of 10+.

Benefits: The familiar gains an additional skill point for each level the Wizard has as well as any from their intelligence.

These skill points are chosen from the wizards/sorcerers class skills.

Of course for a familiar to gain ranks in Diplomacy or Knowledge Arcana they must also be able to talk or read and write which takes up skill points to do so. Creatures with less than 10 intelligence cannot benefit from this feat.

Token Familiar

Your familiar can assume an innocuous, inanimate form.

Prerequisites: Improved familiar, caster level 10th.

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.



Undead Familiar

Your familiar is an undead creature.

Prerequisites: Summon Familiar, Knowledge (undead) +8 ranks,

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.

Martial Arts

Elemental Ki

The characters inner strength empowers their physical prowess, allowing them to deliver elementally charged blows.

Prerequisites: Ki Mastery

Benefit: As a full-round action the character can focus their Ki to empower their unarmed attacks in following rounds.

On a successful unarmed attack the damage done to an opponent is considered to be elementally empowered for the purpose of overcoming damage reduction, or for dealing additional damage to susceptible creatures. The type of elemental energy the Monk empowers their attack with is chosen; earth, air fire or water.

This bonus is in effect for one round per 2 Monk levels, and can be used a number of times per day equal to their wisdom bonus.

Ki Focus

The character inner strength bolsters their skill checks.

Prerequisites: Ki Strike, Purity of Body

Ki Benefit: As a full-round action the character can focus their Ki to gain a +2 competence bonus to all skill checks in following rounds.

This bonus is in effect for one round per 2 Monk levels, and can be used a number of times per day equal to their wisdom bonus.

Ki Mastery

The characters inner strength bolsters their physical prowess.

Prerequisite: Wis 13+, Stunning Fists, Ki Strike, Purity of Body

Benefit: As a full-round action the character can focus their Ki to gain a competence bonus to damage inflicted in following rounds adding their Wisdom to any damage done by their unarmed attacks.

This bonus is in effect for one round per 2 Monk levels, and can be used a number of times per day equal to their wisdom bonus.

Ghost Strike

The characters inner strength empowers their physical prowess, allowing them to strike incorporeal opponents.

Prerequisite: Wis 13+, Stunning Fists, Ki Strike (Lawful)

Benefit: As a full-round action the character can focus their Ki to gain the ability to damage incorporeal creatures in following rounds with their unarmed attacks. This negates the 50% miss chance of successful attacks from a corporeal source against an incorporeal creature.

This bonus is in effect for one round per 2 Monk levels, and can be used a number of times per day equal to their wisdom bonus.

Special: The character can use any of their feats or abilities in conjunction with this feat.

Ki Reach

The characters inner strength empowers their physical prowess, allowing them to strike opponents they can not ordinarily reach.

Prerequisites: Ki Mastery

Benefits: As a full-round action the character can focus their Ki to increase the range of their unarmed attacks. The Monk's unarmed attacks are consider to have a natural reach of 10ft. Meaning they can attack creatures 10ft away from themselves, as well as those within 5ft.

This bonus is in effect for one round per 2 Monk levels, and can be used a number of times per day equal to their wisdom bonus.

Gryphon's Book of 3.5e Feats



Special: The character can use any of their feats or abilities in conjunction with this feat.

Defensive

Improved Deflect Arrows

You can deflect missile several times in a round.

Prerequisite: Deflect Arrows, Combat Reflexes

Benefit: You may Deflect Arrows more than once each round so that you take no damage from it.

You must have at least one hand free (holding nothing) to use this feat.

You must be aware of the attack and not flat-footed.

Attempting to deflect a ranged weapon doesn't count as an action, but it does use up one of the characters attacks of opportunity for the round. Unusually massive ranged weapons and ranged attacks generated by spell effects can't be deflected.

Once all the additional attacks of opportunity for the round are used up the character may not deflect any further missiles.

Improved Unarmed Defence

The character is particularly good at defending against unarmed attacks when unarmed themselves.

Prerequisite: Unarmed Defence, BaB +8

Benefit: When fighting using the Expertise Feat, utilising the defensive, or full defensive option, the character receives a +2 competence bonus to your Armour Class against all attacks

You must be unarmed to use this feat.

Preparatory Stance

You can enter a stance that prepares you for your next attack, almost like compressing a spring, so that it will leap forward with great force.

Prerequisites: Ki Strike

Benefit: A Preparatory Stance is a full round action, during which the character may not make a move nor attack action, even an attack of opportunity. The character takes up the most advantageous position to strike their opponent with great force.

The following attack delivered without moving, immediately after performing the Preparatory Stance receives a competence bonus of +2 bonus to attack, and +4 to damage, for the attack. In addition they receive a competence bonus of +4 to confirm any critical threatened.

If you deliver multiple attacks in the round after a Preparatory Stance, only the first attack gains the bonus.

The benefit of the Preparatory Stance lasts one round, until your first attack.

Stable Footing

It is hard to knock you off your feet.

Prerequisites: Improved Unarmed Strike, Tumble 5+ ranks.

Benefit: You add a bonus of +4 to any rolls to resist being knocked or pushed around, such as the opposed checks for a trip, throw, push, sweep, or bull rush.

Unarmed Defence

The character is particularly good at defending against unarmed attacks when unarmed themselves.

Prerequisite: Improved Unarmed Strike, Combat Expertise.

Benefit: When fighting using the Expertise Feat, utilising the defensive, or full defensive option, the character receives a +4

competence bonus to your Armour Class against unarmed strikes (such as by a monk).

You must be unarmed to use this feat.

Fist

Additional Attack

As part of a full round attack with a weapon the character can deliver an additional unarmed attack at a cost of accuracy.

Prerequisite: Improved Unarmed Strike, Dexterity 15+.

Benefit: During a full round attack involving weapons, the character can initiate an additional unarmed attack at the characters full attack bonus -2.

All other attacks in the sequence suffer a -2 to hit.

This attack must be delivered by a part of the body not involved in wielding the weapon, so if wielding a one handed weapon it could be fist foot elbow or knee, if wielding a two handed weapon the character is limited to using feet or possibly a head butt.

Special: This can not be used as part of a flurry of blows sequence.

Forceful Blow

You deliver a powerful, focused strike that can knock down and stun an opponent.

Prerequisite: Improved Unarmed Strike, Stunning Fist, Str 13+.

Benefit: Perform a single unarmed attack as a full round attack. If the attack hits and damages the opponent, it inflicts double the normal dice of damage, and the target must make a Reflex save (DC 10 + ½ your character level + Wis modifier). If this save is failed, the target is knocked prone.



Iron Fingers

Through training, the characters fingers become hardened, making unarmed attacks more deadly.

Requisites: Improved Unarmed Attack, Ki Strike

Benefits: The characters unarmed attacks can deliver; slashing piercing or bludgeoning damage, at the choice of the character. This has no effect on the damage the unarmed attack delivers, but is important for bypassing damage reduction.

Normal: Unarmed attacks are considered bludgeoning weapons for the purpose of damage reduction.

Splintering Strike

The characters unarmed attacks can more easily shatter objects.

Prerequisite: Iron Fingers, Ki Strike

Benefits: When making an unarmed attack against an object(or construct) the character's blows bypass some of the hardness or damage reduction of the object.

The amount of hardness or damage reduction the character ignores is equal to their Wisdom bonus.

In addition in the event that the character scores a critical hit against an object of construct it applies.

Normal: Constructs are immune to critical hits.

Striking Snake

The character can make lightning fast attacks at the cost of accuracy when fighting defensively.

Prerequisites: Improved Unarmed attack, Dex 13+, Ki Strike

Benefit: At the beginning of the round that they use this ability, and when not flat footed or denied dexterity bonus to AC, they do not roll initiative. Instead they effectively ready their attacks to receive their opponent.

When attacked in melee they simply attack first, regardless of an opponents initiative. They can initiate one or all of their full normal attacks, but not flurry of blows, stunning fist attacks, or other special attacks, against this opponent. While they may not exceed their normal number of attacks, they may split these attacks between each individual attacking them physically, prior to each attack being resolved.

Each attacks delivered in this manner suffers a -2 penalty to hit.

They may not move to attack, and must wait to be attacked, even a 5ft step negates this ability.

This bonus is in effect for one round every 2 class levels, and can be used a number of times per day equal to their wisdom bonus.

This feat can not be combined with any sort of defensive fighting actions, or expertise.

Flying Kick

When charging, the character leaps, adding more force to their attack.

Prerequisite: Jump 8+, Improved Unarmed Strike

Benefit: As part of a normal charge, perform a Jump check(DC 12). If the check is successful, the character smashes into their opponent with tremendous force, inflicting double damage.

Special: Moving in this way does not provoke an attack of opportunity from the target of the attack, though it might provoke attacks of opportunity from other creatures, if appropriate.

It is not possible to use this feat if wearing heavy armour.

Grasshopper Kick

You can attack multiple targets with unarmed strike while jumping.

Prerequisite: Improved Unarmed Strike, Spring Attack, Jump 5+ skill, Base attack +6 or higher

Benefit: This attack is similar to whirlwind attack, except the attacks are executed on targets in a straight line. Resolve a jump as normal to determine the length of jump. As part of the leap attack the character may unleash an unarmed attacks at their full base attack bonus to any targets within 5 feet from the path of the spring.

Special: Moving in this way does not provoke an attack of opportunity from the target of the attack, though it might provoke attacks of opportunity from other creatures, if appropriate.

Kick It is not possible to use this feat if wearing heavy armour.

Mule Kick

The characters kicks are more powerful than normal.

Prerequisite: Base attack +8, Improved Unarmed Fighting

Benefit: The characters kicks are treated as a two handed weapon for the purpose of determining strength based damage bonuses, each kick receiving a bonus of 1½ the characters Str bonus to damage.

Note: This benefit effects the bonus from power attack.

Split Kick

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.

Stunning

Crippling Strike

You know where to strike the opponent's anatomy to hamper their physical abilities.

Prerequisites: Nerve Strike

Benefit: Instead of one of the characters stunning fist attempts they may cause their opponent temporary ability damage. The attack is resolved as a normal stunning fist attempt, but if the target fails their fortitude save they become suffer 1d4 points of temporary ability score damage, in addition to dealing damage normally.

The effect is negated if the target receives 1 or more points of healing.

The temporary ability damage relates to one of the physical abilities only; Strength, Dexterity, or Constitution, and only one ability can be affected at once. This attack uses up one of the characters stunning fist attempts for the day.

Creatures that are immune to stunning fists are also immune to this feat.

Special: It is not possible to perform this attack on concealed, invisible, blurred, or similarly obscured targets, nor may you perform a nerve strike while blinded or in total darkness.

Nerve Strike

The character can strike an opponent's pressure points and temporarily paralyse them.

Prerequisite: Improved Unarmed Strike, Stunning Fist, Ki Strike

Benefit: Instead of one of the characters stunning fist attempts they may attempt to paralyse their opponent. The attack is resolved as a normal stunning fist attempt, but if the target fails their fortitude save they become *paralysed* for 1d4 rounds. This attack uses up one of the characters stunning fist attempts for the day.

The effect is negated if the target receives 1 or more points of healing.

Creatures that are immune to stunning fists are also immune to this feat.

Special: It is not possible to perform this attack on concealed, invisible, blurred, or similarly obscured targets, nor may you perform a nerve strike while blinded or in total darkness.

Sickening Strike

You cause intense pain in an opponent with a successful stunning fist.

Prerequisite: Nerve Strike

Benefit: Instead of one of the characters stunning fist attempts they may attempt to cause their opponent great pain. Victims of a successful stunning fist attack are subject to such debilitating pain that they are nauseated for 1d4 rounds instead of being stunned. This attack uses up one of the characters stunning fist attempts for the day.

The effect is negated if the target receives 1 or more points of healing.

Creatures that are immune to stunning fists are also immune to this feat.

Special: It is not possible to perform this attack on concealed, invisible, blurred, or similarly obscured targets, nor may you perform a nerve strike while blinded or in total darkness.

Staggering Strike

The character can strike an opponent in such a way to stagger them.

Prerequisites: Base attack bonus +4 or higher Str 15+

Benefits: Instead of one of the characters stunning fist attempts they may attempt to stagger their opponent instead. The attack is resolved as a normal stunning fist attempt, but if the target fails their fortitude save they become staggered for 1d4 rounds.

The effect is broken if the target receives 1 or more points of healing.

A staggered character may only take a single move action or standard action each round (but not both, nor can they take full-round actions). They remain staggered until they receive some sort of healing. This attack uses up one of the characters stunning fist attempts for the day.

Creatures that are immune to stunning fists are also immune to this feat.

Special: It is not possible to perform this attack on concealed, invisible, blurred, or similarly obscured targets, nor may you perform a nerve strike while blinded or in total darkness.

Grapple, Trip or Throw

Body Throw

You can use your opponent's momentum against them.

Prerequisites: Improved Unarmed Strike, Combat Reflexes

Benefits: 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.

Choke Hold

You can stop an opponent from breathing.

Prerequisite: Improved Grapple, Dex 13, Wis 13, Base Attack Bonus +8

Benefit: Instead of just trying to pin an opponent who is grappled the character can attempt to choke them. The character must declare they are making a choking attack before they make the attempt, and a failure of the grapple check negates the effect.

Choke hold forces a foe effected by the pin attempt to make a Fortitude saving throw (DC 10 + ½ your character level + your Wis modifier), in addition to dealing damage normally.

A defender who fails this saving throw is stunned for 1 round (until just before your next action). A stunned creature drops everything held, can't take actions, takes a -2 penalty to AC, and loses his Dexterity bonus to AC. You may attempt a choke hold once per day for every four character levels attained (but see Special), and no more than once per round. Constructs, oozes, plants, undead, incorporeal creatures, and creatures immune to critical hits cannot be stunned.

Special: A monk may select this feat as a Bonus Feat at 6th level, even if they do not meet the other prerequisites, as long as they took Improved Grapple at 1st Level. A Monk who selects this feat may attempt a choke hold a number of times per day equal to her monk level, plus one more time per day for every four levels she has in classes other than monk.

A fighter may select Stunning Fist as one of his fighter bonus feats.

Grappling Throw

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 1d10 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.

Greater Throw

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.

Reverse Hold

The character is so skilled at grappling that they can turn the tables on their opponent.

Benefit: Improved Grapple and Improved Unarmed Strike.

Special: When the character successfully win a grapple check against someone who is holding them, they immediately reverse the hold and establish a hold on their opponent.

Sticky Touch

By lightly placing their hand on an opponent the character can follow their movements in combat. Allowing them to anticipate their opponent's actions, avoiding their attacks and attacking them more easily.

Prerequisite: Improved Grapple, Improved Unarmed Strike, Dex 15+

Benefit: To initiate Sticky Touch, the character must have at least one hand free (i.e, no weapon, shield, or other item in that hand), and be unencumbered.

As an attack, which can be part of a full attack, they perform a normal melee touch attack against the target. If the attack hits, the target must perform a Reflex saving throw (DC 10 + ½ Character level + Wis modifier). If they fail the character has initiated the Sticky Touch.

The character receives a +2 competence bonus to Initiative, AC and Attack rolls against by the target, for as long as the Sticky Touch is in operation.

The target can break the Stick Touch by making a move action, which provokes an attack of opportunity. A 5ft step does not break the effect, unless the character initiating it has already moved or taken a 5ft step in the same round.

While maintaining a Sticky Touch, you and your opponent threaten no areas.

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, the character can declare they are making a sweep attack (thus if you fail, you ruin the attempt). Make a single



unarmed touch attack 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.

Movement

Wall Walk

You are able to run along walls.

Prerequisites: Ki Focus, Fleet Footed, Base Attack Bonus +4

Benefit: You can run up along vertical walls as if they were horizontal surfaces for 1 round. 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.

Water Walk

You are able to walk on water.

Prerequisite: Ki Focus, Fleet Footed, 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.

Metamagic

Consecrate Spell*

The character can transform one their spells into a thing of evil or good.

Prerequisites: Good or evil alignment, one metamagic feat, and a Caster level 3+

Greater Monk Weapon Mastery

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

Benefits: 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.

Improved Monk Weapon Mastery

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

Benefit: This feat adds the good or evil descriptor to the spell, increasing the DC of the spell by +2 against creatures of opposing alignment. Furthermore if the spell deals damage half of that damage is treated as holy. A consecrated spell takes up one level higher than the spells actual level.

Weapons

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.

Monk Weapon Mastery

You can attack with a flurry of blows with any simple weapon that you are proficient in.

Prerequisite: Monk level 3rd +.

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.

Enhanced Destruction

You can increase the damage limitations of certain spells

Benefit: You can raise the damage cap of capped spells by two die (assuming you are of sufficient level to do so) for each additional spell level at which the spell is learned.



A fireball spell is capped at 10d6 (at 10th level). Using this feat, a 10th level caster could instead do up to 12d6 points of damage when using a spell slot of 5th to learn it in.

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)”.

Explosive Spell*

You can cast spells which has a force component, often blasting creatures of their feat.

Benefit: On a failed saving throw (Reflex save) an explosive spell ejects any creature caught in its area sending it to a location outside the area of the spell. Damage dealt is 1d6 per 10 moved.

Explosive spells can only be applied to spells that allow reflex saving throws and take up a slot two levels higher.

Fortify Spell*

You cast spells that more easily penetrate spell resistance.

Prerequisites: None

Benefits: A fortified spell when cast increases the caster level check to overcome spell resistance by a +2 modifier. The fortified spell takes up a spell level slot one level higher. This does combine with spell penetration feat.

Gaze Magic

You may activate any touch ranged spell by gaze. Convert one of your ranged touch attack spells to be activated by a glance.

Prerequisites: None

Benefit: You may prepare any touch-ranged touch spell as a gaze. On your action, make 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 any one 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.

Special: Gaze range is normally 30. This feat allows a range increment of 30 for the ranged touch attack.

Hardened Spell

When you cast a spell from a school for which you have selected the Spell Focus feat, you may make that spell more difficult for opposing spellcasters to counterspell or disrupt.

Prerequisites: Spell Focus in the appropriate school

Benefit: If the same spell or a reverse effect spell is used as a counterspell to your Hardened Spell, the counterspell is ineffective. If Dispel Magic or a similar spell or effect is used as a counterspell, the DC for the dispel check is increased by +4. If you are forced to make any Concentration checks while casting the Hardened Spell, your rolls for those checks gain a +2 bonus.

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 and an additional +2 bonus to your Concentration checks when and as appropriate.

Improved Metamagic Healing

You have an affinity for spontaneously casting cure or inflict spells enhanced by your metamagic feats.

Prerequisites: 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.

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.

Metaffinity

You are adept at casting metamagic Arcane spells without prior preparation.

Prerequisites: Ability to cast Arcane spells without preparation (like a Bard or Sorcerer), at least one other metamagic feat.

Gryphon's Book of 3.5e Feats



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 Metaaffinity 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: Aerryk, a 17th level Sorcerer, has the Metaaffinity, Quicken Spell and Maximise Spell feats. He can cast a maximised Lightning Bolt spell as a full-round action by using up a 6th level spell slot or use his Metaaffinity feat to cast a maximised Lightning Bolt in 1-action by using up a 7th level spell slot. He could also use his Metaaffinity feat to cast a quickened Lightning Bolt as a free action by using up an 8th level spell slot, but would not be able to maximise the spell.

Metamagic Chain*

You may cast spells which continue on to effect other targets.

Prerequisites: Any metamagic feat.

Benefits: Any spell that specifies a single target and has a range greater than touch can be chained. The chained spell effects its primary target and then arcs to secondary targets who all must be within a 30 radius of the primary target. The number of secondary targets is restricted to a maximum of your level and you may choose not to effect targets. If the chained spell deals damage then the secondary damage is halved, all DCs against the secondary targets are decreased by 4 places if

damage is not dealt (The DC remains the same for damaging spells). A chain spell takes up a slot three levels higher.

Metamagic Conversion

The spellcaster can alter their spells in such a way as to alter their type.

Ray to Burst

You can change the effect of a ray spell to a 30-foot radius burst centred on target.

Prerequisites: Arcane Focus (Ray)

Benefits: 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.

Ray to Cone

You expand a ray spell to a 30-foot cone.

Prerequisites: Arcane Focus (Ray)

Benefits: 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

Self to Touch

You can cast spells on other creatures that you normally could only cast on yourself as a touch spell.

Prerequisites: 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.

Touch to Ray

You can cast touch spells as ranged touch attacks

Prerequisites: 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.

Metamagic Defence

You can sacrifice spells to receive a magical protection.

Prerequisites: Caster Level 5+

Benefit: By sacrificing one spell slot of any level for the day the character receives a damage reduction against damaging spells or spell like effects equal to the spell level given up. A sacrificing a 9th level spell slot grants the spell caster a damage reduction against spells and spell like effects of 9 points for the day. The maximum number of spell slots sacrificed in this way can not exceed the caster level of the character.

Metamagic Healing

You can sacrifice a spell slot to heal quicker than normal.

Benefit: You naturally heal a number of hit points per day of rest equal to the level of spell slot sacrificed at the start of the day. Sacrificing a 3rd level spell slot the spellcaster receives the normal healing for resting plus 3. The maximum number of

spell slots sacrificed in this way can not exceed the caster level of the character.

Metamagic Purge

You can make an area non-magical

Prerequisites: 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.

Nonlethal Substitution*

You can modify an energy spell to deal nonlethal damage.

Prerequisites: Knowledge Arcana 5 Ranks, any metamagic feat.

Benefit: A spell can be altered for any single energy type and you may then deal nonlethal damage using this energy type. It works normally in all aspects except for the damage descriptor. It uses a spell level of one slot higher than the original spell. Thus a fireball would not damage object or set fire to combustibles.

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 six 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

Benefits: 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.

Sanctum Spell

Your spells have a home ground advantage.

Prerequisites: 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.

Slow Spell

You can cast spells more slowly to gain power.

Prerequisites: Any one metamagical 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 metamagical feats.

Notes: A sorcerer or bard can use this feat, turning a full action metamagical 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.

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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.

Split Ray

You can attack two adjacent targets with a ray spell.

Prerequisites: none

Benefits: A split ray can hit hreetwo targets if no more than 30 feet separates eachand 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 -2-2 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.

Split Ray

You can affect two targets with a single ray.

Prerequisites: Any other metamagic feat.

Benefit: You can split spells that specify a single target and make a ranged touch attack. Only spells that deal damage can be affected by this feat. The split ray affects any two targets that are both within the spell's range and within 30 feet of each other. Each target takes half as much damage as normally indicated (round down). If desired, you can have both rays attack the same target. A split ray uses up a spell slot of the spell's normal level, modified by any other metamagic feats.

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: Mialee, an 8th level wizardess, readies the Steal Spell feat just before an evil 12th level wizard casts the 5th level Finger of Death arcane spell at her. Mialee 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 12th level ability, before she loses the charge.

Stylise Spell

You can add illusionary elements to your spells that make them more spectacular, but not more powerful.

Prerequisites: 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.

Rage

Fast Healing

Your metabolism is so speeded up that the body reacts in a different way to damage, healing itself.

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. In addition after the rage has finished the character is fatigued for half the normal duration.

Burst of Strength

You can focus your rage into one mighty feat of strength.

Prerequisite: Ability to rage, Base attack +3 or higher

Benefit: The character temporarily gains a +8 bonus to Strength, but receives no bonus to Constitution or Will saves, though they still take a -2 penalty to Armour Class. The effect lasts for half the normal length of time that rage normally lasts and cannot be initiated if fatigued or if the character has already raged during the encounter and vice versa.

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Subdual Substitution

You can modify a spell that uses energy to deal damage to deal subdual damage instead.

Prerequisites: 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.

Pain is my Friend

Hurting the character in combat makes them more dangerous, not less, while in rage.

Prerequisite: Rage

Benefit: The character can continue raging beyond where it would normally wear off if they receive one point of damage in the preceding round. This damage can be done by an opponent or themselves.

Rage at the 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

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

Trick Spell

Opposing spellcasters cannot identify your spells.

Prerequisites: Spell Focus

Benefit: The DC for others to identify the name or school of a Trick Spell is increased by +4. Trick Spells cannot be counterspelled normally. Dispel Magic can be used per its description to counterspell a spell prepared as a Trick Spell.

A spellcaster must have Spell 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.

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.

Bloodlust Rage

You become filled with bloodlust as you spill your enemies' blood during a rage.

Prerequisite: Rage 2/Day

Rogue

Wounding Blow

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.

Blinding Blow

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: 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, Bluff, Sense Motive, suffer a 4 penalty.

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.

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.

Fiery Rage

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.

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.

Dazing Strike*

You can briefly subdue an opponent allowing others to press home their attacks.

Prerequisite: Ability to sneak attack, Base attack +4 or higher

Benefit: You must declaring the attack at the start of the round, but if you successfully strike your opponent with a sneak attack you perform a dazing attack instead of the normal sneak attack. A successful attack forces the target to make a Fortitude saving throw (DC 10 + ½ your character level + your Str modifier). If they fail this save they are dazed and off guard for one round as they under the effect of the Daze spell, but suffer no additional effect or damage. If they make the save the attack has no effect.



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 cannot then walk again.

Prerequisite: Base attack +4, sneak attack ability.

Benefit: If you hit with a sneak attack, you may choose to forgo the sneak attack damage to reduce your opponent's land or flying speed by half.

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.

Wild

Articulate 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 creature's 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.

Bipedal Wild Shape

The character's control over their form improves, allowing them to assume a bipedal humanoid form of any creature they

A hamstring 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.

Staggering Blow

You can knock the wind out of your opponent.

Prerequisite: Ability to sneak attack, Base attack +4 or higher

Benefit: You must declaring the attack at the start of the round, but if you successfully strike your opponent with a sneak attack you perform a staggering strike instead of the normal sneak attack. A successful attack forces the target to make a Fortitude saving throw (DC 10 + ½ your character level + your Str modifier). If they fail this save they are staggered and off guard for one round, but suffer no additional effect or damage. If they make the save the attack has no effect.

A staggered creature can only take a partial action each round. Multiple staggering blows overlap and do not stack.

are capable of wild shaping into. This two-legged humanoid wild shape has some advantages of the animal form without giving up the ability to manipulate things.

Prerequisite: Ability to use wild shape to become a large wild shape, Wis 13+

Benefit: A character can assume a bipedal humanoid form of any creature that the character can wild shape into. The new shape is a combination of the humanoid and animal forms, very similar to that of a lycanthrope creature. The exact shape this takes is based on the animal transformed into, taking on outward characteristics (fur, feathers, coloration, etc.) of the animal, a head very like that of the animal but with a humanoid shape and bipedal form. The size of the new form is based on the average of the characters size and that of the new form, rounded down.

Improved Sneak Attack

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.

The practitioner of this feat gains a +2 bonus to two physical abilities (Strength, Constitution or Dexterity) regardless of the form shifted into, although it is normal to pick the statistics the creature excels at, though this is not required. The bonus is chosen when person first shifts, but once chosen can never change. In addition they get bonuses to certain skills while in the biped form. The skill bonus is equal to +2 for each skill the animal has ranks in. For example, a cat with Balance +10, Climb +5, Hide +17, Listen +4, Move Silently +9, Spot +4, using this feat, the bonus while in bipedal form would gain +2 to Balance, Climb, Hide, Listen, Move Silently and to Spot

Unless other spells or feats are in action the practitioner cannot speak or cast spells while in this form and always suffers a -2 competence penalty to Charisma.



Table Bipedal Wild Shift Size

Character Size +	Animal Size =	Bipedal Size
Small	Small	Small
Medium	Small	Small
Large	Small	Medium
Huge	Small	Large
Small	Medium	Small
Medium	Medium	Medium
Large	Medium	Medium
Huge	Medium	Large
Small	Large	Medium
Medium	Large	Medium
Large	Large	Large
Huge	Large	Large

Eye of the Eagle

The character's eyesight is as sharp as a bird of prey, so acute that they can see the smallest movements.

Prerequisite: Ability to use wild shape into a bird, or possession of a bond bird

Benefit: The character gains 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 are effective but the bonus to spot functions only within the area that the character can see.

Natural Attack

In wild form or while shape changed 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.

Totemic Wild Shape

The character can transform into the shape of an animal companion.

Prerequisite: Ability to use wild shape, Animal Companion

Benefit: The character gains an extra wild shape ability. Once per day, she can wild shape into the non-dire form of one of her animal companions.

This wild shape does not count against normal wild shape allotment.

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Gryphon's Book of 3.5 Feats

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Written by: Gryphon [mailto: gryphon3e@yahoo.co.uk]

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Fantasy Netbook Community Council:- Authors: Agustín Martín, Alan Sullivan, Alan Z. Eisinger, Albert Nakano, Anne Trent, B. Marcus Lindberg, Bill Browne, Bradley H. Bemis Jr., Brendan Quinn, Brian A. Smith, Carl Cramér, Chris Meravi, Curtis Bennett, Damon J Calhoun, Dan Hopkins, Daniel Langdon, David Sanders, David Spitzley, Dmitry Kuteynikov, Dominique Crouzet, Don McKinney, Eric D. Harry, Ian Cheesman, Jason D. Kemp, Jason Spangler, Jerry M. Chaney II, John O. Lamping, Jonathan D. Woolley, Jose Lira, Joshua Turton, Kenneth Oswald, Marcus Lindberg, Mark Koh, Matthew Lee Shelton, Max, Michael J. Kletch, Paul W. King, Peter K. Campbell, Pier Giorgio Pacifici, Rafael Arrais, Rebecca Glenn, Richard Magnan, Rick Coen, Robert Michael Ogilvie, Scott Metzger, Scott Resnick, Sean Kelly, Sigfried Trent, Steven J. Damon, Sébastien Adhikari, Terje Kristian Backman, Timothy S. Brannan, Troy Lenze, Tyson Neumann, William Batok, William Setzer

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I think this will be my last big project for the Community3e.com site so it might as well be a good one. I have rewritten just about every single thing from the 3e version and with my time/life constraints it has been hard work.

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Cheers All

Do enjoy this supplement, and remember the magic-users on the coast only own the rights to the game, they don't own you. Small press and individual contributions are often better, and always interesting.

One last piece of advice, if you see something herein you don't like, change it so you do. If something herein is broken, and there probably are things, just ignore them or change them so they do fit.