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ABANDONED ARTS[©] PRESENTS:

FEATS OF WISDOM

TEN NEW FEATS FOR USE WITH THE PATHFINDER® ROLEPLAYING GAME

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COLLECTIVE VISION [TEAMWORK]

Aided by the insights of your allies, you can pierce the veil of time to glimpse the future. **PREREQUISITES:** Wis 13, Cha 13, Prophetic Visionary

BENEFIT: Whenever you are adjacent to an ally who also has this feat, you may use your Prophetic Visionary feat to enter into a group trance, increasing the accuracy rate of the *augury* effect by +4% for each participant beyond the first, to a maximum of 90%.

FURIOUS JUDGMENT

You are divine judge, jury, and executioner.

PREREQUISITES: bane and judgment class features

BENEFIT: You can activate your bane and judgment class features as a part of the same swift action. Once per round while your judgment class feature is active, you may change the creature type affected by your bane ability.

NORMAL: Both the bane and judgment class features require a swift action to activate. Changing the creature type affected by the bane class feature is a swift action.

HYMNIST

Your heartfelt song lifts the hearts of your allies and pleases the ears of your patron. PREREQUISITES: divine spellcasting ability, Perform 1 rank

BENEFIT: You gain a bonus on Perform skill checks equal to the highest-level divine spell that you currently have prepared or available to you.

Additionally, conjuration (healing) spells that you cast restore 1 additional point of damage (but not ability score damage) to creatures affected as long as you sing in a strong voice or play or maintain some other auditory performance (including a bardic performance) while casting the spell. Your performance may substitute for the verbal components of such a spell.

INSIGHTFUL WILL

You can establish a brief but telling connection with those who would touch your mind. **PREREQUISITES:** Wis 13, base Will save +3

BENEFIT: Whenever you successfully resist the effects of a targeted spell or effect which allows a Will saving throw, you may attempt a DC 5 Wisdom check to determine the general direction of the source of the effect. Targeted effects originating from more than 100 feet away are not traceable in this way.

KEEN UNDERSTANDING

With a moment of deliberation, you seem to have an answer to everything. **PREREQUISITES:** Int 13, Wis 15

BENEFIT: You treat all Knowledge skills as though they were trained skills. You gain no trained bonus on untrained Knowledge skill checks.

SPIRITUAL AWARENESS

You possess a sixth sense capable of perceiving, or at least glimpsing, the spirit world. **PREREQUISITES:** Wis 19, Knowledge (religion) 12 ranks

BENEFIT: Your heightened awareness of the spirit world grants you a special form of blindsense with a range of 30 feet. While under the effects of a *see invisibility* or *true seeing* effect, you gain a special blindsight for the duration of the effect. These unique spiritual senses can only detect creatures of the outsider and undead types.

TIMELESS WISDOM

The experience of your long years has taught you much.

PREREQUISITES: middle age category or older

BENEFIT: You may add your Wisdom modifier to all trained Knowledge skill checks, and you gain a bonus on all trained Knowledge skill checks equal to the number of age categories above "adult" that you possess.

VIGILANT WATCHMAN

Your vigilance is as constant as it is focused. PREREQUISITES: Wis 11, Perception 1 rank BENEFIT: The DC of Perception skill checks that you make are never increased due to

your being distracted by another task or stimulus (including combat). NORMAL: Distraction increases the DCs of Perception skill checks by +5.

WARDED SPELL [METAMAGIC]

You can safely wade through the effects of harmful spells that you cast. **BENEFIT:** You may alter any non-permanent spell that affects an area so that the effects of the spell are greatly suppressed for you and your allies. Allied creatures that you designate gain a +8 bonus on saving throws against the effects of the spell. A warded spell takes up a spell slot one level higher than the spell's actual level.

WISE WARRIOR [COMBAT]

Your faith enables you to be ever ready, and ever able.

PREREQUISITES: Wis 15, divine spellcasting ability, Warrior Priest^{*}, base attack bonus +4 **BENEFIT:** As long as you have a divine spell of 1st-level or higher prepared or available to you, you may sacrifice a prepared divine spell or an unused divine spell slot of 1st-level or higher to double the bonuses granted by your Warrior Priest feat for 1 round as a free action. If you use this ability during a surprise round, you may take a full round of actions during the surprise round.

NORMAL: Creatures may take a standard action or a move action during a surprise round.

See the Pathfinder[®] Roleplaying Game: Ultimate Magic[™] sourcebook for details.

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