

EN'HEDU Feats

Certain portions of this document are Open Game Content, per the Open Game License. The Open Game License is attached to the end of this document (page 38). All content is Open Game Content *except* the word EN'HEDU (which is Product Identity).

En'hedu Feats	1	bull rush, improved	8	master slinger	13
Introduction	2	carpet charge	8	melee shooting	13
gaining feats	2	cleave	8	melee shooting, improved	13
prerequisites	3	cleave, greater	8	opportunity shot	13
Feats of Arms	3	cleave, improved	8	opportunity shot, greater	13
general	3	combat expertise	8	opportunity shot, improved	13
aid another, improved	3	combat expertise, improved	9	point blank shot	13
ambush	3	create opportunity	9	precise shot	13
armor draw	3	counter charge	9	precise shot, improved	13
armor proficiency, rigid	3	deflect missiles	9	rapid reload	14
armor proficiency, flexible	3	deflect missiles, improved	9	rapid shot	14
blind-fight	3	disarm, improved	9	rapid shot, greater	14
blind-fight, greater	3	feint, greater	9	rapid shot, improved	14
blind-fight, improved	3	feint, improved	9	rapid shot, perfect	14
blind-fight, perfect	3	improvised weapons	9	shot on the run	14
bonded weapon	4	lunge	9	two fisted crossbows	14
cloak dance	4	multi-attack	9	two fisted crossbows, greater	14
combat reflexes	4	multi-attack, greater	9	two fisted crossbows, improved	14
combat reflexes, improved	4	multi-attack, improved	9	two fisted crossbows, perfect	14
critical strike, greater	4	multi-attack, perfect	9	zen shot	14
critical strike, improved	4	overrun, improved	10	mounted	14
defensive awareness	4	power attack	10	mounted archery	14
defensive awareness, improved	4	pressing attack	10	mounted archery, improved	14
defensive footwork	4	rank fighting	10	mounted casting	14
dodge	4	reflect missiles	10	mounted combat	14
dodge, improved	4	reflexive set for charge	10	mounted combat, improved	15
focused fighter	4	riposte	10	mounted prowess	15
great fortitude	4	set charge, improved	10	ride-by attack	15
great luck	4	shield bash, improved	10	spirited charge	15
great reflexes	5	shield wall	10	trample	15
great will	5	shield wall, greater	10	rage	15
ground fighting	5	shield wall, improved	10	crimson rage	15
initiative, improved	5	spring attack	11	extra rage	15
iron skin	5	stand still	11	incite rage	15
iron skin, greater	5	stunning sap	11	invincible warrior	15
iron skin, improved	5	sunder, greater	11	invincible warrior, improved	15
living shield	5	sunder, improved	11	savvy rage	15
living shield, mobile	5	trip finesse	11	wrathful visage	15
mobility	5	trip, improved	11	unarmed	15
quick draw	5	two-weapon defense	11	blade hand	16
sacrifice stand	5	two-weapon defense, improved	11	grapple escapist	16
second wind	5	two-weapon defense, greater	11	grapple finesse	16
shield proficiency	5	two-weapon fighting	11	grapple, improved	16
sixth sense	6	two-weapon fighting, greater	11	heavy blow	16
toughness	6	two-weapon fighting, improved	11	invincible fist	16
tower shield proficiency	6	two-weapon fighting, perfect	11	pin, greater	16
unassailable	6	flurry of blows	12	pin, improved	16
unassailable, improved	6	flurry of blows, greater	12	snatch	16
weapon focus	6	flurry of blows, improved	12	snatch missiles	16
weapon focus, greater	6	flurry of blows, perfect	12	stunning fist	16
weapon focus, improved	6	weapon art	12	unarmed strike, greater	16
weapon proficiency	6	weapon finesse	12	unarmed strike, improved	17
weapon specialization	6	weapon of chance	12	unarmed strike, perfect	17
weapon specialization, greater	6	weapon trip	12	unusual	17
weapon specialization, improved	6	web of death	12	ability focus	17
martial styles	6	web of death, improved	12	ability focus, greater	17
alley fighting	7	whirlwind attack	12	avored prey	17
monkey branch	7	whirlwind attack, improved	12	flyby attack	17
stone python	7	missile	12	opportune spell	17
melee	8	aimed shot	12	prey's bane	17
arrow shield	8	aimed shot, improved	13	prey's flaw	17
awesome blow	8	ducking shot	13	Feats of Ancestry	17
broom sweep	8	far shot	13	dwarven ancestry	17
broom sweep, improved	8	manyshot	13	defensive stance	17
brutal coup de grace	8	manyshot, improved	13	defensive stance, improved	18

earth's bones.....	18	swift balance.....	25	spell resistant.....	30
earth's call.....	18	talent.....	25	spell resistance, greater.....	30
extra defensive stance.....	18	track.....	25	spell resistance, improved.....	30
elven ancestry.....	18	trap sense.....	25	spell resistance, perfect.....	30
elven magic.....	18	wilderness survival.....	25	thrifty spell caster.....	30
wings of the sun.....	18	winged feet.....	25	metamagic.....	30
wings of the sun, greater.....	18	winged feet, improved.....	25	bounce spell.....	31
wings of the sun, improved.....	18	wingover.....	25	chain spell.....	31
human ancestry.....	18	Feats of Magic.....	26	channel touch spell.....	31
finding time.....	18	arcane.....	26	compressed spell.....	31
skill master.....	18	abjuror's balm.....	26	contingent spell.....	31
Feats of Skill.....	18	arcane inspiration.....	26	divine spell.....	32
dweomercraft.....	18	arcane study.....	26	empower spell.....	32
craft dweomer (alchemy).....	19	armored caster.....	26	enlarge spell.....	32
craft dweomer (common).....	19	augment summoning.....	26	expand spell.....	32
craft dweomer (construct).....	20	defensive aura.....	26	extend spell.....	32
craft dweomer (exceptional).....	20	defensive aura, improved.....	26	force spell.....	32
craft dweomer (ink).....	20	divine study.....	26	heighten spell.....	32
craft dweomer (relic).....	21	enchanting presence.....	26	imprint spell.....	32
craft dweomer (spellstaff).....	21	energy mastery.....	26	lasting spell.....	32
craft dweomer (wondrous).....	21	energy touch.....	26	lingering touch spell.....	33
social.....	21	energy touch, improved.....	26	magnify spell.....	33
battle leader.....	21	mystic scent.....	26	mass spell.....	33
battle leader, improved.....	21	natural shifter.....	27	merciful spell.....	33
contact.....	21	necromantic study.....	27	perfect spell.....	33
leadership.....	22	persistent phantoms.....	27	permanency.....	33
social web.....	22	phantom belief.....	27	persistent word.....	33
social web, improved.....	22	prescience.....	27	quicken spell.....	33
general.....	22	prescience, improved.....	27	ranged channel touch spell.....	33
acrobatic climber.....	22	rapid summoning.....	27	ranged touch spell.....	33
aerobatics.....	22	sorcerous mastery.....	27	silent spell.....	33
beast speech.....	22	spell mastery.....	27	still spell.....	33
bookworm.....	23	spontaneous summoning.....	27	stretch spell.....	33
catfall.....	23	divine.....	27	transfer spell.....	34
cross class learning.....	23	blessed.....	27	transmute spell energy.....	34
defensive tumbling.....	23	bonus domain.....	28	psionic.....	34
diehard.....	23	extra smiting.....	28	esper.....	34
dilettante.....	23	spontaneous domain.....	28	levitation.....	34
dweomersense.....	23	general.....	28	psionic regeneration.....	34
endurance.....	23	additional chakra.....	28	psionic healing.....	34
fasting.....	23	augment familiar.....	28	psionic talent.....	34
fasting, improved.....	23	blood arcanist.....	28	psionic training.....	34
fast movement.....	23	blood magic.....	28	psychokinesis.....	35
fast recovery.....	23	blood magic, improved.....	29	psychoportation.....	35
hover.....	24	cast on the run.....	29	psychoportation, improved.....	35
lightfoot.....	24	combat casting.....	29	telekinesis.....	35
lookout.....	24	continued studies.....	29	telepath.....	35
marching cadence.....	24	counterspell, improved.....	29	wild.....	36
master helmsman.....	24	eschew materials.....	29	attuned to nature.....	36
mimicry.....	24	eschew materials, improved.....	29	beast speaking.....	36
mule.....	24	familiar spells.....	29	beast speech.....	36
natural climber.....	24	metamagic, improved.....	29	blend with nature.....	36
purity of body.....	24	metamagic, instant.....	29	commune with nature.....	36
purity of body, improved.....	24	multispell.....	30	extra wildshape.....	36
retain breath.....	25	school resistance.....	30	wild casting.....	36
run.....	25	spell capacity, improved.....	30	wild magic.....	36
running balance.....	25	spell focus.....	30	wildshape, improved.....	36
short jump.....	25	spell focus, greater.....	30	Open Gaming License.....	38
short jump, improved.....	25	spell parry.....	30		
skill focus.....	25	spell penetration.....	30		

Introduction

Special thanks to ENWorlders in general, who contributed individual feats to this and helped refine the others; to Wizards of the Coast, for their OGC (and license); to a variety of OGL authors credited in this document's OGL (whose work I built upon and refined); and to all of the Austin gamers I play with, who at some point or another contributed something to this.

There are approximately 300+ feats in here, and slightly less than a third of that is actually original to me. Hopefully contributing this back will help pay off some of that intellectual debt!

Gaining Feats

A character gains a new feat for free on every odd-numbered HD (1st, 3rd, 5th, etc.). This can be any feat the character qualifies for.

In addition, certain classes and races provide bonus feats – for example, a fighter gains a bonus feat (which must be a feat of arms) at 1st level and every even-numbered level thereafter (2nd, 4th, 6th, etc.). Similarly, a human gains a bonus feat (of any sort) at 1st level.

Prerequisites

Some feats have prerequisites. Your character must have the indicated ability score, class feature, feat, skill, base attack bonus, or other quality designated 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.

A character can't use a feat if he or she has lost a prerequisite. Enhancement bonuses to ability scores counts for purposes of qualifying, but if the character loses the enhancement bonus and drops below the prerequisite, he can not use the feat until he gets the ability score back up to the minimum.

Feats of Arms

All feats in the *Feat of Arms* section can be selected as a fighter's bonus feat. This designation does not restrict characters of other classes from selecting these feats, assuming that they meet any prerequisites.

General

Aid Another, Improved

Prereq INT 13. The character is particularly skilled at teamwork in combat. He can grant an ally a +4 circumstance bonus when using the Aid Another action in combat.

Ambush

Prereq BAB +3. The character inflicts an additional +1d6 damage to an opponent when the opponent is flat-footed. This applies to missile weapons when within 30 feet of the target. This feat may be taken multiple times, and stacks with itself and with the rogue's sneak attack ability, but requires BAB +3 more for each additional +1d6 (thus, to take this three times would require a total BAB of +9). Note that this is just like the rogue's sneak attack ability, but can typically only be used once per encounter. Should the character score a critical hit with an ambush, the Ambush extra damage is not multiplied.

Armor Draw

Prereq DEX 13. The character can don, don hastily and remove armor in half the standard time without additional penalties.

Armor Proficiency, Rigid

Prereq Flexible Armor Proficiency. The character is proficient in all rigid armors. When a character wears a type of armor with which the character is proficient, the armor check penalty applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble checks.

Armor Proficiency, Flexible

The character is proficient in all flexible armors. When a character wears a type of armor with which the character is proficient, the armor check penalty applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble checks.

Blind-Fight

In melee, every time a character misses because of concealment, the character can reroll the miss chance percentile roll one time to see if the character actually hit. An invisible attacker gets no advantages related to hitting the character in melee. That is, the character doesn't lose a Dexterity bonus to Armor Class, and the attacker doesn't get the usual +2 bonus for being invisible. The invisible attacker's bonuses do still apply for ranged attacks, however. The character suffers only half the usual penalty to speed for being unable to see. Darkness and poor visibility in general reduces the character's speed to three-quarters of normal, instead of one-half.

Note: Blind-fight provides no benefit against the *blink* spell. The character must be able to hear to use blind-fight.

Blind-Fight, Greater

Prereq Blind-Fight, Improved Blind-Fight, base Fortitude or Will save +7. The character's blindsense range is twice his normal reach (a reach weapon does not improve this).

Blind-Fight, Improved

Prereq Blind-Fight, base Fortitude or Will save +5. The character has developed his combat awareness to the point that he possesses Blindsight with a range equal to his normal reach (a reach weapon does not improve this).

Blind-Fight, Perfect

Prereq Blind-Fight, Improved Blind-Fight, Greater Blind-Fight, base Fortitude or Will save +9. The character has blindsight with a range equal to his normal reach, and blindsense equal to 4x his normal reach (a reach weapon does not improve these numbers).

For example, a normal Medium-sized creature will have blindsight 5 ft and blindsense 20 ft.

Bonded Weapon

Prereq Weapon Focus with appropriate weapon group, Weapon Specialization with appropriate weapon group, Improved Critical Strike with appropriate weapon group. The character can bond with a chosen weapon, which must be masterwork. The character must spend a month with the particular weapon to be bonded with, training with it exclusively. If the weapon is lost or destroyed, it takes another month of the same process to bond with another.

The weapon gains an enhancement bonus of +1 per 4 character levels while in the character's hands (this is lost when it is used by someone else). This enhancement bonus overlaps (does not stack) with any magical weapon dweomers.

This feat may only be taken once.

Cloak Dance

Prereq Weapon Proficiency (Exotic, Cloak). When wielding a cloak as a weapon, the character can take a move action to gain concealment until his next turn. This concealment is not usable for the Hide skill.

Combat Reflexes

The character may make a number of extra attacks of opportunity equal to his Dexterity bonus. With this feat, he may also make attacks of opportunity while flat-footed (he is still considered flat-footed in all other respects).

Combat Reflexes, Improved

Prereq Combat Reflexes, base Fortitude or Reflex save +10. The number of attacks of opportunity the character can make is increased by 4. This feat may only be taken once.

Critical Strike, Greater

Prereq STR 13, Improved Critical Strike, Power Attack, Weapon Focus and Improved Weapon Focus with the appropriate weapon group, base Fortitude or Reflex save +7. When using the weapon group the character selected, the character's critical multiplier is increased by 1. Thus, a weapon with a x2 multiplier becomes a x3 multiplier. This feat does not stack with itself. This feat may be taken multiple times, and applies to a different weapon group each time.

Critical Strike, Improved

Prereq Weapon Focus with appropriate weapon group. When using the weapon group the character selected, the character's threat range is doubled. This feat does not stack with itself. This feat may be taken multiple times, and applies to a different weapon group each time.

Defensive Awareness

The character retains half of his DEX bonus to AC when flat-footed or struck by an unseen attacker. The character is still considered flat-footed in all other respects.

Defensive Awareness, Improved

Prereq Defensive Awareness. The character retains his full DEX bonus to AC when flat-footed or struck by an unseen attacker. The character is still considered flat-footed in all other respects.

Defensive Footwork

Prereq DEX 15, Defensive Awareness. The character can not normally be flanked. A rogue whose class levels in rogue exceeds the character's BAB by 4 or more can still flank the character.

Dodge

Prereq DEX 13. The character is skilled at spotting and evading the attacks of an opponent. During the character's action, the character designates an opponent and receive a +2 dodge bonus to Armor Class against attacks from that opponent. The character can select a different opponent at the beginning of his turn. Note: A condition that makes the character lose his or her Dexterity bonus to Armor Class (if any) also makes the character lose dodge bonuses. Also, dodge bonuses stack with each other, unlike most other types of bonuses.

Dodge, Improved

Prereq Dodge, DEX 13. The character has trained extensively in the art of evasion. Increase the bonus from the Dodge feat by +1. A character can take this feat multiple times, and its effects stack.

Focused Fighter

Prereq DEX 13. The character can completely dedicate himself to a single opponent. When so focused, he gains a +2 competency bonus to attack rolls and AC against that opponent. However, he may not attack any others (and does not threaten anyone but his chosen opponent), and has -1 AC against all other opponents.

Great Fortitude

The character gets a +2 bonus to all Fortitude saving throws. This may only be taken once.

Great Luck

The character gets a +1 luck bonus to all saving throws. This may only be taken once.

Great Reflexes

The character gets a +2 bonus to all Reflex saving throws. This may only be taken once.

Great Will

The character gets a +2 bonus to all Will saving throws. This may only be taken once.

Ground Fighting

Prereq DEX 15, Tumbling skill. The modifiers to attacks and AC for being prone are halved. In addition, the character can move from prone to standing as a free action (instead of a move equivalent action), but only on his turn. Standing up no longer prompts an attack of opportunity. This feat can not be used if the character's movement is reduced by encumbrance or armor.

Initiative, Improved

The character gets a +4 bonus on initiative checks. This may only be taken once.

Iron Skin

Prereq CON 15, Toughness. The character gains damage reduction 1/-. This may only be taken once.

Iron Skin, Greater

Prereq CON 19, Iron Skin, Improved Iron Skin, Toughness. The character's damage reduction from Iron Skin is improved to 3/-. This may only be taken once.

Iron Skin, Improved

Prereq CON 17, Iron Skin, Toughness. The character's damage reduction from Iron Skin is improved to 2/-. This may only be taken once.

Living Shield

The character may choose to take a melee or missile attack for an ally (including ranged touch spells). The character must be within a single "step" of the ally (usually 5 feet). The target of the attack is automatically shifted from the ally to the character. This counts against the character's number of attacks of opportunity each round.

The character may also choose to take the brunt of an area effect blast for a single ally. The character must be within a single "step" of the ally (5 feet for most characters). This causes the character to automatically *fail* the save, and the ally to automatically *succeed* at the save. This also counts against the character's number of attacks of opportunity each round. The character may not take the brunt of the same area effect blast

for more than one ally, even with multiple attacks of opportunity.

Living Shield, Mobile

Prereq Living Shield. The character can make a single move when using the living shield feat, and this counts against the character's movement for his next turn. The character must end his movement within a single "step" of the ally (5 ft for most characters).

Mobility

Prereq DEX 13, Dodge. The character gets a +4 dodge bonus to Armor Class against attacks of opportunity caused when the character moves out of or within a threatened area. Note: A condition that makes the character lose the Dexterity bonus to Armor Class (if any) also makes the character lose dodge bonuses. Also, dodge bonuses stack with each other, unlike most types of bonuses.

Quick Draw

Prereq base Fortitude or Reflex +2. The character can draw a weapon as a free action instead of as a move-equivalent action, or draw a hidden weapon (see the Sleight of Hand skill) as a move equivalent action. A character who has selected this feat may throw weapons at his full normal rate of attacks (much like a character with a bow). Sheathing a weapon is still a move-equivalent action.

Sacrifice Stand

Prereq Fortitude save +5. The character may give up all movement other than a 5 ft step, DEX bonus to AC, and all attacks except one for a round. In return, the character gains a base +2 circumstance bonus to hit with the single attack, and +2 more per attack the character gave up. The character may convert the bonus to hit into damage instead, at a 1:1 rate (thus, a warrior who has three attacks per turn could gain +6 to hit, or +3 to hit/+3 to damage, or +6 to damage, or any other similar combination). A skilled warrior with this feat can dish out a great deal of damage, and hit almost unhittable foes... but will take a beating in the meantime.

Second Wind

Prereq CON 15. The character can shake off a small amount of damage. This takes a full round action, and heals one point of damage per hit die. The character can do this once per combat.

Shield Proficiency

The character can use a shield and suffer only the standard penalties. This includes the shields weapon group (under Weapon Proficiency).

Sixth Sense

Prereq WIS 15, Defensive Awareness, Improved Defensive Awareness, base Will save +2. The character gains an insight bonus to AC equal to his WIS bonus, which can not exceed his character level.

Toughness

The character gains +1 hit points per HD. This can be taken multiple times, and stacks with itself.

Tower Shield Proficiency

The character can use a tower shield and suffer only the standard penalties.

Unassailable

Prereq one base save bonus +5, plus the appropriate one of Great Fortitude, Great Reflexes or Great Will. Choose one type of saving throw (Fortitude, Reflex or Will) which the character has at +5 or better. When the character succeeds on that save to halve or reduce an effect, it instead negates the effect. This feat may be taken multiple times, and affects (and has as a prerequisite) a different save each time. This can only be taken for saves which the character has at +5 or better.

Unassailable, Improved

Prereq Unassailable for appropriate save, same base save bonus +9, plus the appropriate one of Great Fortitude, Great Reflexes or Great Will. As for Unassailable, but even on a failed save, the effect is halved or reduced. This feat may be taken multiple times, affecting a different save each time. This can only be taken for saves which the character has at +9 or better and has the Unassailable feat for.

Weapon Focus

The character adds +1 to hit on all attack rolls made with the selected weapon group. This feat does not stack with itself. This feat may be taken multiple times, and applies to a different weapon group each time.

Weapon Focus, Greater

Prereq Weapon Focus and Improved Weapon Focus with selected weapon group, BAB +16. The character's bonus from Weapon Focus increases to +3. This feat does not stack with itself. This feat may be taken multiple times, and applies to a different weapon group each time.

Weapon Focus, Improved

Prereq Weapon Focus with selected weapon group, BAB +8. The character increases the bonus from Weapon Focus to +2 to

hit. This feat does not stack with itself. This feat may be taken multiple times, and applies to a different weapon group each time.

Weapon Proficiency

The character is skilled with a group of weapons. See Equipment for a complete list of weapon groups (including Exotic weapon groups).

Special: Classes with a good attack progression get 3 of these automatically; mediocre progression gets 2; and poor progression gets 1. These automatic selections *overlap*, they do not stack, so a wizard who becomes a fighter will have 3, not 4; and a fighter who becomes a berserker will not have 6 total.

A character who uses a weapon he is not proficient in suffers a -2 to hit for Simple weapons, -4 for Martial weapons, and a -8 for Exotic weapons.

Weapon Specialization

Prereq Weapon Focus with selected weapon group, BAB +4. The character adds +2 to all damage inflicted with the weapon group the character has specialized with. This feat does not stack with itself. This feat may be taken multiple times, and applies to a new weapon group each time.

Weapon Specialization, Greater

Prereq Weapon Focus and Improved Weapon Focus with selected weapon group, Weapon Specialization and Improved Weapon Specialization with selected weapon group, BAB +20. The character increases the bonus from Weapon Specialization to +6 to damage. This feat does not stack with itself. This feat may be taken multiple times, and applies to a different weapon group each time.

Weapon Specialization, Improved

Prereq Weapon Focus with selected weapon group, Improved Weapon Focus with selected weapon group, Weapon Specialization with selected weapon group, BAB +12. The character increases the bonus from Weapon Specialization to +4 to damage. This feat does not stack with itself. This feat may be taken multiple times, and applies to a different weapon group each time.

Martial Styles

A martial style is a special kind of feat which provides no direct benefit. Instead, it enhances other feats in a themed fashion. A character can normally only have one martial style, and must learn it from a master who practices it.

Alley Fighting

Alley fighting is not a style so much as a methodology of fighting, developed by urchins and street gangs against greater odds. It is built around watching one another's backs and keeping each other alive.

Back to Back

A character who has Improved Aid Another can use this ability. When he is one "step" from an ally (usually 5 feet), his ally can not normally be flanked (treat the ally as a rogue of level equal to the character's level for purposes of flanking). The character may only provide this benefit to one ally, but may choose which one at the beginning of his turn as a free action.

Castling

A character who has Dodge and Mobility can use this ability. When within one "step" of an ally (usually 5 feet) who also knows Alley Fighting and has Dodge and Mobility, the character can switch places with the ally smoothly and quickly. This switch does not provoke an attack of opportunity, and allows the character and ally to quickly switch who they are fighting.

Cower & Cover

A character with Combat Expertise can choose to cower in combat. While cowering, cover for the character is treated as one stage better (from none to normal cover, from normal cover to improved cover, and from improved cover to total cover). While cowering, the character may only make a standard action each round and is limited to a 5 ft step (unless he uses the standard action for movement only).

Instant Awakening

A character with Improved Initiative gets a Reflex save (DC 15) when subject to surprise or a coup de grace while sleeping; on success, the character awakens instantly and is not considered surprised or helpless. Magically-induced sleep is not bypassed by this feat. An enemy that knows about the character's lightness of sleep may attempt to be stealthy; in this case, the Reflex save is against the enemy's Move Silently roll or DC 15, whichever is *higher*.

Monkey Branch

Monkey branch is a fast, acrobatic style of grappling that focuses on fighting larger foes. It is most commonly learned by small races.

Clamber Around

A character who has Mounted Combat can use Ride skill to resist one grapple check by a larger opponent per round.

A character who has Mounted Prowess gains the benefits from that feat while grappling a larger opponent, so long as he is not pinned.

A character who has Improved Mounted Combat, and manages to "pin" a larger opponent, may choose to force his opponent to move as a mount. Each round, the character may make a grapple check at -4 to force movement; success means the opponent moves as the character directs for one movement action. Only one check may be attempted per round, no matter how many grapple checks the character has. While being ridden in this manner, the opponent is able to act as if he was not pinned, *except* for purposes of movement and attacking his rider.

Hitch A Ride

A character with Reflexive Set for Charge, Improved Grapple and Improved Unarmed Attack can set for charge against larger opponents while unarmed, but instead of doing damage when they charge, the character initiates a grapple. If the character successfully initiates the grapple, the larger opponent loses the benefits of the charge. If the opponent does not come within reach before attacking, this ability does not come into play.

Scramble

A character who has Grapple Finesse gains a +2 on grapple checks to *escape* or *resist* foes who are at least one size larger. This has no effect on grapple attacks the character makes.

Swarm

If the character aids another on a grapple check against a larger foe, he grants a +4 circumstance bonus to the grapple check instead of the normal +2. If the character also has Improved Aid Another, he grants a +6 circumstance bonus!

Stone Python

Prereq STR 15+. Stone python is a fast, tangling style of grappling that focuses on unexpected joint breaks, concealed attacks and brutal power.

Coiled Power

A character with Power Attack can apply it to grapple checks at +2 damage per -1 to the grapple check (if you have both hands available to grapple), or +1 damage per -1 to the grapple check (if you are holding something in one of your hands).

Crushing Coils

A character with Improved Grapple does an additional +1d6 damage when making a grapple check for damage.

Lightning Strike

A character with Improved Grapple and Improved Feint can, once per round, make a feint as a free action when initiating a

grapple. The feint happens as part of initiating the grapple, and if successful, the character gets a +2 on his grapple check to initiate the grapple in addition to the normal effects of the feint.

Serpent's Tooth

A character with Quickdraw and either Ambush or Sneak Attack can draw a light weapon in the off-hand while initiating a grapple and get one free Ambush or Sneak Attack with the weapon. This can only be used once on a particular opponent within the same fight.

Melee

Arrow Shield

Prereq DEX 13, Deflect Missiles. The character can use his Deflect Missiles feat to protect an ally; the ally must be within one "step" (usually 5 feet). This counts against the limit of deflections per round.

Awesome Blow

Prereq Str 25, Power Attack, Improved Bull Rush. As a standard action, the character may choose to subtract -4 from his melee attack roll and deliver an awesome blow. If the character hits a corporeal opponent smaller than himself with an awesome blow, his opponent must succeed on a Reflex save (DC = damage dealt) or be knocked flying 5 feet in a direction of the character's choice and fall prone. The character can only push the opponent in a straight line, and the opponent can't move closer to the character than the square he started in. If an obstacle prevents the completion of the opponent's move, the opponent and the obstacle each take 1d6 points of damage, and the opponent stops in the space adjacent to the obstacle.

Broom Sweep

Prereq INT 13, Combat Expertise, Improved Trip, base Fortitude or Reflex save +5. As a full attack action (in lieu of all regular attacks), the character can attempt a trip attack at his full BAB against every opponent within his threatened area. As soon as one trip attempt fails, the character can not trip any further opponents. If the character has the Weapon Trip feat, he may use this feat with that weapon instead of with wrestling.

Broom Sweep, Improved

Prereq INT 13, Broom Sweep, Combat Expertise, Improved Trip, base Fortitude or Reflex save +7. As a full attack action (in lieu of all regular attacks), the character can attempt a trip attack at his full BAB against every adjacent opponent while moving up to his base speed. As soon as one trip attempt fails, the character can not trip any further opponents. If the character has the Weapon Trip feat, he may use this feat with that weapon instead of with wrestling. The character prompts attacks of opportunity for his movement normally.

Brutal Coup de Grace

Prereq STR 15 or DEX 15. The character has mastered a particularly ugly way of delivering a final blow to a person. When this feat is taken, decide if it is graceful (DEX based) or powerful (STR based); the character must make a DC 15 check against the appropriate attribute when performing a coup de grace to do it "special". Foes who can see it must make a Will save (DC 10 + ½ character level + STR or DEX modifier as chosen above) or suffer a -2 morale penalty to hit and damage against the character. Each day, the foes receive another Will save to shake off the effects of this feat.

Bull Rush, Improved

Prereq STR 13, Power Attack. When the character performs a bull rush, the character does not draw an attack of opportunity from the defender.

Carpet Charge

Prereq INT 13, Combat Expertise, Improved Trip. The character can end a charge with a trip attack.

Cleave

Prereq STR 13, Power Attack. If the character deals a creature enough damage to make it drop (typically by dropping it to below 0 hit points, killing it, etc.), the character gets an immediate, extra melee attack against another creature within reach. The character cannot take a 5-foot step before making this extra attack. The extra attack is with the same weapon and at the same bonus as the attack that dropped the previous creature. The character can use this ability once per round.

Cleave, Greater

Prereq STR 13, DEX 13, Dodge, Cleave, Improved Cleave, Mobility, Power Attack, base Fortitude save +8. The character may take a 5 ft step before each extra attack granted by Cleave. This movement counts towards the character's total movement for the round, and can not exceed the character's base speed. All movement granted by this feat must be in a straight line.

Cleave, Improved

Prereq STR 13, Power Attack, Cleave, base Fortitude save +5. As Cleave, except that the character has no limit to the number of times the character can cleave per round.

Combat Expertise

Prereq INT 13. At the beginning of his turn, the character can take a penalty of as much as -5 on his attacks and add the same number (up to +5) to his Armor Class as a dodge bonus. This number may not exceed the character's base attack bonus. The changes to attacks and Armor Class last until the character's next turn (including attacks of opportunity). Note that this only

affects actual attacks – if the character has to roll to resist a grapple, sunder, disarm or similar, he uses his full attack bonus, without the -5 for Combat Expertise.

Combat Expertise, Improved

Prereq INT 13, Combat Expertise, BAB +6. When using combat expertise, the character may take a penalty (and gain a bonus) up to his BAB, rather than to a maximum of -5/+5.

Create Opportunity

Prereq BAB +6, Combat Reflexes. In lieu of *all* attacks for the next round, the character may make an attack of opportunity against a target who moves more than 5 ft or moves through the character's threatened area in a manner which normally does not provoke an attack of opportunity. This can counter the effects of tumbling, spring attack, cover and similar things. It does not apply to non-movement activities.

Counter Charge

Prereq Combat Reflexes, base Reflex save +4. When an opponent charges toward the character, he can launch a counter charge. In a counter charge, both the character and his opponent are treated as charging, and they meet at a halfway point between their respective starting points *or* at half the character's movement rate, whichever is *less*. This is treated as a readied action, even if no action was readied.

Deflect Missiles

Prereq DEX 13. The character must be wielding a light weapon which he is proficient with (this can be unarmed strike only if a hand is free and the character has Improved Unarmed Strike) or a shield which he is proficient with. Once per round when the character would normally be hit with a ranged weapon, he may deflect it so that he takes no damage from it. This counts as an attack of opportunity.

Unusually massive ranged weapons and ranged attacks generated by spell effects can't be deflected. This may be taken multiple times; each time, the character may deflect one more missile per round.

Deflect Missiles, Improved

Prereq DEX 15, Combat Reflexes, Deflect Missiles. The character may deflect more than one missile per round. Each deflection uses up one attack of opportunity.

Disarm, Improved

Prereq INT 13, Combat Expertise. The character does not suffer an attack of opportunity when the character attempts to disarm an opponent, nor does the opponent have a chance to disarm on a miss unless they also have this feat.

Feint, Greater

Prereq INT 13, Combat Expertise, Improved Feint. Once per round, the character can feint as a free action.

Feint, Improved

Prereq INT 13, Combat Expertise. The character can feint as a move equivalent action instead of as a standard action.

Improvised Weapons

The character is adept at using whatever comes to hand. The penalty for non-proficiency with a weapon is halved (-1 for Simple, -2 for Martial, -4 for Exotic).

Lunge

Prereq DEX 13, INT 13, Combat Expertise. As a standard action, the character can make a melee attack, and take a penalty equal to his DEX bonus to AC, and add the same number to his attack bonus. The change to AC lasts until the character's next turn. This can be combined with a charge, replacing the normal attack a charge allows.

Multi-attack

Prereq DEX 17, Ambidexterity, Two-Weapon Fighting, three or more arms. The character gains an extra attack with each extra arm beyond the first. The penalties are -4 to each hand. If all weapons are light weapons, the penalties are -2 to each hand.

Normally, a multi-armed character could choose to attack once with each hand, but receive no iterative attacks based on BAB; with this feat, the character gets all normal iterative attacks *and* gets an extra attack for each extra arm. This replaces the effects of Ambidexterity and Two-Weapon Fighting.

Multi-attack, Greater

Prereq DEX 21, Ambidexterity, Multi-attack, Improved Multi-attack, Two-Weapon Fighting, three or more arms, BAB +11. In addition to the two extra attacks the character gets with each extra arm, he gets a *third* attack with each extra arm at a -10 penalty.

Multi-attack, Improved

Prereq DEX 19, Ambidexterity, Multi-attack, Two-Weapon Fighting, three or more arms, BAB +6. In addition to the standard single extra attack the character gets with each extra arm, he gets a *second* attack with each extra arm at a -5 penalty.

Multi-attack, Perfect

Prereq DEX 23, Ambidexterity, Multi-attack, Greater Multi-attack, Improved Multi-attack, Two-Weapon Fighting, three or

more arms, BAB +16. In addition to the three extra attacks the character gets with each extra arm, he gets a *fourth* attack with each extra arm at a -15 penalty.

Overrun, Improved

When the character attempts to overrun someone, the target can not choose to dodge.

Power Attack

Prereq STR 13. On the character's action, before making attack rolls for a round, the character may choose to subtract a number from all melee attack rolls and add the same number to all melee damage rolls. This number may not exceed the character's BAB. The penalty on attacks and bonus on damage applies until the character's next action.

When a weapon is used two-handed, the damage bonus from Power Attack is doubled. Power Attack can not be used at all with a light weapon, *except* for unarmed or natural weapons.

Pressing Attack

Prereq Reflexes. Once per round, when an opponent takes a 5 ft step away from the character, the character may take an immediate 5 ft step to stay with them.

Rank Fighting

Prereq Weapon Proficiency (Polearm). When attacking an opponent who is past an ally, the character reduces the effective cover the ally provides to the opponent by one step (from total cover to improved cover, from improved cover to normal cover, and from normal cover to no cover).

Reflect Missiles

Prereq DEX 21, Deflect Missiles. When the character deflects an arrow or other ranged attack, the attack is reflected back upon the attacker at the character's base ranged attack bonus.

Reflexive Set for Charge

Prereq Combat Reflexes, Weapon Proficiency (any appropriate weapon), base Fortitude or Reflex save +2. When an opponent charges and the character is holding a weapon that can be set for charge and he has Weapon Focus for, the character and his opponent make Reflex saves. If the character wins, he can set for the charge as a free, immediate action and use the set weapon for an attack of opportunity on the charging opponent. Using this feat counts against the character's attacks of opportunity per round.

Riposte

Prereq base Reflex save +5. The character may choose to forego DEX bonus to AC against an attack (and is treated in all

ways as having lost the DEX bonus to AC, also losing dodge bonuses and similar, and being vulnerable to rogue sneak attacks), in return for making a simultaneous attack against the opponent. The opponent is treated as flat-footed for this one attack. This attack counts against the character's attacks of opportunity per round.

Special: An opponent with defensive awareness or improved defensive awareness retains part or all of his DEX bonus to AC against this attack, but the character still loses his own DEX bonus (even if he has the same feats).

Set Charge, Improved

Prereq Weapon Proficiency (any appropriate weapon). The character is particularly skilled at setting a weapon against a charging opponent. Damage is quadrupled when setting a weapon against a charge.

Shield Bash, Improved

Prereq Shield Proficiency. When the character performs a shield bash, he may still apply the shield's shield bonus to his AC.

Shield Wall

Prereq Tower Shield Proficiency, base Fortitude save +3. If the character and two adjacent allies who also possess this feat can form a shield wall with tower shields. The shield wall must be in a contiguous line, and can not bend more than 45 degrees per 10 ft of length. All members of the shield wall must be the same size category and must remain adjacent. The shield wall may take a 5 ft step as a move-equivalent action for all members, or may take a single move as a full round action for all members.

The shield wall functions as a solid wall, rather than a collection of parts, so long as the members of the shield wall remain adjacent.

Shield Wall, Greater

Prereq Shield Wall, Improved Shield Wall, Tower Shield Proficiency, base Fortitude save +7. All members of the shield wall with this feat may make normal movements with the shield wall. They must still remain adjacent to each other, however.

Shield Wall, Improved

Prereq Shield Wall, Tower Shield Proficiency, base Fortitude save +5. Any section of the shield wall where all members possess this feat provides one step less cover for the enemy (from total cover to improved cover, from improved cover to normal cover, and from normal cover to no cover) while still providing the normal cover to all allies.

Spring Attack

Prereq DEX 13, Dodge, Mobility. When using the attack action with a melee weapon, the character can move both before and after the attack, provided that the character's total distance moved is not greater than the character's speed. Moving in this way does not provoke an attack of opportunity from the defender the character attacks (although others nearby get attacks of opportunity normally). He must move at least 5 ft both before *and* after his attack for this feat to apply.

Stand Still

Prereq STR 13. When you gain an attack of opportunity against an opponent due to movement, you may choose to do no damage, and instead cause your opponent to lose the move action. Roll damage normally, but the opponent does not take any actual damage. The opponent then makes a Reflex save against a DC 10 + damage "dealt". If he fails, he stops moving at the point where you made the attack of opportunity, and loses the remainder of his move action.

Stunning Sap

Prereq DEX 13, Exotic Weapon Proficiency (Sap). On any confirmed critical with the sap, there is a chance the opponent is also stunned for 1d4 rounds. The opponent must make a Fort Save DC 10+damage dealt, or be stunned for 1d4 rounds.

Sunder, Greater

Prereq STR 13, Power Attack, Improved Sunder. When sundering an opponent's weapon, shield or other held object, if the object is broken, the character gets an immediate attack against the opponent or another object he holds. This ability may be used once per round. This feat may be taken multiple times, and allows one additional use of the ability each time it is taken.

Sunder, Improved

Prereq STR 13, Power Attack. When the character strikes at an opponent's weapon, the character does not provoke an attack of opportunity.

Trip Finesse

Prereq DEX 13, Improved Trip. The character can use his DEX modifier instead of STR for tripping. If the character has the Weapon Trip feat and is using a weapon for which he has Weapon Finesse, he may use this feat with that weapon as well.

Trip, Improved

Prereq INT 13, Combat Expertise. If the character successfully trips an opponent in melee combat, the character immediately gets a melee attack against that opponent as if the character hadn't used the character's attack for the trip attempt. If the

character has the Weapon Trip feat, he may use this feat with that weapon as well. Tripping with this feat does not allow an attack of opportunity.

Two-Weapon Defense

Prereq DEX 15, Two-Weapon Fighting. When wielding two weapons (including unarmed *only* if the character has Improved Unarmed Strike), the character gain a +1 shield bonus to AC. When fighting defensively or using the total defense action, this bonus increases to a +2 shield bonus to AC.

Two-Weapon Defense, Improved

Prereq DEX 17, Two-Weapon Defense, Two-Weapon Fighting, Improved Two-Weapon Fighting. The shield bonus to AC from Two-Weapon Defense increases to +2, or to +4 when using the total defense action.

Two-Weapon Defense, Greater

Prereq DEX 19, Two-Weapon Defense, Improved Two-Weapon Defense, Two-Weapon Fighting, Improved Two-Weapon Fighting, Greater Two-Weapon Fighting. The shield bonus to AC from Two-Weapon Defense increases to +3, or to +6 when using the total defense action.

Two-Weapon Fighting

Prereq DEX 15. The character can fight with a weapon in each hand, gaining a second attack with the off-hand. The penalties for fighting with two melee weapons are reduced to -4 for each hand (normally it is -6 for the good hand and -10 for the off hand). If the off-hand is a light weapon, the penalties are -2 for each hand.

Two-Weapon Fighting, Greater

Prereq DEX 19, Improved Two-Weapon Fighting, Two-Weapon Fighting, BAB +11. In addition to the two extra attacks with the off-hand weapon, the character gets a *third* attack with the off-hand weapon at a -10 penalty.

Two-Weapon Fighting, Improved

Prereq DEX 17, Two-Weapon Fighting, BAB +6. In addition to the standard single extra attack the character gets with an off-hand weapon, the character gets a *second* attack with the off-hand weapon at a -5 penalty.

Two-Weapon Fighting, Perfect

Prereq DEX 21, Greater Two-Weapon Fighting, Improved Two-Weapon Fighting, Two-Weapon Fighting, BAB +16. In addition to the three extra attacks with the off-hand weapon, the character gets a *fourth* attack with the off-hand weapon at a -15 penalty.

Flurry of Blows

Prereq Weapon Finesse, Improved Unarmed Strike, base Reflex save +2. When the character makes a full attack with his natural weapons, he may make one additional attack at his highest BAB, but all attacks for the round suffer a -2 to hit.

Flurry of Blows, Greater

Prereq Flurry of Blows, Improved Flurry of Blows, Weapon Finesse, Improved Unarmed Strike, base Reflex save +8. When the character uses his Flurry of Blows feat, he may make a *second* additional attack at his highest BAB.

Flurry of Blows, Improved

Prereq Flurry of Blows, Weapon Finesse, Improved Unarmed Strike, base Reflex save +5. When the character uses his Flurry of Blows feat, there is no -2 penalty to all attacks.

Flurry of Blows, Perfect

Prereq Flurry of Blows, Improved Flurry of Blows, Weapon Finesse, Improved Unarmed Strike, base Reflex save +11. When the character uses his Flurry of Blows feat, he may make a *third* additional attack at his highest BAB.

Weapon Art

Prereq Flurry of Blows, Improved Unarmed Strike, Weapon Finesse, Weapon Focus (appropriate weapon group), base Reflex save +2. Each time this feat is chosen, it applies to all weapons in a single weapon group which the character has Weapon Focus in, and which can be used with Weapon Finesse. This allows the character to use his Flurry of Blows feat with the appropriate weapons.

Weapon Finesse

With any light or Finessable weapon made for a creature of the character's size category, the character may use a Dexterity modifier instead of a Strength modifier on attack rolls.

Weapon of Chance

Prereq INT 13, Combat Expertise, Improved Disarm. When the character successfully disarms an opponent, he may choose to drop his own weapon and start using the disarmed opponent's weapon as a free action. If he is has an empty hand when he disarms the opponent, he does not need to drop anything.

Weapon Trip

Prereq Weapon Proficiency (Staff, Spear or Polearm). This may be used with any appropriate weapon (any staff, spear or polearm). The character has trained in tripping an opponent with these kinds of weapons; tripping does not prompt an attack

of opportunity, but is otherwise handled as a normal trip. If the character is tripped during his trip attempt, he can drop the weapon to avoid being tripped.

Web of Death

Prereq DEX 13, INT 13, Dodge, Combat Expertise, Mobility, Spring Attack, Whirlwind Attack. Once per day, as a full round action, the character may initiate a pre-emptive whirlwind attack. For the next round (until the character's next turn), anyone who moves through the squares threatened by the character is automatically hit for normal melee damage. When the character uses the Web of Death feat, he also forfeits any bonus or extra attacks granted by other feats, spells, or abilities. A character may take this feat multiple times, and each time increases the number of times per day by one.

Web of Death, Improved

Prereq DEX 13, CON 13, INT 13, Dodge, Combat Expertise, Mobility, Spring Attack, Web of Death, Whirlwind Attack. When the character uses the Web of Death feat, he can maintain the Web of Death for 3 + CON modifier rounds. He can do *nothing* else while maintaining this, and he can stop at any time. At the end of this time, the character is fatigued.

Whirlwind Attack

Prereq DEX 13, INT 13, Dodge, Combat Expertise, Mobility, Spring Attack. When the character performs the full attack action, he can give up all regular attacks and instead make one melee attack at the full base attack bonus against each opponent within the character's reach. When the character uses the Whirlwind Attack feat, he also forfeits any bonus or extra attacks granted by other feats, spells, or abilities.

Whirlwind Attack, Improved

Prereq DEX 17, INT 15, Dodge, Combat Expertise, Mobility, Spring Attack, Whirlwind Attack. As a *standard action*, the character may make one melee attack per +5 BAB (thus, a +15 BAB would allow 3 melee attacks) at his full attack bonus -4. These attacks happen simultaneously (it is not possible to make a 5 foot step between attacks), and the character cannot attack any one opponent more than once as part of this action.

When using the Improved Whirlwind feat, the character also forfeits any bonus or extra attacks granted by other spells or abilities (such as Cleave or the haste spell).

Missile

Aimed Shot

Prereq WIS 13, Point Blank Shot. The character can aim more precisely at the expense of speed. As a full attack action, the character may make a single shot with a ranged weapon and add his WIS bonus to DEX for purposes of the to hit roll.

Aimed Shot, Improved

Prereq WIS 13, Aimed Shot, Point Blank Shot. The character can make an aimed shot as a standard action, rather than a full round action.

Ducking Shot

Prereq DEX 13, Point Blank Shot, Dodge. The character gets a +4 dodge bonus to AC against attacks of opportunities caused by making a ranged attack while within a threatened area.

Far Shot

The character can increase the range increment of any projectile weapon by +50%, or any thrown weapon by +100%. This may be taken multiple times, and stacks with itself.

Manyshot

Prereq DEX 17, Point Blank Shot, Rapid Shot, BAB +6. As a standard action, the character may fire more than one arrow in a single shot at one opponent within 30 ft. For each +5 BAB above +1, the character may fire an additional arrow past the first (thus, BAB +6 allows 2 arrows total, BAB +11 allows 3 arrows total, and BAB +16 allows 4 arrows total). The penalty to hit is -4 for the first additional arrow, and -2 per arrow beyond that (firing 3 arrows gives a penalty of -6 to the shot; firing 4 arrows gives a penalty of -8 to the shot). DR and other resistances apply separately to each arrow, and precision-based damage (such as sneak attack and critical hit multipliers) is only applied to the *first* arrow.

Manyshot, Improved

Prereq DEX 19, Point Blank Shot, Rapid Shot, Manyshot, BAB +16. When the character uses the Manyshot feat, he may target two or more adjacent targets with separate arrows. Each target must be within 5 ft of each other, and only one target takes any precision-base damage. The character still only makes one roll, and compares the result against the AC of the targets separately.

Master Slinger

Prereq Weapon Proficiency (Sling), Weapon Focus (Sling). The character has developed unusual skill with the sling, and can control the force of the swing. The character may add his STR bonus to sling damage, and can choose to do non-lethal damage without the normal -4 attack penalty.

Melee Shooting

Prereq DEX 15, Dodge, Ducking Shot, Point Blank Shot. The character has trained in using ranged weapons in melee combat without getting hit. The character suffers a -4 to hit, but does not provoke an attack of opportunity. The character may choose not to use this for a more accurate, but dangerous, shot.

Melee Shooting, Improved

Prereq DEX 17, Dodge, Ducking Shot, Point Blank Shot, Melee Shooting, Rapid Shot. As Melee Shooting, but the character does not suffer a -4 to hit when using the feat.

Opportunity Shot

Prereq Dex 13, Point-Blank Shot, Rapid Shot, base Reflex save +6. The character can shoot so fast that he can make ranged attacks of opportunity at point-blank range. When armed with a ranged weapon that is ready for use, the character has an effective reach of 10 ft. (or the range increment of his weapon, whichever is less) and can make ranged attacks of opportunity in any area out to this range. He may not make ranged attacks of opportunity if he is standing in an area threatened by an opponent. This counts against the character's attacks of opportunity, and may only be done once per round (even with Combat Reflexes).

Opportunity Shot, Greater

Prereq DEX 15, Combat Reflexes, Point-Blank Shot, Precise Shot, Rapid Shot, Opportunity Shot, Opportunity Shot (Improved), base Reflex save +10. The character now threatens a 30 ft radius or two range increments (whichever is less) with the ranged weapon.

Opportunity Shot, Improved

Prereq DEX 15, Point-Blank Shot, Rapid Shot, Rapid Shot (Improved), Opportunity Shot, base Reflex save +8. Combat Reflexes and Opportunity Shot now combine to allow the character to make multiple missile attacks of opportunity per round.

Point Blank Shot

The character gains a +1 bonus to hit and to damage with all ranged weapons at ranges of up to 30 feet.

Precise Shot

Prereq Point Blank Shot. The character can make ranged attacks at an opponent engaged in melee with friendly forces without suffering the standard -4 penalty.

Precise Shot, Improved

Prereq DEX 19, Point Blank Shot, Precise Shot. When an opponent has less than total cover or concealment, their cover or concealment is ignored. In addition, the character can make ranged attacks at an opponent engaged in grappling with friendly forces without any chance of hitting an ally.

Rapid Reload

The time required to reload a crossbow or firearm is reduced.

A hand or light crossbow now takes a free action to reload (allowing the full number of attacks in a full attack action), and a heavy crossbow now takes a move equivalent action to reload. Reloading a heavy crossbow still provokes an attack of opportunity.

A firearm now takes one less round to reload.

Rapid Shot

Prereq DEX 13, Point Blank Shot. The character gains one extra attack per round with missile weapons. The extra attack is at the character's highest BAB, but each attack (the extra one and any normal ones) suffers a -2 penalty to hit. The character must use the full attack action to use this feat.

Rapid Shot, Greater

Prereq DEX 17, Point Blank Shot, Rapid Shot, Improved Rapid Shot, BAB +11. The character can now gain a *third* extra attack with missile weapons at -10 to hit.

Rapid Shot, Improved

Prereq DEX 15, Point Blank Shot, Rapid Shot, BAB +6. The character can now gain a *second* extra attack with missile weapons at -5 to hit.

Rapid Shot, Perfect

Prereq DEX 19, Point Blank Shot, Rapid Shot, Greater Rapid Shot, Improved Rapid Shot, BAB +16. The character can now gain a *fourth* extra attack with missile weapons at -15 to hit.

Shot on the Run

Prereq DEX 13, Point Blank Shot, Dodge, Mobility, Rapid Shot. When using the attack action with a ranged weapon, the character can move both before and after the attack, provided that the character's total distance moved is not greater than his speed.

Two Fisted Crossbows

Prereq Quick Draw, Rapid Reload. The character can use a pair of light or hand crossbows or a pair of shortarms simultaneously; The character's penalties for fighting with two crossbows or shortarms are reduced to -4 for both (normally it is -6 for the strong hand and -10 for the off hand). Both hands must have the same kind of weapon to use this feat.

Two Fisted Crossbows, Greater

Prereq DEX 19, Improved Two Fisted Crossbows, Two Fisted Crossbows, Quick Draw, Rapid Reload, BAB +11. In addition to the two extra attacks with the off-hand weapon, the character gets a *third* attack with the off-hand weapon at a -10 penalty.

Two Fisted Crossbows, Improved

Prereq DEX 17, Two Fisted Crossbows, Quick Draw, Rapid Reload, BAB +6. In addition to the standard single extra attack the character gets with an off-hand weapon, the character gets a *second* attack with the off-hand weapon at a -5 penalty.

Two Fisted Crossbows, Perfect

Prereq DEX 21, Greater Two Fisted Crossbows, Improved Two Fisted Crossbows, Two Fisted Crossbows, Quick Draw, Rapid Reload, BAB +16. In addition to the three extra attacks with the off-hand weapon, the character gets a *fourth* attack with the off-hand weapon at a -15 penalty.

Zen Shot

Prereq WIS 13, Aimed Shot, Far Shot, Point Blank Shot. When the character makes an aimed shot, the range penalty is halved to -1 per range increment.

Mounted

Mounted Archery

Prereq Ride skill. The penalty the character suffers when using a ranged weapon while mounted is reduced to: -2 instead of -4 if the character's mount is taking a double move, and -4 instead of -8 if the character's mount is running.

Mounted Archery, Improved

Prereq Ride skill, Mounted Archery. This is taken separately for each type of mount. The penalty the character suffers when using a ranged weapon while mounted is halved to -1 for a double move, and -2 for running.

Mounted Casting

Prereq Ride skill. The penalty to Concentration the character suffers when casting while mounted is reduced: The DC to concentrate DC +2 instead of +4 for being mounted, and DC +4 instead of DC +8 if the character's mount is running.

Mounted Combat

Prereq Ride skill. Once per round when the character's mount is hit in combat, the character may make a Ride check to negate the hit. The hit is negated if the character's Ride check is greater than the attack roll (essentially, the Ride check becomes the

mount's Armor Class if it's higher than the mount's regular AC). This feat may be taken more than once, and allows him to use the feat one more time per round.

Mounted Combat, Improved

Prereq Ride Skill, Mounted Combat, Mounted Prowess. The character and his mount are practically one in combat. In order to use this, the character must train with the mount for one week per HD, at which point the two become almost inseparable in battle. While mounted, the character and mount are treated as one creature for purposes of saving throws, using the better of the two.

Mounted Prowess

Prereq Ride skill, Mounted Combat. The character knows how to use the mount's movements and mass to aid his own attacks. He receives a +2 to hit and damage while mounted.

Ride-By Attack

Prereq Ride skill. When the character is mounted and uses the charge action, the character may move and attack as with a standard charge and then move again (continuing the straight line of the charge). The character's total movement for the round can't exceed double the character's mounted speed. The character does not provoke an attack of opportunity from the opponent that the character attacks.

Spirited Charge

Prereq Ride skill, Mounted Combat, Mounted Prowess, Ride-By Attack. When mounted and using the charge action, the character uses his mount's Strength score for damage rather than his own, and is treated as having a weapon of one size larger.

Trample

Prereq Ride skill, Mounted Combat. When the character attempts to overrun an opponent while mounted, the target may not choose to avoid the character. If the character's mount knocks down the target, it may make one hoof attack against the target, gaining the standard +4 bonus on attack rolls against prone targets.

Rage

Crimson Rage

Prereq the ability to rage. While raging, spells which have the enchantment and mind-affecting descriptors do not affect the character, including beneficial ones like Aid. The spells are not dispelled, merely suppressed, and when the rage ends, they resume their normal effect. It is possible to cast these spells on

the character during the rage – they will simply be suppressed until the rage ends.

Extra Rage

Prereq the ability to rage. The character may rage two more time per day.

Incite Rage

Prereq the ability to rage, CHA 25, Wrathful Visage. When the character enters a rage, he can incite a rage in any or all allies within 30 feet. Any ally who does not wish to be affected automatically resists.

Each ally gains +4 to STR, +4 to CON, and a +2 morale bonus on Will saves, but takes a –2 penalty to AC, for as long as the character remains raging. The rage of affected allies lasts a number of rounds equal to 3 + their CON modifier, regardless of whether they remain within 30 feet of the character. This is otherwise identical with normal rage (including the fatigue at its end).

Invincible Warrior

Prereq the ability to rage 2/day. Once per day and only while raging, the character may ignore the damage from one attack, including energy or magical damage. This uses up a rage use per day.

Invincible Warrior, Improved

Prereq the ability to rage 3/day, Invincible Warrior, base Fortitude save +7. The character may use the Invincible Warrior feat as many times per day as he is able to expend a rage use to do so.

Savvy Rage

Prereq the ability to rage, base Fortitude save +4. While raging, the character no longer suffers a penalty to AC for rage.

Wrathful Visage

Prereq the ability to rage. The character may use up one of his rage uses per day to instill fear in his enemies. This functions as the *fear* spell, with a save DC of 10 + ½ HD + STR bonus (if used while raging, the rage bonus to STR makes this more effective). This is a non-magical, mind-affecting, fear effect.

Unarmed

Note that most of the melee feats can be taken with unarmed skills as well. Although all characters are proficient in unarmed and grappling by default, most of these feats require Improved Unarmed Strike to represent a higher order of unarmed combat than simple brawling.

Blade Hand

Prereq STR 21, DEX 21, Improved Unarmed Strike, Improved Critical (Unarmed), Stunning Fist. The character can use his unarmed attacks as a slashing weapon. When he does so, the critical threat range is changed to 19-20 (this stacks with the Improved Critical feat), and the strikes are treated as slashing for all purposes.

Grapple Escapist

The character is exceptionally adept at getting out of grapples. To use this feat, the character must not have used up all of his attacks of opportunity for the round. The character gains a +2 to any grapple check or Escape Artist check to escape a grapple or *prevent* a grapple from being initiated. If the character succeeds in escaping or preventing the grapple, he gets an immediate attack of opportunity against the grappling opponent.

Grapple Finesse

Prereq DEX 13. The character can apply his DEX modifier, rather than STR, to all grapple checks.

Grapple, Improved

Prereq Improved Unarmed Strike, Weapon Focus (Grapple), BAB +3. The character does not prompt an attack of opportunity by initiating a grapple.

Heavy Blow

Prereq STR 15 or WIS 15, Improved Unarmed Strike, base Fortitude or Will save +2. The character has learned to maximize the force of his unarmed blows. Treat unarmed strikes and strike-based natural weapons as if they were one size category larger. This feat may be taken more than once, but each time after the first the base saving throw must be +2 higher.

Invincible Fist

Prereq WIS 15, Improved Unarmed Strike, Greater Unarmed Strike, base Will save +8. The character's fists affect incorporeal opponents as if they had the *ghost touch* enhancement, and bypass materials-based damage reduction (such as adamantine, cold iron, or silvered).

Pin, Greater

Prereq Improved Grapple, Improved Unarmed Strike, Pin, Weapon Focus (Grapple), BAB +11. When the character uses the Pin feat, he only takes a -4 penalty on the grapple checks.

Pin, Improved

Prereq Improved Grapple, Improved Unarmed Strike, Weapon Focus (Grapple), BAB +6. Against a foe who is the same size or smaller, which the character has pinned, the character may choose to grapple with only one limb. The character suffers a -8 penalty on all grapple checks against the opponent, but is not considered grappled himself. He does not lose his DEX bonus to AC against other opponents, still threatens an area, and can use his remaining attacks against other opponents.

If the opponent escapes the pin, the character may choose to release the opponent from the grapple as a free, immediate action. If he does not, he is immediately considered grappled again.

Snatch

Prereq Improved Grapple, Improved Unarmed Strike, Pin, Weapon Focus (Grapple), BAB +6. Against an opponent at least two size categories smaller than the character, a successful pin allows the character to throw his opponent as an attack. A medium character gets a range increment of 5 ft with the opponent, and the opponent takes 1d6 damage per 10 ft thrown. If throwing the opponent at another opponent, treat it as a thrown weapon doing 1d6 damage if Tiny (and modified for size if larger or smaller).

If the character flings a snatched opponent while flying, the opponent takes falling damage if it is greater than the thrown damage.

Snatch Missiles

Prereq DEX 15, Deflect Missiles, Improved Unarmed Strike. When using the Deflect Missiles feat, the character may catch the missile instead of simply deflecting it. The character must have a hand free (not holding anything) to use this feat.

Stunning Fist

Prereq DEX 13, WIS 13, Improved Unarmed Strike. Declare that the character is using the feat before making an attack roll (thus, a missed attack roll ruins the attempt). It forces a foe damaged by the character's unarmed attack to make a Fortitude saving throw (DC 10 + ½ character level + WIS modifier), in addition to dealing damage normally. If the defender fails his saving throw, he is stunned for 1 round (until just before the character's next action). A stunned character can't act and loses any Dexterity bonus to Armor Class. Attackers get a +2 bonus on attack rolls against a stunned opponent. The character can attempt Stunning Fist once per round, and a number of times per day equal to ¼ character level (minimum one).

Unarmed Strike, Greater

Prereq Improved Unarmed Strike, base Will save +5. The character's fists are treated as magic for purposes of bypassing damage reduction.

Unarmed Strike, Improved

The character's punch and kick are treated as natural weapons – that is, armed opponents do not get attacks of opportunity when the character attacks them while unarmed. However, the character still gets an opportunity attack against any opponent who makes an unarmed attack on the character. In addition, the character's unarmed strikes can deal lethal or non-lethal damage.

Unarmed Strike, Perfect

Prereq Invincible Fist, Improved Unarmed Strike, Greater Unarmed Strike, base Will save +10. The character's fists are treated as epic magic for purposes of bypassing damage reduction.

Unusual

Ability Focus

Prereq a special attack which has a saving throw (for example, breathing fire or stunning fist). Add +2 to the DC for all saving throws against the special attack on which the creature focuses. The character can gain this feat multiple times. Its effects do not stack. Each time the character takes the feat, it applies to a different ability.

Ability Focus, Greater

Prereq Ability Focus in the appropriate ability. Choose an ability for which the character already has Ability Focus. Add +1 to the Difficulty Class for all saving throws against this ability. This bonus stacks with the bonus from Ability Focus. This feat can be taken multiple times, but does not stack with itself. Each time the character takes the feat, it applies to a different ability.

Favored Prey

The character has trained against a particular species. Select one species of creature (or general category at the GM's option) when the character gains this feat. Against that creature, the character gains a +2 bonus on Bluff, Listen, Sense Motive, Spot, and Survival checks, and a +2 bonus on weapon damage rolls. This feat may be gained multiple times, and the character may either stack the bonus against a creature he already has as favored prey, or choose a new creature to gain a +2 bonus against.

Flyby Attack

Prereq ability to fly. When flying, the character can take a move action (including a dive) and another standard action at any point during the move. The character cannot take a second move action during a round when he makes a flyby attack.

Without this feat, the character takes a standard action either before or after his move.

Opportune Spell

Prereq Combat Casting, Combat Reflexes, Quicken Spell. Whenever the character is allowed an attack of opportunity, he may cast a quickened spell instead of a normal attack. This casting counts against the character's spells cast during his next turn.

Prey's Bane

Prereq Favored Prey, Prey's Flaw, WIS 15, CHA 15. Once per day, as a free action, the character may focus his will against his favored prey. For a number of rounds equal to his CHA bonus, any weapon the character wields becomes a *bane* weapon against the prey (+2 enhancement bonus to hit, and +2d6 damage). This ability does not stack with similar abilities.

Prey's Flaw

Prereq Favored Prey. The character may take a full round action to study a particular individual of his favored prey and find a weakness in its natural armor. This halves the creature's DR against the character's attacks for the duration of the current or next combat.

Feats of Ancestry

To qualify for a feat of ancestry, you must be of the appropriate race.

Dwarven Ancestry

Defensive Stance

Once per day, the character can root to the earth, drawing upon phenomenal strength and durability, but losing the ability to move from the spot he is rooted to. This can only be used while the character is in contact with the earth. He gains STR +2, CON +4, and a +2 resistance bonus on all saves.

The increase in CON increases the defender's hit points, but these go away when the Defensive Stance ends. These extra hit points are not lost first the way temporary hit points are.

While in a defensive stance, a defender cannot use skills or abilities that would require him to shift his position. A defensive stance lasts for a number of rounds equal to 3 + the character's (newly improved) Constitution modifier. A defender may end his defensive stance voluntarily prior to this limit.

At the end of the defensive stance, the defender is winded and takes a -2 penalty to Strength for the duration of that encounter.

Using the defensive stance takes no time itself, but a defender can only do so during his action.

Defensive Stance, Improved

Prereq Defensive Stance. When the character uses the Defensive Stance feat, he may take one 5 ft step each round.

Earth's Bones

The character has taken on some aspects of the earth, with stronger bones and tougher flesh. This grants the character DR 2/-. In addition, the character weighs twice as much. This feat may only be taken once, but stacks with other sources of DR.

Earth's Call

The character has tapped the natural earthen connections of his ancestors. When he first takes this feat, he gains a virtual level in earth speaker, and he gains another virtual level every level thereafter. This provides access to earth spells as shown in the chart. Levels of earth speaker provide no other benefit.

Level	CL	0	1	2	3	4	5	6	7	8	9
1	1	2	1	-	-	-	-	-	-	-	-
2	2	2	1	-	-	-	-	-	-	-	-
3	2	2	2	-	-	-	-	-	-	-	-
4	3	3	2	1	-	-	-	-	-	-	-
5	4	3	2	1	-	-	-	-	-	-	-
6	4	3	2	2	-	-	-	-	-	-	-
7	5	3	3	2	1	-	-	-	-	-	-
8	6	3	3	2	1	-	-	-	-	-	-
9	6	3	3	2	2	-	-	-	-	-	-
10	7	4	3	3	2	1	-	-	-	-	-
11	8	4	3	3	2	1	-	-	-	-	-
12	8	4	3	3	2	2	-	-	-	-	-
13	9	4	4	3	3	2	1	-	-	-	-
14	10	4	4	3	3	2	1	-	-	-	-
15	10	4	4	3	3	2	2	-	-	-	-
16	11	4	4	4	3	3	2	1	-	-	-
17	12	4	4	4	3	3	2	1	-	-	-
18	12	5	4	4	3	3	2	2	-	-	-
19	13	5	4	4	4	3	3	2	1	-	-
20	14	5	4	4	4	3	3	2	1	-	-

To learn or cast a spell, the character must have a WIS of 10 + the spell level. The earth speaker automatically knows all earth spells he is of sufficient level to cast. The Difficulty Class for a saving throw against an earth speaker's spell is 10 + the spell level + the characters's WIS bonus. He gains bonus spells according to his WIS bonus normally.

These are divine spells.

An earth speaker may cast any spell he knows spontaneously. This follows the normal rules for spontaneous casting.

Extra Defensive Stance

Prereq Defensive Stance. The character can use defensive stance one extra time per day. This feat may be taken multiple times, and stacks.

Elven Ancestry

Elven Magic

Prereq Continued Studies. The benefit of Continued Studies is increased to +1 caster level per *three* non-spellcaster class levels.

Wings of the Sun

The character grows white, feathered wings, becoming more in tune with the sun and sky. He gains fly 30 ft (average maneuverability).

Wings of the Sun, Greater

Prereq Wings of the Sun, Improved Wings of the Sun. The character's mastery of his wings becomes incredible. His fly speed changes to 60 ft (good maneuverability).

Wings of the Sun, Improved

Prereq Wings of the Sun. The character's mastery of his wings improves. His fly speed changes to 60 ft (average maneuverability).

Human Ancestry

Finding Time

The character trains and learns more efficiently than most. The character gains 1 skill point immediately, and another skill point at each level hereafter. This stacks with the normal bonus skill point for being a human.

Special: If taken at 1st level, the character gains 4 skill points initially, instead of 1.

Skill Master

Prereq 8 ranks in the chosen skill. The character develops an obsessive understanding of a single skill. This grants a +5 insight bonus to one skill. This feat may only ever be taken once, for a single skill.

Feats of Skill

Dweomercraft

Dweomercraft feats represent the skills and knowledge required to produce magic items. There are different feats for different types of items, but all have a few features in common.

Formula: Each dweomer is unique and requires knowledge of the formula to craft. A single item may have multiple dweomers (and dweomers of different strengths), and each one has its own formula. Learning a formula or researching a new formula is the same as learning or researching spells for a wizard, regardless of caster type.

See the magical equipment lists for examples of common formulae.

Crafting Time: Magic items require a certain amount of time to craft, measured in days. Each day requires 11 hours, during which the caster does nothing else, and the caster must have had 8 hours of sleep prior. Including meals, this leaves very little actual daylight for other interests. The days required to craft a magic item do not need to be consecutive, however, and a day which is interrupted is simply not counted, rather than ruining the time already spent on the item.

Raw Materials Cost: This varies by item, but is usually 25 gold per day of crafting time.

Using a dweomercraft feat also requires access to a laboratory or magical workshop, special tools, and so on. A character generally has access to what he needs unless unusual circumstances apply.

Extra Costs: Any item that stores a spell with a costly material component also carries a commensurate cost. The creator must expend the material component when creating the item.

For an item with charges, the creator must expend one copy of the material component for each charge. For an item with charges which recharge daily, the creator must expend 10x this amount per daily use. For an item with unlimited charges, the creator must expend 100x this amount. Some magic items similarly incur extra costs in material components, as noted in their descriptions.

Talisman Spells: Certain spells take a number of days to cast themselves, such as atonement or wish. These are called talisman spells, and each casting results in a one use magic item. Dweomercraft feats can not be used in conjunction with these spells – you can not create an item of wishes, for example.

Fading: Magic items are not actually permanent, but they are sufficiently hardy that they seem to be. Magic items lose their magic after 1,331 years, as do permanent spells.

Craft Dweomer (Alchemy)

Prereq Craft (Alchemy) skill, ability to cast spells. The character is able to make oils, potions and powders. The term *alchemy* is synonymous with *herbalism* for purposes of dweomercraft.

To dweomercraft an oil, potion or powder requires, at the very minimum, a source of heat, several pots, and all of the material and magical ingredients which go into the alchemical formula.

Each oil, potion and powder has its own formula, which must be known in order to craft it.

Alchemical dweomercraft does not require any innate ability to work magic, as it instead draws out the magical properties of the materia used in its crafting. Instead, caster level is equal to ½ the Craft (Alchemy) skill, although the alchemist may choose to set the caster level lower in order to complete the materia more quickly.

The ingredients for alchemical materia can be found by a competent alchemist in the wilderness, although this takes *spell level x caster level* days and results in sufficient ingredients for 5 potions. As another option, there exist herbarry specialists who acquire the ingredients in bulk, and sell them, typically for 10 gold per day it would have taken to acquire the ingredients.

Brewing an oil or potion takes *spell level x caster level* hours. Brewing and then preparing a powder takes twice as long.

Oils

An oil is a liquid which is applied to a surface in order to cause some magical effect. To use an oil, the character must anoint the subject with it, either by pouring or dabbing it on the surface of the target. Once used, an oil loses its magical properties. Oils may be used in the dweomercraft of any level of spell, but only affect the target anointed (so *mass* spells are generally wasted with an oil).

Using an oil is a standard action, and allows an attack of opportunity.

Potions

A potion is a liquid which must be imbibed to take effect. To use a potion, the character drinks it. Once used, a potion loses its magical properties. Potions may be used in the dweomercraft of any level of spell, but only affect the drinker (so *mass* spells are generally wasted with an oil).

Using a potion is a standard action, and allows an attack of opportunity.

Powders

A powder is a dust, fine sand or other semi-liqueous solid which is tossed over an object or into an area to release its magical effect. To use a powder, the character must toss the dust into the area where the desired effect will take place. Once used, a powder loses its magical properties. Powders can affect either a single creature or an area.

Using a powder is a standard action, and does not allow an attack of opportunity.

Craft Dweomer (Common)

Prereq caster level 5th. The character is able to make all common magic items (items which take 66 days or less that are

not covered by another dweomercraft feat). See the individual magic items for rules on crafting them.

Craft Dweomer (Construct)

Prereq caster level 11th, Craft Dweomer (Common), Craft Dweomer (Exceptional). The character is able to make constructs such as golems. See those items for rules on crafting them.

Craft Dweomer (Exceptional)

Prereq caster level 9th, Craft Dweomer (Common). The character is able to make more expensive magic items (items which take 999 days or less that are not covered by another dweomercraft feat). See the individual magic items for rules on crafting them.

Craft Dweomer (Ink)

Prereq arcane caster. The character is able to make arcane scrolls, sigils and tattoos.

To dweomercraft a scroll, sigil or tattoo requires, at the very minimum, several vials and glass rods to mix the ink in, a quiet place to scribe, and all of the material and magical ingredients which go into the ink's formula. Magical ink has the same formula for all "items" and is somewhat unique in that the caster need only know the spell he wishes to scribe in order to produce such things.

Scribing a scroll takes a number of days equal to *spell level x caster level x ¼*; sigils and tattoos take twice as long. Some scrolls, sigils and tattoos are re-usable, and take the same amount of time to produce *per use*. If a spell has a material component, the individual making the item must provide it.

Some sigils and tattoos are *permanent*, and can be used over and over again. These take 10x or 100x as long to produce.

Scrolls

A scroll is, quite simply, a spell bound and contained by the arcane marks made with the magical ink. It is typically written on a thin strip of paper a hand's width wide and a foot long. At the top of the strip is a word or phrase in an ancient tongue, and beneath that are the mesmerizing swirls and designs of magic made manifest in two-dimensional form.

To use a scroll, the character must hold the scroll out at arm's length and read the word or phrase, while mentally going through the same exercises that he would if he were casting it himself and controlling where and how it takes effect. Non-casters who are familiar with the language the scroll is written in may attempt to cast the spell held there, but have a much greater chance of mishap. Activating a scroll is the same kind of action as casting the spell would be normally. Thus a scroll of *summon monster II* would be a full-round casting time and prompt attacks of opportunity. No material component is

required, however, as that was provided (and bound into the ink) by the individual who crafted the scroll.

Scrolls are cast at the minimum caster level of the spell *or* the user's caster level, whichever is better.

Typically, the activating word or phrase says what the scroll does (the word may be 'fireball' in ancient elvish, for example), but not always. A *read magic* spell or *spellcraft* check (DC 10 + twice the spell level) can determine the effects of the spell for certain.

Normally, if a wizard makes the scroll, only a wizard can cast from it; if a bard makes the scroll, only a bard can cast from it; and if a sorcerer makes the scroll, only a sorcerer can cast from it. This is because the user of the scroll must perform the same mental activities as a caster of that sort. However, anyone can *attempt* to cast from a scroll, if they can read the language it is written in, with a Use Magic Device check, at a DC of 10 + twice the spell level.

If the scroll is higher level than the character can cast, he must also make a Use Magic Device check, but gains a bonus to the check equal to his caster level. For example, a 5th level wizard attempting to cast a spell with an 8th level spell on it would make a Use Magic Device check at +5, against a DC of 26.

Sigils

A *sigil* is a spell, bound into ink, which automatically takes effect when certain conditions (such as someone walking through a door the sigil is placed on) occur. Sigils occur automatically, and must have their conditions defined when they are put in place. These conditions must be verifiable with normal vision, hearing, or touch, from the point of view of the object or 5 ft by 5 ft area the sigil is placed in. Examples could be "An elf walks through this door" or "Anyone states the command word *yzael*" or "A creature weighing more than 50 lbs, who does not state the command word, steps on the sigil".

In the last example, since it does not rely on sight, a thin rug could be used to cover up the sigil. Nasty business, that.

Rogues can find and "break" sigils in the same way they find and break traps. The DC is 10 + twice the spell level.

A sigil which can be activated once and then disappears takes *spell level x caster level x ½ day* to produce. A sigil which can be activated multiple times takes that long *per use*.

A sigil which can be activated once per day takes *spell level x caster level x 5 days*. A sigil which can be activated over and over again (in perpetuity) takes *spell level x caster level x 50 days*.

Tattoos

A *tattoo* is a kind of scroll for non-casters. Activating one is as simple as touching it and concentrating on it (this is a standard action which does not prompt an attack of opportunity).

A tattoo which can be used once and then disappears takes *spell level x caster level x 1/2 day* to produce. A tattoo which can be used multiple times takes that long *per use*.

A tattoo which can be used once per day takes *spell level x caster level x 5 days*. A tattoo which can be used over and over again (in perpetuity) takes *spell level x caster level x 50 days*.

Craft Dweomer (Relic)

Prereq divine caster. The character is able to make a variety of relics appropriate to his religion. See each of those items for rules on crafting them.

Craft Dweomer (Spellstaff)

Prereq ability to cast spells. The character is able to create a spellstaff, which he can place dweomers within more easily. A character may only have one spellstaff at a time. A spellstaff can be imbued with several different abilities, and there is no extra cost for having multiple of these abilities in the same item. Only the owner of a spellstaff may imbue it with magic, and no one but the one who crafted it may use it.

The owner of a spellstaff does not benefit from its effects when it is not held in his hand.

Spell Slots

A spellstaff can be imbued with bonus spell slots of the same type as its owner uses. While holding the spellstaff, the spellcaster's spell slots per day increases by the appropriate amount. Each spell slot is imbued separately.

Time: spell level squared x 25 days

Spell Charge

A spellstaff can be imbued with one or more charges of a particular spell. A spell charge is activated as if casting a spell and is gone once used. If the spell being imbued has an XP or material cost, the crafter pays those costs for each charge.

Cost: spell level x caster level x 1/2 day.

Spell Dweomer

A spellstaff can be imbued with a spell that can be cast from it a number of times per day. This is like a spell charge, but is reusable. A daily use spell is activated as if casting a spell. If the spell being imbued has an XP or material cost, the wielder pays those costs each time the spellstaff is used to cast the spell.

Cost: spell level x caster level x 5 days *per once/day* use.

A spell dweomer can be crafted in such a way that there is no daily limit – the wielder can cast the spell as often as he wishes, to a maximum of once per round.

Cost: spell level x caster level x 50 days.

Caster Level Bonus

A spellstaff can be crafted to enhance the owner's general power and ability with spells. This provides an enhancement bonus to the wielder's caster level for purposes of spell effects, spell penetration, dispels, damage dice and so on.

Cost: caster level bonus squared x 300 days.

Spell Focus

A spellstaff can be crafted to act as a focus for the owner's spells, making them harder to resist. This provides an enhancement bonus to the save DC of all spells cast with the spellstaff in hand.

Cost: DC bonus squared x 200 days.

Craft Dweomer (Wondrous)

Prereq caster level 15th, Craft Dweomer (Common), Craft Dweomer (Exceptional). The character is able to make all magic items not covered by another dweomercraft feat. See the individual magic items for rules on crafting them.

Social

Battle Leader

Prereq CHA 13, Leadership. The character inspires his followers in battle. For this feat to have effect, the character must have a standard or banner which is recognizable to the followers. All followers who have line of sight to the banner or standard gain a +1 morale bonus to attacks and damage rolls and +2 morale bonus to saving throws vs fear effects. If the character or his banner falls, this changes to a –1 morale penalty to attacks and damage rolls and –2 morale penalty to saving throws vs fear effects until the character raises the banner or standard again, or until one minute passes.

Battle Leader, Improved

Prereq CHA 15, Battle Leader, Leadership. The character can make an inspirational speech at the beginning of a battle. This takes one minute, and doubles the benefits of Battle Leader. If the leader's banner or standard falls, the bonuses fall to zero, but do not become penalties. This effect lasts for one battle.

Contact

Prereq CHA 13, Diplomacy and Gather Information Skills, Social Web. The character has developed a particularly useful or powerful friend in the city chosen for the Social Web. In general, this individual will be about as useful as a cohort of half the character's ECL, although he may actually be much

more powerful than that. Contacts are handled primarily via GM discretion.

Leadership

Prereq 6th level or higher. This feat provides the character with a leadership score, equal to character level plus permanent CHA modifier. This can be further modified by situational modifiers (see below).

A character gains a number of 1st level followers according to the chart below; for each halving in the number of followers, add +1 level (for example, a leadership score of 16 could provide 128 level-1 followers, or 64 level-2 followers, or 32 level-3 followers, and so on). This can be divided up however the character chooses, so a score of 16 could provide 1 level-4 fighter follower, 2 level-2 fighter followers, and 32 level-1 warrior followers.

Score	1 st Lvl	Score	1 st Lvl	Score	1 st Lvl	Score	1 st Lvl
1	4	11	40	21	406	31	4,096
2	5	12	51	22	512	32	5,161
3	6	13	64	23	645	33	6,502
4	8	14	81	24	813	34	8,192
5	10	15	102	25	1,024	35	10,321
6	13	16	128	26	1,290	36	13,004
7	16	17	161	27	1,625	37	16,384
8	20	18	203	28	2,048	38	20,643
9	25	19	256	29	2,580	39	26,008
10	32	20	323	30	3,251	40	32,768

By default, all such characters are commoners, experts, holy warriors, or warriors. Followers who are adepts, aristocrats or priests count as +1 level; and all PC classes count as +2 levels. No single follower may be higher level than half the character's ECL. Followers who are 6th level or higher may also take this feat – their followers are loyal to them first and the character second. A character may take this feat multiple times, but each time after the first it just adds +1 to the leadership score.

Cohorts: For a cohort, simply max out the level of one of the followers (to a maximum of half the character's ECL).

Situational Modifiers to Leadership Score

Prestige: +2 strong reputation, -2 weak reputation.

Followers killed in droves, losing battles: -4 or more.

Stronghold or similar base of operations: +2.

Very nomadic lifestyle: -2.

Each extra time the character takes this feat: +1.

Social Web

Prereq CHA 13, Diplomacy and Gather Information Skills. The character knows a *lot* of people. Good people. Bad people. People with swords. Choose a city when you take this feat. While in that city, the character gains a +4 circumstance bonus to Gather Information checks, and to any Diplomacy check for setting up a meeting with someone. Regardless, even if he can't get specific information or set up a meeting with someone, he at least knows who they are.

This feat may be taken multiple times, and applies to a different city each time. This feat requires that the character spend at least 50% of his time in the cities he has Social Web for, although he can divide that time between them equally.

A character can change the city chosen later in his career. After spending a year in the new city, the switch happens automatically.

Social Web, Improved

Prereq CHA 13, Diplomacy and Gather Information Skills, Social Web. The character is so deeply inmeshed in the information structure of the city that he tends to learn almost anything of import constantly. While in the city, the character can take 10 on a Gather Information check each day to get a feel for what is going on in the city.

As an alternative, the character may pick a specialty (such as crime, aristocracy, merchant affairs). The character can take 20 within the specialty, but can not use this feat for other types of information.

General

Acrobatic Climber

Prereq Climb, Jump, Tumble skills, Short Jump. The character can jump into or from a climbing position. As part of a jump, the character may make a DC 20 Tumbling check and end his jump against a climbing surface. Failure results in taking 1d6 damage and then falling. In addition, the character can make a jump from a climbing surface. Jumping from a climbing surface requires a DC 20 Tumbling check also, and is always a long jump (either sideways along the wall, or away from the wall). If a jump off of a wall ends on another wall, another Tumbling check is required to end in a climbing position.

Movement made by jumping counts against normal movement rather than climbing movement. It can be combined with climbing movement.

Aerobatics

Prereq the ability to fly. The character improves his maneuverability by one class while flying. This feat may only be taken once, and can not improve flying maneuverability beyond Good.

Beast Speech

The character has learned to speak to animals in their own tongue. This allows the character to put skill points into animal languages.

Bookworm

The character gains a +4 bonus for library research, regardless of the topic.

Carfall

Prereq Tumbling. The character has trained to fall with astounding grace. On a successful Tumbling check at DC 10, reduce the effective falling distance by an additional 5 feet per 5 points of success.

Cross Class Learning

Choose one non-class skill. This is now a class skill for the character, regardless of the character's class. This can be taken multiple times, and gives the character a different class skill each time.

Defensive Tumbling

Prereq Tumbling Skill, base Reflex save +2. The character can utilize tumbling to advantage in combat, evading blows with acrobatic prowess. The character must take the Total Defense action (gaining +4 AC). A successful Tumbling check allows the character to move up to half his movement by tumbling, with a bonus to AC equal to +1 per 3 points of success over DC 10 (a total roll of 25 would enhance AC by +5). This applies to all attacks of opportunity provoked while tumbling through enemies and all normal attacks. This can not be combined with normal movement.

Diehard

Prereq Endurance. When reduced to negative hit points, the character automatically become stable. In addition, when the character's subdual damage exceeds his hit points by less than 10, the character may choose to act as if disabled, rather than dying. The character must make this decision as soon as the subdual damage exceeds his hit points (even if it isn't his turn). If he does not choose to act as if disabled, he immediately falls unconscious. A standard action while disabled does 1 point of damage to the character.

This feat only allows the character to act while disabled. Once dead, this feat has no further effect.

Dilettante

The character gains 6 skill points, in addition to any normally gained from class and Intelligence.

Dweomersense

Prereq Appraise (Magic) skill. Via meditation and deep knowledge of dweomers, the character has developed the ability to analyze magic items to a startling degree.

With one hour of examining an item, the character may make a DC 10 Appraise (Magic) skill check to determine all of the magical properties and functions of a single magic item, including how to activate those functions (if appropriate), and how many charges are left (if any).

The character may do this with only one minute of examination at DC 20; or as a full round action at DC 30; or as a free action (only one item per round) at DC 40.

Endurance

Whenever the character makes a check for performing a physical action that extends over a period of time (running, swimming, holding breath, etc.), the character gains a +6 bonus to the check for purposes of sustaining the effort. This may be taken multiple times, but only adds +2 more each time after the first. In addition, the character may sleep in armor without becoming fatigued.

Examples: Swim checks made to resist non-lethal damage, Constitution checks made to continue running, Constitution checks made to avoid non-lethal damage from a forced march, Constitution checks made to hold breath, Constitution checks made to avoid non-lethal damage from starvation or thirst, Fortitude saves made to avoid non-lethal damage from hot or cold environments, and Fortitude saves made to resist damage from suffocation.

Fasting

The character is trained in the art of fasting. Each day the character goes without food, he makes a Will save against a DC of 10, +1 per day after the first. On a failure, the character loses -1 STR, DEX and CON; this is temporary damage, but can not be recovered until the character has stopped fasting. There is no other effect of the fasting, and as long as the character makes the saves, there is no effect at all.

Fasting, Improved

Prereq Fasting. The character can go without food and water without difficulty, instead living on magical energies.

Fast Movement

Prereq DEX 11, plus an additional +2 DEX per extra time this feat is taken. The character's base movement is increased by +10 feet per round. This may be taken multiple times, and the effects stack, so long as the character has the required DEX. This feat can not be used if the character's movement is reduced by encumbrance or armor.

Fast Recovery

Prereq base Fortitude save +12, CON 25, Endurance. The character has achieved amazing levels of personal health, and heals wounds at a greatly accelerated rate. He gains his level in hit points each hour, rather than each day.

Hover

Prereq ability to fly with wings. When flying, the character can halt his forward motion and hover in place as a move-equivalent action. While hovering, the character can fly vertically, regardless of his actual maneuverability, but hovering uses up a move-equivalent action each round that he continues to hover (thus, to fly upward would require a move-equivalent action to hover, and an additional move action to actually go upwards).

A character of Large size or larger who hovers within 20 feet of the ground in an area with lots of loose debris creates a hemispherical cloud with a radius of 60 feet. The winds so generated can snuff torches, small campfires, exposed lanterns, and other small, open flames of non-magical origin. Clear vision within the cloud is limited to 10 feet. Creatures have concealment at 15 to 20 feet (20% miss chance). At 25 feet or more, creatures have total concealment (50% miss chance, and opponents cannot use sight to locate the creature).

Those caught in the cloud must succeed on a Concentration check (DC 10 + $\frac{1}{2}$ character level + STR modifier) to cast a spell.

Lightfoot

Prereq DEX 11, plus +2 DEX per extra time this feat is taken. The character's weight is effectively quartered when walking at her base movement rate. This may be taken multiple times, and the effects stack, so long as the character has the required DEX (for example, to take this 3 times would have a prereq of DEX 17). This feat can not be used if the character's movement is reduced by encumbrance or armor.

Each quartering of weight increases the DC to track the character or detect the character with tremorsense by +2, and gives a +2 circumstance bonus to climbing and jumping rolls.

Special: The first time this feat is taken, the character gains the ability to walk on soft snow as if he had snow shoes. The second time, the character gains the ability to walk on water (Balance check to keep footing at DC 15 for calm water, DC 30 for very choppy water or whitewater rapids). The third time, the character gains the ability to walk on heavy smoke and thick fogs (if there is wind, this requires Balance check to keep footing at DC 20 for a breeze, +10 DC per increase in wind strength). The fourth time, the character can walk on clouds and breezes (Balance checks the same as for smoke).

Lookout

All penalties to Spot for distance are halved, and the character can see twice as far in dim light. This feat may only be taken once, and does not stack.

Marching Cadence

Prereq Endurance. The character increases his overland travel distance by 25% with no ill effects. Forced march checks only begin after this extra distance, and have a +2 bonus to the check.

If the character makes a musical Perform check, DC 15, he can share this with a number of companions equal to his HD plus his CHA bonus.

Master Helmsman

Prereq Profession (sailor) Skill. When the character is in charge of directing a ship, the base and daily movement rate of the ship are increased by 25% due to his expert handling.

Mimicry

Prereq Perform (voice) Skill. The character can attempt to imitate almost any single sound, as long as it is not louder than a shout or magical in effect. How convincing the sound is, is determined by an opposed check between the character's Perform (voice) skill and the audience's Listen skill. Very strange or inhuman sounds may give the performer penalties to his roll; sounds the audience is not familiar with may give them penalties to their roll.

Mule

The character's carrying capacity is 50% greater than indicated by his STR. This does not affect his ability to lift individual objects, or what he can lift over his head. This only affects the encumbrance values.

Natural Climber

Prereq Climbing Skill, Acrobating Climbing. When the character is climbing a surface with a basic climb DC of 10 or less, he retains his DEX bonus to AC and suffers no combat penalties for climbing. This remains true even if he climbs at an accelerated rate (increasing his climb DC above the base).

Purity of Body

Prereq CON 15, Endurance, Great Fortitude. The character is immune to non-magical diseases.

Purity of Body, Improved

Prereq CON 17, Endurance, Great Fortitude, Purity of Body. The character is immune to poisons and toxins, and magical diseases.

Retain Breath

Prereq CON 15, Endurance, Fasting. The character can hold his breath for ten times as long as normal.

Run

When running, the character moves five times normal speed. The character also retains his Dexterity bonus to AC while running, and gains a +4 to Jump checks with a running start. This feat can not be used if the character's movement is reduced by encumbrance or armor.

Running Balance

Swift Balance. The character can hustle, sprint, etc. over precarious surfaces on a successful balance check. Failure by any amount means falling, however.

Short Jump

Prereq Jump, Tumbling Skill. The running distance needed to enhance a Jump check with Tumbling is halved to 10 ft.

Short Jump, Improved

Prereq Jump, Tumbling Skill, Short Jump. The running distance needed to enhance a Jump check is halved again, to 5 ft.

Skill Focus

The character is unusually devoted to a particular skill, gaining a +3 bonus to the skill. This may be taken again for the same skill, and adds +1 per time past the first.

Swift Balance

The character can move at up to a double move (or charge) over precarious surfaces with a successful balance check, with no DC modifier. Failure has the same results as normal.

In addition, the character may change direction *once* during a charge, by up to 90 degrees.

Talent

The character develops a particular talent for two related skills, gaining a +2 bonus to each. This may be taken multiple times, each time for a different pair of skills. Talent does not stack with itself, but it *does* stack with Skill Focus. Some examples:

Acrobatic: Jump and Tumble.

Agile: Balance and Escape Artist.

Alertness: Listen and Spot.

Animal Affinity: Handle Animal and Ride.

Athletic: Climb and Swim.

Deceitful: Disguise and Forgery.

Deft Hands: Sleight of Hand and Rope Use.

Diligent: Appraise and Decipher Script.

Investigator: Gather Information and Search.

Magical Aptitude: Spellcraft and Use Magic Device.

Mechanic: Disable Device and Open Locks.

Negotiator: Diplomacy and Sense Motive.

Persuasive: Bluff and Intimidate.

Self Sufficient: Heal and Survival.

Stealthy: Hide and Move Silently.

Track

The character has trained to follow non-trivial tracks and trails. Normally, a Search skill check allows a character to follow relatively visible tracks (DC 10 or less); this feat allows the character to attempt to follow tracks of any DC.

Trap Sense

Prereq INT 15, WIS 15, Search skill, trap finding ability. If the character passes within 5 feet of a trap, he is entitled to a Search check to notice it as if he was actively looking for it.

Wilderness Survival

Prereq Wilderness Lore skill, The character gains a +2 bonus to all saving throws against natural conditions, toxins, effects, etc. This feat may only be taken once.

Winged Feet

Prereq Jump, Tumbling Skills, Short Jump. The jump DC for vertical jumps is now +2 DC per +1 ft. In addition, the character can change direction (horizontal only) once in the middle of a leap, by up to 90 degrees.

The character can use this feat in conjunction with a charge, but can not turn more than once per charge. With this feat, a charge can end while the character is still in midair.

This feat can be used in conjunction with Flyby Attack.

Winged Feet, Improved

Prereq Jump, Tumbling Skills, Short Jump, Winged Feet. The character is treated as having Good maneuverability (as flying) while jumping, but must still land at the end of a jump. Calculate horizontal jump distance normally (as a long jump), and then treat as a fly speed with the special requirement that the character must land at the end of the jump (falling to "end your move" is not allowed). If the character performs a double move, treat each move separately for purposes of the landing requirement.

Wingover

Prereq ability to fly. A character with this feat can change direction quickly once each round as a free action. This feat

allows him to turn up to 180 degrees regardless of his maneuverability, in addition to any other turns he is normally allowed. A character cannot gain altitude during a round when he executes a wingover, but he can dive. The change of direction consumes 10 feet of flying movement.

his spell resistance with one ally per three wizard levels. All allies must be within 30 ft of the wizard to benefit from this feat.

Feats of Magic

Arcane

Abjurer's Balm

Prereq 1st level or higher wizard specialized in abjuration. The character gains energy resistance equal to half his wizard levels against acid, cold, fire, lightning and sonic energy damage. Thus, an 18th level abjurer will have energy resistance 9.

Arcane Inspiration

Prereq 1st level or higher bard or sorcerer. This feat is only available to bards and sorcerers. Each time the bard or sorcerer takes this feat, they learn one additional spell of any level they can normally cast.

Arcane Study

Prereq 1st level or higher wizard. This feat is only available to wizards. Each time the wizard takes this feat, they learn three additional spells of any level they can normally cast.

Armored Caster

Prereq any armor proficiency, vulnerability to armor spell failure. The character has learned to get around the difficulties of casting in armor, at least somewhat. This reduces the arcane spell failure chance of any armor the spell caster is proficient with by 5%. This may be taken multiple times, and stacks with itself. This is not generally useful for bards or sorcerers.

Augment Summoning

Prereq 1st level or higher wizard specialized in conjuration. Each creature the character conjures with any *summon* spell gains a +4 enhancement bonus to Strength and Constitution for the duration of the spell that summoned it.

Defensive Aura

Prereq 1st level or higher wizard specialized in abjuration. The character gains spell resistance equal to his wizard levels + 6.

Defensive Aura, Improved

Prereq 1st level or higher wizard specialized in abjuration, Defensive Aura. As a standard action, the character may share

Divine Study

Prereq 1st level or higher wizard. Each time the wizard takes this feat, choose one clerical spell to learn (this does not include domains). The spell is treated as one level higher for all purposes. The spell is prepared using an arcane spell slot, but its *type* is divine, and the spell DC is based on WIS.

No specific diety is required for the use of this feat.

Enchanting Presence

Prereq 1st level or higher wizard specialized in enchantment. The character gains Bluff, Diplomacy and Intimidate as class skills. In addition, he gains a +1 insight bonus to each of those skills per 5 wizard levels. Thus, a 20th level enchanter will have a +4 insight bonus to Bluff, Diplomacy and Intimidate.

Energy Mastery

Prereq 1st level or higher wizard specialized in evocation. All of the character's evocation spells have +2 DC for saving throws against them. This stacks with all other sources.

Energy Touch

Prereq 1st level or higher wizard specialized in evocation. When this feat is taken, the evoker must choose an energy type (acid, cold, fire, shock, sonic). As a standard action, the character can cause his hands to begin emanating the energy type (dripping acid, radiating cold, burning with fire, crackling with electricity, or vibrating with sound) which does 1 point of the appropriate energy damage per 2 wizard levels (maximum of 10 points of damage). This damage can add to an unarmed attack, or be used as a touch attack.

Energy Touch, Improved

Prereq 1st level or higher wizard specialized in evocation, Energy Touch. As Energy Touch, but the wizard can extend the extra damage to a melee weapon as well.

Mystic Scent

Prereq WIS 13, the ability to cast arcane spells. The character can *smell* magic. This gives the character a new class skill, Scent Magic, which allows the character to spot arcane magic use with a DC 20 check. Each 5 ft of distance from the source gives a -1 penalty to the roll and each spell level gives a +1 bonus to the roll. No line of sight is needed, but a thin layer of lead or similar blocking material prevents the use of this ability.

In addition, when first coming within 5 ft of an arcane spell caster, a Scent Magic check at DC 15 will let the character

realize the person is a caster. This ability can not sense divine magic or divine casters.

Natural Shifter

Prereq 1st level or higher wizard specialized in transmutation. The character is skilled at going with the flow of shape shifting spells. Transformations that are normally a move action are a free action; standard actions become a move action; full round actions become standard actions; and anything longer takes half as long.

Necromantic Study

Prereq 1st level or higher wizard specialized in necromancy. When the wizard takes this feat, choose two transmutation spells that enhance or modify the body *or* enchantment spells that are mind-affecting. In addition, each time the wizard learns a new spell due to level gain, he may choose another such spell.

The spells are learned as one level higher for all purposes, and change school to *necromancy*.

Transmutation spells have the same game effects, and are prepared and cast normally, although the visual effects of the spells will tend to look darker and more necromantic in origin.

Enchantment spells learned in this fashion affect undead, even mindless undead, as if they were not immune. For example, a necromancer could learn *necromantic charm*, and it would affect undead. It would not affect normal people anymore, however!

Persistent Phantoms

Prereq 1st level or higher wizard specialized in illusion. When an illusion requires concentration to maintain or control, the illusionist may use a move action to concentrate, instead of a standard action.

Phantom Belief

Prereq 1st level or higher wizard specialized in illusion. The character's illusion spells are more difficult to pierce. All saves against his illusions are at +2 DC.

Prescience

Prereq 1st level or higher wizard specialized in divination. The character gains an insight bonus to AC equal to half his wizard levels. Thus, a 10th level diviner would gain a +5 insight bonus to AC.

Prescience, Improved

Prereq 1st level or higher wizard specialized in divination, Prescience. The character may give up his insight bonus to AC for one round, and instead add the insight bonus to one attack

roll in the same round. This must be declared at the beginning of the character's turn.

Rapid Summoning

Prereq 1st level or higher wizard specialized in conjuration. The casting time of *summon monster* spells is now 1 standard action for the character.

Sorcerous Mastery

Prereq 1st level or higher bard or sorcerer, at least one metamagic feat. This feat is only available to bards and sorcerers. Each time the character takes this feat, choose one metamagic feat which the character can use. This metamagic feat no longer increases the spontaneous casting time of spells it is added to, and can be combined with a *quicken* spell.

Spell Mastery

Prereq 1st level or higher wizard. This feat is only available to wizards. Each time the wizard takes this feat, choose a number of spells equal to the wizard's Intelligence modifier (they must be spells that the wizard already knows). From that point on, the wizard can prepare those spells without referring to a spellbook.

Spontaneous Summoning

Prereq 1st level or higher wizard specialized in conjuration. The conjurer can "lose" a prepared spell to cast any *summon monster* spell of lower level. For example, a conjurer who has prepared *greater invisibility* (a 4th level spell) could use that spell slot to cast *summon monster III* (a 3rd level spell).

Divine

Blessed

Prereq WIS 15 and devotion to a god. Each time the character takes this feat, he may master a spell-like ability which he can use five times per day. The first time he takes the feat, the spell-like ability is one level-0 spell from the cleric spell list; each time thereafter, he may learn a spell one level higher. Instead of learning a higher level spell, he may choose to increase the number of times per day for an earlier spell to *at will*.

In all cases, the spell requires the same time to cast (usually a standard action), has the same material and focus components, and so on. Using the spell-like ability allows an attack of opportunity. This is subject to the same limitations as a cleric or priest's spell abilities – if the character does something which requires atonement, these spell-like abilities are lost until the character has atoned.

Bonus Domain

Prereq WIS 21, ability to cast 9th level divine spells. Choose an additional domain from the character's deity's domain list. He now has access to that domain's spells as normal for his domain spells and the domain's granted powers. A character may take this feat multiple times, gaining a new domain each time.

Extra Smiting

Prereq any ability to smite. The character can smite two more times per day. A character can take this feat multiple times, and its effects stack. If the character has multiple methods of smiting, he must choose which one this feat applies to when he takes it.

Spontaneous Domain

Prereq WIS 21, ability to cast 9th level divine spells. Choose one of the character's domains. The character may spontaneously convert any prepared divine spell (except a domain spell) into a domain spell of the same level in the selected domain, just as a cleric channels energy to convert spells into *cure* spells.

General

Additional Chakra

Prereq CHA 25, Use Magic Device skill. Choose one type of magic item that has a limit on the number a character can simultaneously wear (a chakra item) and gain its benefit. The character can now wear one more magic item of this type and also gain its benefit. A character can take this feat multiple times, and the effects stack.

Augment Familiar

Prereq ability to summon a familiar. When the character takes this feat, his familiar improves. In addition to the abilities granted by the summon familiar ability, the base creature that the familiar is improves incrementally with the character. These improvements are normally in the form of templates or class levels, but can not exceed an ECL of half the class level that allows the familiar. For example, an 8th level wizard could have an ECL 4 base creature as his familiar (on top of which the familiar abilities would then be added normally). This feat only needs to be taken once, and it applies to later levels gained (so when the 8th level wizard turns 10th level, he could increase his familiar's ECL by +1).

The familiar can not gain templates or otherwise develop in any way which makes it incompatible with its master. A familiar who gains class levels that would qualify it for a familiar does *not* gain a familiar.

Blood Arcanist

The character can learn and cast arcane spells from the wizard's spell list. When he first takes this feat, he gains a virtual level in blood arcanist, and he gains another virtual level every level thereafter. This provides access to wizard spell levels as shown in the chart. Levels of blood arcanist provide no other benefit.

Level	CL	0	1	2	3	4	5	6	7	8	9
1	0	0	-	-	-	-	-	-	-	-	-
2	1	0	0	-	-	-	-	-	-	-	-
3	2	0	0	-	-	-	-	-	-	-	-
4	2	0	0	-	-	-	-	-	-	-	-
5	3	0	0	0	-	-	-	-	-	-	-
6	4	0	0	0	-	-	-	-	-	-	-
7	4	0	0	0	-	-	-	-	-	-	-
8	5	0	0	0	0	-	-	-	-	-	-
9	6	0	0	0	0	-	-	-	-	-	-
10	6	0	0	0	0	-	-	-	-	-	-
11	7	0	0	0	0	0	-	-	-	-	-
12	8	0	0	0	0	0	-	-	-	-	-
13	8	0	0	0	0	0	-	-	-	-	-
14	9	0	0	0	0	0	0	-	-	-	-
15	10	0	0	0	0	0	0	-	-	-	-
16	10	0	0	0	0	0	0	-	-	-	-
17	11	0	0	0	0	0	0	0	-	-	-
18	12	0	0	0	0	0	0	0	-	-	-
19	12	0	0	0	0	0	0	0	-	-	-
20	13	0	0	0	0	0	0	0	0	-	-

To learn or cast a spell, the character must have a INT of 10 + the spell level. The blood arcanist learns spells in the same way a wizard learns spells. The Difficulty Class for a saving throw against a blood arcanist's spell is 10 + the spell level + the character's INT bonus.

A blood arcanist can cast zero spells of each spell level, and does not gain bonus spells for a high ability score. However, the character may take CON damage in order to cast spells, at a rate of 1 point of CON damage per spell level. The damage dealt by this can not be prevented or reduced by any means, although it can be healed normally.

A blood arcanist may cast any spell he knows spontaneously, but must have his spellbook in front of him and open to the appropriate spell. This follows the normal rules for spontaneous casting.

Most cultures in EN'HEDU view blood arcanists as corrupt and prone to dealing with demons.

Blood Magic

Prereq the ability to cast spells. The caster can substitute his own blood for spell levels. If the character must prepare his spells, he can only use Blood Magic with spells he has currently prepared; a spontaneous caster may use Blood Magic with any spell he knows. Each spell level cast deals 1 point of temporary CON damage to the caster, but does not use up a daily spell slot to cast. For example, a wizard with *fireball* prepared could take 3 temporary CON damage to cast the *fireball* and still have it prepared for later. The damage dealt by this feat can not be

prevented or reduced by any means, although it can be healed normally.

Blood Magic, Improved

Prereq the ability to cast spells, and either Blood Magic *or* Blood Arcanist. The caster can use the blood of others to cast spells. This adds a full round action to the casting time (so most spells will take a full round action *and* a standard action) and the sacrificial subject must be either willing or helpless. This works exactly like Blood Magic, except that someone else takes the damage.

Cast on the Run

Prereq DEX 13, Combat Casting, Dodge, Mobility. When casting a spell, the character can move both before and after the spell, provided that the character's total distance moved is not greater than the character's speed.

Combat Casting

The character gets a +4 bonus to Concentration checks made to cast a spell or use a spell-like ability while on the defensive or while grappling or pinned.

Continued Studies

Prereq the ability to cast 1st level spells, and four or more non-spellcaster class levels (character levels during which the character has gained virtual levels as a spellcaster count as spellcaster class levels). The character continues to study magic in what little spare time he has. For each four non-spellcaster levels the character has, his caster level is +1 higher (including spells per day, highest spell level able to cast, and all measurements based on caster level, but not including other class benefits, such as improving the character's familiar or smite foe abilities).

This feat may be taken multiple times, and applies to a different spellcaster class each time. If a character has class levels in two different spellcasting classes, each counts as "non-spellcasting levels" for purposes of the other class. Thus, a wizard 4/cleric 4 could take this feat twice, once for each, and gain +1 spellcasting level in each.

Counterspell, Improved

When counterspelling, the character may use a spell of the same school that is one or more spell levels higher than the target spell, rather than the exact spell or *dispel magic*.

Eschew Materials

The character can cast any spell that has a material component costing 1 gp or less without needing that component. (The casting of the spell still provokes attacks of opportunity as normal.) If the spell requires a material component that costs

more than 1 gp, he must have the material component at hand to cast the spell, just as normal.

Eschew Materials, Improved

Prereq Eschew Materials, ability to cast 5th level spells. The character can ignore all material components, even those costing more than 1 gp, for spells which are four levels below his maximum spell level. For example, a character who can cast 9th level spells can ignore all material components for spells of 5th level or lower. Do not count metamagic (except for Heighten Spell) when determining whether or not the character can ignore the material components.

Familiar Spells

Prereq INT 25 or WIS 25 (whichever governs the character's spellcasting ability), the ability to summon a familiar. The familiar becomes able to cast spells for its master. It can only cast spells that the master has prepared (or that the master is able to cast spontaneously), and this uses up the master's spell slot as if he had cast the spell himself. If the spell requires a material component or focus, the familiar must have the component or focus on hand. The familiar is treated as having the Wild Casting feat for purposes of verbal and somatic components.

The familiar can not cast spells with a casting time of longer than one day. The familiar must be within 30 ft of the master in order to use this feat.

Metamagic, Improved

Prereq any 4 metamagic feats, ability to cast 9th level spells. The spell slot the character must use to cast a metamagic spell is one level lower than normal (to a minimum of one level higher than normal). This affects the overall spell slot, not the individual metamagic feats – for example, an *empowered perfected fireball* (normally 3 + 2 + 3) would be 7th level.

Special: The character can gain this feat multiple times. The effects stack, but can not lower the level of any metamagic spell's slot to less than one level higher than normal. For example, if the character took this 5 times, an *empowered perfected fireball* would still be 4th level.

Metamagic, Instant

Prereq any metamagic feat. Choose one metamagic feat which the character knows. Once per day, the character can add that metamagic to a spell as he is casting it without increasing its casting time or spell level. The character must be able to cast the spell with the metamagic included – if the character can cast a maximum of 9th level spells, he can not add *empower spell* to a 9th level spell with this feat.

The character can gain this feat multiple times. Each time, either increase the number of uses per day for a particular

metamagic feat, or gain 1 use per day for a new metamagic feat that the character knows.

Multispell

Prereq Quicken Spell, ability to cast 9th level spells. The character may cast one additional quickened spell in a round. A character can gain this feat multiple times, and its effects stack.

School Resistance

The character is unusually resistant to a particular school of magic. Choose a school of magic when this feat is taken. The character gains a +2 on all saves against spells and spell-like effects of that school.

Spell Capacity, Improved

Prereq ability score of (10 + the new spell level), ability to cast the normal maximum spell level for the spellcaster class. The character gains one spell slot per day at one level higher than the highest level spell he can already cast in a particular class. The character must have the requisite ability score (10 + spell level) in order to cast a spell stored in such a slot. If the character has a high enough ability modifier to gain one or more bonus spells for this spell level, he also gains those bonus spells for this spell level.

This feat can't grant spellcasting ability to a class that doesn't have spellcasting ability. A character must use the spell slot in a class of which he can already cast the maximum normal spell level. The character can gain this feat multiple times and its effects stack.

Spell Focus

Choose a school of magic, such as Illusion. The character's spells of that school are more potent than normal. Add +2 to the Difficulty Class for all saving throws against spells from the school of magic the character selects to focus on. The character can gain this feat multiple times. Its effects do not stack. Each time the character takes the feat, it applies to a different school of magic.

Spell Focus, Greater

Prereq Spell Focus in the appropriate school, ability to cast 3rd level spells. Choose a school of magic for which the character already has Spell Focus. Add +1 to the Difficulty Class for all saving throws against spells from the selected school of magic. This bonus stacks with the bonus from Spell Focus. This feat can be taken multiple times, but does not stack with itself. Each time the character takes the feat, it applies to a different school of magic.

Spell Parry

Prereq Bonded Weapon, Weapon Focus with appropriate weapon group, Weapon Specialization with appropriate weapon group, Improved Critical Strike with appropriate weapon group, Channel Touch Spell (metamagic), and the ability to cast 1st level spells (arcane or divine), BAB +11. Once per round, the character can parry a spell cast at him or his equipment (not including area spells, but including multi-target spells). The character makes an attack roll against a target of 11 + the caster level of the spell. On a success, the character is not affected by the spell (if it is a multi-target spell, it still affects the other targets normally). The character must have his bonded weapon in hand, and be capable of taking an attack of opportunity (i.e., not flat-footed, able to attack, etc.).

Spell Penetration

The character gets a +2 bonus to caster level checks (1d20+caster level) to beat a creature's spell resistance. This feat may be taken multiple times, and stacks with itself.

Spell Resistant

Prereq Will save +6. The character gains spell resistance equal to 4 + his total hit dice.

Spell Resistance, Greater

Prereq already have spell resistance, Improved Spell Resistance. The character adds +2 to his spell resistance, and this stacks with Improved Spell Resistance.

Spell Resistance, Improved

Prereq already have spell resistance. The character adds +2 to his spell resistance.

Spell Resistance, Perfect

Prereq already have spell resistance, Improved Spell Resistance, Greater Spell Resistance. The character adds +2 to his spell resistance, and this stacks with Improved and Greater Spell Resistance.

Thrifty Spell Caster

By carefully picking the cheapest combination of components that will still work, writing spell books in as small a print as possible, and similar skinflint measures, the character reduces his costs. All material component costs, spell book costs, magic item creation costs and similar things are reduced by 15%.

Metamagic

As a spellcaster's knowledge of magic grows, she can learn to cast spells in ways slightly different from the ways in which the

spells were originally designed or learned. Preparing and casting a spell in such a way is harder than normal but, thanks to metamagic feats, at least it is possible. Spells modified by a metamagic feat use a spell slot higher than normal. This does not change the level of the spell, so the DC for saving throws against it does not go up.

Prepared Spellcasters: Prepared spellcasters must prepare their spells in advance. During preparation, the character chooses which spells to prepare with metamagic feats (and thus which ones take up higher-level spell slots than normal).

Spontaneous Casters: Spontaneous spellcasters choose spells as they cast them. They can choose when they cast their spells whether to apply their metamagic feats to improve them. As with other spellcasters, the improved spell uses up a higher-level spell slot. But because the spellcaster has not prepared the spell in a metamagic form in advance, he must apply the metamagic feat on the spot. Therefore, such a character must also take more time to cast a metamagic spell (one enhanced by a metamagic feat) than he does to cast a regular spell. If the spell's normal casting time is 1 action, casting a metamagic version is a full-round action for a sorcerer or bard. (This isn't the same as a 1-round casting time.)

For a spell with a longer casting time, it takes an extra full-round action to cast the spell.

Spontaneous Casting and Metamagic Feats: A cleric or priest spontaneously casting a cure or inflict spell can cast a metamagic version of it instead. Extra time is also required in this case. Casting a 1-action metamagic spell spontaneously is a full-round action, and a spell with a longer casting time takes an extra full-round action to cast.

Effects of Metamagic Feats on a Spell: In all ways, a metamagic spell operates at its original spell level, even though it is prepared and cast as a higher-level spell. Saving throw modifications are not changed unless stated otherwise in the feat description.

The modifications made by these feats only apply to spells cast directly by the feat user. A spellcaster can't use a metamagic feat to alter a spell being cast from a wand, scroll, or other device.

Metamagic feats that eliminate components of a spell don't eliminate the attack of opportunity provoked by casting a spell while threatened. However, casting a spell modified by Quicken Spell does not provoke an attack of opportunity.

Metamagic feats cannot be used with all spells. See the specific feat descriptions for the conditions a spell must meet in order to be modified.

Multiple Metamagic Feats on a Spell: A spellcaster can apply multiple metamagic feats to a single spell. Changes to its level are cumulative. He can also apply the same metamagic feat more than once to a single spell.

Magic Items and Metamagic Spells: With the right item creation feat, you can store a metamagic version of a spell in a scroll, potion, or wand. A character doesn't need the metamagic feat to activate an item storing a metamagic version of a spell.

Counterspelling Metamagic Spells: Whether or not a spell has been enhanced by a metamagic feat does not affect its vulnerability to counterspelling or its ability to counterspell another spell.

Bounce Spell

Spell level +2. The character casts the spell at an ally within the spell's normal range, but the ally is not affected. Instead, the ally may redirect the spell with a free action. The spell then goes where ever the ally redirected it, using the ally as the point of origin for purposes of determining range and line of sight. If the ally does not choose a new target or direction within one round, the spell fizzles and has no effect at all. Spells such as *interposing hand* now treat the ally as if he is the caster.

Chain Spell

Spell level +3. This may be used with any ray spell or spells with a line area of effect. The spell hits one primary target, and then sprays outward to strike up to the caster's level in secondary targets. All secondary targets must be within 30 ft of the primary target, and are chosen by the caster; a secondary target may not be struck more than once. If the original spell was a ray, a ranged touch attack must be made against all targets; if it allowed a save, all targets get a save. Regardless, the spell halves damage against the secondary targets (or, if it does no damage, the target's saving throw gains a +4 bonus *and* the to hit roll for a ranged touch attack is at -4).

Channel Touch Spell

Spell level +1. This allows the character to cast a touch spell through his melee weapon. He must be holding the melee weapon when the touch spell is cast, and can attack with it (including a non-damaging touch attack) to discharge the spell. This can not be used by someone else – the caster must be the one wielding the weapon.

Compressed Spell

Spell level +1. The area effect of the spell is quartered (each dimension is halved, round down), and the save DC increases by +2. For example, a *fireball* cast by an INT 18 wizard normally has a radius of 20 ft and a save DC of 17; a *compressed fireball* cast by the same wizard would have a radius of 10 ft and a save DC of 19.

Contingent Spell

Spell level +3. The spell is placed so that it comes into effect under some condition dictated when it is cast. The contingent spell takes a minimum of 10 minutes to cast (but if it normally has a longer casting time, use that casting time instead), and can

only be cast on the caster. The spell must be one that affects the caster's person (such as *feather fall*, *levitate*, *fly*, *teleport*, and so forth).

The conditions needed to bring the spell into effect must be clear, although they can be general. In all cases, the spell comes into effect (is "cast") instantaneously when the prescribed circumstances occur. The spell occurs based solely on the stated conditions, regardless of whether the character wants it to. In addition, the contingency itself will end after 1 day/level, at which point the spell ceases to exist and must be recast if the caster wishes to retain it. The character can have only one contingent spell in existence at a time; if a second is cast, the first one (if still active) is dispelled. In order to use this metamagic feat, the caster must carry a focus worth 25 GP.

Divine Spell

Spell level +2. Prereq Transmute Spell Energy, ability to cast divine spells. The character can alter half of the energy damage of a spell to sacred damage, which ignores energy resistance and damage reduction, and does not affect followers of the character's deity or cause. The other half of the energy damage is unchanged.

Empower Spell

Spell level +2. The variable dice of the spell are increased by 50%. Thus, a spell which normally did 2d8 damage would do 3d8 damage; a spell which affected 1d4 targets would affect 1d4+1d2 targets; and so on. This affects all variable dice of the spell, but does not affect non-variable effects.

Enlarge Spell

Spell level +1. The range of the spell is increased by one stage (from Close to Medium, or Medium to Far). Spells with a range of personal, touch, sight or similar non-distance definitions can not use this feat. Spells with a range of Far are doubled in range (if this feat is stacked, remember that two doublings is a tripling, NOT a quadrupling). This metamagic feat can not be used with cones or other spells whose area and range are directly linked - use *expand spell* for those spells.

Expand Spell

Spell level +3. The area of effect of the spell is doubled. This doubles the *linear dimension* used to define the area of effect – for example, an *expanded wall of thorns* would create one 20 ft cube per level (rather than two 10 ft cubes per level). And a 30 ft cone would now be a 60 ft cone. Spells which affect a number of creatures or targets, or personal, can not use this feat.

Extend Spell

Spell level +1. The duration of the spell is doubled. Spells with a duration of concentration, instantaneous or permanent can not use this feat.

Force Spell

Spell level +2. Prereq Transmute Spell Energy. The character can alter the energy damage of a spell to force effect damage. The spell can now affect creatures the caster can see in the ethereal or shadow, ignores DR and energy resistance, and is in all ways a force effect spell.

Heighten Spell

Spell level +1 or more. A heightened spell has a higher spell level than normal (up to the highest level the character can cast). Unlike other metamagic feats, Heighten Spell actually increases the effective level of the spell that it modifies. All effects dependent on spell level (such as saving throw DCs and ability to penetrate a minor globe of invulnerability) are calculated according to the heightened level. The heightened spell uses a spell slot of its new effective level.

Imprint Spell

Spell level +8. While the caster has the spell prepared with this metamagic, he can cast it repeatedly without losing the spell. A spell can not be cast more than once per round this way, and it is still treated as casting a spell (with the same components, casting time and so on), rather than a spell-like ability.

Lasting Spell

Spell level +2, and casting time is increased by 11 days *per spell level*. Choose any spell with Duration: Permanent or Duration: Instantaneous that creates or transforms something permanently – that spell's effect now can not be negated or suppressed by anything except the caster being reduced to -1 hit points. If the caster dies or chooses to end the effect, the spell's effect automatically ends, even for odd situations (a *lasting wall of iron* will simply disintegrate into powdery rust when the caster dies, for example). This takes 11 days per spell level of the original spell.

This metamagic creates a permanent thread of magic (similar to an astral thread) between the spell effect and that character, which can be traced via magical means (*detect magic*, *scrying*).

Some permanent and instantaneous spells behave slightly differently with this metamagic. Use the examples below for adjudicating strange cases.

Undead: Spells which create undead protect the undead from destruction by turning, but the undead can still be turned, rebuked and controlled. Lasting undead who are killed will rise again after one hour, or if the body has been entirely destroyed, will animate a nearby corpse with the same spell. If the caster is killed, all undead created by the spell die instantly, and any spawn created by the dead also die.

Arcane Lock: And any similar spell which can be bypassed by another spell, also resists that spell. A lasting arcane lock can not be bypassed by knock, for example.

Arcane Mark: Does not fade from living beings.

Contagion: When the caster dies, this not only disappears from the original person it was cast on, but every person it had spread to from that person!

Energy Drain: Permanent levels lost can not be restored by spells, but they do return instantly if the caster is slain.

Permanency: Any spell combined with the Permanency metamagic can be affected by this metamagic as well.

Wall of Iron: Or any spell which creates a permanent object. The object can still be damaged or destroyed (via *disintegrate*, for example), but will gradually regenerate over the course of an hour. If the caster is killed, the object disintegrates.

Lingering Touch Spell

Spell level +2. A lingering touch spell can discharge one additional time before ending. For example, a *lingering shocking grasp* would allow two touch attacks before it is completely discharged, and a *lingering cure light wounds* would heal twice. This does not affect the duration of the spell, however, only the number of touches allowed.

Magnify Spell

Spell level +2. The weight affected by the spell is doubled. This only affects spells which have a weight listed, such as *telekinesis* or *dimension door*. Spells which affect a number of creatures or targets are not affected, and the size of creature that can be affected is not changed.

Mass Spell

Spell level +4. A spell which normally affects one subject now affects one subject per level, all of whom must be within a 30 ft radius. This feat does not work with personal spells. Touch spells allow the caster to touch up to 6 people as a full round action.

Merciful Spell

Spell level +0 or +1. The damage done by the spell is altered to non-lethal, and the save DC is increased by +2. A spell which does not *have* a save DC does not increase in level when this metamagic is applied; otherwise it is +1.

Perfect Spell

Spell level +3. The variable dice of the spell automatically take the best possible result. Thus, a spell which does 2d8 damage would automatically roll 16 hit points; a spell which affected 1d4 targets would automatically affect 4 targets; and so on. This affects all variables of the spell, but does not affect non-variable effects. A caster level check (such as for *dispel magic*) is considered a variable effect for these purposes!

Permanency

Spell level +4, and casting time is increased by 11 days *per spell level*. The spell's duration is changed to Permanent. Spells with an instantaneous duration or which discharge can not use this feat. This takes 11 days per spell level of the original spell. Use the examples below for strange cases.

Persistent Word

Spell level +1. Prereq 1st level or higher bard or sorcerer. This feat is only available to bards and sorcerers. A persistent word spell's verbal component works despite magical *silence*, allowing the caster to cast the spell in a *silence* area. The verbal component is audible despite the magical silence.

Quicken Spell

Spell level +4. Casting a quickened spell is a free action. The character can perform another action, even casting another spell, in the same round as the character casts a quickened spell. The character may only cast one quickened spell per round. A spell whose casting time is more than 1 full round cannot be quickened. Note that sorcerers and bards may use this feat, and it does not increase their casting time to a full round for being metamagic; however, they can not combine this metamagic feat with *any other metamagic feat* in the same spell.

Ranged Channel Touch Spell

Spell level +3. Prereq Channel Touch Spell. This allows the character to cast a touch spell through his missile weapon. He must be holding the missile weapon when the touch spell is cast, and can attack with it to discharge the spell. This can not be used by someone else – the caster must be the one wielding the weapon.

Ranged Touch Spell

Spell level +4. This feat turns a touch spell into a ray with a range of Close (25 ft + 5 ft per level).

Silent Spell

Spell level +1. The character can cast the spell without a verbal component. Bards and sorcerers can not use this metamagic feat.

Still Spell

Spell level +1. The character can cast the spell without a somatic component.

Stretch Spell

Spell level +2. The duration of a "per level" spell is increased by one stage. Spells with a fixed duration (including

concentration, instantaneous and permanent) can not use this feat. Regardless, a spell's duration can only be stretched for as long as the caster is awake, and only one *stretched* spell may be active at the same time. The stages are as follows:

- 1 round per level
- 10 minutes per level
- 1 hour per level
- 1 day per level

Transfer Spell

Spell level +2. The character can cast a spell with a range of personal or self as a touch spell, affecting someone else.

Transmute Spell Energy

Spell level +0 or +1. The character can alter the energy damage of a spell to another type. Anything from one die of damage to the full damage of the spell may be so translated (for example, a 10d6 *fireball* could be transmuted into a 5d6 fire, 5d6 frost ball). Each time this metamagic is applied to the spell, energy may be converted to one other energy type - thus, the character could apply the metamagic twice (for +2 levels) and create a 4d6 fire, 4d6 frost, 2d6 sonic ball. If *all* damage is converted to the new energy type, this adds +0 to the spell level; otherwise, this adds +1 to the spell level.

Psionic

Esper

Prereq WIS 13, Psionic Training. The character can spend power points to cast spells of the divination school. This costs 1 power point per spell level, but the character can not cast spells which are higher than half his caster level. The character ignores verbal, somatic and material components, but must still take the same amount of time to cast the spell.

When the character first takes this feat, he gains one spell at the highest spell level he can cast, two at the second highest, three at the third highest, and so on. Each time he gains a new spell level, he gains one new spell at each spell level. Each time he gains a new caster level, he may swap out an old spell known for a new spell known at the same spell level.

While using a divination spell, the character's eyes glow as normal.

Levitation

Prereq WIS 15, Psionic Training, Psychokinesis. The character gains a fly speed of caster level x 5 ft (perfect). In addition, the character can spend a power point for a short burst of speed. Levitation is as natural to the character as normal movement, and does not require an action to activate.

Surge (1 power point): For one round per caster level, the character's fly speed doubles. This can not be stacked.

Psionic Regeneration

Prereq CON 13, WIS 13, Psionic Healing, Psionic Training. The character has mastered his own healing powers sufficiently that they work constantly at a slow rate. The character naturally heals 1 hit point per minute. This is as natural to the character as breathing, and does not require an action to activate.

Surge (1 power point): For one round per caster level, the character gains Fast Healing 5. This can not be stacked.

Psionic Healing

Prereq WIS 13, Psionic Training. The character has learned to heal and harm with his psionic energies.

Heal (1+ power points): This has a range of touch, and heals 2 hit points per caster level per power point.

Rend (1+ power points): This has a range of touch, and does 2 points of damage per caster level per power point.

Psionic Talent

Prereq WIS 15, Psionic Training. The character draws from a deeper well than most psionists. Each time the character takes this feat, add +2 power points.

Psionic Training

Prereq WIS 13. The character has developed powers of the mind, utilizing the magical energies within himself rather than those of a god or his environment (although arcane and divine casters do train in psionic disciplines as well on occasion).

The character gains 1 power point and +1 power point per level thereafter. He regains his full power points after 8 hours of sleep.

The character's caster level starts at 1, and increases by +1 per two levels gained thereafter.

Unless otherwise stated, activating a psionic power requires a standard action which prompts an attack of opportunity. Unless otherwise stated, psionic powers affect incorporeal creatures normally. Anything which would disrupt a spellcaster's spell can also disrupt a psionic ability, with the same Concentration check DCs.

A *Surge* is a modification of another psionic ability, and requires the same action to use as the base psionic ability.

The character can not spend more power points in a round than his caster level.

When a save is required, if no spell level is specified, use half the character's caster level. Wisdom is the ability score that modifies saves.

Psychokinesis

Prereq WIS 13, Psionic Training. The character has learned to generate force energies with his inner power.

Forcefield (1 power point): This lasts for 1 round per caster level. The forcefield provides a +1 enhancement bonus to armor DR per caster level (to a maximum of DR +5/-). Against incorporeal touch attacks, the forcefield gives +1 AC, but no other benefit. Activating this forcefield is a free action.

Chi Strike (1 power point): The character can make a psychokinetically enhanced melee attack as a standard action which does *not* prompt an attack of opportunity. The character adds 1 point of force damage per caster level to the attack. This is a free action.

Blast (1 power point): This does 1 point of force damage per caster level, as a ranged touch attack, with a range increment of caster level x 5 ft. This is treated as an attack action.

Area Blast (5 power points): The character blasts an area. This does 1 point of force damage per caster level to a 20 ft radius which must be within caster level x 5 ft of the caster. Targets get a Reflex save for half damage. This is a standard action which prompts an attack of opportunity.

Psychoportation

Prereq WIS 15, Levitation, Psionic Training, Psychokinesis. The character can instantaneously move himself to some point within his sight.

Psychoport (3 power points): The character can psychoport himself (and up to maximum encumbrance) up to caster level x 100 ft, but he must have line of sight and line of effect to the location.

Blind Psychoport (5 power points): The character can psychoport himself (and up to maximum encumbrance) up to caster level x 100 ft, and does not require line of sight or line of effect to the location. Treat this as a short-range *teleport* spell for purposes of miss chance.

Surge (1 power point): The character can multiply his range by x10. This can be stacked.

Surge (1 power point): The character can carry one willing, Medium-sized creature with him. This creature may be carrying up to maximum encumbrance, and does not count against the character's encumbrance. This can be stacked.

Psychoportation, Improved

Prereq WIS 15, Levitation, Psionic Training (caster level 5), Psychokinesis, Psychoportation. The character can psychoport very short distances as a move action, and it is as natural to him as normal movement.

Fast Psychoport (1 power point): This lasts for 1 round per caster level. Treat it as a movement speed of 5 ft per two caster levels, which can be divided up to move around barriers to line of sight or line of effect. If the character psychoports into midair and then psychoports again (all in the same round), he falls 10 ft between psychoports.

This movement is not reduced by encumbrance or terrain, and the character can move through narrow holes. However, the character must have line of sight and line of effect to any spot he psychoports to.

Surge (1 power point): The character can carry one willing, Medium-sized creature with him. This creature may be carrying up to maximum encumbrance, and does not count against the character's encumbrance. This can be stacked.

Telekinesis

Prereq WIS 15, Psionic Training, Psychokinesis. The character has mastered force energies sufficiently to maintain telekinetic holds on objects and people.

The character can manipulate, lift, hold or grapple at a distance, according to the following chart:

CL	STR	Size	Fly Speed	Range
1	2	Small	5 ft (perfect)	Close (25 ft + 5 ft/2 levels)
2	6	Small	5 ft (perfect)	Close (25 ft + 5 ft/2 levels)
3	10	Medium	10 ft (perfect)	Close (25 ft + 5 ft/2 levels)
4	14	Medium	10 ft (perfect)	Close (25 ft + 5 ft/2 levels)
5	18	Large	15 ft (perfect)	Medium (100 ft + 10 ft/level)
6	20	Large	15 ft (perfect)	Medium (100 ft + 10 ft/level)
7	22	Large	20 ft (perfect)	Medium (100 ft + 10 ft/level)
8	24	Large	20 ft (perfect)	Medium (100 ft + 10 ft/level)
9	26	Huge	30 ft (perfect)	Long (400 ft + 40 ft/level)
10	28	Huge	30 ft (perfect)	Long (400 ft + 40 ft/level)
11	30	Huge	45 ft (perfect)	Long (400 ft + 40 ft/level)

BAB is equal to the character's normal BAB, and Dexterity is equal to the character's normal Dexterity. However, the character must learn any weapon groups with telekinesis *separately* from knowing how to use the weapon with his own body. The fly speed is affected by encumbrance normally, and if the character wishes to fly himself with this ability, his entire body counts against the encumbrance.

If the action performed with the telekinesis is equivalent to a standard action or less (such as moving an object up to the fly speed), the using the ability is a standard action which prompts an attack of opportunity. For any greater action (a full attack as a grapple, for example), use the greater action, and it still prompts an attack of opportunity.

Surge (1 power point): The character can boost his effective caster level by +1 for one round per caster level. This can be stacked.

Telepath

Prereq WIS 13, INT 13, Esper, Psionic Training, access to the *detect thoughts* spell. The character can read the minds of others, and send his own thoughts to them. It is a free action to switch this on or off (but his eyes still glow), and lasts for as long as the character chooses.

Each round, as a standard action, the character may establish a link to another person's mind. The character must have line of sight to establish the link, but distance and line of sight do not matter once it is established. An unwilling subject gets a Will save when contact is first established, and once per minute thereafter, to throw off the link. The character may have up to one link per caster level at a time. A link can be dropped as a standard action.

Once a link is established, the character and the linked individual can communicate telepathically as if they were speaking in a private, quiet room. The character may choose to allow multiple linked individuals to hear each other or not – either way, this power does not confer any special ability on the character to hold more than one conversation at a time, and time spent communicating over a link is time *not* spent communicating in the real world or over another link.

Wild

Attuned to Nature

Prereq Wilderness Lore Skill 3 ranks. The character has developed a deep-rooted connection to the natural world. This manifests as a subtle sense about any natural region the character is presently in - in general, this allows Spot checks to feel the "presence" of an abomination in the region, animal fright (and rough direction), where watering holes are, the general composition of the plant life, and so on. If the character also has Animal Empathy 3+, animals will tend to treat the character as a natural part of the environment, although this in no way affects the character's companions. Predators may still hunt the character, depending on whether or not the character looks vulnerable.

Beast Speaking

As long as the character's current form can produce vocal sounds, he can manage to wrangle words out of its mouth. This allows casting spells which have only a verbal component (but with a 10% spell failure chance), and communicating with others.

Beast Speech

The character has learned to speak to animals in their own tongue. This allows the character to put skill points into animal languages, and the character gets one animal language for free.

Blend with Nature

Prereq Hide Skill 3 ranks, Wilderness Lore Skill 3 ranks. The character can attune more deeply with her natural environment, physically blending in with her surroundings. This grants a +4 circumstance bonus to Hide while in a natural environment, or +8 if holding completely still.

Commune with Nature

Prereq WIS 13, Wilderness Lore Skill 6 ranks, Attuned to Nature. Once per day, the character can mentally become one with the local natural world for one hour, sensing all that it senses. He becomes aware of the presence of any outsiders, and can scry through the eyes and ears and noses of nearby animals, and feel their weight upon the earth. He knows the lay of the land perfectly (Wilderness Lore check afterward to remember details), and has a sense of the current weather. The range for this feat is a half mile radius per point of Wilderness Lore.

Extra Wildshape

Prereq the ability to *wildshape*. The character can *wildshape* one extra time per day. This can be taken multiple times, and stacks with itself.

Wild Casting

Prereq WIS 13. The character can complete verbal and somatic components of a spell while in the form of a particular type of animal. This may be taken multiple times, and applies to a different animal type each time. He substitutes various noises and gestures for the normal verbal and somatic components of the spell. The character can also use any material components or focuses he possesses, even if such items are currently melded with the form. This does not allow the character to use magic items he would not normally be able to use (only spell components), nor does it allow the character to speak.

Wild Magic

Prereq WIS 15 and devotion to the wilderness. Each time the character takes this feat, he may master a spell-like ability which he can use five times per day. The first time he takes the feat, the spell-like ability is one level-0 spell from the druid spell list; each time thereafter, he may learn a spell one level higher. Instead of learning a higher level spell, he may choose to increase the number of times per day for an earlier spell to *at will*.

In all cases, the spell requires the same time to cast (usually a standard action), has the same material and focus components, and costs as much XP as if it were a normal spell. Using the spell-like ability allows an attack of opportunity. This is subject to the same limitations as a druid's spell abilities - if the character does something which requires atonement, these spell-like abilities are lost until the character has atoned.

Wildshape, Improved

Prereq the ability to *wildshape*. Each time the character takes this feat, the character gains the ability to *wildshape* into a creature one size larger or smaller (choose *either* larger *or*

smaller – to get both, take the feat twice). Thus, a character who can *wildshape* into anything from Tiny to Huge could gain the ability to *wildshape* into Gargantuan creatures or the ability to *wildshape* into Diminutive creatures. A character can take this feat multiple times, and its effects stack.

Open Gaming License

THIS LICENSE IS APPROVED FOR GENERAL USE. PERMISSION TO DISTRIBUTE THIS LICENSE IS MADE BY WIZARDS OF THE COAST!

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product Identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall

survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc.

En'hedu Feats Copyright 2003, Thomas R. Weigel

System Reference Document Copyright 2000, Wizards of the Coast, Inc.;

System Reference Document Copyright 2000-2003, Wizards of the Coast, Inc.;

Authors Jonathan Tweet, Monte Cook, Skip Williams, Rich Baker, Andy Collins, David Noonan, Rich Redman, Bruce R. Cordell, based on original material by E. Gary Gygas and Dave Arneson.

Modern System Reference Document Copyright 2002, Wizards of the Coast, Inc.;

Authors Bill Slavicsek, Jeff Grubb, Rich Redman, Charles Ryan, based on material by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, Peter Adkison, Bruce R. Cordell, John Tynes, Andy Collins, and JD Wiker.

Copyright 2001, Alderac Entertainment Group, Inc:

Dragons, Dungeons, Rokugan

Spycraft Copyright 2002, Alderac Entertainment Group, Inc

Swords of Our Fathers Copyright 2003, The Game Mechanics

Mutants & Masterminds Copyright 2002, Green Ronin Publishing

Unearthed Arcana Copyright 2004, Wizards of the Coast, Inc.;

Authors Andy Collins, Jesse Decker, David Noonan, Rich Redman.

Lasting Spell Feat Copyright 2003, Nik Perez (Technik4 on ENWorld)

Various Feats Copyright 2003, Mark White (Plane Sailing on ENWorld)

Lingering Touch Spell, Magnify Spell, Sorcerer Mastery

Netbook of Feats Copyright 2003, Fantasy Netbook Council;

Authors: Agustín Martín, Alan Sullivan, Alan Z. Eisinger, Albert Nakano, Anne Trent, B. Marcus Lindberg, Bradley H. Bemis Jr., Brendan Quinn, Brian A. Smith, Carl Cramér, Chris Meravi, Curtis Bennett, Daniel Langdon, David Spitzley, Dominique Crouzet, Eric D. Harry, Ian Cheesman, Jerry M. Chaney II, John O. Lamping, Jose Lira, Joshua Turton, Marcus Lindberg, Mark Koh, Michael J. Kletch, Paul W. King, Peter K. Campbell, Rafael Arrais, Rebecca Glenn, Rick Coen, Robert Michael Ogilvie, Scott Metzger, Sigfried Trent, Steven J. Damon, Sébastien Adhikari, Terje Kristian Backman, Timothy S. Brannan, Troy Lenze, Tyson Neumann, William Batok, William Setzer.

Jade & Steel Copyright 2001, Avalanche Press, Ltd.

Spells & Magic Copyright 2002, Bastion Press, Inc.

Dragonlords of Melniboné Copyright 2001, Chaosium Inc.

Sovereign Stone Campaign Sourcebook Copyright 2001 Sovereign Press Inc.

Nyambe: African Adventures Copyright 2002, Trident inc. d/b/a Atlas Games;

Author Christopher W. Dolunt

Traps & Treachery Copyright 2001, Fantasy Flight, Inc.

Dragonstar: Starfarer's Handbook Copyright 2001, Fantasy Flight, Inc.

Seafarer's Handbook Copyright 2001, Fantasy Flight, Inc.

Spells & Spellcraft Copyright 2002, Fantasy Flight, Inc.

Path of Magic Copyright 2002, Fantasy Flight, Inc.

Path of the Sword Copyright 2002, Fantasy Flight, Inc.

Hammer & Helm Copyright 2002, Green Ronin Publishing

Author Jesse Decker

A Guidebook to Dwarves Copyright 2002, Green Ronin Publishing

Author Jesse Decker

Fading Suns Copyright 2001, Holistic Design, Inc.

The End: Lost Souls Edition Copyright 2002, Joseph Donka, Joseph Tierney, Martin Tierney and Jeff Konkol

Deadlands d20 Copyright 2001, Pinnacle Entertainment Group, Inc.

T-20 The Travellers Handbook Copyright 2002, Quiklink Interactive Inc.

Traveller is a trademark of Far Future Enterprises and is used under license.

Tournaments Fairs and Taverns Copyright 2002, Natural 20 Press

Relics & Rituals Copyright 2001, Clark Peterson, Sword and Sorcery Studio, White Wolf Publishing, Inc.

Bluffsides: City on the Edge Copyright 2002, Thunderhead Games Inc.

Copyright 2002, Rebellion A/S

Judge Dredd; Produced under license by Mongoose Publishing.

Slaine; Produced under license by Mongoose Publishing.

Tir Na Nog; Produced under license by Mongoose Publishing.

Copyright 2002, Mongoose Publishing

The Quintessential Fighter, The Quintessential Rogue, The Quintessential Wizard, The Quintessential Cleric, The Quintessential Elf, The Quintessential Dwarf, The Quintessential Monk, The Quintessential Witch, The Quintessential Psychic Warrior, The Quintessential Druid, The Quintessential Samurai, Encyclopaedia Arcane – Constructs, Encyclopaedia Arcane – Battle Magic, Encyclopaedia Arcane – Enchantment, Encyclopaedia Arcane – Star Magic, Encyclopaedia Arcane – Illusionism, Encyclopaedia Divine – Fey magic, Encyclopaedia Divine – Shamans, Slayer's Guide to Trolls, Slayer's Guide to Dragons, Slayer's Guide to Medusas, Slayer's Guide to Sahuagin, Slayer's Guide to Bugbears, Crusades of Valour, Ultimate Feats, Encyclopaedia Arcane – Necromancy, Seas of Blood, Gladiator – The Sands of Death.

Copyright 2002, NAME

Titles

[end of License]