

M I C H A E L G . H U R S T O N ' S
AVE MOLECH



F E A T S

WITHIN THE DEPTHS YOU'LL FIND ME
AS I WALK TO THE END
MY LIFE SPILLS OUT BEFORE ME
SO I LEAVE YOU FRIEND

DON'T WAIT FOR HIM TO SAVE ME
IT'S ALREADY TOO LATE
IF THEY COME TO ABYSS WITH ME
WE'LL ALL END THIS FATE



T A B L E O F C O N T E N T S

Cover & Interior Artwork, Design & Layout:

Michael G. Hurston



SRD Feats	4	MSRD Feats.....	50
SRD Psionic Feats.....	18	MSRD Arcana Feats	60
SRD Divine Feats	28	MSRD Future Feats	68
SRD Epic Feats	32		

Notice to Copier & Printer Services

Morbidgames allows for the owner of this PDF to print one color copy and one black and white copy for personal non-commercial use.

Designation of Product Identity

Ave Molech is ©1997-2008 Morbidgames. All rights reserved. The world of Ave Molech, its lands, organizations, playable and non-playable races, monsters, entities and all written text not listed as OGL material are owned and operated by Morbidgames. Reproduction of non-Open Game Content of this work by any means without written permission of Morbidgames is expressly forbidden.

Notice to Publishers

If you wish to use any element found within the world of Ave Molech that does not fall under the OGL, please contact Morbidgames at morbidgames@gmail.com

Designation of Open Game Content

Ave Molech is presented under the Open Game License. See the back page of this book for the text of these licenses. All game mechanics and statistics derivative of Open Game Content and the System Reference Document and Modern System Reference Document are to be considered Open Gaming Content. All other significant characters, names, places, items, art and text herein are copyrighted by Morbidgames. All rights reserved. If you have any questions on the Open Game Content of this product please contact Morbidgames.



Feats (srd)

DAVE METZ

ACROBATIC [GENERAL]

Benefit: You get a +2 bonus on all Jump checks and Tumble checks.

AGILE [GENERAL]

Benefit: You get a +2 bonus on all Balance checks and Escape Artist checks.

ALERTNESS [GENERAL]

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

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

ANIMAL AFFINITY [GENERAL]

Benefit: You get a +2 bonus on all Handle Animal checks and Ride checks.

ARMOR PROFICIENCY (HEAVY) [GENERAL]

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

Benefit: See Armor Proficiency (light).

Normal: See Armor Proficiency (light).

Special: Fighters, paladins, and clerics automatically have Armor Proficiency (heavy) as a bonus feat. They need not select it.

ARMOR PROFICIENCY (LIGHT) [GENERAL]

Benefit: When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand, and Tumble checks.

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

Special: All characters except wizards, sorcerers, and monks automatically have Armor Proficiency (light) as a bonus feat. They need not select it.

ARMOR PROFICIENCY (MEDIUM) [GENERAL]

Prerequisite: Armor Proficiency (light).

Benefit: See Armor Proficiency (light).

Normal: See Armor Proficiency (light).

Special: Fighters, barbarians, paladins, clerics, druids, and bards automatically have Armor Proficiency (medium) as a bonus feat. They need not select it.

ATHLETIC [GENERAL]

Benefit: You get a +2 bonus on all Climb checks and Swim checks.

AUGMENT SUMMONING [GENERAL]

Prerequisite: Spell Focus (conjunction).

Benefit: Each creature you conjure with any summon spell gains a +4 enhancement bonus to Strength and Constitution for the duration of the spell that summoned it.

BLIND-FIGHT [GENERAL]

Benefit: In melee, every time you miss because of

concealment, you can reroll your miss chance percentile roll one time to see if you actually hit.

An invisible attacker gets no advantages related to hitting you in melee. That is, you don't lose your 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.

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

Normal: Regular attack roll modifiers for invisible attackers trying to hit you apply, and you lose your Dexterity bonus to AC. The speed reduction for darkness and poor visibility also applies.

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

A fighter may select Blind-Fight as one of his fighter bonus feats.

BREW POTION [ITEM CREATION]

Prerequisite: Caster level 3rd.

Benefit: You can create a potion of any 3rd-level or lower spell that you know and that targets one or more creatures. Brewing a potion takes one day. When you create a potion, you set the caster level, which must be sufficient to cast the spell in question and no higher than your own level. The base price of a potion is its spell level x its caster level x 50 gp. To brew a potion, you must spend 1/25 of this base price in XP and use up raw materials costing one half this base price.

When you create a potion, you make any choices that you would normally make when casting the spell. Whoever drinks the potion is the target of the spell.

Any potion that stores a spell with a costly material component or an XP cost also carries a commensurate cost. In addition to the costs derived from the base price, you must expend the material component or pay the XP when creating the potion.

CLEAVE [GENERAL]

Prerequisites: Str 13, Power Attack.

Benefit: If you deal a creature enough damage to make it drop (typically by dropping it to below 0 hit points or killing it), you get an immediate, extra melee attack against another creature within reach. You 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. You can use this ability once per round.

Special: A fighter may select Cleave as one of his fighter bonus feats.

COMBAT CASTING [GENERAL]

Benefit: You get a +4 bonus on Concentration checks made to cast a spell or use a spell-like ability while on the defensive or while you are grappling or pinned.

COMBAT EXPERTISE [GENERAL]

Prerequisite: Int 13.

Benefit: When you use the attack action or the full attack action in melee, you can take a penalty of as much as -5

on your attack roll and add the same number (+5 or less) as a dodge bonus to your Armor Class. This number may not exceed your base attack bonus. The changes to attack rolls and Armor Class last until your next action.

Normal: A character without the Combat Expertise feat can fight defensively while using the attack or full attack action to take a -4 penalty on attack rolls and gain a +2 dodge bonus to Armor Class.

Special: A fighter may select Combat Expertise as one of his fighter bonus feats.

COMBAT REFLEXES [GENERAL]

Benefit: You may make a number of additional attacks of opportunity equal to your Dexterity bonus.

With this feat, you may also make attacks of opportunity while flat-footed.

Normal: A character without this feat can make only one attack of opportunity per round and can't make attacks of opportunity while flat-footed.

Special: The Combat Reflexes feat does not allow a rogue to use her opportunist ability more than once per round.

A fighter may select Combat Reflexes as one of his fighter bonus feats.

A monk may select Combat Reflexes as a bonus feat at 2nd level.

CRAFT MAGIC ARMS AND ARMOR [ITEM CREATION]

Prerequisite: Caster level 5th.

Benefit: You can create any magic weapon, armor, or shield whose prerequisites you meet. Enhancing a weapon, suit of armor, or shield takes one day for each 1,000 gp in the price of its magical features. To enhance a weapon, suit of armor, or shield, you must spend 1/25 of its features' total price in XP and use up raw materials costing one-half of this total price.

The weapon, armor, or shield to be enhanced must be a masterwork item that you provide. Its cost is not included in the above cost.

You can also mend a broken magic weapon, suit of armor, or shield if it is one that you could make. Doing so costs half the XP, half the raw materials, and half the time it would take to craft that item in the first place.

CRAFT ROD [ITEM CREATION]

Prerequisite: Caster level 9th.

Benefit: You can create any rod whose prerequisites you meet. Crafting a rod takes one day for each 1,000 gp in its base price. To craft a rod, you must spend 1/25 of its base price in XP and use up raw materials costing one-half of its base price.

Some rods incur extra costs in material components or XP, as noted in their descriptions. These costs are in addition to those derived from the rod's base price.

CRAFT STAFF [ITEM CREATION]

Prerequisite: Caster level 12th.

Benefit: You can create any staff whose prerequisites you meet.

Crafting a staff takes one day for each 1,000 gp in its base

price. To craft a staff, you must spend 1/25 of its base price in XP and use up raw materials costing one-half of its base price. A newly created staff has 50 charges.

Some staffs incur extra costs in material components or XP, as noted in their descriptions. These costs are in addition to those derived from the staff's base price.

CRAFT WAND [ITEM CREATION]

Prerequisite: Caster level 5th.

Benefit: You can create a wand of any 4th-level or lower spell that you know. Crafting a wand takes one day for each 1,000 gp in its base price. The base price of a wand is its caster level x the spell level x 750 gp. To craft a wand, you must spend 1/25 of this base price in XP and use up raw materials costing one-half of this base price. A newly created wand has 50 charges.

Any wand that stores a spell with a costly material component or an XP cost also carries a commensurate cost. In addition to the cost derived from the base price, you must expend fifty copies of the material component or pay fifty times the XP cost.

CRAFT WONDROUS ITEM [ITEM CREATION]

Prerequisite: Caster level 3rd.

Benefit: You can create any wondrous item whose prerequisites you meet. Enchanting a wondrous item takes one day for each 1,000 gp in its price. To enchant a wondrous item, you must spend 1/25 of the item's price in XP and use up raw materials costing half of this price.

You can also mend a broken wondrous item if it is one that you could make. Doing so costs half the XP, half the raw materials, and half the time it would take to craft that item in the first place.

Some wondrous items incur extra costs in material components or XP, as noted in their descriptions. These costs are in addition to those derived from the item's base price. You must pay such a cost to create an item or to mend a broken one.

DECEITFUL [GENERAL]

Benefit: You get a +2 bonus on all Disguise checks and Forgery checks.

DEFLECT ARROWS [GENERAL]

Prerequisites: Dex 13, Improved Unarmed Strike.

Benefit: You must have at least one hand free (holding nothing) to use this feat. Once per round when you would normally be hit with a ranged weapon, you may deflect it so that you take no damage from it. You must be aware of the attack and not flatfooted.

Attempting to deflect a ranged weapon doesn't count as an action. Unusually massive ranged weapons and ranged attacks generated by spell effects can't be deflected.

Special: A monk may select Deflect Arrows as a bonus feat at 2nd level, even if she does not meet the prerequisites.

A fighter may select Deflect Arrows as one of his fighter bonus feats.

DEFT HANDS [GENERAL]

Benefit: You get a +2 bonus on all Sleight of Hand checks

and Use Rope checks.

DIEHARD [GENERAL]

Prerequisite: Endurance.

Benefit: When reduced to between -1 and -9 hit points, you automatically become stable. You don't have to roll d% to see if you lose 1 hit point each round.

When reduced to negative hit points, you may choose to act as if you were disabled, rather than dying. You must make this decision as soon as you are reduced to negative hit points (even if it isn't your turn). If you do not choose to act as if you were disabled, you immediately fall unconscious. When using this feat, you can take either a single move or standard action each turn, but not both, and you cannot take a full round action. You can take a move action without further injuring yourself, but if you perform any standard action (or any other action deemed as strenuous, including some free actions, such as casting a quickened spell) you take 1 point of damage after completing the act. If you reach -10 hit points, you immediately die.

Normal: A character without this feat who is reduced to between -1 and -9 hit points is unconscious and dying.

DILIGENT [GENERAL]

Benefit: You get a +2 bonus on all Appraise checks and Decipher Script checks.

DODGE [GENERAL]

Prerequisite: Dex 13.

Benefit: During your action, you designate an opponent and receive a +1 dodge bonus to Armor Class against attacks from that opponent. You can select a new opponent on any action.

A condition that makes you lose your Dexterity bonus to Armor Class (if any) also makes you lose dodge bonuses. Also, dodge bonuses stack with each other, unlike most other types of bonuses.

Special: A fighter may select Dodge as one of his fighter bonus feats.

EMPOWER SPELL [METAMAGIC]

Benefit: All variable, numeric effects of an empowered spell are increased by one-half.

Saving throws and opposed rolls are not affected, nor are spells without random variables. An empowered spell uses up a spell slot two levels higher than the spell's actual level.

ENDURANCE [GENERAL]

Benefit: You gain a +4 bonus on the following checks and saves: Swim checks made to resist nonlethal damage, Constitution checks made to continue running, Constitution checks made to avoid nonlethal damage from a forced march, Constitution checks made to hold your breath, Constitution checks made to avoid nonlethal damage from starvation or thirst, Fortitude saves made to avoid nonlethal damage from hot or cold environments, and Fortitude saves made to resist damage from suffocation. Also, you may sleep in light or medium armor without becoming fatigued.

Normal: A character without this feat who sleeps in medium

or heavier armor is automatically fatigued the next day.

Special: A ranger automatically gains Endurance as a bonus feat at 3rd level. He need not select it.

ENLARGE SPELL [METAMAGIC]

Benefit: You can alter a spell with a range of close, medium, or long to increase its range by 100%. An enlarged spell with a range of close now has a range of 50 ft. + 5 ft./level, while medium-range spells have a range of 200 ft. + 20 ft./level and long-range spells have a range of 800 ft. + 80 ft./level. An enlarged spell uses up a spell slot one level higher than the spell's actual level.

Spells whose ranges are not defined by distance, as well as spells whose ranges are not close, medium, or long, do not have increased ranges.

ESCHEW MATERIALS [GENERAL]

Benefit: You 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, you must have the material component at hand to cast the spell, just as normal.

EXOTIC WEAPON PROFICIENCY [GENERAL]

Choose a type of exotic weapon. You understand how to use that type of exotic weapon in combat.

Prerequisite: Base attack bonus +1 (plus Str 13 for bastard sword or dwarven waraxe).

Benefit: You make attack rolls with the weapon normally.

Normal: A character who uses a weapon with which he or she is not proficient takes a -4 penalty on attack rolls.

Special: You can gain Exotic Weapon Proficiency multiple times. Each time you take the feat, it applies to a new type of exotic weapon. Proficiency with the bastard sword or the dwarven waraxe has an additional prerequisite of Str 13.

A fighter may select Exotic Weapon Proficiency as one of his fighter bonus feats.

EXTEND SPELL [METAMAGIC]

Benefit: An extended spell lasts twice as long as normal. A spell with a duration of concentration, instantaneous, or permanent is not affected by this feat. An extended spell uses up a spell slot one level higher than the spell's actual level.

EXTRA TURNING [GENERAL]

Prerequisite: Ability to turn or rebuke creatures.

Benefit: Each time you take this feat, you can use your ability to turn or rebuke creatures four more times per day than normal.

If you have the ability to turn or rebuke more than one kind of creature each of your turning or rebuking abilities gains four additional uses per day.

Normal: Without this feat, a character can typically turn or rebuke undead (or other creatures) a number of times per day equal to 3 + his or her Charisma modifier.

Special: You can gain Extra Turning multiple times. Its effects stack. Each time you take the feat, you can use each of your turning or rebuking abilities four additional times

per day.

FAR SHOT [GENERAL]

Prerequisite: Point Blank Shot.

Benefit: When you use a projectile weapon, such as a bow, its range increment increases by one-half (multiply by 1-1/2). When you use a thrown weapon, its range increment is doubled.

Special: A fighter may select Far Shot as one of his fighter bonus feats.

FORGE RING [ITEM CREATION]

Prerequisite: Caster level 12th.

Benefit: You can create any ring whose prerequisites you meet. Crafting a ring takes one day for each 1,000 gp in its base price. To craft a ring, you must spend 1/25 of its base price in XP and use up raw materials costing one-half of its base price.

You can also mend a broken ring if it is one that you could make. Doing so costs half the XP, half the raw materials, and half the time it would take to forge that ring in the first place.

Some magic rings incur extra costs in material components or XP, as noted in their descriptions. You must pay such a cost to forge such a ring or to mend a broken one.

GREAT CLEAVE [GENERAL]

Prerequisites: Str 13, Cleave, Power Attack, base attack bonus +4.

Benefit: This feat works like Cleave, except that there is no limit to the number of times you can use it per round.

Special: A fighter may select Great Cleave as one of his fighter bonus feats.

GREAT FORTITUDE [GENERAL]

Benefit: You get a +2 bonus on all Fortitude saving throws.

GREATER SPELL FOCUS [GENERAL]

Choose a school of magic to which you already have applied the Spell Focus feat.

Benefit: Add +1 to the Difficulty Class for all saving throws against spells from the school of magic you select. This bonus stacks with the bonus from Spell Focus.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new school of magic to which you already have applied the Spell Focus feat.

GREATER SPELL PENETRATION [GENERAL]

Prerequisite: Spell Penetration.

Benefit: You get a +2 bonus on caster level checks (1d20 + caster level) made to overcome a creature's spell resistance. This bonus stacks with the one from Spell Penetration.

GREATER TWO-WEAPON FIGHTING [GENERAL]

Prerequisites: Dex 19, Improved Two-Weapon Fighting, Two-Weapon Fighting, base attack bonus +11.

Benefit: You get a third attack with your off-hand weapon, albeit at a -10 penalty.

Special: A fighter may select Greater Two-Weapon Fighting

as one of his fighter bonus feats.

An 11th-level ranger who has chosen the two-weapon combat style is treated as having Greater Two-Weapon Fighting, even if he does not have the prerequisites for it, but only when he is wearing light or no armor.

GREATER WEAPON FOCUS [GENERAL]

Choose one type of weapon for which you have already selected Weapon Focus. You can also choose unarmed strike or grapple as your weapon for purposes of this feat.

Prerequisites: Proficiency with selected weapon, Weapon Focus with selected weapon, fighter level 8th.

Benefit: You gain a +1 bonus on all attack rolls you make using the selected weapon. This bonus stacks with other bonuses on attack rolls, including the one from Weapon Focus (see below).

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

A fighter must have Greater Weapon Focus with a given weapon to gain the Greater Weapon Specialization feat for that weapon.

A fighter may select Greater Weapon Focus as one of his fighter bonus feats.

GREATER WEAPON SPECIALIZATION [GENERAL]

Choose one type of weapon for which you have already selected Weapon Specialization. You can also choose unarmed strike or grapple as your weapon for purposes of this feat.

Prerequisites: Proficiency with selected weapon, Greater Weapon Focus with selected weapon, Weapon Focus with selected weapon, Weapon Specialization with selected weapon, fighter level 12th.

Benefit: You gain a +2 bonus on all damage rolls you make using the selected weapon. This bonus stacks with other bonuses on damage rolls, including the one from Weapon Specialization (see below).

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

A fighter may select Greater Weapon Specialization as one of his fighter bonus feats.

HEIGHTEN SPELL [METAMAGIC]

Benefit: A heightened spell has a higher spell level than normal (up to a maximum of 9th level). Unlike other metamagic feats, Heighten Spell actually increases the effective level of the spell that it modifies. All effects dependent on spell level (such as saving throw DCs and ability to penetrate a lesser globe of invulnerability) are calculated according to the heightened level. The heightened spell is as difficult to prepare and cast as a spell of its effective level.

IMPROVED BULL RUSH [GENERAL]

Prerequisites: Str 13, Power Attack.

Benefit: When you perform a bull rush you do not provoke an attack of opportunity from the defender. You also gain a +4 bonus on the opposed Strength check you make to push back the defender.

Special: A fighter may select Improved Bull Rush as one of his fighter bonus feats.

IMPROVED COUNTERSPELL [GENERAL]

Benefit: When counterspelling, you may use a spell of the same school that is one or more spell levels higher than the target spell.

Normal: Without this feat, you may counter a spell only with the same spell or with a spell specifically designated as countering the target spell.

IMPROVED CRITICAL [GENERAL]

Choose one type of weapon.

Prerequisite: Proficient with weapon, base attack bonus +8.

Benefit: When using the weapon you selected, your threat range is doubled.

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

This effect doesn't stack with any other effect that expands the threat range of a weapon.

A fighter may select Improved Critical as one of his fighter bonus feats.

IMPROVED DISARM [GENERAL]

Prerequisites: Int 13, Combat Expertise.

Benefit: You do not provoke an attack of opportunity when you attempt to disarm an opponent, nor does the opponent have a chance to disarm you. You also gain a +4 bonus on the opposed attack roll you make to disarm your opponent.

Normal: See the normal disarm rules.

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

A monk may select Improved Disarm as a bonus feat at 6th level, even if she does not meet the prerequisites.

IMPROVED FAMILIAR [GENERAL]

This feat allows spellcasters to acquire a new familiar from a nonstandard list, but only when they could normally acquire a new familiar.

Prerequisites: Ability to acquire a new familiar, compatible alignment, sufficiently high level (see below).

Benefit: When choosing a familiar, the creatures listed below are also available to the spellcaster. The spellcaster may choose a familiar with an alignment up to one step away on each of the alignment axes (lawful through chaotic, good through evil).

Familiar	Alignment	Arcane Spellcaster Level
Shocker lizard	Neutral	5th
Stirge	Neutral	5th
Formian worker	Lawful neutral	7th
Imp	Lawful evil	7th
Pseudodragon	Neutral good	7th
Quasit	Chaotic evil	7th

Improved familiars otherwise use the rules for regular familiars, with two exceptions: If the creature's type is something other than animal, its type does not change; and improved familiars do not gain the ability to speak with other creatures of their kind (although many of them already have the ability to communicate).

The list in the table above presents only a few possible improved familiars. Almost any creature of the same general size and power as those on the list makes a suitable familiar. Nor is the master's alignment the only possible categorization. For instance, improved familiars could be assigned by the master's creature type or subtype, as shown below.

Familiar	Type/Subtype	Arcane Spellcaster Level
Celestial hawk ¹	Good	3rd
Fiendish Tiny viper snake ²	Evil	3rd
Air elemental, Small	Air	5th
Earth elemental, Small	Earth	5th
Fire elemental, Small	Fire	5th
Shocker lizard	Electricity	5th
Water elemental, Small	Water	5th
Homunculus ³	Undead	7th
Ice mephit	Cold	7th

1 Or other celestial animal from the standard familiar list.

2 Or other fiendish animal from the standard familiar list.

3 The master must first create the homunculus, substituting ichor or another part of the master's body for blood if necessary.

IMPROVED FEINT [GENERAL]

Prerequisites: Int 13, Combat Expertise.

Benefit: You can make a Bluff check to feint in combat as a move action.

Normal: Feinting in combat is a standard action.

A fighter may select Improved Feint as one of his fighter bonus feats.

IMPROVED GRAPPLE [GENERAL]

Prerequisites: Dex 13, Improved Unarmed Strike.

Benefit: You do not provoke an attack of opportunity when you make a touch attack to start a grapple. You also gain a +4 bonus on all grapple checks, regardless of whether you started the grapple.

Normal: Without this feat, you provoke an attack of opportunity when you make a touch attack to start a grapple.

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

A monk may select Improved Grapple as a bonus feat at 1st

level, even if she does not meet the prerequisites.

IMPROVED INITIATIVE [GENERAL]

Benefit: You get a +4 bonus on initiative checks.

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

IMPROVED OVERRUN [GENERAL]

Prerequisites: Str 13, Power Attack.

Benefit: When you attempt to overrun an opponent, the target may not choose to avoid you. You also gain a +4 bonus on your Strength check to knock down your opponent.

Normal: Without this feat, the target of an overrun can choose to avoid you or to block you.

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

IMPROVED PRECISE SHOT [GENERAL]

Prerequisites: Dex 19, Point Blank Shot, Precise Shot, base attack bonus +11.

Benefit: Your ranged attacks ignore the AC bonus granted to targets by anything less than total cover, and the miss chance granted to targets by anything less than total concealment. Total cover and total concealment provide their normal benefits against your ranged attacks.

In addition, when you shoot or throw ranged weapons at a grappling opponent, you automatically strike at the opponent you have chosen.

Normal: See the normal rules on the effects of cover and concealment. Without this feat, a character who shoots or throws a ranged weapon at a target involved in a grapple must roll randomly to see which grappling combatant the attack strikes.

Special: A fighter may select Improved Precise Shot as one of his fighter bonus feats.

An 11th-level ranger who has chosen the archery combat style is treated as having Improved Precise Shot, even if he does not have the prerequisites for it, but only when he is wearing light or no armor.

IMPROVED SHIELD BASH [GENERAL]

Prerequisite: Shield Proficiency.

Benefit: When you perform a shield bash, you may still apply the shield's shield bonus to your AC.

Normal: Without this feat, a character who performs a shield bash loses the shield's shield bonus to AC until his or her next turn.

Special: A fighter may select Improved Shield Bash as one of his fighter bonus feats.

IMPROVED SUNDER [GENERAL]

Prerequisites: Str 13, Power Attack.

Benefit: When you strike at an object held or carried by an opponent (such as a weapon or shield), you do not provoke an attack of opportunity.

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

Normal: Without this feat, you provoke an attack of opportunity when you strike at an object held or carried by another character.

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

IMPROVED TRIP [GENERAL]

Prerequisites: Int 13, Combat Expertise.

Benefit: You do not provoke an attack of opportunity when you attempt to trip an opponent while you are unarmed. You also gain a +4 bonus on your Strength check to trip your opponent.

If you trip an opponent in melee combat, you immediately get a melee attack against that opponent as if you hadn't used your attack for the trip attempt.

Normal: Without this feat, you provoke an attack of opportunity when you attempt to trip an opponent while you are unarmed.

Special: At 6th level, a monk may select Improved Trip as a bonus feat, even if she does not have the prerequisites.

A fighter may select Improved Trip as one of his fighter bonus feats.

IMPROVED TURNING [GENERAL]

Prerequisite: Ability to turn or rebuke creatures.

Benefit: You turn or rebuke creatures as if you were one level higher than you are in the class that grants you the ability.

IMPROVED TWO-WEAPON FIGHTING [GENERAL]

Prerequisites: Dex 17, Two-Weapon Fighting, base attack bonus +6.

Benefit: In addition to the standard single extra attack you get with an off-hand weapon, you get a second attack with it, albeit at a -5 penalty.

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

Special: A fighter may select Improved Two-Weapon Fighting as one of his fighter bonus feats.

A 6th-level ranger who has chosen the two-weapon combat style is treated as having Improved Two-Weapon Fighting, even if he does not have the prerequisites for it, but only when he is wearing light or no armor.

IMPROVED UNARMED STRIKE [GENERAL]

Benefit: You are considered to be armed even when unarmed—that is, you do not provoke attacks or opportunity from armed opponents when you attack them while unarmed. However, you still get an attack of opportunity against any opponent who makes an unarmed attack on you.

In addition, your unarmed strikes can deal lethal or nonlethal damage, at your option.

Normal: Without this feat, you are considered unarmed when attacking with an unarmed strike, and you can deal only nonlethal damage with such an attack.

Special: A monk automatically gains Improved Unarmed Strike as a bonus feat at 1st level. She need not select it.

A fighter may select Improved Unarmed Strike as one of his fighter bonus feats.

INVESTIGATOR [GENERAL]

Benefit: You get a +2 bonus on all Gather Information checks and Search checks.

IRON WILL [GENERAL]

Benefit: You get a +2 bonus on all Will saving throws.

LEADERSHIP [GENERAL]

Prerequisite: Character level 6th.

Benefits: Having this feat enables the character to attract loyal companions and devoted followers, subordinates who assist her. See the table below for what sort of cohort and how many followers the character can recruit.

Leadership Modifiers: Several factors can affect a character's Leadership score, causing it to vary from the base score (character level + Cha modifier). A character's reputation (from the point of view of the cohort or follower he is trying to attract) raises or lowers his Leadership score:

Leader's Reputation	Modifier
Great renown	+2
Fairness and generosity	+1
Special power	+1
Failure	-1
Aloofness	-1
Cruelty	-2

Other modifiers may apply when the character tries to attract a cohort:

The Leader . . .	Modifier
Has a familiar, special mount, or animal companion	-2
Recruits a cohort of a different alignment	-1
Caused the death of a cohort	-2*

* Cumulative per cohort killed.

Followers have different priorities from cohorts. When the character tries to attract a new follower, use any of the following modifiers that apply.

The Leader . . .	Modifier
Has a stronghold, base of operations, guildhouse, or the like	+2
Moves around a lot	-1
Caused the death of other followers	-1.

Leadership Score: A character's base Leadership score equals his level plus any Charisma modifier. In order to take into account negative Charisma modifiers, this table allows for very low Leadership scores, but the character must still be 6th level or higher in order to gain the Leadership feat. Outside factors can affect a character's Leadership score, as

detailed above.

Cohort Level: The character can attract a cohort of up to this level. Regardless of a character's Leadership score, he can only recruit a cohort who is two or more levels lower than himself. The cohort should be equipped with gear appropriate for its level. A character can try to attract a cohort of a particular race, class, and alignment. The cohort's alignment may not be opposed to the leader's alignment on either the law-vs-chaos or good-vs-evil axis, and the leader takes a Leadership penalty if he recruits a cohort of an alignment different from his own.

Cohorts earn XP as follows:

The cohort does not count as a party member when determining the party's XP.

Divide the cohort's level by the level of the PC with whom he or she is associated (the character with the Leadership feat who attracted the cohort).

Multiply this result by the total XP awarded to the PC and add that number of experience points to the cohort's total.

If a cohort gains enough XP to bring it to a level one lower than the associated PC's character level, the cohort does not gain the new level—its new XP total is 1 less than the amount needed attain the next level.

Number of Followers by Level: The character can lead up to the indicated number of characters of each level. Followers are similar to cohorts, except they're generally low-level NPCs. Because they're generally five or more levels behind the character they follow, they're rarely effective in combat.

Followers don't earn experience and thus don't gain levels. However, when a character with Leadership attains a new level, the player consults the table above to determine if she has acquired more followers, some of which may be higher level than the existing followers. (You don't consult the table to see if your cohort gains levels, however, because cohorts earn experience on their own.)

LIGHTNING REFLEXES [GENERAL]

Benefit: You get a +2 bonus on all Reflex saving throws.

MAGICAL APTITUDE [GENERAL]

Benefit: You get a +2 bonus on all Spellcraft checks and Use Magic Device checks.

MANYSHOT [GENERAL]

Prerequisites: Dex 17, Point Blank Shot, Rapid Shot, base attack bonus +6

Benefit: As a standard action, you may fire two arrows at a single opponent within 30 feet. Both arrows use the same attack roll (with a -4 penalty) to determine success and deal damage normally (but see Special).

For every five points of base attack bonus you have above +6, you may add one additional arrow to this attack, to a maximum of four arrows at a base attack bonus of +16. However, each arrow after the second adds a cumulative -2 penalty on the attack roll (for a total penalty of -6 for three arrows and -8 for four).

Damage reduction and other resistances apply separately against each arrow fired.

Special: Regardless of the number of arrows you fire, you apply precision-based damage only once. If you score a critical hit, only the first arrow fired deals critical damage; all others deal regular damage.

A fighter may select Manyshot as one of his fighter bonus feats.

A 6th-level ranger who has chosen the archery combat style is treated as having Manyshot even if he does not have the prerequisites for it, but only when he is wearing light or no armor.

MARTIAL WEAPON PROFICIENCY [GENERAL]

Choose a type of martial weapon. You understand how to use that type of martial weapon in combat.

Benefit: You make attack rolls with the selected weapon normally.

Normal: When using a weapon with which you are not proficient, you take a –4 penalty on attack rolls.

Special: Barbarians, fighters, paladins, and rangers are proficient with all martial weapons. They need not select this feat.

You can gain Martial Weapon Proficiency multiple times.

Each time you take the feat, it applies to a new type of weapon.

A cleric who chooses the War domain automatically gains the Martial Weapon Proficiency feat related to his deity's favored weapon as a bonus feat, if the weapon is a martial one. He need not select it.

MAXIMIZE SPELL [METAMAGIC]

Benefit: All variable, numeric effects of a spell modified by this feat are maximized. Saving throws and opposed rolls are not affected, nor are spells without random variables. A maximized spell uses up a spell slot three levels higher than the spell's actual level.

An empowered, maximized spell gains the separate benefits of each feat: the maximum result plus one-half the normally rolled result.

MOBILITY [GENERAL]

Prerequisites: Dex 13, Dodge.

Benefit: You get a +4 dodge bonus to Armor Class against attacks of opportunity caused when you move out of or within a threatened area. A condition that makes you lose

Leadership Score	Cohort Level	— — Number of Followers by Level — —					
		1st	2nd	3rd	4th	5th	6th
1 or lower	—	—	—	—	—	—	—
2	1st	—	—	—	—	—	—
3	2nd	—	—	—	—	—	—
4	3rd	—	—	—	—	—	—
5	3rd	—	—	—	—	—	—
6	4th	—	—	—	—	—	—
7	5th	—	—	—	—	—	—
8	5th	—	—	—	—	—	—
9	6th	—	—	—	—	—	—
10	7th	5	—	—	—	—	—
11	7th	6	—	—	—	—	—
12	8th	8	—	—	—	—	—
13	9th	10	1	—	—	—	—
14	10th	15	1	—	—	—	—
15	10th	20	2	1	—	—	—
16	11th	25	2	1	—	—	—
17	12th	30	3	1	1	—	—
18	12th	35	3	1	1	—	—
19	13th	40	4	2	1	1	—
20	14th	50	5	3	2	1	—
21	15th	60	6	3	2	1	1
22	15th	75	7	4	2	2	1
23	16th	90	9	5	3	2	1
24	17th	110	11	6	3	2	1
25 or higher	17th	135	13	7	4	2	2

your Dexterity bonus to Armor Class (if any) also makes you lose dodge bonuses.

Dodge bonuses stack with each other, unlike most types of bonuses.

Special: A fighter may select Mobility as one of his fighter bonus feats.

MOUNTED ARCHERY [GENERAL]

Prerequisites: Ride 1 rank, Mounted Combat.

Benefit: The penalty you take when using a ranged weapon while mounted is halved: -2 instead of -4 if your mount is taking a double move, and -4 instead of -8 if your mount is running.

Special: A fighter may select Mounted Archery as one of his fighter bonus feats.

MOUNTED COMBAT [GENERAL]

Prerequisite: Ride 1 rank.

Benefit: Once per round when your mount is hit in combat, you may attempt a Ride check (as a reaction) to negate the hit. The hit is negated if your Ride check result is greater than the opponent's attack roll. (Essentially, the Ride check result becomes the mount's Armor Class if it's higher than the mount's regular AC.)

Special: A fighter may select Mounted Combat as one of his fighter bonus feats.

NATURAL SPELL [GENERAL]

Prerequisites: Wis 13, wild shape ability.

Benefit: You can complete the verbal and somatic components of spells while in a wild shape. You substitute various noises and gestures for the normal verbal and somatic components of a spell.

You can also use any material components or focuses you possess, even if such items are melded within your current form. This feat does not permit the use of magic items while you are in a form that could not ordinarily use them, and you do not gain the ability to speak while in a wild shape.

NEGOTIATOR [GENERAL]

Benefit: You get a +2 bonus on all Diplomacy checks and Sense Motive checks.

NIMBLE FINGERS [GENERAL]

Benefit: You get a +2 bonus on all Disable Device checks and Open Lock checks.

PERSUASIVE [GENERAL]

Benefit: You get a +2 bonus on all Bluff checks and Intimidate checks.

POINT BLANK SHOT [GENERAL]

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

Special: A fighter may select Point Blank Shot as one of his fighter bonus feats.

POWER ATTACK [GENERAL]

Prerequisite: Str 13.

Benefit: On your action, before making attack rolls for a

round, you may choose to subtract a number from all melee attack rolls and add the same number to all melee damage rolls. This number may not exceed your base attack bonus. The penalty on attacks and bonus on damage apply until your next turn.

Special: If you attack with a two-handed weapon, or with a one-handed weapon wielded in two hands, instead add twice the number subtracted from your attack rolls. You can't add the bonus from Power Attack to the damage dealt with a light weapon (except with unarmed strikes or natural weapon attacks), even though the penalty on attack rolls still applies. (Normally, you treat a double weapon as a one-handed weapon and a light weapon. If you choose to use a double weapon like a two-handed weapon, attacking with only one end of it in a round, you treat it as a two-handed weapon.)

A fighter may select Power Attack as one of his fighter bonus feats.

PRECISE SHOT [GENERAL]

Prerequisite: Point Blank Shot.

Benefit: You can shoot or throw ranged weapons at an opponent engaged in melee without taking the standard -4 penalty on your attack roll.

Special: A fighter may select Precise Shot as one of his fighter bonus feats.

QUICK DRAW [GENERAL]

Prerequisite: Base attack bonus +1.

Benefit: You can draw a weapon as a free action instead of as a move action. You can draw a hidden weapon (see the Sleight of Hand skill) as a move 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).

Normal: Without this feat, you may draw a weapon as a move action, or (if your base attack bonus is +1 or higher) as a free action as part of movement. Without this feat, you can draw a hidden weapon as a standard action.

Special: A fighter may select Quick Draw as one of his fighter bonus feats.

QUICKEN SPELL [METAMAGIC]

Benefit: Casting a quickened spell is a free action. You can perform another action, even casting another spell, in the same round as you cast a quickened spell. You may cast only one quickened spell per round. A spell whose casting time is more than 1 full round action cannot be quickened. A quickened spell uses up a spell slot four levels higher than the spell's actual level. Casting a quickened spell doesn't provoke an attack of opportunity.

Special: This feat can't be applied to any spell cast spontaneously (including sorcerer spells, bard spells, and cleric or druid spells cast spontaneously), since applying a metamagic feat to a spontaneously cast spell automatically increases the casting time to a full-round action.

RAPID RELOAD [GENERAL]

Choose a type of crossbow (hand, light, or heavy).

Prerequisite: Weapon Proficiency (crossbow type chosen).

Benefit: The time required for you to reload your chosen type of crossbow is reduced to a free action (for a hand or light crossbow) or a move action (for a heavy crossbow). Reloading a crossbow still provokes an attack of opportunity.

If you have selected this feat for hand crossbow or light crossbow, you may fire that weapon as many times in a full attack action as you could attack if you were using a bow.

Normal: A character without this feat needs a move action to reload a hand or light crossbow, or a full-round action to reload a heavy crossbow.

Special: You can gain Rapid Reload multiple times. Each time you take the feat, it applies to a new type of crossbow. A fighter may select Rapid Reload as one of his fighter bonus feats.

RAPID SHOT [GENERAL]

Prerequisites: Dex 13, Point Blank Shot.

Benefit: You can get one extra attack per round with a ranged weapon. The attack is at your highest base attack bonus, but each attack you make in that round (the extra one and the normal ones) takes a -2 penalty. You must use the full attack action to use this feat.

Special: A fighter may select Rapid Shot as one of his fighter bonus feats.

A 2nd-level ranger who has chosen the archery combat style is treated as having Rapid Shot, even if he does not have the prerequisites for it, but only when he is wearing light or no armor.

RIDE-BY ATTACK [GENERAL]

Prerequisites: Ride 1 rank, Mounted Combat.

Benefit: When you are mounted and use the charge action, you may move and attack as if with a standard charge and then move again (continuing the straight line of the charge). Your total movement for the round can't exceed double your mounted speed. You and your mount do not provoke an attack of opportunity from the opponent that you attack.

Special: A fighter may select Ride-By Attack as one of his fighter bonus feats.

RUN [GENERAL]

Benefit: When running, you move five times your normal speed (if wearing medium, light, or no armor and carrying no more than a medium load) or four times your speed (if wearing heavy armor or carrying a heavy load). If you make a jump after a running start (see the Jump skill description), you gain a +4 bonus on your Jump check. While running, you retain your Dexterity bonus to AC.

Normal: You move four times your speed while running (if wearing medium, light, or no armor and carrying no more than a medium load) or three times your speed (if wearing heavy armor or carrying a heavy load), and you lose your Dexterity bonus to AC.

SCRIBE SCROLL [ITEM CREATION]

Prerequisite: Caster level 1st.

Benefit: You can create a scroll of any spell that you know. Scribing a scroll takes one day for each 1,000 gp in its base price. The base price of a scroll is its spell level x its caster

level x 25 gp. To scribe a scroll, you must spend 1/25 of this base price in XP and use up raw materials costing one-half of this base price.

Any scroll that stores a spell with a costly material component or an XP cost also carries a commensurate cost. In addition to the costs derived from the base price, you must expend the material component or pay the XP when scribing the scroll.

SELF-SUFFICIENT [GENERAL]

Benefit: You get a +2 bonus on all Heal checks and Survival checks.

SHIELD PROFICIENCY [GENERAL]

Benefit: You can use a shield and take only the standard penalties.

Normal: When you are using a shield with which you are not proficient, you take the shield's armor check penalty on attack rolls and on all skill checks that involve moving, including Ride checks.

Special: Barbarians, bards, clerics, druids, fighters, paladins, and rangers automatically have Shield Proficiency as a bonus feat. They need not select it.

SHOT ON THE RUN [GENERAL]

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

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

Special: A fighter may select Shot on the Run as one of his fighter bonus feats.

SILENT SPELL [METAMAGIC]

Benefit: A silent spell can be cast with no verbal components. Spells without verbal components are not affected. A silent spell uses up a spell slot one level higher than the spell's actual level.

Special: Bard spells cannot be enhanced by this metamagic feat.

SIMPLE WEAPON PROFICIENCY [GENERAL]

Benefit: You make attack rolls with simple weapons normally.

Normal: When using a weapon with which you are not proficient, you take a -4 penalty on attack rolls.

Special: All characters except for druids, monks, and wizards are automatically proficient with all simple weapons. They need not select this feat.

SKILL FOCUS [GENERAL]

Choose a skill.

Benefit: You get a +3 bonus on all checks involving that skill.

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

SNATCH ARROWS [GENERAL]

Prerequisites: Dex 15, Deflect Arrows, Improved Unarmed

Strike.

Benefit: When using the Deflect Arrows feat you may catch the weapon instead of just deflecting it. Thrown weapons can immediately be thrown back at the original attacker (even though it isn't your turn) or kept for later use.

You must have at least one hand free (holding nothing) to use this feat.

Special: A fighter may select Snatch Arrows as one of his fighter bonus feats.

SPELL FOCUS [GENERAL]

Choose a school of magic.

Benefit: Add +1 to the Difficulty Class for all saving throws against spells from the school of magic you select.

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

SPELL MASTERY [SPECIAL]

Prerequisite: Wizard level 1st.

Benefit: Each time you take this feat, choose a number of spells equal to your Intelligence modifier that you already know. From that point on, you can prepare these spells without referring to a spellbook.

Normal: Without this feat, you must use a spellbook to prepare all your spells, except read magic.

SPELL PENETRATION [GENERAL]

Benefit: You get a +2 bonus on caster level checks (1d20 + caster level) made to overcome a creature's spell resistance.

SPIRITED CHARGE [GENERAL]

Prerequisites: Ride 1 rank, Mounted Combat, Ride-By Attack.

Benefit: When mounted and using the charge action, you deal double damage with a melee weapon (or triple damage with a lance).

Special: A fighter may select Spirited Charge as one of his fighter bonus feats.

SPRING ATTACK [GENERAL]

Prerequisites: Dex 13, Dodge, Mobility, base attack bonus +4.

Benefit: When using the attack action with a melee weapon, you can move both before and after the attack, provided that your total distance moved is not greater than your speed. Moving in this way does not provoke an attack of opportunity from the defender you attack, though it might provoke attacks of opportunity from other creatures, if appropriate. You can't use this feat if you are wearing heavy armor.

You must move at least 5 feet both before and after you make your attack in order to utilize the benefits of Spring Attack.

Special: A fighter may select Spring Attack as one of his fighter bonus feats.

STEALTHY [GENERAL]

Benefit: You get a +2 bonus on all Hide checks and Move

Silently checks.

STILL SPELL [METAMAGIC]

Benefit: A stilled spell can be cast with no somatic components.

Spells without somatic components are not affected. A stilled spell uses up a spell slot one level higher than the spell's actual level.

STUNNING FIST [GENERAL]

Prerequisites: Dex 13, Wis 13, Improved Unarmed Strike, base attack bonus +8.

Benefit: You must declare that you are using this feat before you make your attack roll (thus, a failed attack roll ruins the attempt). Stunning Fist forces a foe damaged by your unarmed attack to make a Fortitude saving throw (DC 10 + 1/2 your character level + your Wis modifier), in addition to dealing damage normally. A defender who fails this saving throw is stunned for 1 round (until just before your next action). A stunned character can't act, loses any Dexterity bonus to AC, and takes a -2 penalty to AC. You may attempt a stunning attack once per day for every four levels you have attained (but see Special), and no more than once per round. Constructs, oozes, plants, undead, incorporeal creatures, and creatures immune to critical hits cannot be stunned.

Special: A monk may select Stunning Fist as a bonus feat at 1st level, even if she does not meet the prerequisites. A monk who selects this feat may attempt a stunning attack a number of times per day equal to her monk level, plus one more time per day for every four levels she has in classes other than monk.

A fighter may select Stunning Fist as one of his fighter bonus feats.

TOUGHNESS [GENERAL]

Benefit: You gain +3 hit points.

Special: A character may gain this feat multiple times. Its effects stack.

TOWER SHIELD PROFICIENCY [GENERAL]

Prerequisite: Shield Proficiency.

Benefit: You can use a tower shield and suffer only the standard penalties.

Normal: A character who is using a shield with which he or she is not proficient takes the shield's armor check penalty on attack rolls and on all skill checks that involve moving, including Ride.

Special: Fighters automatically have Tower Shield Proficiency as a bonus feat. They need not select it.

TRACK [GENERAL]

Benefit: To find tracks or to follow them for 1 mile requires a successful Survival check. You must make another Survival check every time the tracks become difficult to follow.

You move at half your normal speed (or at your normal speed with a -5 penalty on the check, or at up to twice your normal speed with a -20 penalty on the check). The DC depends on the surface and the prevailing conditions, as given on the table below:

Surface	Survival DC	Surface Survival	DC
Very soft ground	5	Firm ground	15
Soft ground	10	Hard ground	20

Very Soft Ground: Any surface (fresh snow, thick dust, wet mud) that holds deep, clear impressions of footprints.

Soft Ground: Any surface soft enough to yield to pressure, but firmer than wet mud or fresh snow, in which a creature leaves frequent but shallow footprints.

Firm Ground: Most normal outdoor surfaces (such as lawns, fields, woods, and the like) or exceptionally soft or dirty indoor surfaces (thick rugs and very dirty or dusty floors). The creature might leave some traces (broken branches or tufts of hair), but it leaves only occasional or partial footprints.

Hard Ground: Any surface that doesn't hold footprints at all, such as bare rock or an indoor floor. Most streambeds fall into this category, since any footprints left behind are obscured or washed away. The creature leaves only traces (scuff marks or displaced pebbles).

Several modifiers may apply to the Survival check, as given on the table below.

Condition	Survival DC Modifier
Every three creatures in the group being tracked	-1
Size of creature or creatures being tracked:1	
Fine	+8
Diminutive	+4
Tiny	+2
Small	+1
Medium	+0
Large	-1
Huge	-2
Gargantuan	-4
Colossal	-8
Every 24 hours since the trail was made	+1
Every hour of rain since the trail was made	+1
Fresh snow cover since the trail was made	+10
Poor visibility:2	
Overcast or moonless night	+6
Moonlight	+3
Fog or precipitation	+3
Tracked party hides trail (and moves at half speed)	+5

1 For a group of mixed sizes, apply only the modifier for the

largest size category.

2 Apply only the largest modifier from this category.

If you fail a Survival check, you can retry after 1 hour (outdoors) or 10 minutes (indoors) of searching.

Normal: Without this feat, you can use the Survival skill to find tracks, but you can follow them only if the DC for the task is 10 or lower. Alternatively, you can use the Search skill to find a footprint or similar sign of a creature's passage using the DCs given above, but you can't use Search to follow tracks, even if someone else has already found them.

Special: A ranger automatically has Track as a bonus feat. He need not select it.

This feat does not allow you to find or follow the tracks made by a subject of a pass without trace spell.

TRAMPLE [GENERAL]

Prerequisites: Ride 1 rank, Mounted Combat.

Benefit: When you attempt to overrun an opponent while mounted, your target may not choose to avoid you. Your mount may make one hoof attack against any target you knock down, gaining the standard +4 bonus on attack rolls against prone targets.

Special: A fighter may select Trample as one of his fighter bonus feats.

TWO-WEAPON DEFENSE [GENERAL]

Prerequisites: Dex 15, Two-Weapon Fighting.

Benefit: When wielding a double weapon or two weapons (not including natural weapons or unarmed strikes), you gain a +1 shield bonus to your AC.

When you are fighting defensively or using the total defense action, this shield bonus increases to +2.

Special: A fighter may select Two-Weapon Defense as one of his fighter bonus feats.

TWO-WEAPON FIGHTING [GENERAL]

You can fight with a weapon in each hand. You can make one extra attack each round with the second weapon.

Prerequisite: Dex 15.

Benefit: Your penalties on attack rolls for fighting with two weapons are reduced. The penalty for your primary hand lessens by 2 and the one for your off hand lessens by 6.

Normal: If you wield a second weapon in your off hand, you can get one extra attack per round with that weapon. When fighting in this way you suffer a -6 penalty with your regular attack or attacks with your primary hand and a -10 penalty to the attack with your off hand. If your off-hand weapon is light the penalties are reduced by 2 each. (An unarmed strike is always considered light.)

Special: A 2nd-level ranger who has chosen the two-weapon combat style is treated as having Two-Weapon Fighting, even if he does not have the prerequisite for it, but only when he is wearing light or no armor.

A fighter may select Two-Weapon Fighting as one of his fighter bonus feats.

WEAPON FINESSE [GENERAL]

Prerequisite: Base attack bonus +1.

Benefit: With a light weapon, rapier, whip, or spiked chain made for a creature of your size category, you may use your Dexterity modifier instead of your Strength modifier on attack rolls. If you carry a shield, its armor check penalty applies to your attack rolls.

Special: A fighter may select Weapon Finesse as one of his fighter bonus feats.

Natural weapons are always considered light weapons.

WEAPON FOCUS [GENERAL]

Choose one type of weapon. You can also choose unarmed strike or grapple (or ray, if you are a spellcaster) as your weapon for purposes of this feat.

Prerequisites: Proficiency with selected weapon, base attack bonus +1.

Benefit: You gain a +1 bonus on all attack rolls you make using the selected weapon.

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

A fighter may select Weapon Focus as one of his fighter bonus feats. He must have Weapon Focus with a weapon to gain the Weapon Specialization feat for that weapon.

WEAPON SPECIALIZATION [GENERAL]

Choose one type of weapon for which you have already selected the Weapon Focus feat. You can also choose unarmed strike or grapple as your weapon for purposes of this feat. You deal extra damage when using this weapon.

Prerequisites: Proficiency with selected weapon, Weapon Focus with selected weapon, fighter level 4th.

Benefit: You gain a +2 bonus on all damage rolls you make using the selected weapon.

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

A fighter may select Weapon Specialization as one of his

fighter bonus feats.

WHIRLWIND ATTACK [GENERAL]

Prerequisites: Dex 13, Int 13, Combat Expertise, Dodge, Mobility, Spring Attack, base attack bonus +4.

Benefit: When you use the full attack action, you can give up your regular attacks and instead make one melee attack at your full base attack bonus against each opponent within reach.

When you use the Whirlwind Attack feat, you also forfeit any bonus or extra attacks granted by other feats, spells, or abilities.

Special: A fighter may select Whirlwind Attack as one of his fighter bonus feats.

WIDEN SPELL [METAMAGIC]

Benefit: You can alter a burst, emanation, line, or spread shaped spell to increase its area. Any numeric measurements of the spell's area increase by 100%. A widened spell uses up a spell slot three levels higher than the spell's actual level. Spells that do not have an area of one of these four sorts are not affected by this feat.



Feats (srd psionic)

DAVE METZ

ALIGNED ATTACK [PSIONIC]

Your melee or ranged attack overcomes your opponent's alignment-based damage reduction and deals additional damage.

Prerequisite: Base attack bonus +6.

Benefit: When you take this feat, choose either chaos, good, evil or law. (Your choice must match one of your alignment components. Once you've made this alignment choice, it cannot be changed.)

To use this feat, you must expend your psionic focus. When you make a successful melee or ranged attack, you deal an extra 1d6 points of damage, and your attack is treated as either a good, evil, chaotic, or lawful attack (depending on your original choice) for the purpose of overcoming damage reduction.

You must decide whether or not to use this feat prior to making an attack. If your attack misses, you still expend your psionic focus.

ANTIPSIONIC MAGIC [GENERAL]

Your spells are more potent when used against psionic characters and creatures.

Prerequisite: Spellcraft 5 ranks.

Benefit: You get a +2 bonus on caster level checks made to overcome a psionic creature's power resistance.

This bonus stacks with the bonus conferred by Spell Penetration and Greater Spell Penetration. Moreover, whenever a psionic creature attempts to dispel a spell you cast, it makes its manifester level check against a DC of 13 + its manifester level.

The benefits of this feat apply only to power resistance.

The bonus does not apply to spell resistance. This is an exception to the psionics-magic transparency rule.

Special: You cannot take or use this feat if you have the ability to use powers (if you have a power point reserve or psi-like abilities).

AUTONOMOUS [GENERAL]

You have a knack for psionic self-sufficiency.

Benefit: You get a +2 bonus on all Autohypnosis checks and Knowledge (psionics) checks.

BODY FUEL [PSIONIC]

You can expand your power point total at the expense of your health.

Benefit: You can recover 2 power points by taking 1 point of ability burn damage to each of your three ability scores: Strength, Dexterity, and Constitution.

You can recover additional power points for a proportional cost to Strength, Dexterity, and Constitution. These recovered points are added to your power point reserve as if you had gained them by resting overnight.

Special: Only living creatures can use this feat. You can take advantage of this feat only while in your own body.

BOOST CONSTRUCT [PSIONIC]

Your astral constructs have more abilities.

Benefit: When you create an astral construct, you can give it one additional special ability from any menu that the construct currently has an ability from.

BURROWING POWER [METAPSIONIC]

Your powers sometimes bypass barriers.

Benefit: To use this feat, you must expend your psionic focus. You can attempt to manifest your powers against targets that are sheltered behind a wall or force effect. Your power briefly skips through the Astral Plane to bypass the barrier.

The strength and thickness of the barrier determine your chance of success. To successfully bypass the barrier with your power, you make a Psicraft check against a DC equal to 10 + the hardness of the barrier + 1 per foot of thickness (minimum 1). Assign a hardness of 20 to barriers without a hardness rating, such as force effects (or a wall of ectoplasm). Force walls or walls of ectoplasm are assumed to have less than 1 foot of thickness unless noted otherwise.

If a power requires line of sight (which includes most powers that affect a target or targets instead of an area), you cannot manifest it as a burrowing power unless you can somehow see the target, such as with clairvoyant sense. Using this feat increases the power point cost of the power by 2. The power's total cost cannot exceed your manifester level.

CHAIN POWER [METAPSIONIC]

You can manifest powers that arc to hit other targets in addition to the primary target.

Benefit: To use this feat, you must expend your psionic focus. You can chain any power that affects a single target and that deals either acid, cold, electricity, fire, or sonic damage. After the primary target is struck, the power can arc to a number of secondary targets equal to your manifester level (maximum twenty). The secondary arcs each strike one target and deal half as much damage as the primary one did (round down).

Each target gets to make a saving throw, if one is allowed by the power. You choose secondary targets as you like, but they must all be within 30 feet of the primary target, and no target can be struck more than once. You can choose to affect fewer secondary targets than the maximum (to avoid allies in the area, for example).

Using this feat increases the power point cost of the power by 6. The power's total cost cannot exceed your manifester level.

CHAOTIC MIND [GENERAL]

The turbulence of your thoughts prevents others from gaining insight into your actions.

Prerequisite: Chaotic alignment, Cha 15.

Benefit: Creatures and characters who have an insight bonus on their attack rolls, an insight bonus to their Armor Class, or an insight bonus on skill checks or ability checks do not gain those bonuses against you.

The benefit of this feat applies only to insight bonuses gained from psionic powers and psi-like abilities. This is an exception to the psionics-magic transparency rule.

Special: You cannot take or use this feat if you have the ability to use powers (if you have a power point reserve or psi-like abilities).

CLOAK DANCE [GENERAL]

You are skilled at using optical tricks to make yourself seem to be where you are not.

Prerequisites: Hide 10 ranks, Perform (dance) 2 ranks.

Benefit: You can take a move action to obscure your exact position. Until your next turn, you have concealment. Alternatively, you can take a full-round action to entirely obscure your exact position. Until your next action, you have total concealment.

CLOSED MIND [GENERAL]

Your mind is better able to resist psionics than normal.

Benefit: You get a +2 bonus on all saving throws to resist powers.

The benefit of this feat applies only to psionic powers and psi-like abilities. This is an exception to the psionics–magic transparency rule.

Special: You cannot take or use this feat if you have the ability to use powers (if you have a power point reserve or psi-like abilities).

COMBAT MANIFESTATION [PSIONIC]

You are adept at manifesting powers in combat.

Benefit: You get a +4 bonus on Concentration checks made to manifest a power or use a psi-like ability while on the defensive or while you are grappling or pinned.

CRAFT COGNIZANCE CRYSTAL [ITEM CREATION]

You can create psionic cognizance crystals that store power points.

Prerequisite: Manifester level 3rd.

Benefit: You can create a cognizance crystal. Doing so takes one day for each 1,000 gp in its base price. The base price of a cognizance crystal is equal to the highest-level power it could manifest using all its stored power points, squared, multiplied by 1,000 gp. To create a cognizance crystal, you must spend 1/25 of its base price in XP and use up raw materials costing one-half its base price.

CRAFT DORJE [ITEM CREATION]

You can create slender crystal wands called dorjes that manifest powers when charges are expended.

Prerequisite: Manifester level 5th.

Benefit: You can create a dorje of any psionic power you know (barring exceptions, such as bestow power, as noted in a power's description). Crafting a dorje takes one day for each 1,000 gp in its base price. The base price of a dorje is its manifest level x the power level x 750 gp. To craft a dorje, you must spend 1/25 of this base price in XP and use up raw materials costing one-half of this base price.

A newly created dorje has 50 charges.

Any dorje that stores a power with an XP cost also carries a commensurate cost. In addition to the XP cost derived from the base price, you must pay fifty times the XP cost.

CRAFT PSICROWN [ITEM CREATION]

You can create psicrowns, which have multiple psionic effects.

Prerequisite: Manifester level 12th.

Benefit: You can create any psicrown whose prerequisites you meet. Crafting a psicrown takes one day for each 1,000

gp in its base price. To craft a psicrown, you must spend 1/25 of its base price in XP and use up raw materials costing one-half of its base price. Some psicrowns incur extra costs in XP as noted in their descriptions. These costs are in addition to those derived from the psicrown's base price.

CRAFT PSIONIC ARMS AND ARMOR [ITEM CREATION]

You can create psionic weapons, armor, and shields.

Prerequisite: Manifester level 5th.

Benefit: You can create any psionic weapon, armor, or shield whose prerequisites you meet. Enhancing a weapon, suit of armor, or shield takes one day for each 1,000 gp in the price of its psionic features. To enhance a weapon, you must spend 1/25 of its features' total price in XP and use up raw materials costing one-half of this total price.

The weapon, armor, or shield to be enhanced must be a masterwork item that you provide. Its cost is not included in the above cost.

You can also mend a broken psionic weapon, suit of armor, or shield if it is one that you could make. Doing so costs half the XP, half the raw materials, and half the time it would take to enhance that item in the first place.

CRAFT PSIONIC CONSTRUCT [ITEM CREATION]

You can create golems and other psionic automatons that obey your orders.

Prerequisites: Craft Psionic Arms and Armor, Craft Universal Item.

Benefit: You can create any psionic construct whose prerequisites you meet. Creating a construct takes one day for each 1,000 gp in its base price. To create a construct, you must spend 1/25 of the construct's base price in XP and use up raw materials costing one-half of this price. A newly created construct has average hit points for its Hit Dice.

CRAFT UNIVERSAL ITEM [ITEM CREATION]

You can create universal psionic items.

Prerequisite: Manifester level 3rd.

Benefit: You can create any universal psionic item whose prerequisites you meet. Crafting a universal psionic item takes one day for each 1,000 gp in its base price. To craft a universal psionic item, you must spend 1/25 of the item's base price in XP and use up raw materials costing one-half of this price.

You can also mend a broken universal item if it is one that you could make. Doing so costs half the XP, half the raw materials, and half the time it would take to craft that item in the first place.

Some universal items incur extra costs in XP, as noted in their descriptions. These costs are in addition to those derived from the item's base price. You must pay such a cost to create an item or to mend a broken one.

DEADLY PRECISION [GENERAL]

You empty your mind of all distracting emotion, becoming an instrument of deadly precision.

Prerequisite: Dex 15, base attack bonus +5.

Benefit: You have deadly accuracy with your sneak attacks. You can reroll any result of 1 on your sneak attack's extra

damage dice. You must keep the result of the reroll, even if it is another 1.

DEEP IMPACT [PSIONIC]

You can strike your foe with a melee weapon as if making a touch attack.

Prerequisite: Str 13, Psionic Weapon, base attack bonus +5.

Benefit: To use this feat, you must expend your psionic focus. You can resolve your attack with a melee weapon as a touch attack. You must decide whether or not to use this feat prior to making an attack. If your attack misses, you still expend your psionic focus.

DELAY POWER [METAPSIONIC]

You can manifest powers that go off up to 5 rounds later.

Benefit: To use this feat, you must expend your psionic focus. You can manifest a power as a delayed power. A delayed power doesn't activate immediately. When you manifest the power, you choose one of three trigger mechanisms: (1) The power activates when you take a standard action to activate it; (2) It activates when a creature enters the area that the power will affect (only powers that affect areas can use this trigger condition); or (3) It activates on your turn after 5 rounds pass. If you choose one of the first two triggers and the conditions are not met within 5 rounds, the power activates automatically on the fifth round.

Only area and personal powers can be delayed.

Any decisions you would make about the delayed power, including attack rolls, designating targets, or determining or shaping an area, are decided when the power is manifested. Any effects resolved by those affected by the power, including saving throws, are decided when the delay period ends.

A delayed power can be dispelled normally during the delay, and can be detected normally in the area or on the target by the use of powers that can detect psionic effects.

Using this feat increases the power point cost of the power by 2. The power's total cost cannot exceed your manifester level.

EMPOWER POWER [METAPSIONIC]

You can manifest powers to greater effect.

Benefit: To use this feat, you must expend your psionic focus.

You can empower a power. All variable, numeric effects of an empowered power are increased by one-half. An empowered power deals half again as much damage as normal, cures half again as many hit points, affects half again as many targets, and so forth, as appropriate. Augmented powers can also be empowered (multiply 1-1/2 times the damage total of the augmented power). Saving throws and opposed checks (such as the one you make when you manifest dispel psionics) are not affected, nor are powers without random variables.

Using this feat increases the power point cost of the power by 2. The power's total cost cannot exceed your manifester level.

ENLARGE POWER [METAPSIONIC]

You can manifest powers farther than normal.

Benefit: To use this feat, you must expend your psionic focus. You can alter a power with a range of close, medium, or long to increase its range by 100%. An enlarged power with a range of close has a range of 50 feet + 5 feet per level, a medium-range power has a range of 200 feet + 20 feet per level, and a long-range power has a range of 800 feet + 80 feet per level.

Powers whose ranges are not defined by distance, as well as powers whose ranges are not close, medium, or long, are not affected.

Using this feat does not increase the power point cost of the power.

EXPANDED KNOWLEDGE [PSIONIC]

You learn another power.

Prerequisites: Manifester level 3rd.

Benefit: Add to your powers known one additional power of any level up to one level lower than the highest-level power you can manifest. You can choose any power, including powers from another discipline's list or even from another class's list.

Special: You can gain this feat multiple times. Each time, you learn one new power at any level up to one less than the highest-level power you can manifest.

EXTEND POWER [METAPSIONIC]

You can manifest powers that last longer than normal.

Benefit: To use this feat, you must expend your psionic focus.

You can manifest an extended power. An extended power lasts twice as long as normal. A power with a duration of concentration, instantaneous, or permanent is not affected by this feat.

Using this feat increases the power point cost of the power by 2. The power's total cost cannot exceed your manifester level.

FELL SHOT [PSIONIC]

You can strike your foe with a ranged weapon as if making a touch attack.

Prerequisite: Dex 13, Point Blank Shot, Psionic Shot, base attack bonus +5.

Benefit: To use this feat, you must expend your psionic focus. You can resolve your ranged attack as a ranged touch attack.

You must decide whether or not to use this feat prior to making an attack. If your attack misses, you still expend your psionic focus.

FOCUSED SUNDER [PSIONIC]

You can sense the stress points on others' weapons.

Prerequisite: Str 13, Power Attack, Improved Sunder.

Benefit: To use this feat, you must expend your psionic focus.

When you strike at an opponent's weapon, you ignore half of the weapon's total hardness (round down). Total hardness includes any magical or psionic enhancements possessed by the weapon that increase its hardness.

Special: You can also sense the stress points in any hard

construction, such as wooden doors or stone walls, and can ignore half of the object's total hardness (round down) when attacking that object.

FORCE OF WILL [GENERAL]

You are able to resist psionic attacks with extreme force of will.

Prerequisite: Iron Will.

Benefit: Once per round, when targeted by a psionic effect that allows a Reflex save or a Fortitude save, you can instead make a Will saving throw to avoid the effect.

The benefit of this feat applies only to psionic powers and psi-like abilities. This is an exception to the psionics–magic transparency rule.

Special: You cannot take or use this feat if you have the ability to use powers (if you have a power point reserve or psi-like abilities).

GHOST ATTACK [PSIONIC]

Your deadly strikes against incorporeal foes always find their mark.

Prerequisite: Base attack bonus +3.

Benefit: You must be psionically focused to use this feat. When you make a melee attack or a ranged attack against an incorporeal creature, you can make two rolls to check for the miss chance. If either is successful, the attack is treated as if it were made with a ghost touch weapon for the purpose of affecting the creature. Your weapon or natural weapon actually appears to become briefly incorporeal as the attack is made.

GREATER MANYSHOT [GENERAL]

You are skilled at firing many arrows at once, even at different opponents.

Prerequisites: Dex 17, Manyshot, Point Blank Shot, Rapid Shot, base attack bonus +6.

Benefit: When you use the Manyshot feat, you can fire each arrow at a different target instead of firing all of them at the same target. You make a separate attack roll for each arrow, regardless of whether you fire them at separate targets or the same target. Your precision-based damage applies to each arrow fired, and, if you score a critical hit with more than one of the arrows, each critical hit deals critical damage.

Special: A fighter may select this feat as one of his fighter bonus feats.

GREATER POWER PENETRATION [PSIONIC]

Your powers are especially potent at breaking through power resistance.

Prerequisite: Power Penetration.

Benefit: To use this feat, you must expend your psionic focus. You get a +4 bonus on manifester level checks to overcome a creature's power resistance. This bonus stacks with the bonus from Power Penetration.

GREATER POWER SPECIALIZATION [PSIONIC]

You deal more damage with your powers.

Prerequisites: Power Specialization, Weapon Focus (ray), manifester level 12th.

Benefit: Your powers that deal damage deal an extra 2

points of damage. This damage stacks with other bonuses on damage rolls to powers, including the one from Power Specialization. The damage bonus applies only if the target or targets are within 30 feet.

GREATER PSIONIC ENDOWMENT [PSIONIC]

You can use meditation to focus your powers.

Prerequisite: Psionic Endowment.

Benefit: When you use the Psionic Endowment feat, you add +2 to the save DC of a power you manifest instead of +1.

GREATER PSIONIC FIST [PSIONIC]

You can charge your unarmed strike or natural weapon with additional damage potential.

Prerequisite: Str 13, Psionic Fist, base attack bonus +5.

Benefit: When you use the Psionic Fist feat, your unarmed attack or attack with a natural weapon deals an extra 4d6 points of damage instead of an extra 2d6 points.

GREATER PSIONIC SHOT [PSIONIC]

You can charge your ranged attacks with additional damage potential.

Prerequisite: Point Blank Shot, Psionic Shot, base attack bonus +5.

Benefit: When you use the Psionic Shot feat, your ranged attack deals an extra 4d6 points of damage instead of an extra 2d6 points.

GREATER PSIONIC WEAPON [PSIONIC]

You can charge your melee weapon with additional damage potential.

Prerequisite: Str 13, Psionic Weapon, base attack bonus +5.

Benefit: When you use the Psionic Weapon feat, your attack with a melee weapon deals an extra 4d6 points of damage instead of an extra 2d6 points.

HOSTILE MIND [GENERAL]

Your mind recoils violently against those who use psionics against you.

Prerequisite: Cha 15.

Benefit: Whenever you are subject to a power from the telepathy discipline (regardless of whether the power is harmful or beneficial to you), the manifester must make a Will saving throw against a DC of 10 + 1/2 your character level + your Charisma bonus or take 2d6 points of damage. The benefit of this feat applies only to psionic powers and psi-like abilities. This is an exception to the psionics–magic transparency rule.

Special: You cannot take or use this feat if you have the ability to use powers (if you have a power point reserve or psi-like abilities).

IMPRINT STONE [ITEM CREATION]

You can create power stones to store psionic powers.

Prerequisite: Manifester level 1st.

Benefit: You can create a power stone of any power that you know. Encoding a power stone takes one day for each 1,000 gp in its base price. The base price of a power stone

is the level of the stored power x its manifester level x 25 gp. To imprint a power stone, you must spend 1/25 of this base price in XP and use up raw materials costing one-half of this base price.

Any power stone that stores a power with an XP cost also carries a commensurate cost. In addition to the costs derived from the base price, you must pay the XP when encoding the stone.

IMPROVED PSICRYSTAL [PSIONIC]

You can upgrade your psicrystal.

Prerequisites: Psicrystal Affinity.

Benefit: You can implant another personality fragment in your psicrystal. You gain the benefits of both psicrystal personalities. Your psicrystal's personality adjusts and becomes a blend between all implanted personality fragments. From now on, when determining the abilities of your psicrystal, treat your manifester level as one higher than your normal manifester level.

Special: You can gain this feat multiple times. Each time, you implant a new personality fragment in your psicrystal, from which you derive the noted benefits, and you treat your level as one higher for the purpose of determining your psicrystal's abilities.

INQUISITOR [PSIONIC]

You know when others lie.

Prerequisite: Wis 13.

Benefit: To use this feat, you must expend your psionic focus.

You gain a +10 bonus on a Sense Motive check to oppose a Bluff check.

You must decide whether or not to use this feat prior to making a Sense Motive check. If your check fails, or if the opponent isn't lying, you still expend your psionic focus.

MAXIMIZE POWER [METAPSIONIC]

You can manifest powers to maximum effect.

Benefit: To use this feat, you must expend your psionic focus.

You can maximize a power. All variable, numeric effects of a power modified by this feat are maximized. A maximized power deals maximum damage, cures the maximum number of hit points, affects the maximum number of targets, and so on, as appropriate. Saving throws and opposed checks are not affected, nor are powers without random variables.

Augmented powers can be maximized; a maximized augmented power deals the maximum damage (or cures the maximum hit points, and so on) of the augmented power.

An empowered and maximized power gains the separate benefits of each feat: the maximum result plus one-half the normally rolled result.

Using this feat increases the power point cost of the power by 4. The power's total cost cannot exceed your manifester level.

MENTAL LEAP [PSIONIC]

You can make amazing jumps.

Prerequisite: Str 13, Jump 5 ranks.

Benefit: To use this feat, you must expend your psionic

focus. You gain a +10 bonus on a Jump check.

MENTAL RESISTANCE [GENERAL]

Your mind is armored against mental intrusion.

Prerequisite: Base Will save bonus +2.

Benefit: Against psionic attacks that do not employ an energy type to deal damage you gain damage reduction 3/—. In addition, when you are hit with ability damage (but not ability drain or ability burn damage) from a psionic attack, you take 3 points less than you would normally take.

The benefit of this feat applies only to psionic powers and psi-like abilities. This is an exception to the psionics—magic transparency rule.

Special: You cannot take or use this feat if you have the ability to use powers (if you have a power point reserve or psi-like abilities).

METAMORPHIC TRANSFER [PSIONIC]

You can gain a supernatural ability of a metamorphed form.

Prerequisite: Wis 13, manifester level 5th.

Benefit: Each time you change your form, such as through the metamorphosis power, you gain one of the new form's supernatural abilities, if it has any.

You gain only three uses of the metamorphic ability per day, even if the creature into which you metamorph has a higher limit on uses (You are still subject to other restrictions on the use of the ability.) The save DC to resist a supernatural ability gained through Metamorphic Transfer (if it is an attack) is 10 + your Cha modifier + 1/2 your Hit Dice.

Normal: You cannot use the supernatural abilities of creatures whose form you assume.

Special: You can gain this feat multiple times. Each time, you can gain one additional supernatural ability.

MIND OVER BODY [GENERAL]

Your ability damage heals more rapidly.

Prerequisite: Con 13.

Benefit: You heal ability damage and ability burn damage more quickly than normal. You heal a number of ability points per day equal to 1 + your Constitution bonus.

Normal: You heal ability damage and ability burn damage at a rate of 1 point per day.

NARROW MIND [PSIONIC]

Your ability to concentrate is as keen as an arrowhead, allowing you to gain your psionic focus even in the most turbulent situations.

Prerequisite: Wis 13.

Benefit: You gain a +4 bonus on Concentration checks you make to become psionically focused.

OPEN MINDED [GENERAL]

You are naturally able to reroute your memory, mind, and skill expertise.

Benefit: You immediately gain an extra 5 skill points. You spend these skill points as normal. If you spend them on a cross-class skills they count as 1/2 ranks. You cannot exceed the normal maximum ranks for your level in any skill.

Special: You can gain this feat multiple times. Each time,

you immediately gain another 5 skill points.

OPPORTUNITY POWER [METAPSIONIC]

You can make power-enhanced attacks of opportunity.

Benefit: To use this feat, you must expend your psionic focus. When you make an attack of opportunity, you can use any power you know with a range of touch, if you have at least one hand free.

Manifesting this power is an immediate action.

You cannot use this feat with a touch power whose manifesting time is longer than 1 full-round action.

Using this feat increases the power point cost of the power by 6. The power's total cost cannot exceed your manifester level.

Normal: Attacks of opportunity can be made only with melee weapons.

OVERCHANNEL [PSIONIC]

You burn your life force to strengthen your powers.

Benefit: While manifesting a power, you can increase your effective manifester level by one, but in so doing you take 1d8 points of damage. At 8th level, you can choose to increase your effective manifester level by two, but you take 3d8 points of damage. At 15th level, you can increase your effective manifester level by three, but you take 5d8 points of damage.

The effective increase in manifester level increases the number of power points you can expend on a single power manifestation, as well as increasing all manifester level-dependent effects, such as range, duration, and overcoming power resistance.

Normal: Your manifester level is equal to your total levels in classes that manifest powers.

POWER PENETRATION [PSIONIC]

Your powers are especially potent, breaking through power resistance more readily than normal.

Benefit: To use this feat, you must expend your psionic focus. You get a +4 bonus on manifester level checks made to overcome a creature's power resistance.

POWER SPECIALIZATION [PSIONIC]

You deal more damage with your powers.

Prerequisites: Weapon Focus (ray), manifester level 4th.

Benefit: With rays and ranged touch attack powers that deal damage, you deal an extra 2 points of damage. If you expend your psionic focus when you manifest a ray or a ranged touch attack power that deals damage, you add your key ability bonus to the damage (instead of adding 2).

PSICRYSTAL AFFINITY [PSIONIC]

You have created a psicrystal.

Prerequisites: Manifester level 1st.

Benefit: This feat allows you to gain a psicrystal.

PSICRYSTAL CONTAINMENT [PSIONIC]

Your psicrystal has advanced enough that it can hold a psionic focus that you store within it.

Prerequisites: Psicrystal Affinity, manifester level 3rd.

Benefit: You can spend a full-round action attempting to

psionically focus your psicrystal. At any time when you need to expend your psionic focus, you can expend your psicrystal's psionic focus instead, as long as the crystal is within 5 feet of you. Psionically focusing your psicrystal works just like focusing yourself. The psicrystal cannot focus itself—only the owner can spend the time to focus the crystal.

PSIONIC AFFINITY [GENERAL]

You have a knack for psionic endeavors.

Benefit: You get a +2 bonus on all Psicraft checks and Use Psionic Device checks.

PSIONIC BODY [PSIONIC]

Your mind reinforces your body.

Benefit: When you take this feat, you gain 2 hit points for each psionic feat you have (including this one). Whenever you take a new psionic feat, you gain 2 more hit points.

PSIONIC CHARGE [PSIONIC]

You can charge in a crooked line.

Prerequisite: Dex 13, Speed of Thought.

Benefit: To use this feat, you must expend your psionic focus. When you charge, you can make one turn of up to 90 degrees during your movement. All other restrictions on charges still apply; for instance, you cannot pass through a square that blocks or slows movement, or that contains a creature. You must have line of sight to the opponent at the start of your turn.

PSIONIC DODGE [PSIONIC]

You are proficient at dodging blows.

Prerequisite: Dex 13, Dodge.

Benefit: You must be psionically focused to use this feat. You receive a +1 dodge bonus to your Armor Class. This bonus stacks with the bonus from the Dodge feat (but only applies on attacks made by the opponent you have designated).

PSIONIC ENDOWMENT [PSIONIC]

You can endow your manifestations with more concentrated focus.

Benefit: To use this feat, you must expend your psionic focus. You add 1 to the save DC of a power you manifest.

PSIONIC FIST [PSIONIC]

You can charge your unarmed strike or natural weapon with additional damage potential.

Prerequisite: Str 13.

Benefit: To use this feat, you must expend your psionic focus. Your unarmed strike or attack with a natural weapon deals an extra 2d6 points of damage.

You must decide whether or not to use this feat prior to making an attack. If your attack misses, you still expend your psionic focus.

PSIONIC HOLE [GENERAL]

You are anathema to psionic creatures and characters.

Prerequisite: Con 15.

Benefit: When a foe strikes you in melee combat, the foe immediately loses its psionic focus, if any. Also, if you

are the target of a power, the manifester of the power must spend an additional number of power points equal to your Wisdom bonus, or the power fails (all the power points spent on the power are still lost). This extra cost does not count toward the maximum power points a manifester can spend on a single power.

Special: You cannot take or use this feat if you have the ability to use powers (if you have a power point reserve or psi-like abilities).

PSIONIC MEDITATION [PSIONIC]

You can focus your mind faster than normal, even under duress.

Prerequisite: Wis 13, Concentration 7 ranks.

Benefit: You can take a move action to become psionically focused.

Normal: A character without this feat must take a full-round action to become psionically focused.

PSIONIC SHOT [PSIONIC]

You can charge your ranged attacks with additional damage potential.

Prerequisite: Point Blank Shot.

Benefit: To use this feat, you must expend your psionic focus. Your ranged attack deals +2d6 points of damage. You must decide whether or not to use this feat prior to making an attack. If your attack misses, you still expend your psionic focus.

PSIONIC TALENT [PSIONIC]

You gain additional power points to supplement those you already had.

Prerequisite: Having a power point reserve.

Benefit: When you take this feat for the first time, you gain 2 power points.

Special: You can take this feat multiple times. Each time you take the feat after the first time, the number of power points you gain increases by 1.

PSIONIC WEAPON [PSIONIC]

You can charge your melee weapon with additional damage potential.

Prerequisite: Str 13.

Benefit: To use this feat, you must expend your psionic focus.

Your attack with a melee weapon deals an extra 2d6 points of damage. You must decide whether or not to use this feat prior to making an attack. If your attack misses, you still expend your psionic focus.

QUICKEN POWER [METAPSIONIC]

You can manifest a power with a moment's thought.

Benefit: To use this feat, you must expend your psionic focus. You can quicken a power. You can perform another action, even manifest another power, in the same round that you manifest a quickened power. You can manifest only one quickened power per round. A power whose manifesting time is longer than 1 round cannot be quickened.

Using this feat increases the power point cost of the power by 6. The power's total cost cannot exceed your manifester

level.

Manifesting a quickened power does not provoke attacks of opportunity.

RAPID METABOLISM [GENERAL]

Your wounds heal rapidly.

Prerequisite: Con 13.

Benefit: You naturally heal a number of hit points per day equal to the standard healing rate + double your Constitution bonus. You heal even if you do not rest. This healing replaces your normal natural healing. If you are tended successfully by someone with the Heal skill, you instead regain double the normal amount of hit points + double your Constitution bonus.

RECKLESS OFFENSE [GENERAL]

You can shift your focus from defense to offense.

Prerequisite: Base attack bonus +1.

Benefit: When you use the attack action or full attack action in melee, you can take a penalty of -4 to your Armor Class and add a +2 bonus on your melee attack roll. The bonus on attack rolls and penalty to Armor Class last until the beginning of your next turn.

RETURN SHOT [PSIONIC]

You can return incoming arrows, as well as crossbow bolts, spears, and other projectile or thrown weapons.

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

Benefit: To use this feat, you must expend your psionic focus and have at least one hand free. Once per round when you would normally be hit by a projectile or a thrown weapon no more than one size category larger than your size, you can deflect the attack so that you take no damage from it. The attack is deflected back at your attacker, using the attack bonus of the original attack on you. You must be aware of the attack and not flat-footed. Attempting to return a shot is a free action.

Special: If you also have the Deflect Arrows feat, the deflected attack is made with the original attack bonus plus your Dexterity bonus.

SCRIBE TATTOO [ITEM CREATION]

You can create psionic tattoos, which store powers within their designs.

Prerequisite: Manifester level 3rd.

Benefit: You can create a psionic tattoo of any power of 3rd level or lower that you know and that targets one or more creatures. Scribing a psionic tattoo takes one day. When you create a psionic tattoo, you set the manifester level. The manifester level must be sufficient to manifest the power in question and no higher than your own level. The base price of a psionic tattoo is its power level x its manifester level x 50 gp. To scribe a tattoo, you must spend 1/25 of this base price in XP and use up raw materials (special inks, masterwork needles, and so on) costing one-half of this base price.

When you create a psionic tattoo, you make any choices that you would normally make when manifesting the power.

When its wearer physically activates the tattoo, the wearer

is the target of the power.

Any psionic tattoo that stores a power with an XP cost also carries a commensurate cost. In addition to the costs derived from the base price, you must pay the XP when creating the tattoo.

SIDESTEP CHARGE [PSIONIC]

You are skilled at dodging past charging opponents and taking advantage when they miss.

Prerequisite: Dex 13, Dodge.

Benefit: You get a +4 dodge bonus to Armor Class against charge attacks. If a charging opponent fails to make a successful attack against you, you gain an immediate attack of opportunity. This feat does not grant you more attacks of opportunity than you are normally allowed in a round. If you are flat-footed or otherwise denied your Dexterity bonus to Armor Class, you do not gain the benefit of this feat.

SPEED OF THOUGHT [PSIONIC]

The energy of your mind energizes the alacrity of your body.

Prerequisite: Wis 13.

Benefit: As long as you are psionically focused and not wearing heavy armor, you gain an insight bonus to your speed of 10 feet.

SPLIT PSIONIC RAY [METAPSIONIC]

You can affect two targets with a single ray.

Prerequisite: Any other metapsionic feat.

Benefit: To use this feat, you must expend your psionic focus. You can split psionic rays you manifest. The split ray affects any two targets that are both within the power's range and within 30 feet of each other. If the ray deals damage, each target takes as much damage as a single target would take. Using this feat increases the power point cost of the power by 2.

STAND STILL [GENERAL]

You can prevent foes from fleeing or closing.

Prerequisite: Str 13.

Benefit: When a foe's movement out of a square you threaten grants you an attack of opportunity, you can give up that attack and instead attempt to stop your foe in his tracks. Make your attack of opportunity normally. If you hit your foe, he must succeed on a Reflex save against a DC of 10 + your damage roll (the opponent does not actually take damage), or immediately halt as if he had used up his move actions for the round.

Since you use the Stand Still feat in place of your attack of opportunity, you can do so only a number of times per round equal to the number of times per round you could make an attack of opportunity (normally just one).

Normal: Attacks of opportunity cannot halt your foes in their tracks.

TALENTED [PSIONIC]

You can overchannel powers with less cost to yourself.

Prerequisite: Overchannel.

Benefit: To use this feat, you must expend your psionic

focus. When manifesting a power of 3rd level or lower, you do not take damage from overchanneling.

TWIN POWER [METAPSIONIC]

You can manifest a power simultaneously with another power just like it.

Benefit: To use this feat, you must expend your psionic focus. You can twin a power. Manifesting a power altered by this feat causes the power to take effect twice on the area or target, as if you were simultaneously manifesting the same power two times on the same location or target. Any variables in the power (such as duration, number of targets, and so on) are the same for both of the resulting powers. The target experiences all the effects of both powers individually and receives a saving throw (if applicable) for each. In some cases, such as a twinned psionic charm, failing both saving throws results in redundant effects (although, in this example, any ally of the target would have to succeed on two dispel attempts to free the target from the charm effect).

Using this feat increases the power point cost of the power by 6. The power's total cost cannot exceed your manifester level.

UNAVOIDABLE STRIKE [PSIONIC]

You can make an unarmed strike or use a natural weapon against your foe as if delivering a touch attack.

Prerequisite: Str 13, Psionic Fist, base attack bonus +5.

Benefit: To use this feat, you must expend your psionic focus. You can resolve your unarmed strike or attack with a natural weapon as a touch attack.

You must decide whether or not to use this feat prior to making an attack. If your attack misses, you still expend your psionic focus.

UNCONDITIONAL POWER [METAPSIONIC]

Disabling conditions do not hold you back.

Benefit: To use this feat, you must expend your psionic focus. Your mental strength is enough to overcome some otherwise disabling conditions. You can manifest an unconditional power when you are dazed, confused, nauseated, shaken, or stunned.

Only personal powers and powers that affect your person can be manifested as unconditional powers.

Using this feat increases the power point cost of the power by 8. The power's total cost cannot exceed your manifester level.

UP THE WALLS [PSIONIC]

You can run on walls for brief distances.

Prerequisite: Wis 13.

Benefit: While you are psionically focused, you can take part of one of your move actions to traverse a wall or other relatively smooth vertical surface if you begin and end your move on a horizontal surface. The height you can achieve on the wall is limited only by this movement restriction. If you do not end your move on a horizontal surface, you fall prone, taking falling damage as appropriate for your distance above the ground. Treat the wall as a normal floor for the purpose of measuring your movement. Passing from

floor to wall or wall to floor costs no movement; you can change surfaces freely. Opponents on the ground can make attacks of opportunity as you move up the wall.

Special: You can take other move actions in conjunction with moving along a wall. For instance, the Spring Attack feat allows you to make an attack from the wall against a foe standing on the ground who is within the area you threaten; however, if you are somehow prevented from completing your move, you fall. Likewise, you could tumble along the wall to avoid attacks of opportunity.

WIDEN POWER [METAPSIONIC]

You can increase the area of your powers.

Benefit: To use this feat, you must expend your psionic focus. You can alter a burst, emanation, line, or spread-shaped power to increase its area. (Powers that do not have an area of one of these four sorts are not affected by this feat.) Any numeric measurements of the power's area increase by 100%.

Using this feat increases the power point cost of the power by 4. The power's total cost cannot exceed your manifester level.

WILD TALENT [GENERAL]

Your mind wakes to a previously unrealized talent for psionics.

Benefit: Your latent power of psionics flares to life, conferring upon you the designation of a psionic character. As a psionic character, you gain a reserve of 2 power points and can take psionic feats, metapsionic feats, and psionic item creation feats. You do not, however, gain the ability to manifest powers simply by virtue of having this feat.

WOUNDING ATTACK [PSIONIC]

Your vicious attacks wound your foe.

Prerequisite: Base attack bonus +8.

Benefit: To use this feat, you must expend your psionic focus. You can make an attack with such vicious force that you wound your opponent. A wound deals 1 point of Constitution damage to your foe in addition to the usual damage dealt.

You must decide whether or not to use this feat prior to making an attack. If your attack misses, you still expend your psionic focus.



Feats (srd divine)

DAVE METZ

BLINDSIGHT, 5-FT. RADIUS [GENERAL]

Prerequisites: Base attack bonus +4, Blind-Fight, Wisdom 19.

Benefit: Using senses such as acute hearing and sensitivity to vibrations, you detect the location of opponents who are no more than 5 feet away from you. Invisibility and darkness are irrelevant, though it you discern incorporeal beings.

DISGUISE SPELL [METAMAGIC]

Prerequisites: Bardic music, Perform 12 ranks.

Benefit: You have mastered the art of casting spells unobtrusively, mingling verbal and somatic components into its music and performances so that others rarely catch you in the act of casting a spell. Like a silent, stilled spell, a disguised spell can't be identified through Spellcraft. Your performance is obvious to everyone in the vicinity, but the fact that you are casting a spell isn't. Unless the spell visibly emanates from you or observers have some other means of determining its source, they don't know where the effect came from. A disguised spell uses up a spell slot one level higher than the spell's actual level.

DIVINE MIGHT [DIVINE]

Prerequisites: Str 13, turn or rebuke undead ability, Power Attack.

Benefit: As a free action, spend one of your turn or rebuke undead attempts to add your Charisma bonus to your weapon damage for 1 full round.

DIVINE VENGEANCE [DIVINE]

Prerequisites: Ability to turn undead, Extra Turning.

Benefit: You can spend one of your turn undead attempts to add 2d6 points of sacred energy damage to all your successful melee attacks against undead until the end of your next action. This is a supernatural ability.

ENERGY SUBSTITUTION [METAMAGIC]

Prerequisites: Any other metamagic feat, Knowledge (arcana) 5 ranks.

Benefit: You choose one type of energy: acid, cold, electricity, fire, or sonic. When employing a spell with the acid, cold, electricity, fire, or sonic designator, you can modify the spell to use your chosen type of energy instead. The altered spell uses a spell slot of the spell's normal level.

The altered spell works normally in all respects except the type of damage dealt.

Special: You can gain this feat multiple times. Each time the feat applies to a different type of energy.

EXTRA MUSIC [GENERAL]

Prerequisite: Bardic music.

Benefit: You can use your bardic music four extra times per day.

Normal: Bards without the Extra Music feat can use bardic music once per day per level.

Special: You can gain this feat multiple times, adding another four uses of bardic music each time.

EYES IN THE BACK OF YOUR HEAD [GENERAL]

Prerequisites: Base attack bonus +3, Wis 19.

Benefit: Attackers do not gain the usual +2 attack bonus when flanking you. This feat grants no effect whenever you are attacked without benefit of your Dexterity modifier to AC, such as when you are flat-footed or when you are the target of a rogue's sneak attack.

FLEET OF FOOT [GENERAL]

Prerequisites: Dex 15, Run.

Benefit: When running or charging, you can make a single direction change of 90 degrees or less. You can't use this feat while wearing medium or heavy armor, or when carrying a medium or heavy load. If you are charging, you must move in a straight line for 10 feet after the turn to maintain the charge.

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

HOLD THE LINE [GENERAL]

Prerequisites: Combat Reflexes, base attack bonus +2.

Benefit: You may make an attack of opportunity against a charging opponent who enters an area you threaten. Your attack of opportunity happens immediately before the charge attack is resolved.

Normal: You only get an attack of opportunity against a character that exits a square you threaten.

JACK OF ALL TRADES [GENERAL]

Prerequisite: You must be at least 6th level.

Benefit: You can use any skill untrained, even those that normally require training.

KNOCK-DOWN [GENERAL]

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

Benefit: Whenever you deal 10 or more points of damage to your opponent in melee, you make a trip attack as a free action against the same target.

PERSISTENT SPELL [METAMAGIC]

Prerequisite: Extend Spell.

Benefit: A persistent spell has a duration of 24 hours. The persistent spell must have a personal range or a fixed range. Spells of instantaneous duration cannot be affected by this feat, nor can spells whose effects are discharged. You need not concentrate on spells such as detect magic or detect thoughts to be aware of the mere presence or absence of the things detected, but you must still concentrate to gain additional information as normal. Concentration on such a spell is a standard action that does not provoke an attack of opportunity. A persistent spell uses up a spell slot six levels higher than the spell's actual level.

PLANT CONTROL [GENERAL]

Prerequisites: Plant Defiance, ability to cast speak with plants.

Benefit: You can rebuke or command plant creatures as an evil cleric rebukes undead. To command a plant, you must be able to speak with it via a speak with plants effect, though it may do so mentally if desired. This ability is usable a total number of times per day equal to 3 + your Charisma modifier. You use your highest caster level to determine the

level at which you rebuke plants.

PLANT DEFIANCE [GENERAL]

Prerequisite: Ability to cast detect animals or plants.

Benefit: You can turn (but not destroy) plant creatures as a good cleric turns undead. When determining the result of a turning attempt, treat all destruction results as normal turning. Treat immobile plant creatures as creatures unable to flee. This ability is usable a total number of times per day equal to 3 + your Charisma modifier. You use your highest caster level to determine the level at which you turns plants.

POWER CRITICAL [GENERAL]

Prerequisites: Weapon focus (chosen weapon), base attack bonus +4

Benefit: When using the weapon you selected, you gain a +4 bonus on the roll to confirm a threat.

Special: A fighter may select Power Critical as one of his fighter bonus feats.

You can gain Power Critical multiple times. Each time you take the feat, it may be with a different weapon or the same weapon. If you take it with the same weapon, the effects of the feats stack.

REACH SPELL [METAMAGIC]

Benefit: You may cast a spell that normally has a range of touch at any distance up to 30 feet. The spell effectively becomes a ray, so you must succeed at a ranged touch attack to bestow the spell upon the recipient. A reach spell uses up a spell slot two levels higher than the spell's actual level.

REPEAT SPELL [METAMAGIC]

Prerequisites: Any other metamagic feat.

Benefit: A repeated spell is automatically cast again at the beginning of your next round of actions. No matter where you are, the secondary spell originates from the same location and affects the same area as the primary spell. If the repeated spell

designates a target, the secondary spell retargets the same target if the target is within 30 feet of its original position; otherwise the secondary spell fails to go off. A repeated spell uses up a spell slot three levels higher than the spell's actual level. Repeat Spell cannot be used on spells with a range of touch.

SACRED SPELL [METAMAGIC]

Benefit: Half of the damage dealt by a sacred spell results directly from divine power and is therefore not subject to being reduced by protection from elements or similar magic. The other half of the damage dealt by the spell is as normal. A sacred spell uses up a spell slot two levels higher than the spell's actual level. Only divine spells can be cast as sacred spells.

SHARP-SHOOTING [GENERAL]

Prerequisites: Point Blank Shot, Precise Shot, base attack bonus +3.

Benefit: Your targets only receive a +2 bonus to Armor class due to cover. This feat has no effect against foes with no

cover or total cover.

Normal: Cover normally gives a +4 bonus to AC.

Special: A fighter may select Sharp-Shooting as one of his bonus feats.

SUBDUAL SUBSTITUTION [METAMAGIC]

Prerequisites: Any other metamagic feat, Knowledge (arcana) 5 ranks.

Benefit: When employing a spell with the acid, cold, electricity, fire, or sonic designator, you can modify the spell to deal subdual damage instead of the indicated type of energy damage. The altered spell uses a spell slot of the spell's normal level.

The altered spell works normally in all respects except the type of damage dealt.

SUPERIOR EXPERTISE [GENERAL]

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

Benefit: When you use the Combat Expertise feat to improve your Armor Class, the number you subtract from your attack and add to your AC can be any number that does not exceed your base attack bonus.

This feat eliminates the +5 maximum for the Combat Expertise feat.



Feats (srd epic)

DAKREVEKET

ACQUIRING EPIC FEATS

Characters gain epic feats in the following ways:

At 21st level, and every three levels thereafter, the character may select an epic feat in place of a non-epic feat.

Each character class gains bonus epic feats according to the class description. These feats must be selected from the list of bonus epic feats for that class.

PREREQUISITES

Most epic feats have prerequisites. A character must have the listed ability score, feat, skill, class feature, or base attack modifier in order to select or use that feat. A character can gain an epic feat at the same level at which he or she gains the prerequisite, just as with regular feats. A prerequisite expressed as a numerical value is a minimum; any value higher than the one given also meets the prerequisite. A character can't use an epic feat if he or she has lost a prerequisite.

TYPES OF EPIC FEATS

Most epic feats are general, meaning that no special rules govern them as a group. Others may be item creation feats or metamagic feats, which follow all the normal rules for such feats, except as specified in the feat's description. In addition, some feats are defined as divine feats or as wild feats. Such feats are described below.

DIVINE FEATS

The feats in this category share a few characteristics. First, they all have as a prerequisite the ability to turn (or, in most cases, rebuke) undead. Thus, they are open to clerics, paladins of 4th level or higher, and any prestige class that has that ability. (An ability to turn other creatures does not qualify a character to select one of these feats.) Second, the force that powers a divine feat is the ability to channel positive or negative energy to turn or rebuke undead. Each use of a divine feat costs the character one turn/rebuke attempt from his or her number of attempts each day. If a character doesn't have any turn/rebuke attempts left, he or she can't use the feat. Since turning or rebuking is a standard action, activating any of these feats is also a standard action.

WILD FEATS

The feats in this category share the characteristic of relating to the ability to use wild shape as a druid. These feats require the character to have the ability to use wild shape before acquiring the feat.

EPIC PSIONIC FEATS

Psionic characters can acquire epic "psionically flavored" feats. Some feats require so much translation that converted feats are provided. Whenever a feat concerns conferring or altering a spell in some fashion, some translation must be done to use it with psionics. Sometimes this translation is as straightforward as changing a few names. Translating epic metamagic feats to epic metapsionic feats requires that Spellcraft prerequisites be replaced with Psicraft. It also requires a little math—instead of casting a spell at a higher level, a psionic character pays more power points. For every spell slot one level higher than the spell's actual level the

metamagic feat requires, the metapsionic feat requires a character to pay a power point cost equal to its standard cost +2. Likewise, when a feat allows a spellcaster to "pay" one less level to use a metamagic feat, the psionic version allows a character to pay 2 power points less for a given metapsionic feat.

FEATS

ADDITIONAL MAGIC ITEM SPACE [EPIC]

Benefit: Choose one type of magic item that has a limit on the number a character can simultaneously wear and gain its benefit. The character can now wear one more magic item of this type and also gain its benefit.

Normal: Without this feat, a character is limited to one headband, hat, or helmet; one pair of eye lenses or goggles; one cloak, cape, or mantle; one amulet, brooch, medallion, necklace, periapt, or scarab; one suit of armor; one robe; one vest, vestment, or shirt; one pair of bracers or bracelets; one pair of gloves or gauntlets; two rings; one belt; and one pair of boots.

Special: A character can gain this feat multiple times. Each time the character takes the feat, it applies to a new type of wearable magic item.

ARMOR SKIN [EPIC]

Benefit: The character gains a +1 natural armor bonus to Armor Class, or his or her existing natural armor bonus increases by 1.

Special: A character can gain this feat multiple times. Its effects stack.

AUGMENTED ALCHEMY [EPIC]

Prerequisites: Int 21, Craft(alchemy) 24 ranks.

Benefit: Whenever creating an alchemical item or substance, the character can choose to make it more powerful than normal by adding +20 to the DC required to create it and multiplying its price by 5. If the item or substance deals damage, double the damage dealt. If the item or substance doesn't deal damage, double the duration of its effect. If the item or substance doesn't deal damage and doesn't have a specific listed duration (or has an instantaneous duration), double all dimensions of its area. If the item or substance doesn't fit any of these categories, then it cannot be affected by this feat. See the Craft (alchemy) skill description.

AUTOMATIC QUICKEN SPELL [EPIC]

Prerequisites: Quicken Spell, Spellcraft 30 ranks, ability to cast 9th-level arcane or divine spells.

Benefit: The character may cast all 0-, 1st-, 2nd-, and 3rd-level spells as quickened spells without using higher-level spell slots. The normal limit to the number of quickened spells a character may cast per round applies. Spells with a casting time of more than 1 full round can't be quickened.

Special: A character can gain this feat multiple times. Each time a character takes the feat, the spells of his or her next three lowest spell levels can now be quickened with no adjustment to their spell slots. This feat doesn't increase the casting time for those spells that normally become full-round actions when cast in metamagic form.

AUTOMATIC SILENT SPELL [EPIC]

Prerequisites: Silent Spell, Spellcraft 24 ranks, ability to cast 9th-level arcane or divine spells.

Benefit: The character may cast all 0-, 1st-, 2nd-, and 3rd-level spells as silent spells without using higher-level spell slots.

Special: A character can gain this feat multiple times. Each time a character takes the feat, the spells of his or her next three lowest spell levels can now be silenced with no adjustment to their spell slots. This feat doesn't increase the casting time for those spells that normally become full-round actions when cast in metamagic form. However, since bard spells can't be enhanced with the Silent Spell feat, they can't be affected by this feat either.

AUTOMATIC STILL SPELL [EPIC]

Prerequisites: Still Spell, Spellcraft 27 ranks, ability to cast 9th-level arcane or divine spells.

Benefit: The character may cast all 0-, 1st-, 2nd-, and 3rd-level spells as stilled spells without using higher-level spell slots.

Special: A character can gain this feat multiple times. Each time a character takes the feat, the spells of his or her next three lowest spell levels can now be stilled with no adjustment to their spell slots. This feat doesn't increase the casting time for those spells that normally become full-round actions when cast in metamagic form.

BANE OF ENEMIES [EPIC]

Prerequisites: Survival 24 ranks, five or more favored enemies.

Benefit: Any weapon the character wields against one of his or her favored enemies is treated as a bane weapon for that creature type (thus, its enhancement bonus is increased by +2 and it deals +2d6 points of damage). This ability doesn't stack with similar abilities.

BLINDING SPEED [EPIC]

Prerequisite: Dex 25.

Benefit: The character can act as if hasted for 5 rounds each day. The duration of the effect need not be consecutive rounds. Activating this power is a free action.

Special: A character can gain this feat multiple times. Each time he or she takes the feat, it grants an additional 5 rounds of haste per day.

BONUS DOMAIN [EPIC]

Prerequisites: Wis 21, ability to cast 9th-level divine spells.

Benefit: Choose an additional domain from the character's deity's domain list. The character now has access to that domain's spells as normal for his or her domain spells and the domain's granted powers.

Special: A character can gain this feat multiple times. Each time he or she takes the feat, it applies to a different domain.

BULWARK OF DEFENSE [EPIC]

Prerequisites: Con 25, defensive stance 3/day.

Benefit: The character's defensive stance bonuses increase

to +4 Strength, +6 Constitution, +4 resistance bonus on all saves, and +6 dodge bonus to AC.

CHAOTIC RAGE [EPIC]

Prerequisites: Rage 5/day, chaotic alignment.

Benefit: Any weapon the character wields while in a rage is treated as an anarchic weapon (it is chaos-aligned and deals an extra 2d6 points of damage against creatures of lawful alignment). This ability does not stack with similar abilities.

COLOSSAL WILD SHAPE [WILD][EPIC]

Prerequisite: The ability to wild shape into a Gargantuan creature.

Benefit: The character can use his or her wild shape to take the shape of a Colossal animal.

Normal: Without this feat, a character cannot wild shape into an animal of greater than Huge size.

COMBAT ARCHERY [EPIC]

Prerequisites: Dodge, Mobility, Point Blank Shot.

Benefit: The character does not incur any attacks of opportunity for firing a bow when threatened.

Normal: Without this feat, a character incurs an attack of opportunity from all opponents who threaten him or her whenever he or she uses a bow.

CRAFT EPIC MAGIC ARMS AND ARMOR [ITEM CREATION] [EPIC]

Prerequisites: Craft Magic Arms and Armor, Knowledge (arcana) 28 ranks, Spellcraft 28 ranks.

Benefit: The character can craft magic arms and armor which exceed the normal limits for such items

CRAFT EPIC ROD [ITEM CREATION][EPIC]

Prerequisites: Craft Rod, Knowledge (arcana) 32 ranks, Spellcraft 32 ranks.

Benefit: The character can craft rods that exceed the normal limits for such items.

CRAFT EPIC STAFF [ITEM CREATION][EPIC]

Prerequisites: Craft Staff, Knowledge (arcana) 35 ranks, Spellcraft 35 ranks.

Benefit: The character can craft staffs that exceed the normal limits for such items.

CRAFT EPIC WONDROUS ITEM [ITEM CREATION][EPIC]

Prerequisites: Craft Wondrous Item, Knowledge (arcana) 26 ranks, Spellcraft 26 ranks.

Benefit: The character can craft wondrous items that exceed the normal limits for such items.

DAMAGE REDUCTION [EPIC]

Prerequisite: Con 21.

Benefit: The character gains damage reduction 3/-. This does not stack with damage reduction granted by magic items or nonpermanent magical effects, but it does stack with any damage reduction granted by permanent magical effects, class features, or this feat itself.

Special: A character can gain this feat multiple times. Each time he or she gains the feat, his or her damage reduction increases by 3.

DEAFENING SONG [EPIC]

Prerequisites: Perform 24 ranks, bardic music class feature.
Benefit: The character can use song or poetics to temporarily deafen all enemies within a 30-foot spread from him or her. A successful Fortitude save (DC 10 + 1/2 the character's class level + the character's Charisma modifier) negates the effect. The deafening effect lasts for as long as the character continues the deafening song. The character can choose to exclude any characters from this effect. The character may sing, play, or recite a deafening song while taking other mundane actions, but not magical ones (see the bard's inspire courage ability for more details). The character may keep up the deafening song for a maximum of 10 rounds. Using the deafening song counts as one of the character's uses of song or poetics for the day.

DEATH OF ENEMIES [EPIC]

Prerequisites: Bane of Enemies, Survival 30 ranks, five or more favored enemies.
Benefit: Any time the character scores a critical hit against one of his or her favored enemies, it must make a Fortitude save (DC 10 + 1/2 character's ranger class level + character's Wisdom modifier) or die instantly.
Special: Creatures immune to critical hits can't be affected by this feat.

DEVASTATING CRITICAL [EPIC]

Prerequisites: Str 25, Cleave, Great Cleave, Improved Critical (chosen weapon), Overwhelming Critical (chosen weapon), Power Attack, Weapon Focus (chosen weapon).
Benefit: Whenever the character scores a critical hit with the chosen weapon, the target must make a Fortitude save (DC 10 + 1/2 character level + character's Strength modifier) or die instantly. (Creatures immune to critical hits can't be affected by this feat.)
Special: A character can gain this feat multiple times. Its effects do not stack. Each time a character takes the feat, it applies to a different type of weapon.

DEXTEROUS FORTITUDE [EPIC]

Prerequisites: Dex 25, slippery mind class feature.
Benefit: Once per round, when targeted by an effect that requires a Fortitude saving throw, the character may make a Reflex save instead to avoid the effect (evasion is not applicable).

DEXTEROUS WILL [EPIC]

Prerequisites: Dex 25, slippery mind class feature.
Benefit: Once per round, when targeted by an effect that requires a Will saving throw, the character may make a Reflex save instead to avoid the effect (evasion is not applicable).

DIMINUTIVE WILD SHAPE [WILD][EPIC]

Prerequisite: Ability to wild shape into a Huge animal.
Benefit: The character can use wild shape to take the shape

of a Diminutive animal.

Normal: Without this feat, a character cannot wild shape into an animal of smaller than Tiny size.

DIRE CHARGE [EPIC]

Prerequisite: Improved Initiative.
Benefit: If the character charges a foe during the first round of combat (or the surprise round, if the character is allowed to act in it), he or she can make a full attack against the opponent charged.
Normal: Without this feat, a character may only make a single attack as part of a charge.

DISTANT SHOT [EPIC]

Prerequisites: Dex 25, Far Shot, Point Blank Shot, Spot 20 ranks.
Benefit: The character may throw or fire a ranged weapon at any target within line of sight, with no penalty for range.

DRAGON WILD SHAPE [WILD][EPIC]

Prerequisites: Wis 30, Knowledge (nature) 30 ranks, wild shape 6/day.
Benefit: The character may use wild shape to change into a dragon (black, blue, green, red, white, brass, bronze, copper, gold, or silver). The size limitation is the same as the character's limitation on animal size. The character gains all extraordinary and supernatural abilities of the dragon whose form he or she takes.

EFFICIENT ITEM CREATION [EPIC]

Prerequisites: Item creation feat to be selected, Knowledge (arcana) 24 ranks, Spellcraft 24 ranks.
Benefit: Select an item creation feat. Creating a magic item using that feat requires one day per 10,000 gp of the item's market price, with a minimum of one day.
Normal: Without this feat, creating a magic item requires one day for each 1,000 gp of the item's market price.
Special: A character can gain this feat multiple times. Its effects do not stack. Each time a character takes the feat, it applies to a different item creation feat.

ENERGY RESISTANCE [EPIC]

Benefit: Choose a type of energy (acid, cold, electricity, fire, or sonic). The character gains resistance 10 to that type of energy, or the character's existing resistance to that type of energy increases by 10. This feat does not stack with energy resistance granted by magic items or nonpermanent magical effects.
Special: A character can gain this feat multiple times. If the same type of energy is chosen, the effects stack.

ENHANCE SPELL [METAMAGIC][EPIC]

Prerequisite: Maximize Spell.
Benefit: The damage cap for the character's spells increases by 10 dice (for spells that deal a number of dice of damage equal to caster level) or by 5 dice (for spells that deal a number of dice of damage equal to half caster level). An enhanced spell uses up a spell slot four levels higher than the spell's actual level. This feat has no effect on spells that don't specifically deal a number of dice of damage equal to

the caster's level or half level, even if the spell's effect is largely dictated by the caster's level.

Normal: Without this feat, use the damage dice caps indicated in the spell's description.

Special: A character may gain this feat multiple times. Each time he or she selects this feat, the damage cap increases by 10 dice or 5 dice, as appropriate to the spell, and the enhanced spell takes up a spell slot an additional four levels higher.

EPIC DODGE [EPIC]

Prerequisites: Dex 25, Dodge, Tumble 30 ranks, improved evasion, defensive roll class feature.

Benefit: Once per round, when struck by an attack from an opponent the character has designated as the object of his or her dodge, the character may automatically avoid all damage from the attack.

EPIC ENDURANCE [EPIC]

Prerequisites: Con 25, Endurance.

Benefit: Whenever the character makes a check for performing a physical action that extends over a period of time, he or she gets a +10 bonus on the check.

EPIC EXPANDED KNOWLEDGE [EPIC, PSIONIC]

You learn another power.

Prerequisites: Character level 21st, ability to manifest powers of the normal maximum power level in at least one psionic class.

Benefit: You learn one additional power at any level up to the highest level of power you can manifest. You can choose any power, even one that is part of another discipline's list or another class's list.

Special: You can gain this feat multiple times. Each time, you learn one new power at any level up to the highest level of power you can manifest.

EPIC FORTITUDE [EPIC]

Benefit: The character gains a +4 bonus on all Fortitude saving throws.

EPIC INSPIRATION [EPIC]

Prerequisites: Cha 25, Perform 30 ranks, bardic music class feature.

Benefit: All competence bonuses, dodge bonuses, and morale bonuses granted by the character's bardic music ability increase by +1. If you have the inspire greatness bardic music ability, it grants one additional bonus HD.

Special: A character can gain this feat multiple times. Its effects stack.

EPIC LEADERSHIP [EPIC]

Prerequisites: Cha 25, Leadership, Leadership score 25.

Benefit: The character attracts a cohort and followers as shown below on Table: Epic Leadership. In all other ways Epic Leadership functions as the Leadership feat.

Normal: The Leadership feat provides no benefit for leadership scores beyond 25.

Leadership Score: A character's Leadership score equals

his or her level plus any Charisma modifier. Outside factors can affect a character's Leadership score, as detailed in the Leadership feat.

Cohort Level: The character can attract a cohort of up to this level. Regardless of the character's Leadership score, he or she can't recruit a cohort of his or her level or higher.

Number of Followers by Level: The character can lead up to the indicated number of characters of each level.

*The maximum cohort level increases by 1 for every 2 points of Leadership above 40. **The number of 1st-level followers increases by 100 for every point of Leadership above 40.

†A character can command one-tenth as many 2nd-level followers as 1st-level followers. A character can command one-half as many 3rd-level followers as 2nd-level followers, one-half as many 4th-level followers as 3rd-level followers, and so on (round fractions up, except any fraction less than 1 rounds to 0). A character can't have a follower of higher than 20th level.

Table: Example Special Epic Cohorts presents some creatures that make good cohorts for epic characters.

Table: Example Special Epic Cohorts		
Creature	Alignment	Level Equivalent
Angel, astral deva	Any good	20nd
Dragon, ancient silver	Lawful good	42nd
Couatl	Lawful good	16th
Giant, cloud	Neutral good	24th
Ghaele	Chaotic good	20st
Giant, storm	Chaotic good	28th
Dragon, wyrm brass	Chaotic good	42th
Dragon turtle	Neutral	21st
Hydra, 12-headed	Neutral	19th
Roc	Neutral	23rd
Dragon, ancient green	Lawful evil	40th
Devil, ice (gelugon)	Lawful evil	21st
Giant, cloud	Neutral evil	24th
Demon, glabrezu	Chaotic evil	23rd
Demon, succubus	Chaotic evil	12th
Dragon, wyrm white	Chaotic evil	41th

EPIC PROWESS [EPIC]

Benefit: Gain a +1 bonus on all attacks.

Special: A character can gain this feat multiple times. Its effects stack.

EPIC PSIONIC FOCUS [EPIC, PSIONIC]

You can expend your psionic focus to greater effect.
Prerequisites: Character level 21st, ability to manifest powers of the normal maximum power level in at least one psionic class.

Benefit: When you expend your psionic focus, you can simultaneously use two feats that require a psionic focus to be expended, instead of just one. The feats must be stackable. You must still spend the requisite power points required to use each metapsionic feat, and you cannot exceed the power point limit set by your manifester level.

Special: You can take this feat multiple times. Each time you do so, you can simultaneously use one additional feat that requires a psionic focus to be expended.

EPIC REFLEXES [EPIC]

Benefit: The character gains a +4 bonus on all Reflex saving throws.

EPIC REPUTATION [EPIC]

Benefit: The character gains a +4 bonus on Bluff, Diplomacy, Gather Information, Intimidate, and Perform checks.

EPIC SKILL FOCUS [EPIC]

Prerequisite: 20 ranks in the skill selected.

Benefit: The character gains a +10 bonus on all skill checks with that skill.

Special: A character can gain this feat multiple times. Its effects do not stack. Each time a character takes the feat, it applies to a different skill.

EPIC SPEED [EPIC]

Prerequisites: Dex 21, Run.

Benefit: The character's speed increases by 30 feet. This benefit does not stack with increased speed granted by magic items or nonpermanent magical effects.

Special: This feat only functions when the character is wearing medium armor, light armor, or no armor.

EPIC SPELL FOCUS [EPIC]

Prerequisites: Greater Spell Focus and Spell Focus in the school selected, ability to cast at least one 9th-level spell of the school to be chosen.

Benefit: Add +1 to the Difficulty Class for all saving throws against spells from the school of magic the character selects to focus on. This stacks with the bonuses from Spell Focus and Greater Spell Focus.

Special: A 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.

EPIC SPELL PENETRATION [EPIC]

Prerequisites: Greater Spell Penetration, Spell Penetration.

Benefit: The character gets a +2 bonus on caster level checks to beat a creature's spell resistance. This stacks with the bonuses from Spell Penetration and Greater Spell Penetration.

EPIC SPELLCASTING [EPIC]

Prerequisite: Spellcraft 24 ranks, Knowledge (arcana) 24 ranks, ability to cast 9th-level arcane spells. OR Spellcraft

Table: Epic Leadership

Leadership Score	Cohort Level	-----Number of Followers by Level-----									
		1st	2nd	3rd	4th	5th	6th	7th	8th	9th	10th
25	17th	135	13	7	4	2	2	1	—	—	—
26	18th	160	16	8	4	2	2	1	—	—	—
27	18th	190	19	10	5	3	2	1	—	—	—
28	19th	220	22	11	6	3	2	1	—	—	—
29	19th	260	26	13	7	4	2	1	—	—	—
30	20th	300	30	15	8	4	2	1	—	—	—
31	20th	350	35	18	9	5	3	2	1	—	—
32	21st	400	40	20	10	5	3	2	1	—	—
33	21st	460	46	23	12	6	3	2	1	—	—
34	22nd	520	52	26	13	6	3	2	1	—	—
35	22nd	590	59	30	15	8	4	2	1	—	—
36	23rd	660	66	33	17	9	5	3	2	1	—
37	23rd	740	74	37	19	10	5	3	2	1	—
38	24th	820	82	41	21	11	6	3	2	1	—
39	24th	910	91	46	23	12	6	3	2	1	—
40	25th	1000	100	50	25	13	7	4	2	1	—
per +1	+1/2*	+100**	†	†	†	†	†	†	†	†	†

24 ranks, Knowledge (religion) 24 ranks, ability to cast 9th-level divine spells. OR Spellcraft 24 ranks, Knowledge (nature) 24 ranks, ability to cast 9th-level divine spells.

Benefit: The character may develop and cast epic spells. If the character is an arcane spellcaster, he or she may cast a number of epic spells per day equal to his or her ranks in Knowledge (arcana) divided by 10. If the character is a divine spellcaster, he or she may cast a number of epic spells per day equal to his or her ranks in Knowledge (religion) or Knowledge (nature) divided by 10.

Special: If the character meets more than one set of prerequisites, the limit on the number of spells he or she may cast per day is cumulative.

EPIC TOUGHNESS [EPIC]

Benefit: The character gains +30 hit points.

Special: A character can gain this feat multiple times. Its effects stack.

EPIC WEAPON FOCUS [EPIC]

Prerequisite: Weapon Focus in the chosen weapon.

Benefit: Add a +2 bonus to all attack rolls the character makes using the selected weapon.

Special: A character can gain this feat multiple times. Its effects do not stack. Each time the character takes the feat it applies to a different type of weapon.

EPIC WEAPON SPECIALIZATION [EPIC]

Prerequisites: Epic Weapon Focus, Weapon Focus, Weapon Specialization (all in the chosen weapon).

Benefit: Add +4 to all damage the character deals using the selected weapon. If the weapon is a ranged weapon, the damage bonus only applies if the target is within 30 feet.

Special: A character can gain this feat multiple times. Its effects do not stack. Each time the character takes the feat, it applies to a different type of weapon.

EPIC WILL [EPIC]

Benefit: The character gains a +4 bonus on all Will saving throws.

EXCEPTIONAL DEFLECTION [EPIC]

Prerequisites: Dex 21, Wis 19, Deflect Arrows, Improved Unarmed Strike.

Benefit: The character can deflect any ranged attacks (including spells that require ranged touch attacks) as if they were arrows.

EXTENDED LIFE SPAN [EPIC]

Benefit: Add one-half the maximum result of the character's race's maximum age modifier to the character's normal middle age, old, and venerable age categories. Calculate the character's maximum age using the new venerable number. This feat can't lower the character's current age category.

Special: A character can gain this feat multiple times. Its effects stack.

FAMILIAR SPELL [EPIC]

Prerequisite: Int 25 (if the character's spellcasting is controlled by Intelligence) or Cha 25 (if the character's

spellcasting is controlled by Charisma).

Benefit: Choose one arcane spell the character knows of 8th level or lower. The character's familiar can now use this spell once per day as a spell-like ability, at a caster level equal to the character's caster level. A character cannot bestow a spell to his or her familiar if the spell normally has a material component cost of more than 1 gp or an XP cost.

Special: A character can gain this feat multiple times. Each time the character takes the feat, he or she can give his or her familiar a different spell-like ability or another daily use of the same spell-like ability.

FAST HEALING [EPIC]

Prerequisite: Con 25.

Benefit: The character gains fast healing 3, or the character's existing fast healing increases by 3. This feat does not stack with fast healing granted by magic items or nonpermanent magical effects.

Special: This feat may be taken multiple times. Its effects stack.

FINE WILD SHAPE [WILD][EPIC]

Prerequisite: Ability to wild shape into a Diminutive creature.

Benefit: The character can use his or her wild shape to take the shape of a Fine animal.

Normal: Without this feat, a character cannot wild shape into an animal smaller than Tiny size.

FORGE EPIC RING [ITEM CREATION][EPIC]

Prerequisites: Forge Ring, Knowledge (arcana) 35 ranks, Spellcraft 35 ranks.

Benefit: The character can forge magic rings that exceed the normal limits for such items.

GARGANTUAN WILD SHAPE [WILD][EPIC]

Prerequisite: Ability to wild shape into a Huge animal.

Benefit: The character can use your wild shape to take the shape of a Gargantuan animal.

Normal: Without this feat, a character cannot wild shape into an animal greater than Huge size.

GREAT CHARISMA [EPIC]

Benefit: The character's Charisma increases by 1 point.

Special: A character can gain this feat multiple times. Its effects stack.

GREAT CONSTITUTION [EPIC]

Benefit: The character's Constitution increases by 1 point.

Special: A character can gain this feat multiple times. Its effects stack.

GREAT DEXTERITY [EPIC]

Benefit: The character's Dexterity increases by 1 point.

Special: A character can gain this feat multiple times. Its effects stack.

GREAT INTELLIGENCE [EPIC]

Benefit: The character's Intelligence increases by 1 point.

Special: A character can gain this feat multiple times. Its effects stack.

GREAT SMITING [EPIC]

Prerequisites: Cha 25, smite ability (from class feature or domain granted power).

Benefit: Whenever the character makes a successful smite attack, add twice the appropriate level to damage (rather than just the character's level).

Special: A character may select this feat multiple times. Its effects stack. Remember that two doublings equals a tripling, and so forth.

GREAT STRENGTH [EPIC]

Benefit: The character's Strength increases by 1 point.

Special: A character can gain this feat multiple times. Its effects stack.

GREAT WISDOM [EPIC]

Benefit: The character's Wisdom increases by 1 point.

Special: A character can gain this feat multiple times. Its effects stack.

GROUP INSPIRATION [EPIC]

Prerequisite: Perform 30 ranks, bardic music class feature.

Benefit: The number of allies the character can affect with his or her inspire competence or inspire greatness bardic music ability doubles. When inspiring competence in multiple allies, the character can choose different skills to inspire for different allies.

Special: A character can gain this feat multiple times. Its effects stack. Remember that two doublings equals a tripling, and so forth.

HINDERING SONG [EPIC]

Prerequisite: Deafening Song, Perform 27 ranks, bardic music class feature.

Benefit: The character can use song or poetics to hinder enemy spellcasters within a 30-foot spread from the character. To successfully cast a spell within this area, a spellcaster must make a Concentration check as if he or she were casting defensively, and all such checks have a penalty equal to half the character's level. The character can choose to exclude any characters from this effect. The character may sing, play, or recite a hindering song while taking other mundane actions, but not magical ones (see the bard's inspire courage ability for more details). The character may keep up the hindering song for a maximum of 10 rounds. Using the hindering song counts as one of the character's uses of song or poetics for the day.

HOLY STRIKE [EPIC]

Prerequisites: Smite evil class feature, any good alignment.

Benefit: Any weapon the character wields is treated as a holy weapon (is good-aligned and deals an extra 2d6 points of damage against creatures of evil alignment). If the weapon already has an alignment, this feat has no effect on the weapon.

Prerequisites: Eschew Materials, Spellcraft 25 ranks, ability to cast 9th-level arcane or divine spells.

Benefit: The character may cast spells without any material components. This feat does not affect the need for a focus or divine focus.

IMPROVED ALIGNMENT-BASED CASTING [EPIC]

Prerequisites: Access to domain of Chaos, Evil, Good, or Law, alignment must match domain chosen, ability to cast 9th-level divine spells.

Benefit: Select an alignment-based domain (Chaos, Evil, Good, or Law) to which the character has access. The character casts spells with that alignment descriptor at +3 caster level.

Special: This benefit overrides (does not stack with) the granted powers of the Chaos, Evil, Good, and Law domains. A character may select this feat multiple times. Its effects do not stack. Each time a character takes the feat, it applies to a different alignment-based domain to which the character has access.

IMPROVED ARROW OF DEATH [EPIC]

Prerequisites: Dex 19, Wis 19, Point Blank Shot, Precise Shot, arrow of death class feature.

Benefit: Add +2 to the DC of the character's arrows of death. This feat may be taken multiple times. Its effects stack.

IMPROVED AURA OF COURAGE [EPIC]

Prerequisite: Cha 25, aura of courage class ability.

Benefit: The character's aura of courage grants a +8 morale bonus on saving throws against fear effects.

IMPROVED AURA OF DESPAIR [EPIC]

Prerequisite: Cha 25, aura of despair class ability.

Benefit: The character's aura of despair causes a -4 morale penalty on all saving throws.

IMPROVED COMBAT CASTING [EPIC]

Prerequisites: Combat Casting, Concentration 25 ranks.

Benefit: The character doesn't incur attacks of opportunity for casting spells when threatened.

IMPROVED COMBAT REFLEXES [EPIC]

Prerequisites: Dex 21, Combat Reflexes.

Benefit: There is no limit to the number of attacks of opportunity the character can make in one round. (the character still can't make more than one attack of opportunity for a given opportunity.)

IMPROVED DARKVISION [EPIC]

Prerequisite: Darkvision.

Benefit: The range of the character's darkvision doubles. This feat does not stack with darkvision granted by magic items or nonpermanent magical effects.

Special: This feat may be taken multiple times. Its effects stack. Remember that two doublings equals a tripling, and so on.

IMPROVED DEATH ATTACK [EPIC]

Prerequisites: Death attack class feature, sneak attack

+5d6.

Benefit: Add +2 to the DC of the character's death attack.

Special: This feat may be taken multiple times. Its effects stack.

IMPROVED ELEMENTAL WILD SHAPE [WILD][EPIC]

Prerequisites: Wis 25, ability to wild shape into an elemental.

Benefit: The character's ability to wild shape into an elemental is expanded to include all elemental creatures (not just air, earth, fire, and water elementals) of any size that the character can take when using wild shape to become an animal. The character gains all extraordinary and supernatural abilities of the elemental whose form he or she takes.

Normal: Without this feat, a character may only wild shape into a Small, Medium-size, or Large air, earth, fire, or water elemental.

IMPROVED FAVORED ENEMY [EPIC]

Prerequisite: Five or more favored enemies.

Benefit: Add +1 to the bonus on Bluff, Listen, Sense Motive, Spot, and Survival checks and damage rolls against all the character's favored enemies.

Special: This feat may be taken multiple times. Its effects stack.

IMPROVED HEIGHTEN SPELL [EPIC]

Prerequisites: Heighten Spell, Spellcraft 20 ranks.

Benefit: As Heighten Spell, but there is no limit to the level to which the character can heighten the spell.

Normal: Without this feat, a spell can only be heightened to a maximum of 9th level.

IMPROVED KI STRIKE [EPIC]

Prerequisites: Wis 21, Ki strike (adamantine).

Benefit: The character's unarmed strikes are treated as epic magic weapons for the purposes of damage reduction.

IMPROVED LOW-LIGHT VISION [EPIC]

Prerequisite: Low-light vision.

Benefit: The range of the character's low-light vision doubles. This feat does not stack with low-light vision granted by magic items or nonpermanent magical effects.

Special: This feat may be taken multiple times. Its effects stack. Remember that two doublings equals a tripling, and so on.

IMPROVED MANIFESTATION [EPIC, PSIONIC]

You increase your power point reserve.

Prerequisites: Character level 21st, ability to manifest powers of the normal maximum power level in at least one psionic class.

Benefit: When you select this feat, you gain 19 power points.

Special: You can gain this feat multiple times. Each time you do so, you gain an additional number of power points equal to your previous benefit +2.

IMPROVED MANYSHOT [EPIC]

Prerequisites: Dex 19, base attack bonus +21, Many-shot, Point Blank Shot, Rapid Shot

Benefits: As Manyshot, but the number of arrows the character can fire is limited only by his or her base attack bonus (two arrows, plus one arrow for every 5 points of base attack bonus above +6).

Special: Regardless of the number of arrows the character fires, he or she only applies precision-based damage (such as sneak attack damage or the ranger's favored enemy bonus) once. If the character scores a critical hit, only one of the arrows deals critical damage (character's choice); all others deal normal damage.

Normal: With the Manyshot feat, the character is limited to a maximum of four arrows fired (when the character's base attack bonus is +16 or higher).

IMPROVED METAMAGIC [EPIC]

Prerequisites: Four metamagic feats, Spellcraft 30 ranks.

Benefit: The spell slot modifier of all the character's metamagic feats is reduced by one level, to a minimum of +1. This feat has no effect on metamagic feats whose spell slot modifier is +1 or less.

Special: A character can gain this feat multiple times. The effects stack, though a character can't reduce any metamagic feat's spell slot modifier to less than +1.

IMPROVED METAPSIONICS [EPIC, PSIONIC]

You can manifest powers using metapsionic feats more easily than normal.

Prerequisites: Character level 21st, four metapsionic feats, Psicraft 30 ranks.

Benefit: Metapsionic powers you manifest cost 2 power points less than normal (to a minimum of 1 power point). This feat has no effect on metapsionic powers that inflate the cost by only 2 power points.

Special: You can gain this feat multiple times. The effects stack, though you can't lower the cost of any metapsionic power to less than 1 power point.

IMPROVED SNEAK ATTACK [EPIC]

Prerequisite: Sneak attack +8d6.

Benefit: Add +1d6 to the character's sneak attack damage.

Special: This feat may be taken multiple times. Its effects stack.

IMPROVED SPELL CAPACITY [EPIC]

Prerequisite: Ability to cast spells of the normal maximum spell level in at least one spellcasting class.

Benefit: When the character selects this feat, he or she gains one spell slot per day of any level up to one level higher than the highest-level spell the character can already cast in a particular class. The character must still have the requisite ability score (10 + spell level) in order to cast any spell stored in this slot. If the character has a high enough ability modifier to gain one or more bonus spells for this spell level, he or she also gains the bonus spells for this spell level. The character must use the spell slot as a member of the class in which he or she can already cast spells of the normal maximum spell level.

Special: A character can gain this feat multiple times.

Spell Slots Above 9th Level

The Improved Spell Capacity feat allows characters to gain spell slots above 9th level (which can be used to hold lower-level spells or spells whose level has been increased beyond 9th by the use of metamagic feats).

A character with a very high score in the ability associated with his or her spellcasting (Intelligence for wizards; Wisdom for clerics, druids, paladins, and rangers; or Charisma for bards and sorcerers) may receive bonus spells of those levels, as shown on Table: Expanded Ability Modifiers and Bonus Spells, but only if they already have at least one spell slot of that level (such as from the Improved Spell Capacity feat). A character without any spell slots of a level can't receive any bonus spells of that level, even if the appropriate ability score is high enough to award them.

Even though the table only includes ability scores up to 61 and spell slots up to 25th level, the progression continues infinitely in both directions. For ability scores beyond 61, or for spell slots above 25th level, expand the table to follow the same patterns as shown.

IMPROVED SPELL RESISTANCE [EPIC]

Prerequisite: Must have spell resistance from a feat, class feature, or other permanent effect.

Benefit: The character's spell resistance increases by +2.

Special: A character can gain this feat multiple times. Its effects stack.

IMPROVED STUNNING FIST [EPIC]

Prerequisite: Dex 19, Wis 19, Improved Unarmed Strike, Stunning Fist.

Benefit: Add +2 to the DC of the character's stunning attack.

Special: This feat may be taken multiple times. Its effects stack.

IMPROVED WHIRLWIND ATTACK [EPIC]

Prerequisites: Int 13, Dex 23, Combat Expertise, Dodge, Mobility, Spring Attack, Whirlwind Attack.

Benefit: As a standard action, the character can make one melee attack for every five points of his or her base attack bonus (including epic attack bonus, round fractions down). The character cannot attack any one opponent more than once as part of this action. These attacks (as well as all other attacks made until the start of the character's next turn) suffer a -4 penalty.

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).

Since these attacks are made as part of a standard action the character can't make a 5-foot step between any two of the attacks.

Normal: Without this feat, using the Whirlwind Attack feat requires a full attack action, and the character can take a 5-foot step between any two of the attacks.

INCITE RAGE [EPIC]

Prerequisites: Cha 25, greater rage class feature.

Benefit: When the character enters a rage, he or she can incite a barbarian rage in any or all allies within 60 feet. (Any ally who doesn't wish to become enraged is unaffected.) The ally gains +4 to Strength, +4 to Constitution, 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 Constitution modifier, regardless of whether they remain within 60 feet of the character. This is otherwise identical with normal barbarian rage (including the fatigue at its end).

Special: This is a mind-affecting effect.

INFINITE DEFLECTION [EPIC]

Prerequisites: Dex 25, Combat Reflexes, Deflect Arrows, Improved Unarmed Strike.

Benefit: The character may perform any number of deflections each round, as the Deflect Arrows feat.

INSPIRE EXCELLENCE [EPIC]

Prerequisite: Perform 30 ranks, bardic music class feature.

Benefit: The character can use song or poetics to grant a bonus to one ability score to his or her allies. To be affected, an ally must hear the bard sing for 1 full round. The effect lasts as long as the bard sings and for 5 rounds after the bard stops singing (or 5 rounds after the ally can no longer hear the bard). While singing, the bard can fight but cannot cast spells, activate magic items by spell completion (such as scrolls), or activate magic items by command word (such as wands). Each ally to be inspired gains a +4 competence bonus to the same ability score, which the character must choose before he or she begins inspiring. Inspire excellence is a supernatural, mind-affecting ability. Use of this feat counts as one of the character's bardic music uses for the day.

Special: This feat is treated as a bardic music inspiration ability for purposes of feats that affect such abilities.

INSTANT RELOAD [EPIC]

Prerequisite: Quick Draw, Rapid Reload, Weapon Focus (crossbow type to be selected).

Benefit: The character may fire the selected type of crossbow at his or her full normal attack rate. Reloading the crossbow does not provoke attacks of opportunity.

Special: A character can gain this feat multiple times. Its effects do not stack. Each time a character takes the feat, it applies to a different type of crossbow.

INTENSIFY SPELL [METAMAGIC][EPIC]

Prerequisites: Empower Spell, Maximize Spell, Spellcraft 30 ranks, ability to cast 9th-level arcane or divine spells.

Benefit: All variable, numeric effects of an intensified spell are maximized, then doubled. An intensified spell deals twice maximum damage, cures twice the maximum number of hit points, affects twice the maximum number of targets, and so forth, as appropriate. Saving throws and opposed rolls are not affected. An intensified spell uses up a spell slot seven levels higher than the spell's actual level. A character can't combine the effects of this feat with any other feat that affects the variable, numeric effects of a spell.

KEEN STRIKE [EPIC]

Prerequisites: Str 23, Wis 23, Improved Critical (unarmed strike), Improved Unarmed Strike, Stunning fist, ki strike (adamantine).

Benefit: The character's unarmed strike has a critical threat range of 18-20 and deals slashing damage (at the character's option any attack can deal bludgeoning damage, but cannot then take advantage of the enhanced threat range). This ability doesn't stack with other abilities that expand that character's unarmed strike's threat range.

LASTING INSPIRATION [EPIC]

Prerequisite: Perform 25 ranks, bardic music class feature.

Benefit: The effects of the character's bardic music inspiration abilities last for ten times as long as normal after he or she stops singing. This feat has no effect on inspiration abilities that have no duration after the character stops singing.

LEGENDARY CLIMBER [EPIC]

Prerequisites: Dex 21, Balance 12 ranks, Climb 24 ranks.

Benefit: The character can ignore any check penalties applied for accelerated climbing or rapid climbing.

Normal: Without this feat, a character takes a -5 penalty on Climb checks when attempting to cover his or her full speed in climbing distance in a round, or a -20 penalty when attempting to cover twice his or her speed in climbing distance in a round.

LEGENDARY COMMANDER [EPIC]

Prerequisites: Cha 25, Epic Leadership, Leadership, Diplomacy 30 ranks, must rule own kingdom and have a stronghold.

Benefit: Multiply the number of followers of each level that the character can lead by 10. This has no effect on cohorts.

LEGENDARY LEAPER [EPIC]

Prerequisite: Jump 24 ranks.

Benefit: The character need only move 5 feet in a straight line to make a running jump.

Normal: Without this feat, a character must move at least 20

Table: Expanded Ability Modifiers and Bonus Spells

----- Spells per Day -----																	
Score	Mod	10th	11th	12th	13th	14th	15th	16th	17th	18th	19th	20th	21st	22nd	23rd	24th	25th
10-11	+0	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
12-13	+1	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
14-15	+2	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
16-17	+3	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
18-19	+4	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
20-21	+5	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
22-23	+6	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
24-25	+7	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
26-27	+8	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
28-29	+9	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
30-31	+10	1	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
32-33	+11	1	1	—	—	—	—	—	—	—	—	—	—	—	—	—	—
34-35	+12	1	1	1	—	—	—	—	—	—	—	—	—	—	—	—	—
36-37	+13	1	1	1	1	—	—	—	—	—	—	—	—	—	—	—	—
38-39	+14	2	1	1	1	1	—	—	—	—	—	—	—	—	—	—	—
40-41	+15	2	2	1	1	1	1	—	—	—	—	—	—	—	—	—	—
42-43	+16	2	2	2	1	1	1	1	—	—	—	—	—	—	—	—	—
44-45	+17	2	2	2	2	1	1	1	1	—	—	—	—	—	—	—	—
46-47	+18	3	2	2	2	2	1	1	1	1	—	—	—	—	—	—	—
48-49	+19	3	3	2	2	2	2	1	1	1	1	—	—	—	—	—	—
50-51	+20	3	3	3	2	2	2	2	1	1	1	1	—	—	—	—	—
52-53	+21	3	3	3	3	2	2	2	2	1	1	1	1	—	—	—	—
54-55	+22	4	3	3	3	3	2	2	2	2	1	1	1	1	—	—	—
56-57	+23	4	4	3	3	3	3	2	2	2	2	1	1	1	1	—	—
58-59	+24	4	4	4	3	3	3	3	2	2	2	2	1	1	1	1	—
60-61	+25	4	4	4	4	3	3	3	3	2	2	2	2	1	1	1	1

feet in a straight line before attempting a running jump.

LEGENDARY RIDER [EPIC]

Prerequisite: Ride 24 ranks.

Benefit: The character doesn't take a penalty on Ride checks when riding a mount without a saddle (bareback). The character never needs to make a Ride check to control a mount in combat (and even controlling a mount not trained for combat doesn't require an action).

Normal: Without this feat, a character takes a -5 penalty on Ride checks without a saddle, and must make a Ride check to control a mount in combat (and controlling a mount not trained for combat requires a move action).

LEGENDARY TRACKER [EPIC]

Prerequisites: Wis 25, Track, Knowledge (nature) 30 ranks, Survival 30 ranks.

Benefit: The character can track creatures across water, under-water, or through the air. This adds the surfaces of water, underwater, and air to the list of surfaces found under the Track feat:

Surface	DC
Water	60
Underwater	80
Air	120

LEGENDARY WRESTLER [EPIC]

Prerequisite: Str 21, Dex 21, Improved Unarmed Strike, Escape Artist 15 ranks.

Benefit: The character gains a +10 bonus on all grapple checks.

LINGERING DAMAGE [EPIC]

Prerequisite: Sneak attack +8d6, crippling strike class feature.

Benefit: Any time the character deals damage with a sneak attack, that target takes damage equal to the character's sneak attack bonus damage on the character's next turn as well.

MAGICAL BEAST COMPANION [WILD][EPIC]

Prerequisites: Knowledge (nature) 24 ranks, wild shape 6/day.

Benefit: The following magical beasts are added to the lists of animal companions from which you can select.

1st Level (no adjustment)

Stirge

Darkmantle

4th Level (-3)

Hippogriff

Shocker lizard

7th Level (-6)

Cockatrice

Ankheg

Griffon

Owlbear

Sea cat*

10th Level (-9)

Basilisk

Digerster

Girallon

Spider eater

13th Level (-12)

Bulette

Chimera

Remorhaz

16th Level (-15)

Gorgon

Gray render

Special: Creatures marked with an asterisk are available only in an aquatic environment.

MAGICAL BEAST WILD SHAPE [WILD][EPIC]

Prerequisites: Wis 25, Knowledge (nature) 27 ranks, wild shape 6/day.

Benefit: The character can use his or her normal wild shape ability to take the form of a magical beast. The size limitation is the same as the character's limitation on animal size. The character gains all supernatural abilities of the magical beast whose form he or she takes.

MASTER STAFF [EPIC]

Prerequisite: Craft Staff, Spellcraft 15 ranks.

Benefit: When the character activates a staff, he or she can substitute a spell slot instead of using a charge. The spell slot must be one the character has not used for the day, though the character may lose a prepared spell to emulate a wand charge (the character may not lose prepared spells from his or her school of specialty, if any). The spell slot lost must be equal to or higher in level than the specific spell stored in the staff, including any level-increasing metamagic enhancements. A character cannot emulate a charge for a staff function that does not match a specific spell.

MASTER WAND [EPIC]

Prerequisite: Craft Wand, Spellcraft 15 ranks.

Benefit: When the character activates a wand, he or she can substitute a spell slot instead of using a charge. The spell slot must be one the character has not used for the day, though he or she may lose a prepared spell to emulate a wand charge (the character may not lose prepared spells from his or her school of specialty, if any). The spell slot lost must be equal to or higher in level than the spell stored in the wand, including any level-increasing metamagic enhancements.

MIGHTY RAGE [EPIC]

Prerequisites: Str 21, Con 21, greater rage class feature, rage 5/day.

Benefit: When the character rages, he or she gains a +8 bonus to Strength and Constitution and a +4 morale bonus on Will saves. (These bonuses replace the normal rage bonuses.)

MOBILE DEFENSE [EPIC]

Prerequisites: Dex 15, Dodge, Mobility, Spring Attack, defensive stance 3/day class feature.

Benefit: While in a defensive stance, the character may take one 5-foot adjustment each round without losing the benefits of the stance.

Normal: Without this feat, a character can't move while in a defensive stance.

MULTISPELL [EPIC]

Prerequisites: Quicken Spell, ability to cast 9th-level arcane or divine spells.

Benefit: The character may cast one additional quickened spell in a round.

Special: A character can gain this feat multiple times. Its effects stack.

MULTIWEAPON REND [EPIC]

Prerequisites: Dex 15, base attack bonus +9, three or more hands, Multiweapon Fighting.

Benefit: If the character hits an opponent with two or more weapons (wielded in different hands) in the same round, he or she may automatically rend the opponent. This rending deals additional damage equal to the base damage of the smallest weapon that hit plus 1 1/2 times the character's Strength modifier. The character can only rend once per round, regardless of how many successful attacks he or she makes.

Special: This feat replaces the Two-Weapon Rend feat for creatures with more than two arms.

MUSIC OF THE GODS [EPIC]

Prerequisites: Cha 25, Perform 30 ranks, bardic music class feature.

Benefit: The character's bardic music can affect even those normally immune to mind-affecting effects. However, such creatures gain a +10 bonus on their Will saves to resist such effects.

NEGATIVE ENERGY BURST [DIVINE][EPIC]

Prerequisites: Cha 25, ability to rebuke or command undead, ability to cast inflict critical wounds, any evil alignment.

Benefit: The character can use one rebuke or command undead attempt to unleash a wave of negative energy in a 60-foot-burst. Roll a normal rebuke (or command) check, except that the negative energy burst affects living creatures rather than undead. Any creature that would be rebuked by this result gains one negative level. Any creature that would be commanded by this check gains two negative levels. The Fortitude save DC to remove these levels one day later is equal to 10 + 1/2 the character's effective turning level + the character's Charisma modifier.

OVERWHELMING CRITICAL [EPIC]

Prerequisites: Str 23, Cleave, Great Cleave, Improved Critical (chosen weapon), Power Attack, Weapon Focus (chosen weapon).

Benefit: When using the weapon the character has selected, he or she deals an extra 1d6 points of bonus damage on a successful critical hit. If the weapon's critical multiplier is

x3, add +2d6 points of bonus damage instead, and if the multiplier is x4, add +3d6 points of bonus damage instead. Creatures immune to critical hits can't be affected by this feat.

Special: A character can gain this feat multiple times. Its effects do not stack. Each time a character takes the feat, it applies to a different type of weapon.

PENETRATE DAMAGE REDUCTION [EPIC]

Select a special material, such as adamantite.

Benefit: The character's melee weapons (including natural weapons) are treated as being crafted from the chosen special material for the purposes of bypassing the damage reduction of any creature the character strikes. None of the other special properties of special materials are gained by the character's melee weapons.

Special: A character can gain this feat multiple times. Each time the feat is selected the character selects a different special material. The character's melee attacks are treated as being crafted of all chosen materials for the purposes of bypassing damage reduction.

PERFECT HEALTH [EPIC]

Prerequisite: Con 25, Great Fortitude.

Benefit: The character is immune to all nonmagical diseases, as well as to all poisons whose Fortitude save DC is 25 or less.

PERFECT MULTIWEAPON FIGHTING [EPIC]

Prerequisite: Dex 25, three or more hands, Greater Multiweapon Fighting, Multiweapon Fighting.

Benefit: The character can make as many attacks with each extra weapon as with his or her primary weapon, using the same base attack bonus. The character still takes the normal penalties for fighting with two weapons.

Normal: A creature without this feat can make only one attack per round with each extra weapon (or two attacks per round with each weapon if it has Multiweapon Fighting, or three attacks per round with each extra weapon if it has Greater Multiweapon Fighting). Each attack after the first extra attack has a cumulative -5 penalty.

Special: This feat replaces the Perfect Two-Weapon Fighting feat for creatures with more than two arms.

PERFECT TWO-WEAPON FIGHTING [EPIC]

Prerequisites: Dex 25, Greater Two-Weapon Fighting, Improved Two-Weapon Fighting, Two-Weapon Fighting.

Benefit: The character can make as many attacks with his or her off-hand weapon as with his or her primary weapon, using the same base attack bonus. The character still takes the normal penalties for fighting with two weapons.

Normal: Without this feat, a character can only get a single attack with an off-hand weapon (or two attacks with an off-hand weapon if he or she has Improved Two-Weapon Fighting, or three attacks with an off-hand weapon if he or she has Greater Two-Weapon Fighting).

PERMANENT EMANATION [EPIC]

Prerequisites: Spellcraft 25 ranks, ability to cast the spell to be made permanent.

Benefit: Designate any one of the character's spells whose area is an emanation from the character. This spell's effect is permanent (though the character can dismiss or restart it as a free action). Effects that would normally dispel this spell instead suppress it for 2d4 rounds.

Special: This feat may be taken multiple times. Each time, select a different spell to become permanent.

PLANAR TURNING [EPIC]

Prerequisites: Wis 25, Cha 25, ability to turn or rebuke undead.

Benefit: The character can turn or rebuke outsiders as if they were undead. An outsider has effective turn resistance equal to half its spell resistance (round down). If the character can turn undead, he or she turns (or destroys) all evil outsiders and rebukes (or commands) all nonevil outsiders. If the character can rebuke undead, he or she rebukes (or commands) all evil outsiders and turns (or destroys) all nonevil outsiders.

PLANT WILD SHAPE [WILD][EPIC]

Prerequisites: Knowledge (nature) 24 ranks, wild shape 4/ day.

Benefit: The character can use his or her normal wild shape ability to take the form of a plant. The size limitation is the same as the character's limitation on animal size.

POLYGLOT [EPIC]

Prerequisites: Int 25, Speak Language (five languages).

Benefit: The character can speak all languages. If the character is literate, he or she can also read and write all languages (not including magical script).

POSITIVE ENERGY AURA [EPIC]

Prerequisites: Cha 25, ability to turn undead, ability to cast dispel evil.

Benefit: Every undead creature that comes within 15 feet of the character is automatically affected as if the character had turned it. This doesn't cost a turning attempt, and the character doesn't have to roll turning damage (it automatically affects all undead in a 15-foot burst), but it only turns undead with Hit Dice equal to or less than the character's effective cleric level minus 10 (and automatically destroys undead with Hit Dice equal to or less than the character's effective cleric level minus 20). Just as with normal turning, the character can't affect undead that have total cover relative to him or her.

POWER KNOWLEDGE [EPIC, PSIONIC]

You add two additional powers to your list of powers known.

Prerequisites: Character level 21st, ability to manifest powers of the normal maximum power level in at least one psionic class.

Benefit: You learn two new powers of any level up to the highest level of power you can manifest. The powers you select must be on your class list or the list for your discipline.

Special: You can gain this feat multiple times. Each time, you learn two new powers at any level up to the highest

level of power you can manifest.

PSICRYSTAL POWER [EPIC, PSIONIC]

Your psicrystal can manifest a power.

Prerequisites: Character level 21st, Intelligence 25 or Charisma 25 (depending on which is your key ability score for manifesting).

Benefit: Choose one power you know of 8th level or lower. Your psicrystal can now manifest this power once per day at your manifester level (the psicrystal gains sufficient power points to manifest the power once). You cannot bestow a power upon your psicrystal if the power normally has any experience point cost.

Special: You can gain this feat multiple times. Each time you take the feat, you can give your psicrystal knowledge of a new power (and it gains sufficient power points to manifest that power once).

All power points gained by a psicrystal from multiple applications of this feat go into its reserve and can be used to manifest the powers it knows as you desire.

RANGED INSPIRATION [EPIC]

Prerequisite: Bardic music class feature, Perform 25 ranks

Benefit: Double the range of any bardic music ability that has a range. (If the creature must hear the bard to be affected by the ability, that requirement doesn't change regardless of any extended range the bard's ability may have.)

Special: A character can gain this feat multiple times. Its effects stack. Remember that two doublings equals a tripling, and so forth.

RAPID INSPIRATION [EPIC]

Prerequisite: Perform 25 ranks, bardic music class feature.

Benefit: The character can use any of his or her bardic music inspiration abilities as a standard action. The inspiration takes effect immediately after the character concludes the action.

REACTIVE COUNTERSONG [EPIC]

Prerequisite: Combat Reflexes, Perform 30 ranks, bardic music class feature.

Benefit: The character can begin a countersong at any time, even when it isn't his or her turn (much like a wizard who has readied a counterspell action), though the character doesn't have to ready an action to do so. The character can't use Reactive Countersong at the same time he or she is using another bardic music ability (though the character could stop the other bardic music ability to begin Reactive Countersong if so desired).

Normal: Without this feat, a character can only use countersong on his or her turn.

REFLECT ARROWS [EPIC]

Prerequisites: Dex 25, Deflect Arrows, Improved Unarmed Strike.

Benefit: 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.

RIGHTEOUS STRIKE [EPIC]

Prerequisites: Wis 19, Improved Unarmed Strike, Stunning Fist, any lawful alignment.

Benefit: The character's unarmed strike is treated as an axiomatic weapon (it is lawfully aligned and deals an extra 2d6 points of damage against creatures of chaotic alignment). This ability doesn't stack with similar abilities.

RUINOUS RAGE [EPIC]

Prerequisites: Str 25, Improved Sunder, Power Attack, rage 5/day.

Benefit: While in a rage, the character ignores the hardness of any object he or she strikes. Also, double the character's Strength bonus for the purposes of any Strength check made to break an object with sudden force rather than by dealing normal damage (including bursting bindings, such as ropes or manacles).

SCRIBE EPIC SCROLL [ITEM CREATION][EPIC]

Prerequisites: Scribe Scroll, Knowledge (arcana) 24 ranks, Spellcraft 24 ranks.

Benefit: The character can scribe scrolls that exceed the normal limits for such items. Even this feat does not allow the character to scribe a scroll with an epic spell.

SELF-CONCEALMENT [EPIC]

Prerequisites: Dex 30, Hide 30 ranks, Tumble 30 ranks, improved evasion.

Benefit: Attacks against the character have a 10% miss chance, similar to the effect of concealment. The character loses this benefit whenever he or she would lose his or her Dexterity bonus to AC.

Special: This feat may be taken multiple times. Each time it is taken, the miss chance increases by 10% to a maximum of 50% after it has been taken five times.

SHATTERING STRIKE [EPIC]

Prerequisites: Epic Weapon Focus (unarmed strike), Weapon Focus (unarmed strike), Concentration 25 ranks, ki strike (adamantine).

Benefit: When using an unarmed strike to attempt to break an object with sudden force (rather than by dealing normal damage), make a Concentration check rather than a Strength check. The break DC remains the same. Using Shattering Strike is a full-round action that incurs attacks of opportunity. The character can't use Shattering Strike to escape bonds (unless he or she is so bound as to allow the character to make an unarmed strike against his or her bindings).

SNEAK ATTACK OF OPPORTUNITY [EPIC]

Prerequisites: Sneak attack +8d6, opportunist class feature.

Benefit: Any attack of opportunity the character makes is considered a sneak attack.

SPECTRAL STRIKE [EPIC]

Prerequisites: Wis 19, ability to turn or rebuke undead.

Benefit: The character's attacks deal damage normally against incorporeal creatures.

Normal: Without this feat, even attacks that can damage an incorporeal creature have a 50% chance to deal no

damage.

SPELL KNOWLEDGE [EPIC]

Prerequisite: Ability to cast spells of the maximum normal spell level of an arcane spellcasting class.

Benefit: The character learns two new arcane spells of any level up to the maximum level he or she can cast. This feat does not grant any additional spell slots.

Special: A character can gain this feat multiple times.

SPELL OPPORTUNITY [EPIC]

Prerequisites: Combat Casting, Combat Reflexes, Quicken Spell, Spellcraft 25 ranks.

Benefit: Whenever the character is allowed an attack of opportunity, he or she may cast (and attack with) a touch spell as the character's attack of opportunity. This incurs attacks of opportunity just as if the character had cast the spell normally.

Normal: Without this feat, a character can only make a melee attack as an attack of opportunity.

SPELL STOWAWAY [EPIC]

Prerequisites: Spellcraft 24 ranks, caster level 12th.

Benefit: Choose a spell-like ability the character knows, or a spell the character can cast. The character is attuned to the magic he or she chooses. If another spellcaster within 300 feet of the character uses this magic, the character also immediately gains the magic's effect as if it had been used on the character by the same caster. The character must have direct line of effect to the spellcaster in order to gain the benefit of the attuned magic (though the character does not have to know the spellcaster is present, and he or she can be flat-footed). The magic's duration, effect, and other specifics are determined by its original caster's level.

Special: A character can gain this feat multiple times. Its effects do not stack. Each time a character takes the feat, it applies to a different spell or spell-like ability.

SPELLCASTING HARRIER [EPIC]

Prerequisite: Combat Reflexes.

Benefit: Any spellcaster the character threatens in melee provokes an attack of opportunity if he or she tries to cast defensively. The character gets a +4 bonus on this attack roll.

SPONTANEOUS DOMAIN ACCESS [EPIC]

Prerequisites: Wis 25, Spellcraft 30 ranks, ability to cast 9th-level divine spells.

Benefit: Select a domain the character has access to. The character may spontaneously convert any prepared cleric 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.

Special: A character can gain this feat multiple times. Each time a character takes the feat, it applies to a different domain.

SPONTANEOUS SPELL [EPIC]

Prerequisite: Spellcraft 25 ranks, ability to cast the maximum normal spell level of at least one spell-casting class.

Benefit: Select a spell the character can cast. The character may spontaneously convert any prepared spell of the selected spell's level into the selected spell, just as a cleric channels energy to convert spells into cure spells.

Special: A character can gain this feat multiple times. Each time he or she takes the feat, it applies to a different spell.

STORM OF THROWS [EPIC]

Prerequisite: Dex 23, Point Blank Shot, Quick Draw, Rapid Shot.

Benefit: As a full-round action, the character may throw a light weapon at his or her full base attack bonus at each opponent within 30 feet. All light weapons thrown need not be the same type.

SUPERIOR INITIATIVE [EPIC]

Prerequisite: Improved Initiative.

Benefit: The character gets a +8 bonus on initiative checks. This bonus overlaps (does not stack with) the bonus from Improved Initiative.

SWARM OF ARROWS [EPIC]

Prerequisites: Dex 23, Point Blank Shot, Rapid Shot, Weapon Focus (type of bow used).

Benefit: As a full-round action, the character may fire an arrow at his or her full base attack bonus at each opponent within 30 feet.

TERRIFYING RAGE [EPIC]

Prerequisites: Intimidate 25 ranks, rage 5/day

Benefit: While you are raging, any enemy that views you must make a Will save opposed by your Intimidate check or become panicked (if it have HD less than your character level) or shaken (if it has HD equal to or up to twice your character level) for 4d6 rounds. An enemy with Hit Dice greater than twice your character level is not affected by this feat.

TENACIOUS MAGIC [EPIC]

Prerequisites: Spellcraft 15 ranks.

Benefit: Choose one spell the character knows or spell-like ability the character possesses. Whenever the chosen form of magic would otherwise end due to a dispel effect, the magic is instead only suppressed for 1d4 rounds. The magic still ends when its duration expires, but the suppressed rounds do not count against its duration. The character can dismiss his or her own spell or spell-like ability (if dismissible) or dispel his or her own tenacious magic normally.

Special: A character can gain this feat multiple times. Each time he or she takes the feat, it applies to a different spell or spell-like ability.

THUNDERING RAGE [EPIC]

Prerequisites: Str 25, rage 5/day.

Benefit: Any weapon the character wields while in a rage is treated as a thundering weapon. The DC of the Fortitude save to resist deafness is equal to 10 + 1/2 the character's level. This ability does not stack with similar abilities.

TRAP SENSE [EPIC]

Prerequisites: Search 25 ranks, Spot 25 ranks, trapfinding class ability.

Benefit: If the character passes within 5 feet of a trap, he or she is entitled to a Search check to notice it as if the character was actively looking for it.

TWO-WEAPON REND [EPIC]

Prerequisites: Dex 15, base attack bonus +9, Improved Two-Weapon Fighting, Two-Weapon Fighting.

Benefit: If the character hits an opponent with a weapon in each hand in the same round, he or she may automatically rend the opponent. This deals additional damage equal to the base damage of the smaller weapon plus 1 1/2 times the character's Strength modifier. Base weapon damage includes an enhancement bonus on damage, if any. The character can only rend once per round, regardless of how many successful attacks he or she makes.

UNCANNY ACCURACY [EPIC]

Prerequisites: Dex 21, base attack bonus +11, Point Blank Shot, Precise Shot, Improved Precise Shot, Spot 20 ranks.

Benefit: The character's ranged attacks ignore the miss chance granted to targets by total concealment. The character must aim his or her attacks at the correct square to gain advantage of this feat.

Normal: Without this feat, characters suffer a 50% miss chance when making a ranged attack against a target with total concealment.

Special: A character with at least 11 levels of ranger can qualify for this feat even if he or she does not have the prerequisites for it, but can only use it when wearing light or no armor.

UNDEAD MASTERY [DIVINE][EPIC]

Prerequisites: Cha 21, ability to rebuke or command undead.

Benefit: The character may command up to ten times his or her level in HD of undead.

UNHOLY STRIKE [EPIC]

Prerequisites: Smite good class feature, any evil alignment.

Benefit: Any weapon the character wields is treated as an unholy weapon (it is evil-aligned and deals an extra 2d6 points of damage against creatures of good alignment). This ability doesn't stack with similar abilities. If the weapon already has an alignment, this feat has no effect on the weapon.

VERMIN WILD SHAPE [WILD][EPIC]

Prerequisites: Knowledge (nature) 24 ranks, wild shape 6/day.

Benefit: The character can use his or her normal wild shape ability to take the form of a vermin. The size limitation is the same as the character's limitation on animal size.

VORPAL STRIKE [EPIC]

Prerequisites: Str 25, Wis 25, Improved Critical (unarmed strike), Improved Unarmed Strike, Keen Strike, Stunning Fist, ki strike (adamantine).

Benefit: The character's unarmed strike is considered to be

a slashing vorpal weapon. (At the character's option, any unarmed strike can do bludgeoning damage instead, but it loses the vorpal quality.) This ability doesn't stack with similar abilities

WIDEN AURA OF COURAGE [EPIC]

Prerequisite: Cha 25, aura of courage class ability.

Benefit: The character's aura of courage extends to all allies within 100 feet of the character.

WIDEN AURA OF DESPAIR [EPIC]

Prerequisite: Cha 25, aura of despair class ability.

Benefit: The character's aura of despair extends to all allies within 100 feet of the character.

ZONE OF ANIMATION [DIVINE][EPIC]

Prerequisite: Cha 25, Undead Mastery, ability to rebuke or command undead.

Benefit: The character can use a rebuke or command undead attempt to animate corpses within range of his or her rebuke or command attempt. The character animates a total number of HD of undead equal to the number of undead that would be commanded by the character's result (though the character can't animate more undead than there are available corpses within range). The character can't animate more undead with any single attempt than the maximum number he or she can command (including any undead already under his or her command). These undead are automatically under the character's command, though his or her normal limit of commanded undead still applies. If the corpses are relatively fresh, the animated undead are zombies. Otherwise, they are skeletons.

These feats are not epic feats, so they may be selected by character any time he or she could select a new feat.

GREATER MULTIWEAPON FIGHTING [GENERAL]

Prerequisites: Dex 19, three or more arms, Improved Multiweapon Fighting, Multiweapon Fighting, base attack bonus +15.

Benefit: The creature may make up to three extra attacks with each extra offhand weapon it wields, albeit at a -10 penalty on the third attack with each weapon.

Special: This feat replaces the Greater Two-Weapon

Fighting feat for creatures with more than two arms.

IMPROVED FLYBY ATTACK [GENERAL]

Prerequisite: Fly speed, Dodge, Flyby Attack, Mobility.

Benefit: If the standard action taken by a creature during a round in which it uses Flyby Attack is a melee attack, the creature provokes no attacks of opportunity from moving out of squares threatened by its target.

Normal: Without this feat, a creature making an attack as part of a Flyby Attack maneuver provokes attacks of opportunity as normal from moving out of squares threatened by its target.

IMPROVED MULTIATTACK [GENERAL]

Prerequisite: Three or more natural weapons, Multiattack

Benefit: The creature's secondary attacks with natural weapons have no penalty. They still add only one-half the creature's Strength bonus, if any, to damage dealt.

Normal: Without this feat, the creature's secondary natural attacks have a -5 penalty (or a -2 penalty if it has the Multiattack feat).

IMPROVED MULTIWEAPON FIGHTING [GENERAL]

Prerequisites: Dex 15, three or more arms, Multiweapon Fighting, base attack bonus +9.

Benefit: In addition to the single extra attack a creature gets with each extra weapon from Multiweapon Fighting, it gets a second attack with each extra weapon, albeit at a -5 penalty.

Normal: With only Multiweapon Fighting, a creature can only get a single attack with each extra weapon.

Special: This feat replaces the Improved Two-Weapon Fighting feat for creatures with more than two arms.



feats (msrd)

DAVE METZ

ACROBATIC

Benefit: The character gets a +2 bonus on all Jump checks and Tumble checks.

Special: Remember that the Tumble skill can't be used untrained.

ADVANCED COMBAT MARTIAL ARTS

Prerequisites: Combat Martial Arts, Improved Combat Martial Arts, base attack bonus +8.

Benefit: When the character scores a critical hit on an opponent with an unarmed strike, the character deals triple damage.

Normal: An unarmed strike critical hit deals double damage.

ADVANCED FIREARMS PROFICIENCY

Prerequisite: Personal Firearms Proficiency.

Benefit: The character can fire any personal firearm on autofire without penalty (provided, of course, that it has an auto-fire setting).

Normal: Characters without this feat take a -4 penalty on attack rolls made with personal firearms set on auto-fire.

ADVANCED TWO-WEAPON FIGHTING

Prerequisites: Dexterity 13, Two-Weapon Fighting, Improved Two-Weapon Fighting, base attack bonus +11.

Benefit: The character gets a third attack with his or her offhand weapon, albeit at a -10 penalty. This feat also allows the character to use a melee weapon in one hand and a ranged weapon in the other.

AGILE RIPOSTE

Prerequisites: Dexterity 13, Dodge.

Benefit: Once per round, if the opponent the character has designated as his or her dodge target (see the Dodge feat) makes a melee attack or melee touch attack against the character and misses, the character may make an attack of opportunity against that opponent. Resolve and apply the effects from both attacks simultaneously.

Even a character with the Combat Reflexes feat can't use the Agile Riposte feat more than once per round. This feat does not grant more attacks of opportunity than the character is normally allowed in a round.

AIRCRAFT OPERATION

Select a class of aircraft (heavy aircraft, helicopters, jet fighters, or airship). The character is proficient at operating that class of aircraft.

The heavy aircraft class includes jumbo passenger airplanes, large cargo planes, heavy bombers, and any other aircraft with three or more engines. Helicopters include transport and combat helicopters of all types. Jet fighters include military fighter and ground attack jets. Airship are vehicles such as the space shuttle and the lunar lander.

Prerequisite: Pilot 4 ranks.

Benefit: The character takes no penalty on Pilot checks or attack rolls made when operating an aircraft of the selected class.

Normal: Characters without this feat take a -4 penalty on Pilot checks made to operate an aircraft that falls in any of

these classes, and on attacks made with aircraft weapons. There is no penalty when the character operates a general-purpose aircraft.

Special: The character can gain this feat multiple times. Each time the character takes the feat, the character selects a different class of aircraft.

ALERTNESS

Benefit: The character gets a +2 bonus on all Listen checks and Spot checks.

ANIMAL AFFINITY

Benefit: The character gets a +2 bonus on all Handle Animal checks and Ride checks.

Special: Remember that the Handle Animal skill can't be used untrained.

ARCHAIC WEAPONS PROFICIENCY

Benefit: The character takes no penalty on attack rolls when using any kind of archaic weapon.

Normal: A character without this feat takes the -4 non-proficient penalty when making attacks with archaic weapons.

ARMOR PROFICIENCY (HEAVY)

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

Benefit: See Armor Proficiency (light).

Normal: See Armor Proficiency (light).

ARMOR PROFICIENCY (LIGHT)

Benefit: When a character wears a type of armor with which he or she is proficient, the character gets to add the armor's equipment bonus to his or her Defense. Also, the armor check penalty applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, and Tumble checks.

Normal: A character who wears armor with which he or she is not proficient adds only the armor's nonproficient equipment bonus to his or her Defense. Also, he or she suffers its armor check penalty on attack rolls and on all skill checks that involve moving.

ARMOR PROFICIENCY (MEDIUM)

Prerequisite: Armor Proficiency (light).

Benefit: See Armor Proficiency (light).

Normal: See Armor Proficiency (light).

ATHLETIC

Benefit: The character gets a +2 bonus on all Climb checks and Swim checks.

ATTENTIVE

Benefit: The character gets a +2 bonus on all Investigate checks and Sense Motive checks.

Special: Remember that the Investigate skill can't be used untrained.

BLIND-FIGHT

Benefit: In melee combat, every time the character misses because of concealment, the character can reroll the miss

chance roll one time to see if the character actually hits. The character takes 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.

BRAWL

Benefit: When making an unarmed attack, the character receives a +1 competence bonus on attack rolls, and the character deals nonlethal damage equal to 1d6 + his or her Strength modifier.

Normal: Unarmed attacks normally deal nonlethal damage equal to 1d3 + Strength modifier.

BUILDER

Benefit: Pick two of the following skills: Craft (chemical), Craft (electronic), Craft (mechanical), and Craft (structural). The character gets a +2 bonus on all checks with those skills.

Special: The character can select this feat twice. The second time, the character applies it to the two skills he or she didn't pick originally. Remember that Craft (chemical), Craft (electronic), and Craft (mechanical) cannot be used untrained.

BURST FIRE

Prerequisites: Wisdom 13, Personal Firearms Proficiency, Advanced Firearms Proficiency.

Benefit: When using an automatic firearm with at least five bullets loaded, the character may fire a short burst as a single attack against a single target. The character receives a -4 penalty on the attack roll, but deal +2 dice of damage.

Firing a burst expends five bullets and can only be done if the weapon has five bullets in it.

Normal: Autofire uses ten bullets, targets a 10-foot-by-10-foot area, and can't be aimed at a specific target. Without this feat, if a character attempts an autofire attack at a specific target, it simply counts as a normal attack and all the extra bullets are wasted.

Special: If the firearm has a three-round burst setting, firing a burst expends three bullets instead of five and can be used if the weapon has only three bullets in it.

CAUTIOUS

Benefit: The character gets a +2 bonus on all Demolitions checks and Disable Device checks.

Special: Remember that the Demolitions skill and the Disable Device skill can't be used untrained.

CLEAVE

Prerequisites: Strength 13, Power Attack.

Benefit: If the character deals an opponent enough damage to make the opponent drop (either by knocking the opponent out due to massive damage or by reducing the opponent's hit points to less than 0), the character gets an immediate extra melee attack against another opponent adjacent to the character. The character can't 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 opponent. The character can use this ability once

per round.

COMBAT EXPERTISE

Prerequisite: Intelligence 13.

Benefit: When the character uses the attack action or the full attack action in melee, the character can take a penalty of up to -5 on his or her attack roll and add the same number (up to +5) to the character's Defense. This number may not exceed the character's base attack bonus. The changes to attack rolls and Defense last until the character's next action. The bonus to the character's Defense is a dodge bonus (and as such it stacks with other dodge bonuses the character may have).

Normal: A character without the Combat Expertise feat can fight defensively while using the attack or full attack action to take a -4 penalty on attacks and gain a +2 dodge bonus to Defense.

COMBAT MARTIAL ARTS

Prerequisite: Base attack bonus +1.

Benefit: With an unarmed strike, the character deals lethal or nonlethal damage (the character's choice) equal to 1d4 + the character's Strength modifier. The character's unarmed attacks count as armed, which means that opponents do not get attacks of opportunity when the character attacks them unarmed. The character may make attacks of opportunity against opponents who provoke such attacks.

Normal: Without this feat, a character deals only 1d3 points of nonlethal damage. Unarmed attacks normally provoke attacks of opportunity, and unarmed combatants cannot normally make attacks of opportunity.

COMBAT REFLEXES

Benefit: The maximum number of attacks of opportunity the character may make each round is equal to the character's Dexterity modifier + 1. The character can still only make one attack of opportunity on a single opponent.

With this feat, the character may also make attacks of opportunity when flat-footed.

Normal: A character without the Combat Reflexes feat can make only one attack of opportunity per round and can't make attacks of opportunity when flat-footed.

Special: The Combat Reflexes feat doesn't allow a Fast hero with the opportunist talent to use that talent more than once per round.

COMBAT THROW

Prerequisite: Defensive Martial Arts.

Benefit: The character gains a +2 bonus on opposed Strength and Dexterity checks any time the character attempts trip or grapple attacks, or when the character tries to avoid a trip or grapple attack made against him or her.

CONFIDENT

Benefit: The character gets a +2 bonus on all Gamble checks and Intimidate checks, and on level checks to resist intimidation.

CREATIVE

Benefit: Pick two of the following skills: Craft (visual art),

Craft (writing), Perform (act), Perform (dance), Perform (keyboards), Perform (percussion instruments), Perform (sing), Perform (stand-up), Perform (string instruments), and Perform (wind instruments). The character gets a +2 bonus on all checks with those two skills.

Special: A character can select this feat as many as five times. Each time, the character selects two new skills from the choices given above.

DEAD AIM

Prerequisites: Wisdom 13, Far Shot.

Benefit: Before making a ranged attack, the character may take a full-round action to line up your shot. This grants the character a +2 circumstance bonus on his or her next attack roll. Once the character begins aiming, he or she can't move, even to take a 5-foot step, until after the character makes his or her next attack, or the benefit of the feat is lost. Likewise, if the character's concentration is disrupted or the character is attacked before his or her next action, the character loses the benefit of aiming.

DECEPTIVE

Benefit: The character gets a +2 bonus on all Bluff checks and Disguise checks.

DEFENSIVE MARTIAL ARTS

Benefit: The character gains a +1 dodge bonus to Defense against melee attacks.

Special: A condition that makes the character lose his or her Dexterity bonus to Defense also makes the character lose dodge bonuses. Also, dodge bonuses stack, unlike most other types of bonuses.

DODGE

Prerequisite: Dexterity 13.

Benefit: During the character's action, the character designates an opponent and receives a +1 dodge bonus to Defense against any subsequent attacks from that opponent. The character can select a new opponent on any action.

Special: A condition that makes the character lose his or her Dexterity bonus to Defense also makes the character lose dodge bonuses. Also, dodge bonuses stack with each other, unlike most other types of bonuses.

DOUBLE TAP

Prerequisites: Dexterity 13, Point Blank Shot.

Benefit: When using a semiautomatic firearm with at least two bullets loaded, the character may fire two bullets as a single attack against a single target. The character receives a -2 penalty on this attack, but deals +1 die of damage with a successful hit. Using this feat fires two bullets and can only be done if the weapon has two bullets in it.

DRIVE-BY ATTACK

Benefit: The character takes no vehicle speed penalty when making an attack while in a moving vehicle. Also, if the character is the driver, he or she can take his or her attack action to make an attack at any point along the vehicle's movement.

Normal: When attacking from a moving vehicle, a character

takes a penalty based on the vehicle's speed. Passengers can ready an action to make an attack when their vehicle reaches a particular location, but the driver must make his or her attack action either before or after the vehicle's movement.

EDUCATED

Benefit: Pick two Knowledge skills. The character gets a +2 bonus on all checks with those skills.

Special: A character can select this feat as many as seven times. Each time, the character selects two new Knowledge skills.

ELUSIVE TARGET

Prerequisites: Dexterity 13, Defensive Martial Arts.

Benefit: When fighting an opponent or multiple opponents in melee, other opponents attempting to target the character with ranged attacks take a -4 penalty. This penalty is in addition to the normal -4 penalty for firing into melee, making the penalty to target to character -8.

Special: An opponent with the Precise Shot feat has the penalty lessened to -4 when targeting the character.

ENDURANCE

Benefit: The character gains a +4 bonus on the following checks and saves: hourly Swim checks to avoid becoming fatigued, Constitution checks to continue running, Constitution checks to hold the character's breath, Constitution checks to avoid damage from starvation or thirst, Fortitude saves to avoid damage from hot or cold environments, and Fortitude saves to resist suffocation or drowning.

Also, the character may sleep in medium or light armor without becoming fatigued.

Normal: A character without this feat who sleeps in armor is automatically fatigued the following day.

EXOTIC FIREARMS PROFICIENCY

Choose a weapon type from the following list: cannons, heavy machine guns, grenade launchers, and rocket launchers.

Prerequisites: Personal Firearms Proficiency, Advanced Firearms Proficiency.

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

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

Special: A character can gain this feat as many as four times. Each time a character takes the feat, he or she selects a different weapon group.

EXOTIC MELEE WEAPON PROFICIENCY

Choose one exotic melee weapon from. The character is proficient with that melee weapon in combat.

Prerequisite: Base attack bonus +1.

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

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

Special: A character can gain this feat multiple times. Each time the character takes the feat, he or she selects a different

exotic melee weapon.

FAR SHOT

Benefit: When the character uses a firearm or archaic ranged weapon, its range increment increases by one-half (multiply by 1.5). When the character throws a weapon, its range increment is doubled.

FOCUSED

Benefit: The character gets a +2 bonus on all Balance checks and Concentration checks.

FORCE STOP

Prerequisites: Drive 4 ranks, Vehicle Expert.

Benefit: When the character attempts a sideswipe stunt with a surface vehicle, the character can force the other vehicle to a stop by nudging it into a controlled sideways skid. In addition to the normal requirements for attempting a sideswipe stunt, the character must have sufficient movement remaining to move a number of squares equal to the character's turn number.

After succeeding on the check to attempt the sideswipe, the character makes a Drive check opposed by the other driver. If the character succeeds, turn the other vehicle 90 degrees across the front of the character's, so that they form a tee. Move them forward a distance equal to the character's turn number. The vehicles end their movement at that location, at stationary speed, and take their normal sideswipe damage. If the character fails the check, resolve the sideswipe normally.

FRIGHTFUL PRESENCE

Prerequisites: Charisma 15, Intimidate 9 ranks.

Benefit: When the character uses this feat, all opponents within 10 feet who have fewer levels than the character must make a Will saving throw (DC 10 + $\frac{1}{2}$ the character's level + the character's Charisma modifier). An opponent who fails his or her save is shaken, taking a -2 penalty on attack rolls, saves, and skill checks for a number of rounds equal to 1d6 + the character's Charisma modifier. The character can use the feat once per round as a free action.

A successful save indicates that the opponent is immune to the character's use of this feat for 24 hours. This feat does not affect creatures with an Intelligence of 3 or lower.

If the character has the Renown feat, the Will saving throw's DC increases by 5.

GEARHEAD

Benefit: The character gets a +2 bonus on all Computer Use checks and Repair checks.

Special: Remember that the Computer Use skill and the Repair skill can only be used untrained in certain situations.

GREAT CLEAVE

Prerequisites: Strength 13, Power Attack, Cleave, base attack bonus +4.

Benefit: As Cleave, except that the character has no limit to the number of times he or she can use it per round.

GREAT FORTITUDE

Benefit: The character gets a +2 bonus on all Fortitude saving throws.

GUIDE

Benefit: The character gets a +2 bonus on all Navigate checks and Survival checks.

HEROIC SURGE

Benefit: The character may take an extra move action or attack action in a round, either before or after the character's regular actions. The character may use Heroic Surge a number of times per day depending on his or her character level (as shown below), but never more than once per round.

Character Level	Times per Day
1st–4th	1
5th–8th	2
9th–12th	3
13th–16th	4
17th–20th	5

IMPROVED BRAWL

Prerequisites: Brawl, base attack bonus +3.

Benefit: When making an unarmed attack, the character receives a +2 competence bonus on his or her attack roll, and the character deals nonlethal damage equal to 1d8 + the character's Strength modifier.

Normal: Unarmed attacks normally deal nonlethal damage equal to 1d3 + Strength modifier.

IMPROVED BULL RUSH

Prerequisites: Strength 13, Power Attack.

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

IMPROVED COMBAT MARTIAL ARTS

Prerequisites: Combat Martial Arts, base attack bonus +4.

Benefit: The character's threat range on an unarmed strike improves to 19–20.

Normal: A character without this feat threatens a critical hit with an unarmed strike only on a 20.

IMPROVED COMBAT THROW

Prerequisites: Defensive Martial Arts, Combat Throw, base attack bonus +3.

Benefit: In melee combat, if an opponent attacks and misses the character, the character may immediately make a trip attack against the opponent. This counts as an attack of opportunity, which the character can make even if he or she is unarmed. Attacking unarmed in this way does not provoke an attack of opportunity.

Special: This feat doesn't grant the character more attacks of opportunity than he or she is normally allowed in a round.

IMPROVED DAMAGE THRESHOLD

Benefit: The character increases his or her massive damage

threshold by 3 points.

Normal: A character without this feat has a massive damage threshold equal to his or her current Constitution score. With this feat, the character's massive damage threshold is current Con +3.

Special: A character may gain this feat multiple times. Its effects stack.

IMPROVED DISARM

Prerequisites: Intelligence 13, Combat Expertise.

Benefit: The character does not provoke an attack of opportunity when the character attempts to disarm an opponent, nor does the opponent get a chance to disarm the character.

IMPROVED FEINT

Prerequisites: Intelligence 13, Brawl, Streetfighting.

Benefit: The character can make a Bluff check in combat as a move action. The character receives a +2 bonus on Bluff checks made to feint in melee combat.

Normal: Feinting in combat requires an attack action.

IMPROVED INITIATIVE

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

IMPROVED KNOCKOUT PUNCH

Prerequisites: Brawl, Knockout Punch, base attack bonus +6.

Benefit: When making the character's first unarmed attack against a flat-footed opponent, treat a successful attack as a critical hit. This critical hit deals triple damage. The damage is nonlethal damage.

Special: Even if the character has the ability to treat unarmed damage as lethal damage, the damage from a knockout punch is always nonlethal.

IMPROVED TRIP

Prerequisites: Intelligence 13, Combat Expertise.

Benefit: The character does not provoke an attack of opportunity when the character tries to trip an opponent while the character is unarmed.

If the character trips an opponent in melee combat, the character immediately gets to make a melee attack against that opponent as if the character had not used his or her attack action for the trip attempt.

IMPROVED TWO-WEAPON FIGHTING

Prerequisites: Dexterity 13, Two-Weapon Fighting, base attack bonus +6.

Benefit: The character gets a second attack with his or her offhand weapon, albeit at a -5 penalty. Also, this feat allows the character to use a melee weapon in one hand and a ranged weapon in the other.

Normal: Without this feat, a character can only get a single extra attack with an off-hand weapon, and both weapons must be of the same type (either both ranged weapons or both melee weapons).

Benefit: The character gets a +2 bonus on all Will saving throws.

KNOCKOUT PUNCH

Prerequisites: Brawl, base attack bonus +3.

Benefit: When making the character's first unarmed attack against a flat-footed opponent, treat a successful attack as a critical hit. This damage is nonlethal damage.

Special: Even if the character has the ability to treat unarmed damage as lethal damage, the damage from a knockout punch is always nonlethal.

LIGHTNING REFLEXES

Benefit: The character gets a +2 bonus on all Reflex saving throws.

LOW PROFILE

Benefit: Reduce the character's Reputation bonus by 3 points.

MEDICAL EXPERT

Benefit: The character gets a +2 bonus on all Craft (pharmaceutical) checks and Treat Injury checks.

Special: Remember that the Craft (pharmaceutical) skill can't be used untrained.

METICULOUS

Benefit: The character gets a +2 bonus on all Forgery checks and Search checks.

MOBILITY

Prerequisites: Dexterity 13, Dodge.

Benefit: The character gets a +4 dodge bonus to Defense against attacks of opportunity provoked when the character moves out of a threatened square.

Special: A condition that makes a character lose his or her Dexterity bonus to Defense also makes the character lose dodge bonuses. Also, dodge bonuses stack with each other, unlike most other types of bonuses.

NIMBLE

Benefit: The character gets a +2 bonus on all Escape Artist checks and Sleight of Hand checks.

Special: Remember that the Sleight of Hand skill can't be used untrained.

PERSONAL FIREARMS PROFICIENCY

Benefit: The character can fire any personal firearm without penalty.

Normal: Characters without this feat take a -4 penalty on attack rolls made with personal firearms.

POINT BLANK SHOT

Benefit: The character gets a +1 bonus on attack and damage rolls with ranged weapons against opponents within 30 feet.

POWER ATTACK

Prerequisite: Strength 13.

Benefit: 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 base attack bonus. The penalty on attacks and bonus on damage applies until the character's next action.

PRECISE SHOT

Prerequisite: Point Blank Shot.

Benefit: The character can shoot or throw ranged weapons at an opponent engaged in melee without penalty.

Normal: A character takes a -4 penalty when using a ranged weapon to attack an opponent who is engaged in melee combat.

QUICK DRAW

Prerequisite: Base attack bonus +1.

Benefit: The character can draw a weapon as a free action. A character with this feat may throw weapons at his or her full normal rate of attacks.

Normal: A character can draw a weapon as a move action. If a character has a base attack bonus of +1 or higher, the character can draw a weapon as a free action when moving.

QUICK RELOAD

Prerequisite: Base attack bonus +1.

Benefit: Reloading a firearm with an already filled box magazine or speed loader is a free action. Reloading a revolver without a speed loader, or reloading any firearm with an internal magazine, is a move action.

Normal: Reloading a firearm with an already filled box magazine or speed loader is a move action. Reloading a revolver without a speed loader, or reloading any firearm with an internal magazine, is a full-round action.

RENOWN

Benefit: The character's Reputation bonus increases by +3.

RUN

Benefit: When running, the character moves a maximum of five times his or her normal speed instead of four times. If the character is in heavy armor, the character can move four times his or her speed rather than three times. If the character makes a long jump, the character gains a +2 competence bonus on his or her Jump check.

SHOT ON THE RUN

Prerequisites: Dexterity 13, Point Blank Shot, Dodge, Mobility.

Benefit: When using an 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 or her speed.

SIMPLE WEAPONS PROFICIENCY

Benefit: The character makes attack rolls with simple weapons normally.

Normal: A character without this feat takes the -4 nonproficient penalty when making attacks with simple weapons.

SKIP SHOT

Prerequisites: Point Blank Shot, Precise Shot.

Benefit: If the character has a solid, relatively smooth surface on which to skip a bullet (such as a street or a concrete wall), and a target within 10 feet of that surface, the character may ignore cover between the character and the target. However, the character receives a -2 penalty on his or her attack roll, and the character's attack deals -1 die of damage.

Special: The surface doesn't have to be perfectly smooth and level; a brick wall or an asphalt road can be used. The target can have no more than nine-tenths cover for a character to attempt a skip shot.

SPRING ATTACK

Prerequisites: Dexterity 13, Dodge, Mobility, base attack bonus +4.

Benefit: When using an attack action with a melee weapon, the character can move both before and after the attack, provided that the 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 is attacking (though it can provoke attacks of opportunity from others, as normal).

A character can't use this feat if he or she is carrying a heavy load or wearing heavy armor.

STEALTHY

Benefit: The character gets a +2 bonus on all Hide checks and Move Silently checks.

STRAFE

Prerequisites: Personal Firearms Proficiency, Advanced Firearms Proficiency.

Benefit: When using a firearm on autofire, the character can affect an area four 5-foot squares long and one square wide (that is, any four squares in a straight line).

Normal: A firearm on autofire normally affects a 10-foot-by-10-foot area.

STREETFIGHTING

Prerequisites: Brawl, base attack bonus +2.

Benefit: Once per round, if the character makes a successful melee attack with an unarmed strike or a light weapon, the character deals an extra 1d4 points of damage.

STUDIOUS

Benefit: The character gets a +2 bonus on all Decipher Script checks and Research checks.

SUNDER

Prerequisites: Strength 13, Power Attack.

Benefit: When the character strikes an object held or carried by an opponent, such as a weapon, the character does not provoke an attack of opportunity.

The character gains a +4 bonus on any attack roll made to attack an object held or carried by another character. The character deals double normal damage to objects, whether they are held or carried or not.

Normal: A character without this feat incurs an attack of

opportunity when he or she strikes at an object held or carried by another character.

SURFACE VEHICLE OPERATION

Select a class of surface vehicle (heavy wheeled, powerboat, sailboat, ship, or tracked). The character is proficient at operating that class of vehicle.

The heavy wheeled class includes all kinds of semi-trucks and tractor-trailers, as well as wheeled construction vehicles (such as earth movers) and wheeled armored vehicles (such as some armored personnel carriers). Powerboats are engine-powered water vessels designed for operation by a single person and usually no more than 100 feet in length. Sailboats are wind-powered water vessels. Ships are large, multicrewed water vessels. Tracked vehicles include bulldozers and tanks and other military vehicles.

Prerequisite: Drive 4 ranks.

Benefit: The character takes no penalty on Drive checks or attack rolls made when operating a surface vehicle of the selected class.

Normal: Characters without this feat take a -4 penalty on Drive checks made to operate a surface vehicle that falls under any of these classes, and to attacks made with vehicle weapons. There is no penalty when you operate a general-purpose surface vehicle.

Special: A character can gain this feat as many as five times. Each time the character takes the feat, he or she selects a different class of surface vehicle.

SURGERY

Prerequisite: Treat Injury 4 ranks.

Benefit: The character can use the Treat Injury skill to perform surgery without penalty. See the Treat Injury skill description.

Normal: Characters without this feat take a -4 penalty on Treat Injury checks made to perform surgery.

TOUGHNESS

Benefit: The character gains +3 hit points.

Special: A character may gain this feat multiple times. Its effects stack.

TRACK

Benefit: To find tracks or follow them for one mile requires a Survival check. The character must make another Survival check every time the tracks become difficult to follow.

The character moves at half his or her normal speed (or at the character's normal speed with a -5 penalty on the check, or at up to twice the character's speed with a -20 penalty on the check). The DC depends on the surface and the prevailing conditions.

Surface	Track DC
Very soft	5
Soft	10
Firm	15
Hard	20

Very Soft: Any surface (fresh snow, thick dust, wet mud) that holds deep, clear impressions of footprints.

Soft: Any surface soft enough to yield to pressure, but firmer than wet mud or fresh snow, in which the quarry leaves frequent but shallow footprints.

Firm: Most normal outdoor or exceptionally soft or dirty indoor surfaces. The quarry might leave some traces of its passage, but only occasional or partial footprints can be found.

Hard: Any surface that doesn't hold footprints at all, such as bare rock, concrete, metal deckings, or indoor floors. The quarry leaves only traces, such as scuff marks.

If the character fails a Survival check, he or she can retry after 1 hour (outdoors) or 10 minutes (indoors) of searching.

Normal: A character without this feat can use the Survival skill to find tracks, but can only follow tracks if the DC is 10 or less. A character can use the Search skill to find individual footprints, but cannot follow tracks using Search.

Condition	DC Modifier
Every three targets in the group being tracked	-1
Size of targets being tracked: 1	
Fine	+8
Diminutive	+4
Tiny	+2
Small	+1
Medium-size	+0
Large	-1
Huge	-2
Gargantuan	-4
Colossal	-8
Every 24 hours since the trail was made	+1
Every hour of rain since the trail was made	+1
Fresh snow cover since the trail was made	+10
Poor visibility: 2	
Overcast or moonless night	+6
Moonlight	+3
Fog or precipitation	+3
Tracked target hides trail (and moves at half speed)	+5

1 For a group of mixed sizes, apply only the modifier for the largest size category represented.

2 Apply only the largest modifier from this category.

TRUSTWORTHY

Benefit: The character gets a +2 bonus on all Diplomacy checks and Gather Information checks.

TWO-WEAPON FIGHTING

Prerequisite: Dexterity 13.

Benefit: The character's penalties for fighting with two weapons are lessened by 2 for the primary hand and 6 for

the off hand.

The weapons used must both be melee weapons or both be ranged weapons (the character can't mix the types).

UNBALANCE OPPONENT

Prerequisites: Defensive Martial Arts, base attack bonus +6.

Benefit: During the character's action, the character designates an opponent no more than one size category larger or smaller than the character. That opponent doesn't get to add his or her Strength modifier to attack rolls when targeting the character. (If the opponent has a Strength penalty, he or she still takes that penalty.)

The opponent's Strength modifier applies to damage, as usual.

The character can select a new opponent on any action.

VEHICLE DODGE

Prerequisites: Dexterity 13, Drive 6 ranks or Pilot 6 ranks, Vehicle Expert.

Benefit: When driving a vehicle, during the character's action the character designates an opposing vehicle or a single opponent. The character's vehicle and everyone aboard it receive a +1 dodge bonus to Defense against attacks from that vehicle or opponent. The character can select a new vehicle or opponent on any action.

VEHICLE EXPERT

Benefit: The character gets a +2 bonus on all Drive checks and Pilot checks.

WEAPON FINESSE

Choose one light melee weapon, a rapier (if the character can use it with one hand), or a chain. A character can choose unarmed strike or grapple as a weapon for the purposes of this feat.

Prerequisites: Proficient with weapon, base attack bonus +1.

Benefit: With the selected melee weapon, the character may use his or her Dexterity modifier instead of his or her Strength modifier on attack rolls.

Special: A character can gain this feat multiple times. Each time the character takes the feat, the character selects a different weapon.

WEAPON FOCUS

Choose a specific weapon. A character can choose unarmed strike or grapple for your weapon for purposes of this feat.

Prerequisites: Proficient with weapon, base attack bonus +1.

Benefit: The character gains a +1 bonus on all attack rolls he or she makes using the selected weapon.

Special: A character can gain this feat multiple times. Each time the character takes the feat, the character must select a different weapon.

WHIRLWIND ATTACK

Prerequisites: Dexterity 13, Intelligence 13, Dodge, Mobility, Spring Attack, Combat Expertise, base attack bonus +4.

Benefit: When the character performs a full-round action, the character can give up his or her regular attacks and instead make one melee attack at the character's highest base attack bonus against each adjacent opponent.

WILD TALENT

Benefit: Select one 0-level psionic power. The character can manifest this power up to three times in a 24-hour period. There is no power point cost for using this power. For effects that depends on manifester level the character is considered 1st level or his or her manifester level, whichever is higher.

WINDFALL

Benefit: The character's Wealth bonus increases by +3. Also, this feat provides a +1 bonus on all Profession checks.

Special: A character can select this feat multiple times. Each time, both of its effects stack.



Feats (msrd arcana)

DAVE METZ

NEW BONUS FEATS FOR ADVANCED CLASSES

The Mage advanced class may consider Greater Spell Focus, Greater Spell Penetration, Spell Focus, Spell Penetration, and any of the metamagic feats as potential bonus feats.

The Acolyte advanced class may consider Empower Turning, Extra Turning, Greater Spell Focus, Greater Spell Penetration, Improved Turning, Spell Focus, Spell Penetration, and any of the metamagic feats as potential bonus feats.

The Shadow Slayer advanced class may consider Supernatural Strike as a potential bonus feat.

The Battle Mind and Telepath advanced classes may take any metapsionic feat as a bonus feat, in addition to the bonus feats listed for those classes.

INITIAL FEATS

Some feats are listed as “Initial” and may be taken only when the character begins play. They represent background and heritage, and as such cannot be gained after play begins.

METAMAGIC FEATS

As a spellcaster’s knowledge of magic grows, he or she can learn to cast spells in ways slightly different from how the spells were originally designed or learned. For example, a spellcaster can learn to cast a spell without certain components, cast a spell for greater effect, or even cast a spell with nothing but a moment’s thought. Altering the casting and effect of a spell is accomplished using metamagic feats.

Spells improved with metamagic feats use up higher-level spell slots, as noted in Table: Metamagic Spell Level Adjustments.

Metamagic feats cannot be used for all spells. See the specific feat descriptions for the spells that a particular feat can’t modify.

Table: Metamagic Spell Level Adjustments	
Empower Spell	+2
Enlarge Spell	+1
Eschew Materials	None
Extend Spell	+1
Heighten Spell	Special (see text)
Nonlethal Spell	+1
Reach Spell	+2
Sacred Spell	+2
Shadowbane Spell	+1
Silent Spell	+1
Still Spell	+1

Preparing and Casting Metamagic Spells

Some advanced classes must prepare their spells in advance. During preparation, members of these classes decide which spells to prepare with metamagic feats, remembering that any spell improved by a metamagic feat takes up a higher-level spell slot than normal.

Mystics cast spells at will from a limited list, as opposed to preparing them in advance. They can decide when they

cast their spells whether to use metamagic feats to improve them.

As with other spellcasters, the improved spell uses up a higher-level spell slot. Because the Mystic has not prepared the spell in a metamagic form in advance, he must do so on the spot. The Mystic, therefore, must take more time to cast a metamagic spell (one improved by a metamagic feat) than a regular spell. If its normal casting time is an attack action, casting a metamagic spell is a full-round action for the Mystic. For spells with a longer casting time, it takes an extra full-round action to cast the spell.

Acolytes spontaneously casting cure or inflict spells can cast metamagic versions of them. Casting an attack action metamagic spell spontaneously is a full-round action, and spells with longer casting times take an extra full-round action to cast.

Incantations: An incantation cannot be the subject of a metamagic feat.

Effects of Metamagic Feats

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 cast from a wand, scroll, or other device.

Maximize Spell and Quicken Spell Abilities

Some advanced classes have special class abilities that work like metamagic feats. For example, the Maximize Spell ability of the Mage and the Quicken Spell ability of the Techno Mage function as metamagic feats with regard to how they interact with other metamagic feats.

Metamagic Magic Items

A character with the Brew Potion, Scribe Scroll, or Craft Wand class ability can store a metamagic spell in a potion, scroll, or wand, respectively. Level limits for potions and wands apply to the spell’s higher metamagic level. A character doesn’t need the metamagic feat to activate an item storing a metamagic spell.

Multiple Metamagic Feats on a Spell

A spellcaster can use multiple metamagic feats on a single spell. Changes to its level are cumulative.

Counterspelling Metamagic Spells

A spell enhanced by a metamagic feat does not affect its vulnerability to counterspelling or its ability to counterspell another spell.

Psionic Feats

Some spell-related feats are equally applicable to psionics. The following psionic feats function as the named spell-related feats. Treat references to spells as powers within these descriptions, and references to caster level as manifester level.

Power Penetration	As Spell Penetration
Power Focus	As Spell Focus
Great Power Penetration	As Greater Spell Penetration
Greater Power Focus	As Greater Spell Focus

Feats that require the choice of a school of spells would for its psionic equivalent require choosing an attribute (ability score), to the same overall effect. In addition, metapsionic feats function in much the same way as metamagic feats. However, they require the additional expenditure of power points (as opposed to increased spell levels) and as a result are presented here.

Metapsionic Feats

Metapsionic feats are to psionics as metamagic feats are to spells. Metapsionic feats allow a psionic character to enhance the manifestation of a regular power. Using a metapsionic feat doesn't take any longer but does increase the total power point cost to manifest the power.

A psionic character can use multiple metapsionic feats on a power, and the extra power point cost is cumulative, but a power altered by metapsionic feats can never cost more power points than the manifester's level minus one (minimum 1).

With the proper item creation feat, you can store a power enhanced by a metapsionic feat in an item, such as a psionic tattoo.

FEAT DESCRIPTIONS

New feats are described below.

ARCANE SKILLS

You have access to arcane skills.

Benefit: The character gains the following class skills, as described under the Mage advanced class: Concentration, Craft (chemical), and Spellcraft. Further, the character gains Use Magic Device as a class skill, as described under the Occultist advanced class.

This feat does not in and of itself grant spellcasting ability.

Normal: Arcane skills are special class skills available to the Acolyte, Occultist, Mage, Mystic, and Techno Mage advanced classes. Other classes may not buy ranks in these skills without this feat.

DELAY POWER [METAPSIONIC]

You can manifest powers that trigger a set duration after manifestation.

Benefit: A delayed power doesn't activate until 1 to 5 rounds after you finish manifesting it. You determine the delay when manifesting the power, and it cannot be changed once set. The power activates just before your turn on the round you designate. Only area, personal, and touch powers may be affected by this feat. Any decisions you would make about the power (including attack rolls, designating targets, or determining or shaping an area) are decided when the power is manifested, while any effects resolved by those affected by the power (including saving throws) are decided when the power triggers. A delayed power may be negated normally during the delay, and can be detected normally in the area or on the target with powers that can detect psionic effects. A delayed power costs a number of power points equal to its standard cost +6.

DIVINE HERITAGE [INITIAL]

You have divine spellcasting abilities in your background,

such as a saint in your family tree, or you have had a divine experience, revelation, or epiphany which has left you with modest divine abilities.

Prerequisite: Wisdom 10.

Benefit: Choose three 0-level divine spells ("orisons"). You may cast each of these spells once per day per your divine spellcasting level (minimum 1).

Special: You may only take this feat as a 1st-level character.

EMPOWER SPELL [METAMAGIC]

You can cast spells to greater effect.

Benefit: All variable, numeric effects of an empowered spell are increased by one-half. An empowered spell deals half again as much damage as normal, cures half again as many hit points, affects half again as many targets, and so forth, as appropriate. For example, an empowered magic missile deals 1 1/2 times normal damage (roll 1d4+1 and multiply the result by 1.5 for each missile). Saving throws and opposed rolls (such as the one you make when you cast dispel magic) are not affected. Spells without random variables are not affected.

An empowered spell uses up a spell slot two levels higher than the spell's actual level.

EMPOWER TURNING

You can turn or rebuke (or awe or command) more creatures with a single turning check.

Prerequisite: Ability to turn or rebuke one or more creature types, Charisma 13.

Benefit: If you take a -2 penalty on your roll to turn or rebuke (or awe or command) a group of creatures, you can add +2d6 to your turning damage roll.

ENLARGE POWER [METAPSIONIC]

You can manifest powers farther than normal.

Benefit: An enlarged power has its range doubled. Powers whose ranges are not defined by distance do not have their ranges increased. Determine an enlarged power's area or effect as if you were two manifester levels higher than you actually are. An enlarged power costs a number of power points equal to its standard cost +2.

ENLARGE SPELL [METAMAGIC]

You can cast spells farther than normal.

Benefit: An enlarged spell has its range doubled. Spells whose ranges are not defined by distance do not have their ranges increased. A spell whose area or effect is determined by its range (such as bless or a cone spell) has the dimensions of its area or effect increased proportionally.

An enlarged spell uses up a spell slot one level higher than the spell's actual level.

ESCHEW MATERIALS [METAMAGIC]

You can cast spells without relying on material components.

Benefit: An eschewed spell can be cast with no material components. Spells without material components or whose material components have a Purchase DC of 4 or greater are not affected by this feat.

An eschewed spell uses up a spell slot of the spell's normal level, modified by any other metamagic feats.

EXTEND POWER [METAPSIONIC]

You can manifest powers that last longer than normal.

Benefit: An extended power lasts twice as long as normal. Powers with a concentration, instantaneous, or permanent duration are not extended. An extended power costs a number of power points equal to its standard cost +2.

EXTEND SPELL [METAMAGIC]

You can cast spells that last longer than normal.

Benefit: An extended spell lasts twice as long as normal. Spells with a concentration, instantaneous, or permanent duration are not affected by this feat.

An extended spell uses up a spell slot one level higher than the spell's actual level.

EXTRA TURNING

You can turn or rebuke a creature type more often than normal.

Prerequisites: Ability to turn or rebuke one or more creature types.

Benefit: Each time you take this feat, you can turn or rebuke a particular creature type four more times per day than normal.

Normal: Without this feat, a character can typically turn or rebuke a creature type (usually undead) a number of times per day equal to three plus his Charisma modifier.

Special: You can gain this feat multiple times. Each time you take the feat, you may apply its effects to one creature type you can turn or rebuke. Its effects stack.

FLEET OF FOOT

You can turn corners without losing momentum.

Prerequisite: Run.

Benefit: When running or charging, you can make a single direction change of 90 degrees or less. You cannot use this feat while wearing medium or heavy armor, or if you're carrying a medium or heavy load.

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

GREATER SPELL FOCUS

Choose a school of magic, such as Evocation or Illusion, for which you have already selected the Spell Focus feat. Your spells of that school are even more potent than normal.

Prerequisites: Spell Focus, caster level 6.

Benefit: Add +2 to the Difficulty Class for all saving throws against spells from the focused school of magic you select. This overlaps (does not stack) with the bonus from Spell Focus (see below).

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

GREATER SPELL PENETRATION

Your spells are remarkably potent, breaking through spell resistance more readily than normal.

Prerequisites: Spell Penetration.

Benefit: You get a +4 bonus on caster level checks (1d20 + caster level) to beat a creature's spell resistance. This overlaps (does not stack) with the bonus from Spell Penetration (see below).

HEIGHTEN POWER [METAPSIONIC]

You can manifest a power as if it were a higher level than it actually is.

Benefit: A heightened power has a higher psionic power level than normal. Unlike other metapsionic feats, Heighten Power actually increases the effective level of the power that it modifies. All effects dependent on power level (such as saving throw DCs) are calculated according to the heightened level. The heightened power costs as many power points as a power of its effective level.

HEIGHTEN SPELL [METAMAGIC]

You can cast a spell as if it were a higher level than it actually is.

Benefit: A heightened spell has a higher spell level than normal. 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) are calculated according to the heightened level. The heightened spell is as difficult to prepare and cast as a spell of its effective level.

HIDE POWER [METAPSIONIC]

You can manifest powers without a telltale display.

Benefit: A psionic power can be manifested without one associated display characteristic chosen by you when you take the feat: auditory, material, mental, olfactory, or visual.

The hidden power costs a number of power points equal to the standard cost +2.

Special: You can take this feat multiple times, each time choosing a different display characteristic to hide while manifesting a given power.

IMPROVED GRAPPLE

You are skilled at grappling opponents.

Prerequisites: Brawl, Dexterity 13.

Benefit: You do not provoke an attack of opportunity when you make a touch attack to start a grapple. You also gain a +4 competence bonus on all grapple checks (regardless of whether you started the grapple).

Normal: Characters without this feat provoke an attack of opportunity when they initiate a grapple.

IMPROVED OVERRUN

You are skilled at knocking down opponents.

Prerequisites: Power Attack, Strength 13.

Benefit: When you attempt to overrun an opponent, the target may not choose to avoid you. You also gain a +4 competence bonus on the Strength check to knock down your opponent.

Normal: Without this feat, the target of an overrun can choose to avoid you or to block you.

IMPROVED NATURAL HEALING

You recover from wounds and injury faster than normal.

Prerequisite: Base Fortitude save bonus +5.

Benefit: You recover 2 hit points per character level per rest period (8 hours of sleep). If you undergo complete bed rest (doing nothing for the entire day), you recover 4 hit points per character level per day. Ability damage returns at 2 points for resting 8 hours, or 4 points per day with complete bed rest.

Normal: Normal natural healing is 1 hit point per character level for 8 hours rest, or 2 hit points per character level per day for complete bed rest. Ability damage returns at 1 point for 8 hours rest, or 2 points per day with complete bed rest.

IMPROVED TURNING

Your turning or rebuke attempts are more powerful than normal.

Prerequisites: Ability to turn or rebuke a creature type.

Benefit: You gain a +2 bonus on your turning checks. This feat may be taken multiple times, though each time must be applied to a different creature type which you may normally turn.

JACK OF ALL TRADES

You have an amateur's knowledge of all skills, even ones that require training.

Prerequisite: Character level 8.

Benefit: You may use any skill untrained, including arcane and psionic skills. You cannot, however, gain ranks in a skill unless you are normally allowed to gain ranks in the skill.

MAGICAL AFFINITY

You have a knack for magical endeavors.

Benefit: You gain a +2 bonus on all Spellcraft checks and Use Magic Device checks.

MAGICAL HERITAGE [INITIAL]

You have magical ability in your background, such as a sorcerer in your bloodline, or you gained access to magic at a particularly young age (by discovering a spellbook in your attic, for example). As a result, you mastered some basic spellcasting.

Prerequisite: Intelligence 10.

Benefit: Choose three 0-level arcane spells ("cantrips"). You may cast each of these spells once per day per your arcane spellcasting level (minimum 1). You are treated as a Mage for purposes of arcane spell failure chance when you are wearing armor.

Special: You may only take this feat as a 1st-level character.

NONLETHAL SPELL [METAMAGIC]

You can modify a spell to deal nonlethal instead of lethal damage.

Benefit: You may modify a spell that deals lethal damage to deal nonlethal damage instead. All other effects of the spell remain normal (for example, a nonlethal fireball may still set flammable objects ablaze).

A nonlethal spell uses up a spell slot one level higher than the spell's actual level.

PERSISTENT POWER [METAPSIONIC]

You make one of your powers last all day.

Prerequisite: Extend Power.

Benefit: A persistent power has a duration of 24 hours. The persistent power must have a personal range or a fixed range; you can't use this feat on a power with a variable range, or on a power with an instantaneous duration. Note that you must concentrate on some powers to use their effects (for example, detect psionics and detect thoughts); concentration on such a power is an attack or move action that does not provoke an attack of opportunity. A persistent power costs a number of power points equal to its standard cost +8.

POWER CRIT

You may threaten a critical hit if you succeed in hitting an opponent.

Prerequisite: Base attack bonus +10, proficiency with weapon.

Benefit: You may spend an action point before making an attack with a weapon with which you are proficient. If the attack hits, it automatically threatens a critical hit (regardless of whether the attack roll falls within the weapon's actual threat range). You must roll to confirm the critical hit, as normal. This is a supernatural ability.

Normal: You must roll in the threat range of a weapon, then confirm that threat to score a critical hit.

PRECISE STRIKE

Your strikes against an opponent are treated as touch attacks.

Prerequisite: Base attack bonus +5.

Benefit: Before making an attack on your turn, choose a single opponent and spend an action point. Until the beginning of your next turn, any attacks you make against that opponent use that opponent's touch Defense instead of the opponent's normal Defense.

PSIONIC SKILLS

You have access to psionic skills. Check with your GM to make sure he or she allows psionics in the campaign. You must have the GM's permission to choose this feat.

Benefit: The character gains the following class skills, as described under the Telepath advanced class: Autohypnosis, Concentration, and Psicraft. This feat does not in and of itself grant psionic ability.

Normal: Psionic skills are special skills available to the Telepath and Battle Mind advanced classes. Other classes may not buy ranks in these skills without this feat.

QUICKEN POWER [METAPSIONIC]

You can manifest powers as free actions with but a moment's thought.

Benefit: You can perform another action, even manifest another power, in the same round as you manifest a quickened power. You may only manifest one quickened power per round. A power whose manifesting time is more than 1 full round cannot be quickened.

A quickened power does not provoke an attack of opportunity.

The quickened power costs a number of power points equal to its standard cost +8.

REACH SPELL [METAMAGIC]

You can cast touch spells without touching the spell recipient.

Benefit: You may cast a spell that normally has a range of “touch” at any distance up to 30 feet. You must succeed at a ranged touch attack to cast the spell upon the recipient. A reach spell uses up a spell slot two levels higher than the spell’s actual level.

SACRED SPELL [METAMAGIC]

You can cast spells imbued with divine energy.

Benefit: Half of the damage dealt by a sacred spell is converted into divine energy, and as such is not prevented by abilities or spells that reduce or prevent damage from a particular type of energy. For example, half the damage from a sacred flaming wrath spell would not be negated by fire resistance or fire immunity. Only divine spells that deal damage may be made into sacred spells.

A sacred spell uses up a spell slot two levels higher than the spell’s actual level.

SHADOWBANE SPELL [METAMAGIC]

Your spells are more effective against creatures of Shadow.

Benefit: Creatures of Shadow and characters with shadowblood (humans of shadow heritage, or elves and dwarves, for example) take a –4 penalty on the spell’s saving throw.

This feat cannot improve spells that do not allow saves.

A shadowbane spell uses up a spell slot one level higher than the spell’s actual level.

SHADOW HERITAGE [INITIAL]

You have a creature of Shadow in your distant ancestry. The exact nature of that shadowblood is immaterial (though it may be a source of adventure), as the overpowering human genetic tide has reduced its special abilities to a few salient features.

Benefit: You gain a +1 inherent bonus on one saving throw of your choice. You also gain low-light vision, which allows you to see twice as far as a normal human in starlight, moonlight, torchlight, and similar conditions of poor illumination. You retain the ability to distinguish color and detail under these conditions.

Special: You may only take this feat as a 1st-level character.

SIGNATURE SPELL

You are so familiar with a mastered spell that you can spontaneously cast it, converting other prepared spells into that spell.

Prerequisite: Spell Mastery ability.

Benefit: Each time you take this feat, choose a spell that you have mastered with Spell Mastery. You may now convert prepared arcane spells of that spell’s level or higher into this signature spell, just as an Acolyte of good allegiance may spontaneously cast prepared spells as cure spells.

Special: You may gain this feat multiple times. Each time

you take the feat, it applies to a new spell that meets the prerequisites.

SILENT SPELL [METAMAGIC]

You can cast spells silently.

Benefit: A silent spell can be cast with no verbal components. Spells without verbal components are not affected. A silent spell uses up a spell slot one level higher than the spell’s actual level.

SPELL FOCUS

Choose a school of magic, such as Evocation or Illusion. Your spells of that school are more potent than normal.

Benefit: Add +1 to the Difficulty Class for all saving throws against spells from the school of magic you select to focus on.

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

SPELL PENETRATION

Your spells are especially potent, breaking through spell resistance more readily than normal.

Benefit: You gain a +2 bonus on caster level checks (1d20 + caster level) to beat a creature’s spell resistance.

SPELLSLINGER

You have a gift for magic that allows you to cast more spells than normal.

Prerequisite: Intelligence 13 (for arcane spellcasters) or Wisdom 13 (for divine spellcasters).

Benefit: For any one spellcasting advanced class in which you have levels, you can prepare and cast one additional spell per spell level known. For instance, Lily Parrish, a 3rd-level Dedicated Hero/3rd-level Acolyte, can prepare and cast an additional 0-level, 1st-level, and 2nd-level divine spell per day (since she can cast up to and including 2nd-level divine spells).

Special: You may gain this feat multiple times. Each time you take the feat, it applies to a new spellcasting class.

STILL SPELL [METAMAGIC]

You can cast spells without gestures.

Benefit: A still spell can be cast with no somatic components. Spells without somatic components are not affected. A still spell uses up a spell slot one level higher than the spell’s actual level.

SUPERNATURAL STRIKE

You may score critical hits against creatures that are normally unaffected by critical hits.

Prerequisite: Base attack bonus +2 or better.

Benefit: When you roll a threat against a creature normally unaffected by critical hits (such as a construct, ooze, or undead), you may check for a critical hit and deal the increased damage if the threat is confirmed. Creatures unaffected by massive damage are still unaffected by massive damage resulting from a critical hit. This is a supernatural ability.

TWIN POWER [METAPSIONIC]

You can manifest a power simultaneously with another power just like it.

Benefit: Manifesting a power altered by this feat causes the power to take effect twice on the target, as if you were simultaneously manifesting the same power two times on the same location or target. Any variables in the power (such as targets, shaping an area, and so on) apply to both of the resulting powers. The target suffers all the effects of both powers individually and receives a saving throw for each. In some cases, failure of both of the target's saving throws results in redundant effects, such as a twinned charm person, although any ally of the target would have to succeed at two negate attempts in order to free the target from the charm. A twinned power costs a number of power points equal to its standard cost +8.

VEHICLE SPECIALIZATION

You are proficient with one type of vehicle.

Benefit: Choose a vehicle type (civilian aircraft, civilian cars, civilian motorcycles, civilian trucks, civilian water vehicles, other civilian vehicles, or military vehicles). When you are in control of a vehicle of the specified type, you gain a +2 competence bonus on skill checks, ability checks, and saving throws involving the vehicle.

WILD TALENT

You have a minor parahuman psionic power. Check with your GM to make sure she is using psionics before selecting this feat. This feat may be used even if psionics are not part of the campaign, in which case psionics are treated as spell-like abilities.

Benefit: You may use one of the following 0-level psionic powers: burst, daze, detect psionics, distract, far hand, far punch, finger of fire, missive, or verve. You can manifest this power up to three times per day. There is no Power Point cost for using this power.





feats (msrd future)

DAVE METZ

ACTION BOOST

You have the ability to alter your luck drastically in dire circumstances.

Benefit: When you spend an action point, you roll d8s instead of d6s for the action result.

CHARISMATIC PLUS

Advancements in science coupled with your drive to excel enable you to progress faster toward becoming a truly charismatic hero.

Benefit: You gain two talents from the Charismatic hero's talent trees. The talents must be selected from the following list, you cannot select more than one talent from a single talent tree, and you must meet all the prerequisites of a talent to select it. Favor, Captivate, Dazzle, Taunt, Inspiration, Greater Inspiration.

Special: You may select this feat multiple times. Each time you select this feat, you must choose a different pair of talents.

DEDICATED PLUS

Advancements in science coupled with your drive to excel enable you to progress faster toward becoming a truly dedicated hero.

Benefit: You gain two talents from the Dedicated hero's talent trees. The talents must be selected from the following list, you cannot select more than one talent from a single talent tree, and you must meet all the prerequisites of a talent to select it. Improved Aid Another, Intuition, Healing Touch 1, Healing Touch 2, Aware, Faith, Cool Under Pressure.

Special: You may select this feat multiple times. Each time you select this feat, you must choose a different pair of talents.

FAST PLUS

Advancements in science coupled with your drive to excel enable you to progress faster toward becoming a truly dexterous hero.

Benefit: You gain two talents from the Fast hero's talent trees. The talents must be selected from the following list, you cannot select more than one talent from a single talent tree, and you must meet all the prerequisites of a talent to select it. Uncanny Dodge 1, Uncanny Dodge 2, Defensive Roll, Opportunist, Improved Increased Speed, Advanced Increased Speed.

Special: You may select this feat multiple times. Each time you select this feat, you must choose a different pair of talents.

JACK OF ALL TRADES

You've picked up a smattering of even the most obscure skills.

Prerequisite: Character level 8th+.

Benefit: You can use any skill untrained, even those that normally require training and those that are exclusive to classes you don't have. You cannot, however, gain ranks in a skill unless you are allowed to select it.

MASTERCRAFTER

You are adept at creating mastercraft electronic and

mechanical devices (including tools, vehicles, weapons, clockwork manipulators, and armor).

Prerequisites: Craft (electrical) 8 ranks, Craft (mechanical) 8 ranks.

Benefit: When successfully completed, a mastercraft electronic or mechanical object provides an equipment bonus on skill checks made to use the object (in the case of mastercraft vehicles, this includes Drive or Pilot checks). A mastercraft weapon provides a bonus on attack or damage rolls (your choice). A mastercraft suit of armor improves the armor's equipment bonus to Defense. In each case, the bonus can be +1, +2, or +3, and no single object can have more than one mastercraft feature. (For instance, you cannot build a mastercraft weapon that gains a bonus on attack rolls and damage rolls.)

On average, it takes twice as long to build a mastercraft object as it does to build an ordinary object of the same type. The cost to build a mastercraft object is equal to the purchase DC for the object (or its components) + the bonus provided by the mastercraft feature (+1, +2, or +3).

In addition to the Wealth check, you must also pay a cost in experience points equal to $250 \times$ the bonus provided by the mastercraft feature. The experience points must be paid before making the Craft check. If the expenditure of these experience points would drop you below the minimum needed for your current level, then the experience points can't be paid and you can't make the mastercraft object until you have sufficient experience points to remain at your current level after the expenditure is made.

Apply the following modifiers to the Craft check DC for mastercraft items:

Mastercraft Feature	DC Modifier
Mastercraft (+1)	+3
Mastercraft (+2)	+5
Mastercraft (+3)	+10

You can add the mastercraft feature to an existing ordinary object or a lower-grade mastercraft object by making a Wealth check and then making the Craft check as though you were constructing the object from scratch.

NERVE PINCH

You can incapacitate foes with a vicelike pinch.

Prerequisites: Combat Martial Arts, base attack bonus +4.

Benefit: You make an unarmed attack against a living creature. If the attack succeeds, the target takes no damage but must succeed on a Fortitude save (DC 10 + one-half your character level + your Strength modifier) or be paralyzed for 1d4+1 rounds. If the target's attack of opportunity hits you and deals damage, the nerve pinch automatically fails.

Special: This ability does not work on creatures without nervous systems or discernible anatomies, such as oozes and plants.

OATHBOUND

You swear undying allegiance to a person, group, organization, nation, ethical philosophy, moral philosophy, or belief system. By doing so, you can better influence others who share your allegiance and more effectively oppose those

who don't.

Prerequisites: At least one declared allegiance.

Benefit: Choose one of your allegiances. The allegiance you select becomes your primary allegiance and cannot be broken, except by you. The strength of your allegiance enables you to better assist other beings who have the same allegiance; if your aid another attempt succeeds, your ally gains a +3 circumstance bonus (instead of +2) on his skill check result or attack roll. Your dedication also grants you a +1 bonus on attack rolls made against creatures that do not have this allegiance.

Special: You cannot apply the benefits of this feat to multiple allegiances. If you break your oathbound allegiance, you forever lose the benefits of this feat but may take the feat again and apply the benefits to a new allegiance.

SALVAGE

You can salvage electrical and mechanical parts from destroyed vehicles and clockwork.

Benefit: Salvaging a destroyed vehicle or clockwork takes time, as noted in Table: Salvage.

At the end of this time, make a Search check. If the check succeeds, you may increase your Wealth score by the amount indicated on the table, either by selling the salvaged parts for scrap or using them to offset the cost of future building projects.

TABLE: SALVAGE

Salvaged Machine	Time Required	Search Check DC	Wealth Increase
Vehicle			
Huge or smaller	30 min.	15	+1
Gargantuan	1 hr.	20	+2
Colossal	3 hr.	25	+3
Mecha			
Huge or smaller	30 min.	25	+2
Gargantuan	1 hr.	30	+4
Colossal	3 hr.	35	+6
Clockwork			
Tiny or smaller	10 min.	20	+1
Small to Large	30 min.	25	+2
Huge or bigger	1 hr.	30	+3

Special: A particular vehicle or clockwork can be successfully salvaged only once. Any further attempts to salvage the wreckage fail automatically.

SMART PLUS

Advancements in science coupled with your drive to excel enable you to progress faster toward becoming a truly intelligent hero.

Benefit: You gain two talents from the Smart hero's talent trees. The talents must be selected from the following list, you cannot select more than one talent from a single talent

tree, and you must meet all the prerequisites of a talent to select it. Savant, Linguist, Exploit Weakness, Plan, Trick.

Special: You may select this feat multiple times. Each time you select this feat, you must choose a different pair of talents. The exception is the savant talent, which you can select multiple times. However, each time you select the savant talent, you must choose a different skill (see the savant talent's description).

AIR HEAD

You have a special affinity for airship travel.

Benefits: You gain a +2 bonus on Computer Use checks made to use onboard airship computer systems, a +2 bonus on Navigate checks when plotting a course, and a +2 bonus on all Pilot checks made to fly an airship.

AIRSHIP BATTLE RUN

You are skilled at airship skirmish tactics, zipping in and out of an enemy's sights.

Prerequisite: Dexterity 13, Airship Dodge, Airship Mobility.

Benefit: When using an attack action with an airship ranged weapon, you can move both before and after the attack, provided that the total distance moved does not exceed the airship's tactical speed.

Moving in this way does not provoke an attack of opportunity from the defender you are attacking (though it can provoke attacks of opportunity from other nearby airships, as normal).

AIRSHIP DODGE

You are adept at dodging attacks while piloting airships.

Prerequisite: Dexterity 13, Pilot 6 ranks, Airship Operation (of the appropriate type).

Benefit: When piloting an airship of a type with which you are proficient (see the Airship Operation feat), you apply a +1 dodge bonus to your ship's Defense against attacks from one enemy airship you designate during your action. You can select a new enemy ship on any action.

AIRSHIP FEINT

You are skilled at misleading your enemy in airship combat.

Prerequisite: Pilot 9 ranks, Airship Operation (of the appropriate type).

Benefit: When piloting a ship with which you are proficient (see the Airship Operation feat), you can make a Bluff check in airship combat as a move action. In addition, you receive a +2 bonus on Bluff checks made to feint in airship combat.

Normal: Feinting in airship combat requires an attack action.

AIRSHIP GUNNERY

You are proficient with airship weapon systems.

Benefit: You do not take a penalty on attack rolls when firing an airship weapon.

Normal: Without this feat, you take a -4 nonproficient penalty on attack rolls when firing an airship weapon.

AIRSHIP MOBILITY

You are adept at dodging attacks while piloting airships.

Prerequisite: Dexterity 13, Airship Dodge.

Benefit: When piloting a airship of a type with which you are proficient (see the Airship Operation feat), you apply a +4 dodge bonus to your ship's Defense against attacks of opportunity caused when you move out of or within a airship's threatened area. Any condition that makes you lose your Dexterity bonus to Defense also makes you lose your dodge bonuses. Dodge bonuses (such as this one and the dodge bonus granted by the Airship Dodge feat) stack with each other, unlike most types of bonuses.

AIRSHIP OPERATION

Select one of the following types of airships: ultralight, light, mediumweight, heavy, or superheavy. You are proficient at operating airships of that type.

Prerequisite: Pilot 2 ranks.

Benefit: When operating a airship of the selected type, you take no penalty on Pilot checks made when operating the airship, and you also apply your full class bonus to Defense to the ship's Defense.

Normal: Without this feat, you take a -4 nonproficient penalty on Pilot checks made to operate a airship, and you apply only one-half your class bonus to Defense (rounded down) to the ship's Defense.

Special: You can gain this feat multiple times. Each time you take the feat, it applies to a different type of airship (ultralight, light, mediumweight, heavy, or superheavy).

AIRSHIP STRAFE

You can use a airship's ranged weapon set on automatic fire to affect a wider area than normal.

Prerequisite: Airship Gunnery.

Benefit: When using a airship's ranged weapon on autofire, you can affect an area four 500-foot squares long and one 500-foot square wide (that is, any four 500-foot squares in a straight line).

Normal: A airship weapon on autofire normally affects a 1,000-foot-by-1,000-foot area.

STRONG PLUS

Advancements in science coupled with your drive to excel enable you to progress faster toward becoming a truly strong hero.

Benefit: You gain two talents from the Strong hero's talent trees. The talents must be selected from the following list, you cannot select more than one talent from a single talent tree, and you must meet all the prerequisites of a talent to select it. Improved Extreme Effort, Advanced Extreme Effort, Improved Ignore Hardness, Advanced Ignore Hardness, Improved Melee Smash, Advanced Melee Smash.

Special: You may select this feat multiple times. Each time you select this feat, you must choose a different pair of talents.

TOUGH PLUS

Advancements in science coupled with your drive to excel enable you to progress faster toward becoming a truly tough hero.

Benefit: You gain two talents from the Tough hero's talent trees. The talents must be selected from the following list, you cannot select more than one talent from a single talent

tree, and you must meet all the prerequisites of a talent to select it. Damage Reduction 2/—, Damage Reduction 3/—, Energy Resistance (choose one energy type), Remain Conscious, Second Wind, Stamina.

Special: You may select this feat multiple times. Each time you select this feat, you must choose a different pair of talents.

ULTRA IMMUNE SYSTEM

You are less susceptible to the ravages of poison, disease, and radiation poisoning.

Prerequisite: Constitution 13.

Benefits: You gain a +2 bonus on Fortitude saving throws to resist poisons, diseases, and radiation sickness. Furthermore, any permanent ability drain inflicted upon you is treated as temporary ability damage instead.

URBAN TRACKING

You can track down the location of missing persons or wanted individuals.

Benefit: To find the trail of an individual or to follow it for 1 hour requires a Gather Information check. You must make another Gather Information check every hour of the search, as well as each time the trail becomes difficult to follow, such as when it moves to a different area of town.

The DC of the check, and the number of checks required to track down your quarry, depends on the community population and the conditions:

Population	DC	Checks Required
Fewer than 2,000	5	1d4
2,000–9,999	10	1d4+1
10,000–49,999	15	2d4
50,000–99,999	20	2d4+1
100,000–499,999	25	3d4
500,000+	30	3d4+1

Condition	DC Modifier
Every three creatures in the group being sought	-1
Every 24 hours the quarry has been missing or sought	+1
Tracked quarry "lies low"	+5

If you fail a Gather Information check, you can retry after 1 hour of questioning. The GM rolls the number of checks required secretly, so the player doesn't know exactly how long the task requires.

Normal: A character without this feat can use Gather Information to find out information about a particular individual, but each check takes 1d4+1 hours and doesn't allow effective trailing.

Special: You can cut the time per Gather Information check in half (to 30 minutes per check rather than 1 hour per check), but you suffer a -5 penalty on the check.

LEGAL INFORMATION

Permission to copy, modify and distribute the files collectively known as the System Reference Document ("SRD") is granted solely through the use of the Open Gaming License, Version 1.0a.

This material is being released using the Open Gaming License Version 1.0a and you should read and understand the terms of that license before using this material.

The text of the Open Gaming License itself is not Open Game Content. Instructions on using the License are provided within the License itself.

The following items are designated Product Identity, as defined in Section 1(e) of the Open Game License Version 1.0a, and are subject to the conditions set forth in Section 7 of the OGL, and are not Open Content: Dungeons & Dragons, D&D, Player's Handbook, Dungeon Master, Monster Manual, d20 System, Wizards of the Coast, d20 (when used as a trademark), Forgotten Realms, Faerûn, proper names (including those used in the names of spells or items), places, Red Wizard of Thay, the City of Union, Heroic Domains of Ysgard, Ever-Changing Chaos of Limbo, Windswept Depths of Pandemonium, Infinite Layers of the Abyss, Tarterian Depths of Carceri, Gray Waste of Hades, Bleak Eternity of Gehenna, Nine Hells of Baator, Infernal Battlefield of Acheron, Clockwork Nirvana of Mechanus, Peaceable Kingdoms of Arcadia, Seven Mounting Heavens of Celestia, Twin Paradises of Bytopia, Blessed Fields of Elysium, Wilderness of the Beastlands, Olympian Glades of Arborea, Concordant Domain of the Outlands, Sigil, Lady of Pain, Book of Exalted Deeds, Book of Vile Darkness, beholder, gauth, carrion crawler, tanar'ri, baatezu, displacer beast, githyanki, githzerai, mind flayer, illithid, umber hulk, yuan-ti.

All of the rest of the SRD is Open Game Content as described in Section 1(d) of the License.

More information on the Open Game License can be found at www.wizards.com/d20.

The terms of the Open Gaming License Version 1.0a are as follows:

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.

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, John D. Rateliff, Thomas Reid, James Wyatt, based on original material by E. Gary Gygax and Dave Arneson.

Ave Molech Copyright 1997-2008, Morbidgames.; Author Michael G. Hurston.

END OF LICENSE

LEGAL INFORMATION

Permission to copy, modify and distribute this document is granted solely through the use of the Open Gaming License, Version 1.0a.

This document provides an interface to the basic rules and materials needed to create content compatible with the modern setting based on the best-selling tabletop RPG system in the world.

This material is being released using the Open Gaming License Version 1.0a and you should read and understand the terms of that license before using this material.

The text of the Open Gaming License itself is not Open Game Content. Instructions on using the License are provided within the License itself.

All of the rest of the text in this document is Open Game Content as described in Section 1(d) of the License.

More information on the Open Game License can be found at www.wizards.com/d20.

The terms of the Open Gaming License Version 1.0a are as follows:

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.

Modern System Reference Document Copyright 2002-2004, Wizards of the Coast, Inc.; Authors Bill Slavicsek, Jeff Grubb, Rich Redman, Charles Ryan, Eric Cagle, David Noonan, Stan!, Christopher Perkins, Rodney Thompson, and JD Wiker, based on material by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, Peter Adkison, Bruce R. Cordell, John Tynes, Andy Collins, and JD Wiker.

Ave Molech Copyright 1997-2008, Morbidgames; Author Michael G. Hurston.

END OF LICENSE

FEATS OF **AVE'MOLECH**

Inside this book you'll find select feats
suitable for use with the Ave'Molech Campaign Setting.

