# **Another Feat Collection**

For D&D 3rd Edition, presented by ADnD Downloads

## Authors

Feats presented in this document were written by various authors: <u>Kain the Lich</u>, <u>David Prophet</u>, <u>The Monster</u>, and some others.

## Hit or Miss [General]

You rely on strange tactics and chance to penetrate your enemy's defenses.

Prerequisites: Point Blank Shot, Expertise, Weapon Focus, Dex 13+, Wis 13+, Int 13+.

**Benefit**: You may choose to roll a d100 to make your attack roll. Every day you have a 100% chance total for this feat. For every use you decide the amount in percentage you want to use on the attack. This amount is subtracted from your daily 100% total and you have the subtracted amount in percent chance to strike your enemy.

## Imbue Missile [General]

You have the ability to imbue your missiles with magical spells.

Prerequisites: Point Blank Shot, Expertise, Weapon Focus, Spellcaster 5+.

**Benefit**: You may imbue one of your spells into a missile and use the missile's range instead of the regular range.

You may also add the missile's damage to the attack.

Special: Arcane Archers receive this feat at first level.

## Imbue Weapon [General]

You have the ability to imbue magical spells into your weapon of choice.

Prerequisites: Expertise, Weapon Focus, Power Attack or Weapon Finesse, Spellcaster 5+.

Benefit: You may imbue one of your weapons with a spell and add its damage to your attack.

## **Advanced Technical Fighting [General]**

You rely entirely on impressive skill and technique rather than physical ability in battle.

**Prerequisites**: Combat Reflexes, Expertise, Weapon Focus, Int 13+, Wis 13+, Base Attack 10+, Melee Weapon.

**Benefit**: You may add your Intelligence or Wisdom modifier when making attack and damage rolls.

## Arial Attack [General]

You use the power of your jumping to deal additional damage to your attacks.

Prerequisites: 5 Ranks in Jump skill, Mobility, Dex 13+ or Str 13+.

**Benefit**: Once a day per level you may make an Arial Attack. You add 1/3 of your Jump skill modifier to your damage roll.

## Dynamic Attack [General]

You use your acrobatic prowess to strike your enemy.

**Prerequisites**: 5 ranks in tumbling, 5 ranks in jump, 5 ranks in balance, Combat Reflexes, Weapon Focus.

**Benefit**: Once a day per level you may make a Dynamic Attack. You add 1/3 of your Tumbling skill modifier to your attack roll.

## Power Charge Attack [General]

You use the additional power of your running velocity to deal extra damage.

Prerequisites: Mobility, Running, Str 13+.

**Benefit**: Whenever you use your full movement action, you may 1/10 of your base movement to your damage roll.

## Run Through Attack [General]

You can strike multiple enemies with great speed and across great distances.

**Prerequisites**: Mobility, Running, Charge Attack, Supreme Cleave, Dex 16+, Weapon Finesse, Weapon Focus, Expertise, Improved Initiative.

**Benefit**: When you take the full movement option you may use your full number of attacks and use them at any time throughout your movement. You also may move through enemies upon successful hits, and may bypass attacks of opportunity against you upon a successful Tumble check.

## **Advanced Faking [General]**

Fakes, feints, pulls... They are all a regular part of melee combat, but now you have become an expert at doing this to provide great opportunities in combat.

Prerequisites: 6 ranks in Bluff, 6 ranks in Sense Motive, Dex 13+, Cha 13+.

**Benefit**: Upon a successful Bluff check plus your attack bonus versus your opponent's Sense Motive check plus his attack bonus, your opponent makes an immediate extra attack of opportunity against you at -X attack. X is the result of the Bluff versus Sense Motive checks with the attack bonuses included. If your opponent misses, you may make an immediate extra attack of opportunity against your opponent at +X attack. Advanced Faking may be used once a round as a free action, and in subsequent rounds at -your opponent's Intelligence bonus but never as a benefit to, your Bluff check. This stacks each round. So if your opponent had +3 as his Intelligence bonus you would receive -3 to your Bluff check and -6 the next round, but if his Intelligence bonus is -1, you would receive no bonus or penalty. Penalties disappear if this feat is used 3 rounds apart in subsequent melee rounds with your opponent. It is up to the DM to decide when the enemy has caught on to the fakes and when your faking has improved to throw the same opponent off.

#### Language Affinity

The character is extremely adept at picking up languages. By merely being in an environment with another language, the character can learn it. The character must stay at least one week in an environment where the language is spoken predominately (complete immersion), though more time ensures a greater chance of comprehension. In game terms, the character begins with a base Learning Rate Modifier equal to his/her Intelligence modifier. Add 5 points for the first week and 1 point every day thereafter. Also add 1 point per language known after the "mother language" (or first language spoken). For most PC's this "mother language" would be "common". The DC to learn a new language is as below:

Same race	15
Different race	18
Animal/Environment	21
Monster/Creature	25
Plane-based	29
Alignment-based:	
same exact alignment	19
one alignment category	22
radically-different alignment	26

It is possible to learn a new language more quickly with this feat without complete immersion, though more time is needed for learning. This is considered low- (one person teaching) to moderate-immersion (at least three people teaching), and includes speaking in the new language as much as possible (at least four hours per day). Learning in low-level immersion results in one point every three days, while mid-level immersion results in one point every two days. Any day not spent in intensive language development (speaking 4 hours per day, learning new grammar or words) results in no positive Learning Rate Modifier to effectively learn the

new language. Speaking, reading, and writing a language are all handled as separate languages for the purpose of knowledge and fluency.

**Prerequisites**: Knowledge – Languages: 4 ranks, two languages (mother language excluded), Intelligence 13+

#### **Advanced Language Affinity**

The character is extremely adept at picking up languages. By merely listening to another language, the character can learn it. The DC to learn a new language is as below:

Same race	12
Different race	15
Animal language	17
Monster language	21
Plane-based language	25
Alignment-based:	
Same exact alignment	14
one alignment category	19
Radically-different alignment	22

Low-level (one person who speaks the language) immersion is sufficient to learn the language. Every time the language is heard by the linguist (person who possesses Language Affinity), one point is added to the Learning Rate Modifier. For every day the linguist hears the new language exclusively, add three points to the LRM. Intensive practice is not necessary, since the linguist learns how to think in the new language, and passively meditates on the new language frequently. Speaking, reading, and writing a language are all handled as separate languages for the purpose of knowledge and fluency.

Linguists are known to inadvertently substitute words in one language for another known language, especially when learning a new language. While learning a new language, the linguist begins to think in the new language, and the new language thus becomes the "mother tongue" for the purpose of word-substitution if they cannot think of a particular word.

**Prerequisites**: Knowledge – Languages: 7 ranks, four languages (mother language excluded), Language Affinity

### Language Tracking Sheet

Keeping track of languages that one is learning is fairly simple: merely note the Learning Rate Modifier next to the language until the DC is passed, and then the LRM can be erased, since that language is added to your character's repertoire.

FOR LINGUISTS ONLY: Either list all languages on a separate sheet of paper, or use the Complex Character Sheet by Bradley <u>here</u>. It contains a section for languages, but would recommend this character sheet at any rate. Every time someone speaks a language, add a point to that language.

When trying to rudimentarily communicate in a language your character barely knows, use the language DC chart and subtract 5 points. This will give the listener a basic idea of what you're talking about, and amounts to little more than a person who has a high-level skill in charades.

NOTE TO DM: as a true and bona fide linguist, I can tell you that linguists learn languages only a little slower than these two feats allow. I, personally, could be fully fluent in a language in less than a month, and I known other linguists who could learn faster! The linguist mind is a highly-analytical thing, and linguists are not necessarily geniuses. One thing always remains true: the more languages one masters, the easier it is to learn subsequent languages.

#### **Improved Point Blank Shot**

Prerequisites: Point Blank Shot, Precise Shot, Dex 13+, Base Attack +6

**Benefit**: You are an uncommonly good shot with a bow or crossbow in its first range increment. You must choose a single bow or crossbow for this feat. Then instead of the normal limit of 30 feet for point blank shot you can consider your bow or crossbows first range increment the limit for point blank shot.

#### **Improved Rapid Shot**

Prerequisites: Precise Shot, Rapid Shot, Dex 13+, Base Attack +8

Benefit: This feat work like the Rapid Shot feat but you do not incur the normal -2 to hit.

#### **Greater Critical**

Prerequisites: Weapon Focus, Proficient with weapon, Base Attack +6

**Benefit**: With your chosen weapon you hit much harder than average. Find you weapons current critical damage multiplier and add one to it. For example a longsword's Critical is 19-20 X2. In this case it would be 19-20 X3 (2+1=3 for a total critical damage modifier of X3). This feat may be taken multiple times each for a separate weapon that you have weapon focus with.

### **Greater Two-Weapon Fighting**

**Prerequisites**: Two-Weapon Fighting, Weapon Focus (with chosen weapon), Dex 14+, Base Attack +6

**Benefit**: With your chosen weapon for the purposes of the Two-Weapon Fighting style you may consider it light. Weapons of up to large size qualify. So it could conceivably be possible to use a greataxe in both hands. For example say you use a long sword in either hand, the normal best you could get would be a -4 -4 to hit. Since you have taken this feat for the longsword, you can consider it light so the penalty would be -2 -2. This feat may be taken multiple times, each for a separate weapon that you have weapon focus with.

#### **Two-Weapon Specialization**

**Prerequisites**: Two-Weapon Fighting, Ambidexterity, Weapon Focus (with chosen weapon), Weapon Specialization, Base Attack +8

**Benefit**: With your chosen weapon you are so good at fighting with two-weapons that you may subtract 2 from the two-weapon fighting penalties. This bonus applies with all other bonuses.

#### Tree Topper [General]

You are adept at climbing and feel comfortable in combat while doing so.

Prerequisites: Dex 14+.

**Benefit**: You get a +2 bonus to all Climb checks and you may apply your Dex modifier to your AC while climbing

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

#### Twin-Parry [General]

Your skill in wielding two weapons has shown you how to use your off-hand to defend yourself better when you are concentrating on defense.

Prerequisites: Two-Weapon Fighting, Expertise.

**Benefit**: If acting defensively while wielding two weapons or a double weapon, the character's dodge bonus increases by two. If a character is fighting on the defensive then his bonus increases from +2 to +4. If he is taking the total defense action, his dodge bonus increases from +4 to +6. If a character is using his expertise feat his AC increases by 2 more than it normally would have if he did not have this feat.

**Special**: These bonuses do not stack with bonuses received for the Tumble skill (see *Player's Handbook* p. 75).

## **Improved Blind-Fight [General]**

Prerequisites: Blind-Fight, Wis 13+

**Benefit**: In melee, your miss chance because of concealment is reduced by 10% (see *Player's Handbook* Table 8-10: Concealment, p. 133).

## **Defensive Refocus [General]**

You are good at thinking on your feet in combat and reassessing tactics on the fly.

Prerequisites: Mobility, Wis 13+

**Benefit**: You may refocus on the defensive, granting you a +2 dodge bonus to AC on the round in which you refocus. On the following round your initiative is set to 20 plus any modifiers you may have (see Refocus in the *Player's Handbook*, p. 134).

## Soft Strike [General]

Your great knowledge in the use of a weapon has allowed you to learn to fight non-lethally with it. The skill is in gauging your blows and pulling your punches.

Prerequisites: Weapon Focus with weapon.

**Benefit**: The usual –4 penalty applied to attackers who wish to deal subdual damage is ignored.

## Improved Soft Strike [General]

You are skilled at striking the parts of your foes that will knock them unconscious, but cause little lasting harm.

Prerequisites: Soft Strike, base attack bonus of +5 or higher.

Benefit: You receive a +3 bonus to damage when dealing subdual damage.

## Heroic Riposte [General]

The heart of a hero beats strong in your chest and you are unwilling to let go of life without a fight.

Prerequisites: Cha 13+, Wis 13+

**Benefit**: Whenever the character is struck down (0 or lower hit points) he is allowed to take a single attack of opportunity against the foe that delivered the blow.

## Quick Swap [General]

You are skilled at throwing your opponent off by quickly changing your attack handiness midmelee. Prerequisites: Ambidexterity, base attack bonus +7 or more.

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

## Battle Cry [General]

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

Prerequisites: Cha 14+

**Benefit**: When making a charge action you receive a +1 morale bonus to hit and damage for that round only.

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

### Snap Attack [General]

You are capable of making quick, accurate, but relatively weak strikes with melee weapons.

#### Prerequisites: Dex 13+

**Benefit**: On your action, before making attack rolls for a round, you may choose to subtract from all melee damage rolls and add the same number to all melee attack rolls. This number may not reduce your damage to less than 1. The bonus to attack and penalty to damage apply until your next action.

#### **Intuitive Learning [General]**

You can treat a skill as a class skill.

Prerequisites: 12+ in key ability.

Benefit: This feat allows a character to treat any cross-class skill as though it were a class skill.

**Special**: This feat may be taken more than once.

## **Deadly Strike [General]**

Your prowess at striking vital areas is uncanny.

**Prerequisites**: Weapon Focus with chosen weapon, Improved Critical, base attack bonus of +8 or higher.

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

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

### Arcane Blood [General]

Your blood carries strong magic in it. Perhaps an ancestor was a great spellcaster, or perhaps there is dragon blood in your family. Whatever the cause, you are capable of using a bit of magic, which comes naturally to you.

Prerequisites: Cha 10+

**Benefit**: You are capable of learning one 0th level spell and casting it once per day as though you were a 1st level sorcerer.

**Special**: A character with levels of the sorcerer class may not take this feat. This feat may be taken multiple times in which case the player may select another 0th level spell. This feat can never grant anything beyond 0th level spells. (Note: the spells are cast exactly as though by a 1st level sorcerer, with armor checks made normally.)

## **Transcend Armor [General]**

Through training and practice, you have learned how to move more adeptly in a certain type of armor.

Prerequisites: Proficient with chosen armor. Str 10+

**Benefit**: This feat reduces the penalties associated with the type of armor chosen. The maximum Dexterity bonus is increased by one and the armor check penalty is reduced by 1. The arcane spell failure is reduced by 5%.

**Special**: This feat is applied to the armor chosen (leather, chain shirt, banded, etc.). The character may select the feat multiple times to gain the benefit with different types of armor.

## Riposte [General]

You skill is in waiting for your opponent to become clumsy and make a mistake.

**Prerequisites**: Wis 13+, Combat Reflexes, Expertise, Base attack bonus of +5 or better.

**Benefit**: When you choose to fight defensively or use the full defense action in melee combat, you may immediately counter a missed attack. Treat your counter attack exactly as an attack of opportunity. You may make only a single counter-attack each round, though you may still take advantage of other attacks of opportunity.

## Iron Skin [General]

You are a hard, hard man (or woman).

#### Prerequisites: Con 15+

**Benefit**: You have a natural armor class of +1. This is cumulative with any natural armor you may already have. This feat can only be taken once.

#### Weapon Mastery [General]

You have gone beyond normal skill with the selected weapon, and have gained intimate knowledge of the intricacies of its use.

**Prerequisites**: Weapon Focus (selected weapon), Weapon Specialization (selected weapon), Expertise, Wis 13+, base attack bonus of 13+.

**Bonus**: While wielding the selected weapon, you receive a +1 to hit and damage. You also receive a +1 deflection bonus to your armor class against melee attacks.

#### **True Weapon Mastery [General]**

There are few, if any others who can claim they have your skill the selected weapon.

Prerequisites: Weapon Mastery (selected weapon), bas attack bonus of 18+

**Bonus**: While wielding the selected weapon, you receive a +1 to hit and damage. You also receive a +1 deflection bonus to your armor class against melee attacks. Furthermore, you gain an additional +2 deflection bonus to your armor class when facing an opponent who wields the same weapon as you have mastery so long regardless if you are currently wielding your mastered weapon.

## Kick-Up [General]

You have learned how to get up from being prone very quickly.

Prerequisites: Dex 13+

**Bonus**: Standing up from a prone position is a free action.

**Normal**: Standing is normally a move-equivalent action.

#### Chi Strike [General]

Your fists become the vessel of your chi, allowing you to deliver deadly blows not only to an opponent's body, but their very life energy.

Prerequisites: Improved Unarmed Strike, Power Attack, Cha 13+, base attack bonus of 5+

**Bonus**: Your fists strike as though they were of +1 enchantment. This allows you to harm creatures that normally would not be affected by non-magical weapons. It also allows you to break magical weapons of +1 enchantment. Treat your fists in every way as though they were enchanted as a +1 weapon but do not add the bonus to hit or damage.

## Improved Chi Strike [General]

Your focused chi has become very strong indeed, young grasshopper.

Prerequisites: Chi Strike, base attack bonus of 10+

**Bonus**: Your fists now strike as though they had a +2 enchantment.

## **Prodigy** [Special]

One school of magic comes very naturally to you. Its concepts and intricacies are as common as simple math to you.

Prerequisites: Wizard, Spell Focus (selected school of magic)

**Bonus**: Select a school of magic. For each level of wizard you advance, you can automatically learn 1 spell of any level normally allowed to you of that school in addition to any other spells you may learn that level.

Uncanny Reaction [General]

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

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

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

## **Striking Scorpion [General]**

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

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

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

#### **Shield Focus [General]**

You are very adept at fighting with a shield in your off hand.

Prerequisites: Shield proficiency

**Bonus**: You gain an additional +1 shield bonus to your armor class against a single opponent. You may change which opponent you are defending against on any of your turns as a free action.

## Stubborn Heart [General]

You just refuse to die. Your reserves of willpower keep you alive long after others would have died.

Prerequisites: Con 13+, Iron Will

Bonus: You don't die until you reach -15 hit points.

## Tactician [General]

You replace brute strength with cunning and intuition.

Prerequisites: Wis 13+

**Bonus**: You may select Feats as though you had a Strength score of 13. You must meet all other prerequisites.

## Veteran [Special]

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

Prerequisites: 15th level

Bonus: When selecting (but not using) new feats, consider your wisdom score to be of 13.

## Follow-Up [General]

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

Prerequisites: Mobility, Cleave

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

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

## True Spell Mastery [Special]

You know a selected spell so innately that you can cast it on the fly without memorizing it.

Prerequisites: Wizard, Spell Mastery (selected spell), Spell Focus (selected spell's school), Int 16+

**Bonus**: A selected spell can be cast without preparation if a Concentration check (DC 10+spell's level) is successfully made. Casting the spell uses a slot of its level up (one spell from that level, chosen by the player, is removed) and if no slots are left then the mastered spell cannot be cast.

The wizard still requires all of the appropriate components to cast the spell. Metamagic feats increase the level of the slot taken up just as though he'd prepared the spell normally (i.e. a wizard who has True Mastery of fireball can cast it using the Maximize feat, but it would use up a 6th level spell slot and require him to make a Concentration check DC 16).

**Special**: This feat can be taken multiple times to attain true mastery over different spells.

#### Hardiness [General]

Even when most others would be unconscious, your will drives you on and keeps you standing.

Prerequisites: Iron Will, Con 13+

**Bonus**: When staggered or dying you may continue to take actions and function somewhat normally. Each round that you are at 0 or fewer hit points you must succeed at a Fort save (DC 10 + number of hit points below zero) or fall unconscious. If you succeed at your saving throw you may act normally except you move only at half speed and receive a –3 circumstance bonus to all attack, damage, skill check, and saving throw rolls. You still lose a hit point every round that you are below zero unless you make your stabilization roll. A character who has stabilized must still make For saves every round he is below 0 hit points.

#### **Studied Weakness [Special]**

You have dedicated a great deal of time studying the physical biology and structure of a selected type of opponent. Through knowledge you will attain victory.

**Prerequisites**: Favored enemy (selected creature), Int 13+, base attack bonus +5 or better.

**Bonus**: You may add your Intelligence modifier to damage rolls when fighting the selected creature in melee combat.

#### Sacrificial Riposte [General]

You know that sometimes the only way to find an opening is to create one.

#### Prerequisites: Dex 13+

**Bonus**: You may take a penalty to your armor class (up to your Dex bonus) and apply the same number as an attack bonus against a single melee target. The penalty to your armor class and your attack bonus last until your next action.

#### **Career Campaigner [General]**

You know marching. It comes as second nature to you.

#### Prerequisites: Con 13+

Bonus: You may re-roll any failed Fort save for forced marching once.