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The Complete Advanced Feats

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The Complete Advanced Feats

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Author's Preface

This compilation was born from requests by readers of the original PDF series. We didn't know if they would be popular or well received and were delighted when they were. The number one request from readers was for a print compilation so we set about putting one together as soon as the series was complete. This is not an attempt to sell you the same material twice, but an effort to bring the books to a wider audience. The only changes you will find here are a few tweaks and corrections suggested by reviewers along with some new art from the very talented Chrostophe Swal and Darell Langley. It's been an honor to work on Advanced Feats and a joy to read the many glowing reviews. While there is always room for improvement I feel like we are delivering one of the best feat compilations available and giving you more for your money. "More than just a list of feats," has been our motto and rallying cry and I hope you feel like that is what you are getting.

Sigfried Trent

Introduction

Advanced Feats started as an idea of Shelly Baur of Open Design. Seeing the popularity of feat books and sensing the awesomeness of the Advanced Player's Guide she asked me if I would be interested in doing a series of PDFs for each of the new classes. Since I had spent years working on the Netbook of Feats and had done a few articles for them it seemed like a good fit.

I've always been against tying feats directly to classes since their purpose was to provide a non-class, non-race customization into the game, but I still recognized that tying them to classes would be good marketing and would help focus the design space for new feats. Since I'd been doing custom character builds for friends and on line for many years I felt that would be a good hook to tie the feats to the classes and to provide added value to the books.

I don't recall when I decided I'd include commentaries but it struck me as simply being useful both to players and game masters as well as entertaining for me as an author. Why have people guess why I made a feat when I could just tell them why. Of all the "extras" this feature seemed far and away the most popular. I got into feats because of the d20 license and the dialog it implied between game designers and game players. Open Design also mirrors that notion in its patron projects and grooming of new authors. I felt like my comments were an extension of those ideals.

Advanced Feats has its roots in an old d20 project called the Netbook of Feats. It started the day the SRD came out and continued on for more than 5 years collecting, editing, and sharing feats created by fans of the game. I was the chief editor and caretaker of the NBOF and along with a panel of fellow rules lawyers we worked to hammer fan creations into near professional quality work. In the course of running the Netbook I edited a couple thousand d20 feats, about a third of which made it into our publication. Some two thirds of the feats here got their start in the NBOF while the rest were created by me for this publication. All of them underwent a lot of editing so they would be fully pathfinder compliant and to sharpen them up as best I could.

Over the years I've developed a personal list of guidelines and principles I use when designing and editing feats. These can be boiled down into four general objectives I strive for.

- **Balance**: No feat should define a character, yet every feat should make them feel better and different
- **Simplicity**: Feats should be as simple as possible both so they are easy to understand and so they do not encumber game play with extra dice rolls or trips to the rule book.
- Accessibility: The wider the range of characters that can take a feat, the better. This is why most of my feats are not limited to a class. It is also why I shy away from deep feat trees or exhaustive pre-requisites.

• **Flavor**: Not every feat can be rich in flavor but my favorite feats are those that can inspire a brilliant moment of role-playing or perhaps a whole character concept.

Introduction

Thoughts About Game Balance

Game balance in a living role playing game is never a sure thing. As much as I work to make these feats balance with the offerings in the core books, there will be situations where a feat can overpower and others where it becomes worthless. The more feats and classes created, the greater the chance of a killer combo that breaks balance wide open. Pathfinder is a dynamic game and feeling powerful and clever is part of the fun of play, but we all know the danger of a combo that destroys all sense of challenge or turns a character into a one trick wonder.

Gamemasters

I don't recommend that any game master simply grant default approval to any collection of rules. They are created and intended as options. If one of them doesn't fit your game, you shouldn't allow it. If you think a bonus is to large, make it smaller. Every game master has their own style and that's what makes our games special.

Players

The purpose of these rules is to give you cool options to express your character and their story, not to prove you can kill every monster and steal the spotlight of every encounter. If you find a combo that feels broken and unfair, don't do it, not in a serious game at any rate. Or if it's just too fun not to play with, try to find a limitation that you and the game master can agree upon.

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The Advanced Feats

Accurate Assessment

You can accurately judge how good someone is at something.

Benefit: During combat, select a target creature within 60'. By taking a standard action you can learn one current statistical value of the target of your choice.

Notes: A statistical value is anything in a stat block or character sheet represented by a formula or numerical value. The value learned is the current modified value.

Commentary – This is not a feat for everyone. While it can lead to meta-gaming, the intent is more to help players simulate a character who can accurately judge the abilities of their foes, detecting their weaknesses with a practiced eye.

Advanced Alchemy

Your formulae use secret ingredients known only to master alchemists.

Prerequisite: Alchemy 11 ranks

Benefit: Add your Intelligence bonus to the target DC values to resist the effects of alchemical items you create.

Note: This does not apply to bombs, mutagens or extracts.

Commentary - It would seem a shame to have alchemical items become completely useless. This feat is limited to higher levels since the DC values on alchemy items start at a decent value. Cranking them up too early could be unbalancing and lead to the whole party using them to harry foes.

Aerobatics

You are at home in the air, gaining maneuverability and speed.

Benefit: You improve your maneuverability by one step when flying by any means. This includes flying mounts, if you have the ability to guide them. You also increase your base flying speed by +5 ft.

Commentary— I tried to construct this feat so that it could be used by either a rider or a mount to give players as much flexibility as possible.

Armed Touch Casting

You deliver touch spells using a melee weapon.

Prerequisites: Combat Casting, 9 ranks in Spellcraft, BAB +6

Benefit: When casting a spell with a range of touch, you may deliver the spell using a melee weapon or unarmed attack as a free action during the same turn.

Special: Though there is only one attack roll, the spell does not share the weapon's critical range or multiplier. Instead, the spell uses the standard profile (critical range 20, ×2 damage). If both spell and weapon threaten a critical, roll each confirmation separately.

Commentary—I felt that this is very much like having an additional attack, so I've given it a prerequisite of BAB +6. This makes it similar to Battlecaster, but the two have different advantages and can also be combined to good effect. Back to Back (Teamwork)

You and an ally can defend from all sides.

Benefit: While you and any ally with this feat are in adjacent spaces neither one of you can be flanked.

Commentary—Two warriors back to back, taking on the encircling horde of foes. This would be a decent feat for most characters, but the cavalier's tactician class feature makes this a nice benefit for a whole party.

Balanced Spellcaster

You do not need to make concentration checks while in motion.

Prerequisite: Dex 13.

Benefit: You do not need to make concentration checks due to motion.

Commentary—Spellcasters can quickly gain access to flight, levitation, and all manner of defensive movement thus I don't find ability to cast reliably while mounted especially powerful. To simplify play, I negated the concentration requirement.

Barreling Overrun (Combat)

You can overrun multiple targets.

Prerequisites: Str 13, Improved Overrun, Power Attack

Benefit: When using the overrun combat maneuver, you may overrun any number of opponents in your movement path so long as you move in a straight line. If you fail a combat maneuver check at any point, the maneuver ends as normal.

Special: This feat may be taken by animals.

Commentary—I love the idea of a character barreling through a line of foes with a hearty laugh. I've always been a fan of combat maneuvers because they bring a lot of tactics and imagination to melee combat. Since the cavalier's mount gains some feats itself, I've labeled the feats that I think are appropriate for an animal to take, following the pattern established for druid companion animals.

Battlecaster

You can cast a spell as part of a full attack.

Prerequisite: Combat Casting, BAB +6

Benefit: As a full attack action, after making your first attack, you may cast a spell with a casting time of a standard action or less instead of taking any additional attacks.



Special: If the spell results in an attack roll, that roll suffers a -5 penalty to hit.

Commentary—I've always been partial to characters who can both cast and fight, and the oracle does that quite nicely with the battle mystery. Keep in mind, you need to have a free hand or somehow avoid the need for somatic components to make this work naturally. A buckler is a good shield for casters because, while you lose the shield bonus in a round you cast a spell, you don't need to juggle weapons to do it.

Bloody Banner

Your war banner inspires allies to strike harder.

Prerequisite: Banner class feature

Benefit: Your banner class feature grants allies a morale bonus to damage rolls equal to the morale bonus they gain on attack rolls.

Commentary—I struggled a bit with the balance for this feat. Ultimately, I think it makes the most sense to tie it to the attack roll, so it scales proportionally. While this is a sizable damage bonus, it applies only to charging attacks which are not always easy to arrange and come with some built in limitations.

Bottoms Up

You have trained yourself to swallow liquids in one quick gulp.

Prerequisite: BAB +1

Benefit: You can drink a potion or any other small volume of liquid in a container as a move action that does not provoke an attack of opportunity.

Note: The benefit of this feat does not include any actions needed to retrieve a potion from your inventory, only the action of consuming it.

Commentary - This feat is great for anyone who wants to make the most of potions in combat. Often you need to drink potions in clutch moments and pulling an AOO to

Historical Bucklers

Historical bucklers do not match well with the d20 rules. They were actually held in the hand directly

rather than strapped to your arm, and they were used to deflect blows, obfuscate attacks, and punch foes. In d20 the buckler seems to act more as a sort of reinforced vambrace (the armor on your forearm) in the shape of a small shield that leaves your hands free.



chug a healing potion can be very counterproductive. For an Alchemist this feat is especially potent as their Mutagens are essentially special potions only the Alchemist can drink.

Bravery

You are especially resistant to fear effects.

Benefit: Any time you would be frightened, panicked, or forced to cower, you are instead shaken for an equal duration.

Commentary—Courage is not so much defined as not being afraid as it is not letting fear control your actions. I think this feat does a nice job simulating that and saving brave cavaliers from having to explain cowardly behavior. Because cavaliers have a weak Will save and little use for Wisdom, they are actually quite susceptible to fear. It may strike some as very powerful, but I feel that conditional defensive feats must be powerful to be attractive.

Buckler Mastery

You gain additional benefits when using a buckler. **Prerequisite**: Shield Proficiency

Benefit: You can perform a shield bash with a buckler. When wielding a weapon in the same hand as your buckler, you may elect to either ignore the -1 atack penalty or gain a +1 shield bonus to AC.

Special: A buckler counts as a light weapon and has the same weapon profile as a light shield.

Commentary—I've always found the advantage of a buckler is you can be a two-handed weapon combatant and have a quick defensive option available when you aren't actively swinging your sword. Most don't bother, and the -1 penalty to attacks makes it more often a liability than a benefit. I designed the feat to make it a very versatile shield as long as you invest in training.

Campaigner

You sleep well under any circumstance.

Prerequisite: Endurance.

Benefit: You sleep well and easily. You require only half the normal amount of rest to remove exhaustion and fatigue: 30 minutes and 4 hours, respectively. You can sleep in heavy armor or in any other extremely uncomfortable position or situation without becoming fatigued. Finally, you do not suffer penalties on Perception checks when asleep.

Commentary—One of the tricky things about judging the utility of a feat is that each game is unique. If your GM loves weather, travel, and ambushes at night, something like Campaigner can be a life saver. If your game is high on action and low on gritty details, then whether you sleep in armor or not probably doesn't matter. Like Endurance, this feat offers a number of benefits to help ensure its utility.

Cannibalistic Casting

You can use your body to fuel your magic.

Benefit: You can cast a spell you know by losing a number of Constitution points equal to the level of the spell rather



Table of Feats

Feat Name	Prerequisites	Benefit
Accurate Assessment	_	Learn one statistical value of a foe in combat
Advanced Alchemy	10 ranks in Alchemy	Add Int bonus to alchemical item DC values
Aerobatics	_	Gain flying maneuverability and speed
Armed Touch Casting	Combat Casting, 9 ranks in Spellcraft, BAB +6	Deliver touch spells using a melee weapon
Back to Back (Teamwork)	_	Adjacent allies prevent flanking
Balanced Spellcaster	Dex 13	No concentration checks for motion
Barreling Overrun	Str 13, Improved Overrun, Power Attack	Overrun multiple targets
Battlecaster	Combat Casting, BAB +6	Cast spells as part of a full attack
Bloody Banner	Banner	Inspires your allies to deal more damage
Bottoms Up	BAB +1	Drink potions as a move action
Bravery	—	Treat fear and panic as shaken
Buckler Mastery	Shield Proficiency	Gain additional benefits when using a buckler
Campaigner	Endurance	Sleep well under any circumstance
Cannibalistic Casting	_	Lose Con to cast more spells
Cautious Trip	_	You cannot fall prone when making a trip attempt
Charmed	_	Add +5 bonus to a single dice roll
Clever Critter	Animal intelligence (1 or 2)	You are smarter than other animals
Clockwork Summoning (Metamagic)	Spell Focus (conjuration)	Summon clockwork versions of the normal summons
Concentration Spell (Metamagic)	_	Extend the duration of your spells through concentration
Conditional Curse	Curse	Your curse hinders you only about half of the time
Controlled Charge	—	Charge without reducing AC
Coordinated Fire (Teamwork)	Point Blank Shot, Precise Shot	You and an ally gain damage bonuses on ranged attacks
Counterspell Feedback	Improved Counterspell	Damage casters when countering their spells
Craft Anywhere	Any item creation feat	Craft 8 hours a day while adventuring
Craft Magic Tattoo	CL 9th	Tattoo yourself and others with spell effects
Craftsman	_	+2 to all craft skill checks
Create Wondrous Creature	CL 5th, Knowledge (arcana) 5 ranks, Knowledge (nature) 5 ranks	You can create new life forms
Defensive Disarm	Int 13, Combat Expertise, Improved Disarm	When attacked and missed you may attempt a disarm maneuver
Defensive Insight	Wis 13, trained in Sense Motive	You gain a bonus to armor class when missed
Defensive Sunder	Str 13, Improved Sunder, Power Attack	Sunder weapons used to attack you

Feat Name	Prerequisites	Benefit
Delay Spell (Metamagic)	—	Delay the effect of a spell
Discriminating Spell (Metamagic)	Knowledge (arcana) 5 ranks	Alter a spell to affect or not affect a chosen race or creature type
Dispel Mastery	_	+3 bonus to dispel checks
Divine Resistance	_	Gain resistance to divine magic
Dormant Spell (Metamagic)	—	Cast helpful spells that remain dormant until activated
Draw Strike	Quick Draw, BAB +3	You can draw and strike in one fluid motion
Ducking Shot	Point Blank Shot	You are skilled at dodging while using your ranged weapon
Elemental Boost	Spell Focus (evocation)	Spells of your chosen element are infused with extra power
Enhanced Scent	Scent	Double the range of the scent ability
Enlarge Breath Weapon	Innate breath weapon	Increase area by 50%
Enlarge Wall (Meatamagic)	—	Double the dimensions of walls
Eschew Divine Focus		You can cast spells without a divine focus
Expert Healing	Heal 3 ranks	Heal 1d4 damage using a healer's kit
Extended Use	_	Extends the use of a given class feature
Extra Cohort	Cha 15, Leadership	Gain an additional cohort
Extra Extract	Alchemy	You can prepare an additional extract
Extra Familiar	Familiar	Summon an additional familiar
Extra Judgment	Judgment	You can use your judgment ability one additional time per day
Extra use	_	Use any class feature an extra 1/day
Familiar Concentration	Familiar	Familiar can maintain spell concentration
Familiar Development	Familiar	Familiar gains abilities as if 2 levels higher
Familiar Feat	Familiar	Familiar learns a feat
Familiar Focus	Familiar	Familiar's abilities are based on your character level
Familiar Range Extension	Familiar	Familiar's range extends to 100 miles
Familiar Reincarnation	Witch's Familiar	New familiars know the spells of former familiars
Familiar Training	Familiar	Familiar can utilize your feats
Fast Item Creation	Craftsman, Spellcraft 9 ranks	You crate magic items in half the time
Fast Spell (Metamagic)	_	Reduce full round spells to a standard action
Fast Track	Track class feature	You suffer fewer penalties while tracking and moving quickly
Fearsome	Cha 13	Enemies shaken by you suffer additional penalties
Fencing Stance	Dex 13, Dodge	You gain a dodge bonus when in a fencing stance
Fire in the Hole	BAB +1	Splash weapons ignore cover
Fleet of Foot	Dex 15, Run	Turn while charging

Feat Name	Prerequisites	Benefit
Fortune	_	Re-roll 1 result/day
Friend and Foe (Teamwork)	Cha 13, trained in Bluff	You and an ally can manipulate attitudes by playing friend and foe
Frugal Crafting	Any Item Creation feat or Craft class skill	Item creation costs are reduced
Giant Step	Natural reach of 10 ft. or longer	Increases the size of 5-ft. steps
Gotcha	Dex 13	You can stop an ally from falling or being moved
Great Leader	Leadership	Gain +3 leadership score
Grudge	—	You gain combat bonuses against a race or organization
Guarded Casting	Combat Casting, BAB +3	Fight defensively while casting spells and activating magic items
Hammer and Anvil (Teamwork)	Str 13, Power Attack	You deal extra damage to flanked opponents
Hardened Spell (Metamagic)	Spell Focus	+5 bonus to spell DCs against dispelling and identification
Hardy Brawler	Toughness	Nonlethal damage reduction equal to con bonus
Hexing Familiar	Major Hex, Witch's Familiar	Familiar performs hexes
Improved Caster Level	Ability to cast spells	Increase CL by 4, up to character level
Improved Concentration	—	+2 bonus to concentration checks
Improved Judgment	Judgment	Multi-class inquisitors gain a bonus to their judgment ability
Improved Multiweapon Fighting	Dex 17, Multiweapon Fighting, three or more arms, BAB +6	Gain additional off hand attacks
Improved Resistance	Innate spell resistance	+2 bonus to spell resistance
Improved Shield Ally	Shield Ally	+1 bonus to shield ally benefits
Improved Sleight of Hand	Dex 13, trained in Sleight of Hand	No penalty to using Sleight of Hand as a move action
Infer Spell	Spellbook or Witch's Familiar	Learn spells from spell trigger or spell completion magic items
Intimidating Gaze	Cha 13	Demoralize foes as a swift action
Learn Command	_	You learn commands words when activating blindly
Lighten Weapon	Str 13, BAB +1	Effort to wield weapon reduced by one category
Lighten Weapon, Improved	Str 13, Lighten Weapon, BAB +3	Removes the to hit penalty for using Lighten Weapon
Linked Resistance	Familiar	Gain your familiars spell resistance for 1d4 rounds
Magic Sense	_	Sense magic energies and identify spells you save against
Magical Insight	trained in Spellcraft	Opponents affected by your spells suffer reduced saving throws
Magical Savant	-	You reduce the ability score requirement to learn and cast spells



Feat Name	Prerequisites	Benefit
Mass Effect Spell (Metamagic)	—	Single target spells affect multiple targets
Meddlesome	-	Threatened opponents suffer a penalty when casting defensively
Meta Spell	Ability to cast spells without preparation	Learn metamagic versions of spells
Mind Over Body	Con 13	Heal more ability damage per day
Minor Damage Reduction	Con 15	Gain DR 1/- or increase existing DR by one point
Misdirected Strike	Dex 13, Int 13, Dodge, Combat Expertise, Combat Reflexes, BAB +6	You can cause opponents to attack one another
Modify Mutagen	Mutagen	Change the penalty you take from a mutagen
Moral Chameleon	Order	Change orders quickly and retain some of your prior training
Move As One	Mount Training	Move when your rider can move
Multihanded Weapon	Dex 15, Double Slice, Multiweapon Fighting, three or more arms	Use more than two hands on a weapon
Mystic Retribution	_	Zap enemies who interrupt your spellcasting using residual magic
Near and Far	_	Use reach weapons to attack adjacent targets
Nimble Mount	Dodge, Riding Training	Keep your rider out of harm's way
Offensive Insight	Wis 13, trained in Sense Motive	You gain a bonus to attack rolls against opponents you have already hit
Opportunity Counterspell	Quicken Spell, Spellcraft 15 ranks	Counterspell without a readied action
Opportunity Shot	Dex 13, Point Blank Shot, Rapid Shot, BAB +8	Take attacks of opportunity with ranged weapon
Organized Inventory	Quick Draw, BAB +1	Draw non weapon items as a free action
Pack Attack (Teamwork)	_	Gain flanking when allies are flanking
Pack Mule	—	Carry weight as if four points stronger
Parrying Stance	Dex 15, Two Weapon Fighting, Two Weapon Defense	You can use an offhand weapon to block attacks
Penetrating Spell (Metamagic)	_	Your spells overcome energy resistance
Perfect Conditioning	<u> </u>	Reduce all ability damage by 2 points
Persistent Judgment	Judgment	Your judgments persist when you are incapacitated
Pierce Armor	BAB +1	Gain bonuses to hit armored opponents
Potent Ability	-	Add +1 bonus to the DC of your supernatural and spell-like abilities
Potent Divination	Ability to cast detection spell	Your detection spells are faster and stronger than normal



Feat Name	Prerequisites	Benefit
Potent Hex	Hex class feature	+1 to hex DC
Practice Makes Perfect	_	Get +3 when taking a 10 or 20 on a skill check
Preserve Scroll	Scroll Mastery, Spellcraft 9 ranks	Cast a spell from a scroll without destroying it
Primeval Fury	BAB +1	Once per day, gain combat prowess for a short time
Prophetic Dreamer	GM's permission	Your dreams sometimes echo the future
Provoke	_	Provoke others to attack you
Pull Blow	Weapon Focus, Heal 3 ranks, BAB +3	Reduce damage after rolling
Quick Healing	trained in Heal	Provide first aid and treat wounds and poison as a move action
Rampage	Str 13, Power Attack, BAB +6	Continue a charge after dropping an opponent
Ranged Maneuvers	Agile Maneuvers	You can perform certain combat maneuvers with ranged weapons
Rank Fighting	BAB +1	Suffer no penalties for melee attacks through allies
Raw Magic	—	Sacrifice spells for level bonus to d20 roll
Reflexive Brace	Combat Reflexes, BAB +1	Brace against a charge as an immediate action
Reliable Bombs	Bomb	Gain +2 DC to bomb effects/damage
Rememorize	_	Change a prepared spell in 1 hour
Robust Health	Con 13	+4 to saves against poison and disease
Savage Critical	_	Your critical hits strike harder on a natural 20
Scroll Mastery	—	Gain a +4 bonus to CL and Use Magic Device checks to activate scrolls
Scroll Metamagic	Spellcraft 5 ranks	Add metamagic effects to spells read from scrolls
Seduction	Cha 13	Gain bonus to Bluff, Diplomacy, and Charm spells
Serve Two Masters	CL 11th, Extra Familiar, Witch's Familiar	Gain a second set of patron spells
Shaft and Shield	BAB +1	Wield two-handed spear-like weapons in one hand
Shared Judgment	Second Judgment	You grant your judgment bonus to an adjacent ally
Shared Magic	Ability to cast spells, Spellcraft 5 ranks	You can use an allies spell slots to cast your spells
Shield Evasion	Lightning Reflexes, Shield Proficiency, base Reflex save +3	Gain a limited evasion ability when using a large shield
Shielded Move	Shield proficiency, BAB +3	Prevent attacks of opportunity from a chosen opponent
Shifting Wall	_	Walls from spells can move
Sidestep Charge	Dex 13, Dodge	You gain +4 ac when charged and get an attack of opportunity if missed
Signature Focus	Eschew Materials	Create an expensive item that replaces costly spell components
Size Doesn't Matter	_	Ignore size penalties when using intimidate



Feat Name	Prerequisites	Benefit
Sizeshifter	Eidolon	Forgo size evolutions
Skirmishing	Dex 13, Point Blank Shot, Dodge, Mobility, Shot on the Run, BAB +4	Gain +2 ac while moving and making ranged attacks
Somatic Weapon	Weapon Focus, trained in Spellcraft	Satisfy somatic components using a chosen weapon
Soul Mate (Teamwork)	-	Sense when your soul mate is in danger and gain a bonus to skill checks used on them
Spell Retention	—	Never lose your spell when interrupted
Spirit Art Spell (Metamagic)	Spellcraft 5 ranks	Create spectral equipment when you summon or animate the dead
Spirit of Vengeance	—	+1 bonus to attack and damage against last opponent that hit you
Stay Down	Int 13, Improved Trip	Prevent opponents from standing up
Strange Revelation	Mystery, Knowledge (religion) 5 ranks	Learn a revelation from a mystery other than your own
Strength in Numbers (Teamwork)	—	You and your allies better resist area effects
Strengthen Link	Link or Life Link	Share magic item benefit with eidolon
Subdue	—	You are not penalized when dealing nonlethal damage
Suicide Bomber	Bomb	Set off all your bombs at close range
Sundering Bomb	Bomb, Point Blank Shot, Precise Shot	You can use bombs to make sunder attacks
Tactical Spellcasting	Dex 13, Dodge, Mobility, trained in Spellcraft	Move before and after spellcasting
Tag Team Fighting (Teamwork)	BAB +3	Allies gain attack bonuses on enemies you have hit
Tail Tricks	A tail	+1 bonus to CMB for trip and grapple
Team Defense (Teamwork)	Int 13, Combat Expertise	You gain a dodge bonus when adjacent to an ally
Team Initiative (Teamwork)	—	You and your allies share your best initiative roll
Throw and Charge	Quick Draw, Run, BAB +1	You can throw a weapon and charge as a full round action
Toss Foe	Str 15, BAB +6	Throw grappled opponent
Touch Mastery	BAB +1	Use spellcasting ability score on touch attacks
Touch of Grace	_	+1 bonus to all saves
Touch Spell Control	trained in Spellcraft	You are less restricted in how you hold a charge from touch spells
Track Spirits	Track, Knowledge (Religion) 5 ranks	You can track incorporeal entities
Transfer Spell (Metamagic)	_	Change the range of a spell from personal to touch
Two Wand Technique	Dex 15, Spellcraft 5 ranks	Activate one wand in each hand as a single action



Feat Name	Prerequisites	Benefit
Unstable Evolutions	Eidolon	Adjust 2 points of evolution when eidolon is summoned
Usurp Spell	Spellcraft 10 ranks	Gain benefits of spell countered
Vampiric Summoning	Spell Focus (conjuration)	Drain health from summoned monsters
Wall Mastery	CL 7th, Knowledge (engineering) 5 ranks	Add holes to walls you create
Wand Casting	Dex 13, Spellcraft 3 ranks	Cast spells with a wand in your hand, augmenting spells of the same school
Weaken Link	Eidolon	Eidolon and summoner can both use a chosen item slot
Weapon Juggle	Dex 13, Quick Draw, Sleight of Hand 3 ranks, BAB +1	You can sheath, pick up, and trade weapons as a free action

than using a spell slot. These lost points of Constitution are considered temporary ability score damage for all purposes, but they cannot be healed by magical means and must be regained by rest. If the ability damage is prevented, the spell will fail. 0-level spells count as 1st level for the purpose of this feat.

Special: Spellcasters who prepare spells are limited to selecting spells they prepared for that day but may cast those already used.

Commentary—It should be clear that this feat has some potential for abuse and I suspect its outside the bounds for some GMs. Unless a player has found a way to massively accelerate their ability healing, I think it requires some careful decision making by the player and will be used more for emergencies than to simply have a larger selection of spells. If you find a way to simply have unlimited spell slots with this feat, you aren't using it as intended.

Cautious Trip (Combat)

You cannot fall prone when making a trip attempt.

Benefit: When you fail a trip maneuver by 10 or more you do not fall prone.

Commentary – Ensuring you land your trips is the best defense against falling prone but it always remains a distinct possibility and can badly disrupt your plans if it happens. Having been there and done that myself, I felt some trip insurance would be a nice option.

Charmed

You may boost a single dice roll.

Benefit: You may add a +5 bonus to any single die roll after it is made (1/day).

Commentary—This is one of the simplest feats possible, and I think it does a good job simulating a character who has unusually good luck that gets him or her out of a situation where disaster might otherwise occur. It also gives players some dramatic control over their moments of success and failure.

Clever Critter

You are smarter than the average animal.

Requirements: Animal intelligence (1 or 2)

Benefit: As a genius among animals, your Intelligence is 2 points higher than normal. You understand simple statements and questions spoken in the language of your trainer, if you have one. You also have some intuitive understanding of the basic motivations of civilized races and the purpose of their most basic tools.

Special: This feat may be taken by animals.

Commentary—This feat is intended to allow the cavalier's mount to interact more with the adventuring party and participate directly in the story, albeit it in a limited way. The tale of the ill-fated Timmy, Lassie, and the well should spring to mind as an example of its use. Being able to take a wider range of feats is also nice although the list of useful feats for animals is still pretty limited.

Clockwork Summoning (Metamagic)

You summon clockwork beasts instead of those of flesh and bone.

Prerequisites: Spell Focus (conjuration)

Benefit: Clockwork Summoning can only be used with summon monster spells. Creatures summoned with such a clockwork summon monster spell lose their normal creature type and gain the construct creature type. Combat statistics, abilities, and skills remain unchanged, but all other immunities and limitations of the construct type apply. A Clockwork Summoning spell uses up a spell slot 2 levels higher than the spell's actual level.

Commentary—I love clockwork critters so this feat was born of personal motivation. It is costly but the clockwork template provides a number of useful immunities when facing spell casters. I decided to exclude the numerical side of the template since this is something that could spontaneously happen during play and I always want to avoid slowing things down.



Concentration Spell (Metamagic)

You can extend the duration of your spells through concentration.

Benefit: When the duration of a spell enhanced by the Concentration Spell feat (or a concentration spell) is set to expire, you may instead concentrate to maintain it. When your concentration ends, so does the spell. Concentration Spell may not be used on spells with an instantaneous or 1 round duration. A concentration spell uses up a spell slot 1 level higher than the spell's normal level.

Commentary—While it is not especially powerful on its face, this feat can be used to cast a normally short buff before a fight starts, a powerful spell could be maintained for an entire battle, or it could help milk your last few spell slots for extra value.

Conditional Curse

Your curse hinders you only about half of the time.

Prerequisites: Curse class feature

Benefit: When you take the Conditional Curse feat, choose one of the following pairs of conditions: night and day, inside and outside. Then choose one of the two conditions in the pair. When that condition is true, you suffer from your curse; when the other is in effect, you do not suffer from the curse. You retain the benefits from your curse at all times.

Commentary—My motivation here was to simulate the classic beauty by day, hag by night roleplaying situation. How good this feat is depends on how much you dislike your curse and how good you are at compensating for it. If your game world is in endless night or takes place underground, I recommend against using this feat as written and suggest you substitute another condition with roughly equal likelihood of being effective or ineffective.

Controlled Charge (Combat)

You charge without sacrificing defense.

Benefit: You do not suffer the -2 penalty to armor class while charging.

Commentary—I tend to especially favor feats that offer the player an advantage, and which streamline normal play by having one less variable to keep track of.

Coordinated Fire (Teamwork)

You and an ally gain damage bonuses on ranged attacks.

Prerequisite: Point Blank Shot, Precise Shot

Benefit: If you hit an opponent with a ranged attack, until your next turn, the next successful ranged attack made by any ally with the Coordinated Fire feat against the same opponent deals +2 damage.

Special: You are not considered to be an ally of yourself for purposes of this feat and do not gain bonuses based on your own attacks.

Commentary – Teamwork feats that require two people to perform the same action as a cooperative effort are challenging due to the way the initiative mechanic works. This kind of tag team system seems the best solution to that. I think one of the reasons you don't see a lot of teamwork feats is that they are comparatively very hard to design.

Counterspell Feedback

Your counterspells cause your victim to take force damage. Prerequisite: Improved Counterspell

Benefit: When you successfully counter a spell, the caster of the spell takes force damage equal to 1d4 force damage/ level of the spell countered.

Commentary—Comparing its risk and reward, counterspelling is often not worthwhile. You have to give up a guaranteed action for the mere possibility of nullifying an opponent's action. With Counterspell Feedback, if your bet pays off, you get more than a zero sum gain.

Craft Anywhere

You are always tinkering and can work in nearly any environment.

Prerequisite: Any Item Creation Feat

Benefit: You can put in a full 8 hours of magic item crafting per day while adventuring as if you were working in a comfortable and distraction free environment.

Normal: While adventuring you can only dedicate 4 hours to crafting and only receive 1 hour of progress from it.

Commentary - Having a character with crafting feats in a campaign that involves back to back adventures can be frustrating since the crafting rules make it very impractical to craft on the road. I think this would be an essential feat for anyone who really wants to get the most out for their item creation feats.

Craft Magic Tattoo [Item Creation]

You can create magical tattoos that duplicate the effects of a single spell.

Prerequisite: CL 9th.

Benefit: You can create a magical tattoo that grants a spell-like ability to its wearer. Any spell you know can be turned into a tattoo.

The base price of a tattoo is the spell's level squared \times 2,000 gp. A tattoo takes 1 day (8 hours work) to craft for each 1,000 gp of its base price. You must spend 1/2 the base price in raw materials. If the spell requires material components with a gp value, you must spend 50 \times that much on raw materials in addition to the base materials cost.

The recipient of a tattoo permanently loses 1 point of Constitution for as long as they have the tattoo.

Activating a magic tattoo is a full round action that provokes an attack of opportunity. A magic tattoo can be activated 1/day (DC 10 + spell level; CL minimum required to cast the spell).

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A magic tattoo can be permanently removed using a remove curse spell on a willing subject, mage's disjunction, or wish. A magic tattoo loses its power if the wearer dies, even if resurrected or raised from the dead. If a magic tattoo is removed, the user regains the lost point of Constitution.

Commentary—The rules have some nice guides for pricing magic items which were used as a general guideline for this feat. The ability to give nearly any character nearly any spell is quite powerful, but it also opens up great roleplaying and character customization possibilities. The spell is also one the party has access to regardless, so it's not likely to be unbalancing.

Craftsman

You have a knack for creating things.

Benefit: You gain a +2 bonus to all Craft skill checks. *Commentary* – It's not one of the more exciting feats in this series but I've always felt like the game punishes crafting and profession skills and it should be cheaper to be good at them if that is your character concept. I wanted to just have one feat that could cover the whole category rather than a series of feats addressing innumerable individual craft skills.

Create Wondrous Creature

You have learned the magical art of creating new flesh from old.

Prerequisite: caster level 5, Knowledge (Arcana) 5 ranks, Knowledge (Nature) 5 ranks

Benefit: You can create any Aberration, Magical Beast, Monstrous Humanoid, or Plant creature whose prerequisites you meet. The creature created is not necessarily under your control. To create a creature you need access to a lab, similar to an alchemist's lab, of at least 500 gp value. The creation of a creature involves taking a similar creature or creature(s) and subjecting them to various spells and grafting techniques. There is a chance that the experiment will be a failure.

To create a creature you must succeed both a Knowledge (Arcana) and a Knowledge (Nature) check (DC 20 + CR of attempted creature). You gain a +1 circumstance bonus for every attempt at a specific creature that you have previously made, whether successful or not.

If both Knowledge skill checks are failed the creature dies a horrible death. If one Knowledge skill check fails and the other succeeds the resulting creation is horribly deformed in some way and is hostile towards you.

The base price of a creature is the challenge rating squared times 1,000 gp (CR x CR x 1,000 gp). Creating a creature takes 1 day for every 1,000 gp in its base price. To create a creature, you must supply raw materials costing half of its base price. The minimum caster level for creating a creature is $2 \times CR$ of the intended creature until level 10, and level minus 5 thereafter. The appropriate spells must be used in order to add extraordinary (Ex), spell-like (Sp), and/or supernatural (Su) abilities.

Special: If a charm monster spell is cast every day of the creation process, a successfully created creature will be

entirely loyal to you, although not under your direct control. If a limited wish is used in the creation process a successfully created creature will be loyal and will follow a life goal you choose for it. If a wish is used in the creation process a successfully created creature and its descendants will follow a single life goal of your choice.

Commentary - This feat breaks the rule of simplicity wide open, although considering what it does, its handled with a pretty simple mechanic consistent with item crafting in most respects. It was not intended to help the character create their own personal army of monsters so much as to capture the flavor of the mad wizard cooking up the monster of the week. This is definitely a feat that requires game master participation and a good bit of role playing if you want to use it in a campaign. I think it has great potential for fun and creative role playing and is a great fit for the mad alchemist.

Defensive Disarm (Combat)

When attacked and missed you may attempt a disarm maneuver.

Prerequisite: Int 13, Combat Expertise, Improved Disarm

Benefit: If you are attacked by an opponent using a melee weapon and the attack misses you may make a Disarm attempt against the opponent as an Attack of Opportunity.

Commentary – This is a potentially powerful feat as onmiss effects can be very good in the right build. I think what keeps it in check is that it only works on armed opponents and most adventures feature a lot of monsters using natural weapons. If this is not the case in your game and a player has really tricked out a character with this and combat reflexes, you may need to limit it to once use per round.

Defensive Insight (Combat)

You gain a bonus to armor class against opponents that have missed you.

Prerequisite: Wis 13, trained in Sense Motive

Benefit: If you are attacked and missed you gain a +2 insight bonus to AC against that opponent and any opponent identical to it until the end of the combat.

Special: A creature is considered identical if it is using an identical stat block.

Commentary –This feat is primarily intended for the inquisitor or other divine classes who want to create a more combat heavy character but must invest in wisdom for spell casting. It could clearly be a decent boon for monks as well who can already leverage wisdom for AC so it's a feat to keep an eye on.

Defensive Sunder (Combat)

You can sunder weapons used to attack you.

Prerequisite: Str 13, Improved Sunder, Power Attack **Benefit**: If a melee weapon attack misses you while you

are fighting defensively, using full defense, or using combat expertise, you may make a Sunder maneuver against the





weapon as an attack of opportunity.

Commentary—Sunder can be powerful when facing enemies using weapons or it can be nearly useless against foes with spells or natural weapons. Granting new types of attacks of opportunity is also a tricky area where you can go too far and create killer combos. This is potentially a very powerful feat, but I felt it is balanced by the conditions that must be true for it to come into play. If it becomes a balance problem due to combat reflexes I suggest limiting the feat to one use per round.

Delay Spell (Metamagic)

You may delay the effect of a spell you cast.

Benefit: When you cast a delayed spell, you may specify 1–5 rounds. When that number of rounds has passed, the spell takes effect at the beginning of your turn. You may cause the spell to take effect earlier than initially selected by taking a standard action that provokes an attack of opportunity. Only area, personal, and touch spells can be delayed.

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

The Advanced Feats

A delayed spell can be dispelled normally during the delay and can be detected normally with spells or abilities that can detect spell effects. A delayed spell takes up a spell slot 2 levels higher than the spell's actual level.

Commentary—Delay Spell has some interesting uses for the strategic planner. For instance, heals can be cast before injuries are sustained, so you could be healed in the thick of a fight without having to stop fighting. Area spells can be cast and then a coordinated retreat arranged, leaving the enemy to take the brunt of it. You could use such a spell as a convincing threat: "This room will be a fiery tomb in 5 seconds, flee now!"

Discriminating Spell (Metamagic)

You can protect or target one race or creature type from the effects of your spells.

Prerequisite: 5 ranks in Knowledge (arcana).

Benefit: You can select one race or creature type, chosen at the time of casting, to be completely immune to the effects of your spell. Alternatively, you can elect to target your spell against a chosen race or creature type, causing only that specific race or creature type to be affected by your spell. A discriminating spell uses up a spell slot 2 levels higher than the spell's actual level.

Special: You cannot name specific individuals, only races and creature types recognized by the game or GM. For instance, you cannot name Zandor the dragon over there by the hill, but you could name dragons—or white dragons. You must use names or types commonly used in the rules or approved by your GM.

Commentary—The potency of this depends a bit on factors beyond your control as a player, but often adventures are themed, so you can, to some extent, predict what kinds of creatures you will face. The most practical use is to exclude the race of an ally. This feat cuts both ways, of course. A clever GM could use it as a great monster feat on an enemy caster with a hatred for a particular adventuring race.

Dispel Mastery

You are an expert at dispelling spells.

Benefit: You receive a +3 bonus to all dispel checks.

Commentary – I love the idea of dueling wizards and spell countering spell which inspired a number of the feats in Witch's Brew. I don't see dispelling used a lot in games I've run and played but when it does come out it has quite an impact on the tide of battle, especially when enemies or characters are making heavy use of buffing style spells.

Divine Resistance

You are more resistant to divine magic.

Benefit: You get a +4 bonus on all saving throws to resist divine spells and spell-like abilities of creatures with divine caster levels.

Commentary—I tend to feel the base saving throw feats are a bit underwhelming at only a +2 bonus since they are very

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reactive. The more specialized the bonus, the larger it can be and the more flavor it adds to the character. This feat only works on about half of all spells.

Dormant Spell (Metamagic)

You can cast helpful spells that remain dormant until activated.

Benefit: Spells enhanced by the Dormant Spell feat (or dormant spells) can be cast only on willing targets. Dormant Spell cannot be used with area of effect spells. When a dormant spell is cast, the effects upon the targets are suppressed until a later time when the spell is "activated."

Activating a dormant spell requires a standard action by its caster (which provokes an attack of opportunity but is not considered spellcasting), at which time the spell effects take place on its original targets even if they are no longer in the normal range of the spell. Once activated, the effects persist as if the spell had just been cast.

When you replenish spells, any dormant spells you have cast are lost. A dormant spell uses a spell slot 1 level higher than the spell's actual level.

Example: Tom the wizard casts a dormant haste on his four companions while in camp. No effect takes place at this time. Later in a pitched battle, Tom takes a standard action to activate the haste spell. Tom and his four companions are now hasted for the normal duration of the spell no matter where they may be when Tom activates the spell. Even if a new fifth companion happens to be standing near Tom, the new companion would not be affected since he was not a target of the spell when it was cast.

Commentary—This feat pushes my boundaries for complexity as it requires a lot of caveats to avoid rules ambiguities. Even so, questions can spring to mind and prompt a second reading to adjudicate. The basic intent is to allow characters to cast spells that ignore the normal range limitations in exchange for some forethought and committing the spell to predetermined targets. I made the activation a generic standard action to avoid additional complexity (though at the cost of a little ambiguity).

Draw Strike (Combat)

You can draw and strike in one fluid motion.

Prerequisite: Quick Draw, BAB +3

Benefit: You may draw a weapon as an immediate action, allowing you to take attacks of opportunity. So long as you have an available melee weapon to draw and a free hand(s) you may treat squares in your available weapon's reach as threatened. Once per round, if you draw a melee weapon you receive a +2 circumstance bonus to the next attack roll made during the same turn using that weapon.

Commentary – This feat began as a way to capture iaijutsu which is the martial art of drawing a sword. It was developed for unarmored combat and often begins from a seated position. The more fantastical side is the idea of drawing a sword and killing a foe with a single lightning quick



strike. For the game I simply considered what advantages would stem from a very fast draw speed on both offense and defense.

Ducking Shot (Combat)

You are skilled at dodging while using your ranged weapon. **Prerequisite**: Point Blank Shot

Benefit: You receive a +4 dodge bonus to Armor Class against attacks of opportunities you provoke when making a ranged attack.

Commentary – From the APG, Point Blank Mastery lets you utterly ignore such attacks, but with weapon specialization as a prerequisite its use is very restrictive: fighter only. I tend to like feats to be as non-restrictive as possible while maintaining play balance.

Elemental Boost

Spells of your chosen element are infused with extra power. **Prerequisite**: Spell Focus (evocation)

Benefit: Choose one of the energy descriptors (acid, cold, electricity, fire, force, light, negative, positive, or sonic). When casting spells or using supernatural abilities with your chosen descriptor, you inflict +1 damage/die rolled.

Special: With the GM's agreement, you can choose a descriptor not in this list. Elemental Boost may be taken multiple times, each time choosing a different energy descriptor. The damage bonus can only be applied 1/dice of damage even if the damage is of multiple energy types for which you have Elemental Boost.

Commentary—While characters have many ways to boost their weapon damage with feats, there are surprisingly few to enhance spell damage, especially for spontaneous casters. Because spell mechanics vary wildly compared to weapon mechanics, it is a bit trickier to guard against excessive combos and to make the mechanics simple and widely applicable at the same time. The restriction by energy type is a way to contain the feat while still keeping it simple.

Enhanced Scent

Your have trained yourself to take full advantage of your keen sense of smell.

Prerequisite: Scent ability

Benefit: You double the range at which you can detect and pinpoint creatures using the scent ability.

Commentary—Scent can be a handy tool for finding creatures normally warded by magical invisibility or who are using the Stealth skill and can be hard to defend against. While this is intended for an eidolon, some summoners may make use of it directly.

Enlarge Breath Weapon

The creature's breath weapon has a longer range than normal. **Prerequisite:** Innate breath weapon

Benefit: For line breath weapons, double the length of the line. For cone breath weapons, increase the length of the cone by 50%.

Commentary—The eidolon breath weapon is fairly strong at higher levels although it also costs a bundle of points. If you invest heavily, you may as well guarantee you see maximum returns.

Enlarge Wall (Metamagic)

You can cast larger wall spells.

Benefit: You can alter a wall spell to increase its area. Any and all numeric measurements of the spell's area increase by 100%. Such a spell uses up a spell slot 2 levels higher than the spell's actual level.

Special: Enlarge Wall does not alter the amount of damage a wall deals in any circumstance.

Commentary—Thicker walls are often harder to break down by conventional means, and in some circumstances the height or width of a wall may be important. As a GM, I've found that wall spells can be powerful and dramatically change the tone of a fight, allowing players to dictate the terms of a battle that I'd carefully arranged to their disadvantage.

Eschew Divine Focus

Your strong faith allows you to cast spells without a divine focus.

Benefit: You do not need to use a divine focus for spells or class abilities that normally require one.

Commentary – A lot of the spell casting components tend to get glossed over in play and the divine focus is certainly one of them. The description of the inquisitor as a clergyman that operates outside the bounds of his usual faith suggests he may often need to go incognito. Certainly the wolf in sheep's clothing I present in the builds section would find it hard to blend in while waving holy symbol of Asmodeus around. This feat lets you pray in a more ambiguous way and also avoids a potential vulnerability should your focus be stolen or destroyed in combat.

Expert Healing

You can use a healing kit to heal damage. **Prerequisite:** 3 ranks in Heal.

Benefit: You may treat recent injuries received by living corporeal creatures by expending one use of a healer's kit and taking 1 minute (10 rounds) to treat the creature, healing 1d4 hp damage (DC 20). You may heal an additional 1d4 for each 10 points by which you exceeded the target number on your skill check. You may not heal more damage than the target has taken in the previous 10 minutes. A given target may receive 1 healing/10 minutes.

Notes: A full healer's kit contains 10 uses.

Commentary—This is what most new players expect the Heal skill to do, and I think having it allows you to make a naturalist healer rather than a spellcaster if that is what you want to play. It's not enough to steal the spotlight from a magical healer.

Extended Use

Extends the use of a given class feature.

Benefit: When taking extended use, select a single class feature which is limited to a number of rounds equal to your class level. You can now use this feature for a number of rounds equal to twice your class level.

Special: You may take Extended Use more than once but must choose a different class feature each time.

Commentary – Rounds per level is a common mechanic for potent combat class powers. For the inquisitor the prime candidate is the bane ability which is a great damage booster. I think simply using feats to extend and enhance class abilities is as great way to strengthen class flavor and both the inquisitor and oracle provides a lot of nice hooks for doing so.

Extra Cohort

You are adept at maintaining friendships and gain an additional cohort.

Prerequisite: Cha 15, Leadership

Benefit: You attract an additional cohort but your leadership score receives a -2 modifier while you have two cohorts.

Commentary—Leadership is an unusual feat that breaks many of the usual rules for good feat design. It is long, very complicated, gives multiple benefits, is limited directly by character level, and can be a huge game changer. It is a good litmus test if you like complicated feats requiring GM participation. I find them some of the most interesting and fun, but they are often also prone to the most abuse. Some may find this feat strong, but if you have leadership in play in your game without disruption Extra Cohort is not likely to change game balance much.

Extra Extract

You can prepare more extracts than others of your level.

Prerequisite: Alchemy class feature

Benefit: You can prepare one additional extract per day of any level you can normally prepare.

Commentary – Extra X feats are what I tend to call these and they are one of the first things you look for when working on a class-feat book. I can't say they are the most innovative things, but they are important in that they let you use feats to enhance your classes' mechanics rather than adding new ones.

Extra Familiar

You can acquire more than one familiar

Prerequisite: Ability to acquire a familiar.

Benefit: You gain a second familiar.

Special: A witch taking second familiar must keep track of which familiar knows which spells as each must be taught separately. A spell may be taught to more than one familiar, but each familiar does not automatically know the spells

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learned by the others. Feats taken to enhance familiars only apply to a single familiar but may be taken one additional time for the second familiar.

Commentary—Familiars by themselves are not especially strong, and— if used extensively in combat— they can be a liability. Because of the idea that familiars represent patron powers for the witch, having a second familiar raises interesting roleplaying opportunities with competing patrons and divided loyalties.

Extra Judgment

You can use your judgment ability one additional time per day.

Prerequisite: Judgment

Benefit: You may use judgment one additional time per day.

Commentary – The value of this feat will vary a bit depending on what level the inquisitor is and the pace at which your game master runs encounters. If your group tends to only have a small number of encounters per day and/or your inquisitor is high level, it's not likely needed. If you are lower level and/or your party runs many encounters before resting, it is a very nice benefit.

Extra Use

You can use a single class feature an extra 1/day.

Benefit: One per day you may use a class feature without that use counting toward its daily limit of uses.

Special: This may not be used for spell casting or a feature that operates like spell casting (such as extracts).

Commentary—The oracle is chock full of limited abilities, but they are choices buried in choices, so addressing them individually would give you a feat with narrow appeal and utility. When faced with such a choice, I look for the broadest application possible. I also like that this feat can be taken at any level as where most extra feats must be taken after a given ability which can complicate character building.

Familiar Concentration

Your familiar can concentrate on spells for you.

Prerequisite: Ability to acquire a familiar.

Benefit: When you cast a spell that normally requires your concentration to maintain, you can let your familiar do the concentrating for you if it is within 5 ft. of you at the time of casting. Your familiar must remain within 5 ft. of you while concentrating to maintain your spell; otherwise, your familiar's concentration is automatically broken. To maintain a spell, the familiar must have an Intelligence score of 5 + the level of the spell or higher. The familiar may only concentrate on one spell at a time.

Commentary—This is a potentially powerful use for a familiar in combat, but it can also draw the attention of your enemies to the familiar so it is not without its risks.

Familiar Development

You have put time and effort into developing your familiar. **Prerequisite**: Ability to acquire a familiar.

Benefit: Your familiar's abilities are figured as if you were 2 levels higher.

Special: This feat can be learned more than once and stacks with itself, each time raising your effective level by 2 when determining your familiar's special abilities.

Commentary—Pretty much all of the familiar abilities gained by level are not very potent, so this feat poses little danger of unbalancing a game despite breaking a fairly significant taboo to avoid granting any character a trait that goes beyond their character level. Upon reaching upper levels this feat offers almost no benefit so it's likely to be swapped out for another choice.

Familiar Feat

Your familiar learns a new feat.

Prerequisite: Ability to acquire a familiar.

Benefit: Your familiar learns any one new feat it qualifies for. This new feat is unavailable to you. In many cases, familiars can learn feats you could not, such as monster feats. If your familiar dies, any replacement will also know this feat although, if it does not meet the prerequisites, it does not gain the benefit.

Special: If you have more than one familiar you must choose which one this feat applies to.

Commentary—Sacrificing a feat for your familiar is probably not a power play, but with a huge range of feats, you can probably find one that will give them a leg—or a wing up on surviving or being useful in combat.



Familiar Focus

You compensate for any lack in focus when developing your familiar

Prerequisite: Ability to acquire a familiar.

Benefit: The abilities of your familiar are now based on your character level, not your class level.

Commentary—The witch is not a bad casting class to multi-class thanks to its wide range of spellcasting. Even splashing the class for the healing hex could be of great benefit. This feat helps you keep your familiar as an important part of your character no matter your build.

Familiar Range Extension

You can communicate with your familiar over long distances **Prerequisite**: Ability to acquire a familiar.

Benefit: Your empathic communication with your familiar extends to a range of 100 miles.

Commentary—This feat opens up more roleplaying avenues as a familiar operates independently of its master on some mission or another, letting the story of the characters unfold in multiple locations. The rule this feat alters seems to be one that exists more for the sake of flavor rather than game balance.

Familiar Reincarnation

Your familiar's spirit returns from the dead with all its memories intact.

Prerequisite: Witch's familiar class feature.

Benefit: When you replace a familiar, the new familiar knows all the spells your former familiar knew.

Commentary—Think of it as the familiar insurance program.

Familiar Training

Your familiar gains the benefits of your feats.

Prerequisite: Ability to acquire a familiar.

Benefit: Your familiar gains the benefit from all feats you know so long as the familiar meets the prerequisites of the feat and the benefit applies to a trait or ability the familiar possesses. Benefits to skills or saving throws apply to the familiars score and not the scores it derives from its master. The familiar's hp cannot be altered directly through these feats.

Commentary—A great many feats that a typical character might have are either unavailable to a familiar due to prerequisites or useless because they enhance some trait or ability the familiar does not possess. However, if you plan carefully, you may be able to align them, creating a familiar to be reckoned with. The notion of pets looking like their owners leaps to mind and could be a great roleplaying shtick to go along with the feat.

Fast Item Creation

You have optimized your crafting techniques to save time. **Prerequisite:** Spellcraft 9 ranks, Craftsman

Benefit: You increase the rate at which you create magical items by 1,000 gp per 8 hour day.

Special: This feat can be taken several times, and stacks with itself. Each time it is chosen, add 1,000 gp to the value of a single magical item that the character can create per day.

Commentary - I've often found that most campaigns and adventures leave little time to utilize item creation feats. This can definitely help a character make better use of such feats.

Fast Spell (Metamagic)

Your slower spells take less time to cast.

Benefit: Fast Spell reduces the casting time of a spell which takes 1 full round to a standard action and halves the casting time for spells that take longer than a full round to cast. Fast Spell has no effect on spells with a casting time shorter than a full round. Such a spell uses up a spell slot 1 level higher than the spell's actual level.

Notes: As with Quicken Spell, spontaneous casters can use this feat without extending the casting time of the spell.

Commentary—The inspiration for Fast Spell was to reduce the full round casting time on summoning spells which are one of their major liabilities. The happy side effect is it gives spontaneous casters a way to reduce meta-magic spells down to a standard action as well, at the cost of a spell level of course.

Fast Track

You suffer fewer penalties while tracking and moving quickly.

Prerequisite: Track class feature

Benefit: You do not suffer a penalty while using Track and moving at normal speed, and only suffer a -10 when tracking while moving up to twice your speed. You can also cover your parties tracks without moving at half speed (this adds +5 to the difficulty of tracking your party as per the survival skill.)

Commentary – I began with a feat that simply helps you cover tracks, but that is a pretty rare situation as the players are more often hunter than prey. I think being able to quickly follow an enemy is far more valuable and likely to come up during play.

Fearsome

Enemies shaken by you suffer additional penalties.

Prerequisite: Cha 13

Benefit: Any time you cause an opponent to be shaken, increase the penalty for the shaken condition to -3.

Commentary – I feel standardized conditions were a great element added to the game and I like to key off them when I can. This was the first time it occurred to me to use a feat to modify a condition created by a character.

Fencing Stance (Combat)

You gain a dodge bonus when in a fencing stance.

Prerequisite: Dex 13, Dodge

Benefit: You gain a +2 dodge bonus to AC when wielding a one handed melee weapon and not wielding a shield or off hand weapon.

Special: This benefit is not intended to stack with any class abilities that grant a dodge bonus under the same restricted conditions.

Commentary – My own experience with martial arts is that there is a marked benefit to concentrating on one thing. Two weapon and sword and shield fighting are actually harder to do well because of that lack of focus. One advantage of the classic fencing stance is it presents less of a target to your opponent, and this is what I am trying to model here.

Fire in the Hole (Combat)

You can lob splash weapons around covered positions. **Prerequisite:** BAB +1

Benefit: When using a ranged splash attack your target does not receive armor class bonuses for cover, sitting, kneeling, or being prone.

Commentary – With the alchemist it is challenging not to think of their bombs as grenades which brought to mind the name of this feat. At first I rejected it, but honestly it is an apt description of what is happening when you use it.

Fleet of Foot

You can turn while running or charging.

Prerequisite: Dex 15, Run

Benefit: When charging, you can make a single direction change of 90 degrees or less. You must move at least 10 ft. after the direction change. You can't use this feat if your base speed is reduced due to armor or encumbrance.

Normal: Without this feat, you must charge in a straight line.

Feats vs Class Abilities

I added the special section to fencing stance because I imagine this would be a likely ability for a swashbuckler style class and because dodge bonuses stack. Gaining two stacking bonuses for the same thing is something I try to avoid when creating feats.

The difference between a class feature and a feat is often very narrow and as the game grows in both areas, overlap is inevitable. One of the traditional mechanical differences is that class abilities can grow as the character levels as where feats tend to offer a static bonus. Another is simply that class abilities can vary wildly in power as where each feat should be roughly balanced with every other feat in the game. *Commentary*—This is based on an SRD feat that never made it into Pathfinder Roleplaying Game, probably because of its narrow focus. If you are a character using charge mechanics (as the mythic knight build does), it's a great way to increase your charging opportunities. It has been updated to match the Pathfinder Roleplaying Game rules set.

Fortune

You have unusually good luck.

Benefit: You may choose to re-roll the result of a single die roll you have just made (1/day). You must use the result of the second roll even if it is lower than the first.

Commentary—The cavalier seems like the sort of character on whom fortune may sometimes smile. This feat is good for the player who isn't sure what to take. It's bound to be useful from time to time and, occasionally, may be a real life saver, but it doesn't really add to the overall strength of a chaacter.

Friend and Foe (Teamwork)

You and an ally can manipulate attitudes by playing friend and foe.

Prerequisite: Cha 13, trained in Bluff

Benefit: You and an ally with this feat play friend and foe, where one of you appears helpful and the other dangerous. It can be used with either diplomacy or intimidate when attempting to adjust attitude. For diplomacy the friend makes a diplomacy check with a DC of 15 + targets Wisdom bonus. If successful the targets attitude moves up for the friend and down for the foe. If the foe's starting attitude is hostile it simply remains hostile. For intimidate the foe makes the check but the target's hit dice is not added to the DC. If successful, in addition to the usual temporary attitude shift and cooperation, the target's attitude is shifted up one step towards the friend.

Commentary – This is of course, good-cop/bad-cop rendered as a feat. I really wanted to think of a teamwork feat that was more social than combat oriented and this is what came to mind. It's also perfect for the wolf in sheep's clothing build. As an inquisitor, solo tactics lets you rope in allies as a somewhat unwitting bad cop who takes the attitude hit for the good of the team.

Frugal Crafting

You have mastered the art of crafting on the cheap.

Prerequisite: Any one Item Creation feat, or Craft as a class skill

Benefit: The cost of creating magical items is reduced to 1/3 of its base cost in raw materials. The cost of crafting non-magical items is reduced to 1/4 of its base cost in raw materials.

Commentary - Essentially this feat just saves you money. Its value depends a bit on the type of campaign you play in. If money is tight it may well be of great value, if gold is plentiful then this feat does little to strengthen your character.

Giant Step

Your long legs allow you to take longer steps.

Prerequisite: Natural reach of 10 ft. or longer

Benefit: Whenever you could normally take a 5 ft. step, you may instead move a distance equal to your natural reach, without provoking attacks of opportunity. You still cannot move through the squares of other creatures, unless the size difference is great enough to allow you to occupy the same space. Nor can you move farther than your speed in this way.

Commentary—This could simply be a house rule for monsters, but it is potentially quite powerful for an eidolon with size evolutions. Shifting out to maximum reach forces smaller opponents to provoke attacks of opportunity each time they want to close ranks with you unless they have tumble or a similar trick to avoid it.

Gotcha

You can stop an ally from falling or being moved.

Prerequisite: Dex 13

Benefit: When an ally in reach is knocked prone, pushed, pulled, or is falling you can make a DC 10 strength or dexterity check as an immediate action to keep them standing or prevent the movement. In the case of falling allies you must keep hold of them. You must have a free hand to perform this action but you may drop an item as part of this action before making the ability score check.

Special: You cannot use this ability if you are also falling or being moved.

Commentary – This was the result of trying to come up with teamwork feats but ultimately it just made more sense as a general feat that helps defend allies against various maladies. While the special section should go without saying, I find it is best not to leave illogical rules loopholes if you can help it.

Great Leader

You are a particularly inspiring leader.

Prerequisite: Leadership

Benefit: You receive a +3 bonus to your leadership score. *Commentary*—This is a nice example of how a very simple feat mechanic can have a number of different effects depending on the mechanic it is altering.

Grudge

You gain a damage and maneuver bonus against members of a given race or organization.

Benefit: When taking grudge you must select a race or organization against which you hold your grudge. You gain a +1 moral bonus to damage rolls and +1 morale bonus to CMB against members of the selected race or organization.

Special: Whenever you gain a character level you may change the race or organization against which you hold your grudge. You need not do this immediately upon leveling

but it must be done outside of combat and only once per character level.

Commentary -I have a soft spot for feats that come with a role playing hook. It treads a bit in the territory of favored enemy, but the targets are narrower and the benefit is far more modest.

Guarded Casting

You can cast spells and use magic items while fighting defensively.

Prerequisite: Combat Casting, BAB +3.

Benefit: So long as you are considered armed or are carrying a shield, you can use the fighting defensively option when casting spells or activating a magic item. The benefits are the same as when attacking: -4 to hit and +2 to AC until your next turn. You can also gain the benefits of Combat Expertise while casting or activating.

Normal: You can only fight defensively with an attack or full-attack action.

Commentary—Fighting defensively is not commonly used due to the steep penalty and the fairly meager benefit. Most who would want to fight that way will choose Combat Expertise instead. While it may seem the caster gets a free ride, this is only a small benefit for being in a potentially dangerous situation, and the feat cost makes it a specialized choice for a caster that likes the thick of combat.

Hammer and Anvil (Teamwork)

You deal extra damage to flanked opponents.

Prerequisite: Str 13, Power Attack

Benefit: When you and an ally with this feat are flanking an opponent and you are using power attack, you gain an additional +2 bonus to damage against the flanked opponent. The bonus changes to +3 with a two handed weapon and to +1 with an offhand weapon.

Commentary – While precise strike does offer a damage bonus for flanking, I found there just weren't enough offensive options among teamwork feats to support a strength based character. I designed this feat to help fill that gap.

Hardened Spell

Your spells are difficult to counter or dispel.

Prerequisite: Spell Focus

Benefit: Choose a spell school for which you have the Spell Focus feat. Your spells of that school have gain a +5 bonus to the DC needed to identify and to dispel them.

Special: You may take this feat multiple times. Each time you take this feat, it applies to a different school of magic.

Commentary—Casters are alarmingly vulnerable to a sweeping dispel magic. It can destroy all your hard work in one fell swoop. Because the summoner is so heavily focused in the conjuration school and because Spell Focus rarely helps them except as a prerequisite for Augment Summoning, this is a nice way to get more use of it. It also protects your magical investments in battle.



Hardy Brawler

You can shrug off non-lethal blows without affect.

Prerequisite: Toughness

Benefit: You gain damage reduction against nonlethal damage equal to your constitution modifier.

Commentary – While this feat wouldn't normally be of great use in normal combat, it could be great for a character who makes their living as a bar brawler or sport fighter. It was inspired by the Alchemist's hulk like mutagens.

Hexing Familiar

Your familiar can throw hexes for you.

Prerequisite: Major hex class feature, witch's familiar class feature.

Benefit: Your familiar can perform any basic hex you know. It cannot perform major or grand hexes. It performs the hex using your caster level and its Intelligence modifier to determine DC and hex effects. The familiar cannot perform a hex in the same round that you perform a hex and vice versa.

Commentary—The benefit here is you can use your lower level hexes in combat without sacrificing the use of more powerful effects. In each round of combat, actions have an opportunity cost of not doing something else that is more powerful. That tends to mean weaker effects become near useless, and since hexes are used at will, you have little reason to use weaker ones when stronger ones are available.

Improved Caster Level

You raise your caster level.

Prerequisite: Ability to cast spells.

Benefit: Your effective caster level in all spellcasting classes is increased by 4, but no higher than your character level.

Special: You can take this feat multiple times; its effects stack.

Commentary—The loss of caster level is one of the things that makes it very hard to multiclass full casters and still have them be effective with the spells they know. Many spells are designed to scale up in power as you level the caster to ensure they stay useful at higher levels. Casters who multiclass not only deny themselves more powerful high level spells, but also, the spells they do have become weaker relative to their foes. Characters who try to mix together two casting classes are doubly hit by this problem. Improved Caster Level gives multi-classing characters a tool to keep their lower level spells relevant.

Improved Concentration

You are practiced at spellcasting in difficult circumstances.

Benefit: You gain a +2 bonus to all concentration checks.

Commentary—I was surprised there was no feat to generally increase concentration. When this was a skill, the usual skill feats could be applied for that purpose. Since it

is an inherent level-based check in Pathfinder Roleplaying Game, the only concentration checks you can improve on through your build are casting defensively.

Improved Judgment

Multi-class inquisitors gain a bonus to their judgment ability. **Prerequisite**: Judgment

Benefit: For purposes of determining the bonuses from your judgment ability, treat your inquisitor level as if it were 5 levels higher, but no higher than your character level. This does not grant extra uses, only enhances the bonuses of the specific judgments.

Commentary – I like multi-classing and I felt that judgments were so essential to the class that there was need of a feat to help shore them up when multi-classing. Five levels was the mark I chose because that would increase any judgment by one step, but no judgment by two steps. The net result is you get +1 to the effect of any given judgment. Of course as further judgments are created, this may not always hold true.

Improved Multiweapon Fighting (Combat)

You get extra attacks with all your weapons.

 $\ensuremath{\textbf{Prerequisite:}}$ Dex 17, Multiweapon Fighting, three or more arms, BAB +6

Benefit: You may make a second attack with each of your off-hand weapons with an additional –5 penalty to hit.

Normal: With Multiweapon Fighting, a creature gains only a single attack with each extra weapon.

Special: This feat replaces the Improved Two-Weapon Fighting feat for creatures with more than two arms.

Commentary—This SRD feat has not shown up in Pathfinder Roleplaying Game form as of yet, and it was important to the master of arms build, both for its benefit and because it acts as a prerequisite for other feats in the core rules. The Multiweapon Fighting rules and the eidolon are a dangerous combination balance-wise. It is cheap and easy to add arms to an eidolon, gaining an armed attack for only 1 evolution point.

Improved Resistance

Your magical resistance is greater than normal.

Prerequisite: Innate spell resistance

Benefit: You gain a +2 bonus to your spell resistance.

Commentary—When looking at modifiers to a d20 roll, every +1 reflects a 5% shift in the outcome. Gaining one 10% boost to SR is not a real game changer, but if it were stackable, you could quickly guarantee near-immunity to non-damage spells.

Improved Shield Ally

Your eidolon is especially protective. **Prerequisite**: Shield ally class feature **Benefit**: Gain a +1 bonus to the shield and circumstance bonus from the shield ally and greater shield ally abilities.

Commentary—This is yet another class of feats you create simply by looking for an existing bonus and offering an option to make it a bit stronger. All told, the shield bonus to AC is less useful than the circumstance bonus to saving throws since it is weak compared to an actual shield and doesn't stack with the shield spell which is included on the summoner spell list.

Improved Sleight of Hand

Your hands are especially deft and quick.

Prerequisite: Sleight Of Hand as a class skill, Dex 13 **Benefit**: You can make a Sleight Of Hand skill check as a move action without the usual -20 penalty.

Commentary – This is a bit limited to concept characters, but it's a fun skill and I find the rules are a bit limiting so I wanted to make it more accessible in combat. I love the notion of snatching someone's wand and then using it against them.

Infer Spell

You can learn spells from magic items.

Prerequisite: Spellbook or witch's familiar.

Benefit: You can learn spells from spell trigger and spell completion magic items. You must study the item for 1 day/ spell level you are attempting to learn. The item must be able to produce an effect identical to the spell you are learning.

After the period of study, you must make a Spellcraft check identical to copying a spell from another spellbook (DC 15 + the level of the spell). If you fail, you are subject to the same limitations as when failing to copy a spell from a scroll. The spell must be one you are normally permitted to learn.

Commentary—One of the fun things about casters that learn spells is the hunt for new and powerful enchantments. This feat is a nice way to expand the sources you can draw on, especially for adventures that aren't thoughtful enough to provide new spells as treasure.

Intimidating Gaze

You can demoralize foes with a look.

Prerequisite: Cha 13

Benefit: You can demoralize an opponent as a swift action if this is the first time you have attempted to demoralize a given opponent in this combat.

Commentary—Demoralizing is not very powerful, especially as a standard action. As a swift action, it becomes a nice use of the skill but can bog down play with constant Intimidation checks. The swift action limits it to 1/turn, and the 1/opponent rule keeps you from constantly spamming glances at your opponent.

Learn Command

You gain insight into an item when activating it blindly.

Benefit: If you are successful when activating an item blindly (use magic device check DC25) you actually learn the true command word or activation mechanism for the item you are using and thus no longer need to activate it blindly henceforth.

Notes: You still may need to make a Use Magic Device check to use the item if you don't meet the normal requirements for it, you only get to skip the activate blindly check.

Commentary - This is a feat that demonstrates how a feat can actually speed up play by removing a dice roll from the game at the same time it offers the character an advantage.

Lighten Weapon (Combat)

You can balance heavy weapons making them easier to wield. **Prerequisite:** Str 13, BAB +3

Benefit: Chose one type of weapon. When using a weapon of that type you may reduce the effort required to wield it by one step but suffer a -2 penalty to hit with that weapon. This allows you to wield a weapon one size larger as if it were your own size, use a two handed weapon in one hand, or a one handed as a light weapon.

Normal: Weapons of a size category one step larger increase the effort required to wield them by one step, light becoming one handed, one handed becoming two handed,

Multiweapon Fighting

The Master of Arms' eidolon is a case where I have intentionally limited just how far I'm willing to push the envelope in min-maxing. Multiweapon Fighting is typically reserved for certain high level monsters and a few cases of four-armed PC classes. Once you have it, each arm you add is another attack—three more attacks with Improved and Greater Multiweapon Fighting (if someone adapts if for Pathfinder.)

The eidolon rules limiting natural attacks apply only to the number of natural attack forms you can add to the eidolon and not the number of attacks it can make with weapons. Multiweapon combat rules also allow for adding natural attacks to your routines as secondary natural weapons. You could max out the full seven natural attacks, take six sets of arms, and you get three main hand, seven natural, and 33 secondary attacks for 43 swings, each of which has various attack and damage values and will grind your game to a screeching halt. I decided to stop at six arms (one with a shield), stop at Improved Multiweapon, and only develop the original two natural attacks. That is still up to 15 attacks, which is a heck of a lot for one critter. and two handed becoming un-wieldable. Two handed weapons may not be used one handed. Using a one handed weapon in your off hand results in suffering a -2 attack penalty to all of your attacks (in addition to other off hand penalties that may apply).

Special: The effect of this feat does not stack with other feats that alter wielding effort or weapon size. You may take this feat multiple times each time choosing a different type of weapon.

Example: Rogar the Human Fighter takes Lighten Weapon and chooses Greatsword. He can now use a Medium sized Greatsword in one hand with a -2 to hit and adding 1 x Strength bonus to damage. He can also wield a Large sized Greatsword in two hands with a -2 to hit and adding 1.5 x Strength bonus to damage.

Commentary – I wanted to create a catch all feat that would grant the fantasy of wielding over sized weapons that is so popular in our imaginations and fantasy illustrations. Other d20 feats have generally failed to achieve this without creating confusion and have not quite covered all the rules angles. I think this one hit's the mark, but it does require some explanation for those not up on the rules minutia it covers. I've crunched the numbers on damage outputs for this feat and it's actually not all that strong except when you start looking at really massive weapon sizes for enlarged characters and that is because the dice step mechanics make bigger jumps in the upper ranges.

Lighten Weapon, Improved (Combat)

You have mastered the use of oversized weapons.

Prerequisite: Str 15, Lighten Weapon, BAB +8

Benefit: Chose a weapon when taking this feat. When using the lighten weapon feat you do not suffer the associated -2 to hit penalties for using that feat with your chosen weapon.

Commentary – Improved Lighten Weapon actually makes Lighten Weapon worth a feat from a statistical point of view. By its self lighten weapon is really more about looking cool than actually doling out great damage. We did a comparison to Weapon Focus + Weapon Specialization and that combo beat the Lighten Weapon set by a small margin for most situations which they should since they are more limited in application and access.

Linked Resistance

When touching your familiar, you benefit from its spell resistance.

Prerequisite: Ability to acquire a familiar.

Benefit: So long as your familiar remains within 5 ft. of you, you may take a standard action that provokes an attack of opportunity to gain spell resistance equal to that of your familiar for 1d4 rounds.

Commentary—Familiar spell resistance seems intended to help the survivability of pets in upper levels. One can imagine the familiar expanding its aura or bravely blocking



the incoming magic. The benefit is substantial but the duration is far shorter than the spell resistance spell.

Magic Sense

You can sense magic energies and identify spells you save against.

Benefit: As a standard action you can sense the presence of enchanted items or permanent spell effects within 30 ft., identifying which items or areas are magical. In addition, whenever you succeed at a saving throw against a spell, spelllike ability, or supernatural ability, you know what would have happened had you failed your save. This is considered an extraordinary ability.

Special: This ability to sense enchanted items or spell effects does not allow you to bypass or reduce the effects of blindness or concealment in combat.

Commentary—I like the notion that, if magic were a real



thing, creatures could sense it by natural means. I can see this being of great use to an investigator or scout.

Magical Insight

Opponents affected by your spells suffer reduced saving throws.

Prerequisite: trained in Spellcraft

Benefit: Any opponent who has failed a saving throw against one of your spells suffers a -2 penalty to save against any further spells you cast in this combat. This penalty does not stack from repeated failed saves.

Commentary – I like how this opens up some interesting tactics in sizing up enemies with a weaker spell and then following up with something stronger. It certainly gives an expanded use for some of the cantrips that become all but pointless at higher levels.

Magical Savant

You reduce the ability score requirement to learn and cast spells.

Benefit: When taking this feat select one ability score. Treat that ability score as if it were 4 points higher for purposes of learning and casting spells only. This does not affect DC values, durations or other spell traits of the spells you cast.

Commentary – This feat arose out of the act of making the builds for this book. I think the inquisitor class is a little bit flawed in that wisdom is critical for spell casting and for little else. I felt that 4pts was about right, not so much that a full caster could get away with spending nothing on the ability, but enough that it was a decent saving in ability score points.

Mass Effect Spell (Metamagic)

Your spells can affect more targets.

Benefit: A spell that normally affects a single target now affects 1 target/caster level, no two of which can be more than 30 ft. apart. A mass effect spell uses up a spell slot 4 levels higher than the spell's actual level.

Special: If used with a touch spell, all targets must be in physical contact with one another. This feat does not work on spells with a range of "personal."

Commentary—This feat could help make spell supplements a bit slimmer as many spells are mass versions of other spells. It's a great feat for a high-level caster that likes to buff the party or cast de-buffing spells on the enemy. It isn't always the sexiest way to play a caster, but such spells can have a huge impact on combat.

Meddlesome

Threatened opponents suffer a penalty when casting defensively.

Benefit: Anyone you threaten suffers a -5 penalty on concentration checks to cast defensively.

Commentary - Due to the Stalwart ability and good saves,

inquisitors make good caster hunters, especially vs. enemy priests. This feat helps ensure your targets don't have an easy out for spell casting.

Meta Spell

You can learn metamagic versions of spells.

Prerequisite: Ability to cast spells without preparation. **Benefit**: When you gain new spells, you may learn a

metamagic-enhanced spell. You must have the appropriate metamagic feat, and the enhanced spell counts as a spell of the level it would be cast at using the metamagic.

You can cast this metamagic-enhanced spell without increasing its casting time but may not cast it without the metamagic it was learned with unless you also learn a version of the spell without metamagic. Adding any metamagic beyond what the spell was learned with increases the casting time for the spell.

This does not allow you to apply a given metamagic feat more than once to a spell.

Example: Sue the oracle becomes 10th level and gains a new 5th-level spell. Instead of learning a standard 5th-level spell, she could learn empowered searing light (3rd-level spell +2 spell levels for the Empower Spell feat), which she could then cast spontaneously without increasing its casting time.

Commentary—With Meta Spell, the character is giving up the versatility of spell selection for different options for delivering a given spell. It also lets you fiddle with your spell list and in the Phoenix build I use it to ensure there are good fire damage spells at all spell levels.

Mind Over Body

You heal ability damage at an astounding rate.

Prerequisite: Con 13

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

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

Commentary - I think it's most likely this will be taken in conjunction with some class feature that doles out ability damage or for an undead hunter concept character. I'd say it's on the weak side, but if it were much stronger it could lead to abuse with a feat like Cannibalistic Casting.

Minor Damage Reduction

Minor wounds seem to have no effect on you.

Prerequisite: Con 15

Benefit: You gain DR 1/- or increase your damage reduction from all feats and class abilities by one point.

Special: You can take this feat multiple times, its effects stack.

Commentary - Damage reduction is often treated as a very potent game mechanic, and while for monsters it can be a hearty defense, for a character it's often weak on its own. This is especially true if you cannot increase it as you level up. This is my effort to allow characters to make DR a character

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strategy if they wish to. Considering the massive damage possible at high level play, I don't see this as ever being an unbalancing ability even if every feat option were dedicated to it.

Misdirected Strike

You can cause opponents to attack one another.

Prerequisite: Dex 13, Int 13, Dodge, Combat Expertise, Combat Reflexes, BAB +6

Benefit: When an opponent attacks you and misses with a melee attack, you may, as an attack of opportunity make a combat maneuver check against the attacker. If successful you may redirect the attack to another opponent who is adjacent to you and in reach of the attacker. Use the same attack roll, including modifiers when checking to see if the attack hits the second opponent.

Commentary – A simple idea, but not one that is easy to represent in the rules. It's also potentially very powerful so I tried to put in a lot of limitations. The use of the combat maneuver mechanics is one such limitation, using it as an attack of opportunity is another. Keeping the attack roll made against you both helps balance the feat and keeps down the number of extra rolls being made.

Modify Mutagen

You have leaned to gain greater control of your mutagens side effects.

Prerequisite: Mutagen class feature

Benefit: When creating mutagen you can change an

Multiple Arms

All kinds of questions come up when you end up with more than two arms. The way the multiweapon feats are written, they assume each hand has its own weapon. It would be clearer if the rules simply addressed primary and secondary weapons as is done with natural attacks, but that is not the case. I would say, it's best considered that each weapon other than the one that is claimed as the main-hand weapon is "off-hand," no matter how many hands it has.

The rules say an off-hand weapon always does 1/2 Strength damage, but I would modify that to being 1/2 Strength less than normal to keep the balance between extra hands and extra attacks. Multihanded Weapon avoids that by using Double Slice as a prerequisite, which means off-hand damage is normalized, and the 1/2 damage per hand rule covers all situations.

A reader may ask "Can a six-armed monster use three long bows at the same time?" I'd say yes, but the rules are not explicit there either. Worse yet, how many crossbows can a six-armed monster reload in one action? A strict reading would say only one but the spirit of the simulation suggests three. ability penalty to the ability score of your choice.

Commentary - Loosing Int can be a bummer for an alchemist looking to boost their strength score. I think a feat is a decent cost to shift the penalty to a less vital statistic.

Moral Chameleon

You can change orders quickly and retain some of your prior training.

Prerequisite: Order class feature

Benefit: When you change orders, you keep your existing order abilities instead of gaining the abilities from your new order. You do not lose your order abilities when changing orders, but you may do so only 1/level.

Special: If you lose this feat for any reason, you must take the order abilities of your current order instead of those you have from prior orders.

Commentary—As a game player and sometimes designer, I love anything that lets me play mix and match to create my own combo. On the other hand, limitations give a game an effective sense of clear choices. Moral Chameleon stems both from this thinking and also from the notion of people who seem to fit in nearly any social group with aplomb. I think such a person can follow one philosophy yet apply the lessons of others at the same time.

Move as One

You and your rider move with one mind and purpose.

Prerequisite: Mount Training

Benefit: When your rider is granted an opportunity to move by a feat or ability, you perform the movement instead. If the movement has a cost or penalty, both you and your rider pay the cost or suffer the penalty.

Special: This feat does not grant a type of movement you do not normally posses. For example, even if your rider can fly or walk on walls, you cannot. This feat can be taken by animal companions or other mountable animals allowed a feat.

Example: If your rider has the Step Up feat and an adjacent foe takes a 5-ft. step, you may make the 5-ft. step instead of your rider. If you move on your next turn, you subtract 5 ft. from your total movement.

Commentary—A couple of times while trying to do the builds, I found myself confounded by feats that allowed movement but wouldn't work on a mount. The cavalier abilities pretty much all take this need into account, but if you were multiclassing or looking at some of the combat feats that involve movement, they might not. Giving the same feats to the mount often fails due to the way the movement triggers are worded.

Multihanded Weapon (Combat)

You can wield a weapon with three or more hands. **Prerequisite**: Dex 15, Double Slice, Multiweapon Fighting, three or more arms **Benefit**: You are quite versatile in your use of multiple arms to wield weapons. You can wield a two-handed weapon with up to four hands. Each hand beyond the first adds an additional 1/2 your Strength bonus to the damage roll. Additionally, provided you have sufficient arms to do so, you can wield multi-handed weapons as "off-hand" weapons.

Example: A six-armed monster with a Strength of 20 could wield two greatswords, each with three hands. Both would deal double the Strength bonus damage: 1 + 1/2 for each additional hand for a total of +10 damage in this case. The second greatsword would be considered "off-hand," and the multiweapon penalty of -4 for the primary hand and -4 for the secondary hand weapon would apply.

Commentary—The biomechanics of this may be a bit hard to imagine, but the principle is consistent with the rules for two-armed creatures. An eight-armed eidolon wielding four halberds would be a terrifying sight indeed. It is unclear whether multihanded weapons are usable as "off-hand" in the base rules, so this feat makes it explicit by allowing that approach.

Mystic Retribution

You can zap enemies who interrupt your spellcasting, using residual magic.

Benefit: If your spellcasting is interrupted by a melee attack and your spell is lost, you may make a touch attack (considered armed) as an attack of opportunity against the attacker. This attack deals 1d6 hp force damage/level of the spell lost.

Commentary—While this is mostly a defensive measure, you could lure an opponent into striking you in order to damage them with an otherwise harmless spell. To do so, you must be hit, fail your concentration, and land the touch attack.

Near and Far (Combat)

You may use reach weapons to attack adjacent targets.

Benefit: When using a reach weapon you may attack adjacent foes.

Commentary—While it is challenging to wield a pole arm in this way, it is possible given the proper technique. This can be a handy feat for lance-wielding cavaliers, giving them a wider range of target spaces and a way to defend themselves from close targets without switching weapons.

Nimble Mount

You help keep your rider out of harm's way.

Prerequisite: Dodge, trained in riding

Benefit: You grant your rider a +1 dodge bonus to AC and Reflex saving throws. Your rider loses this bonus if you lose your Dexterity bonus to AC for any reason.

Special: This feat may be taken by animals.

Note: Dodge bonuses always stack as long as they are from different sources.

Commentary-I wanted a feat that would help the rider

dodge incoming attacks based on the idea of a mount rearing up to avoid danger. With a little research, it turns out that rearing is generally a bad thing in combat, but battle mounts were trained to be especially nimble and react quickly. I also wanted to create at least a couple of feats that mounts could take to directly aid their riders rather than themselves.

Offensive Insight (Combat)

You gain a bonus to attack rolls against opponents you have already hit.

Prerequisite: Wis 13, trained in sense motive

Benefit: You gain a +1 insight bonus to attack rolls against opponents who you successfully hit previously during this combat.

Commentary – As with defensive insight I wanted a mechanism where the inquisitor's investment in wisdom could pay off in combat to some degree. My only reservation is there is some book keeping involved, though generally you will have a good sense of who you have hit and who you haven't.

Opportunity Counterspell

You can counterspell without a readied action.

Prerequisite: Quicken Spell, 15 ranks in Spellcraft.

Benefit: You can counterspell any spell cast within line of sight as an immediate reaction without having readied an action or designated a target (1/round). The DC of your Spellcraft check is increased by 10 when using this feat.

Commentary—This is a huge advantage in a caster versus caster scenario. It does have a hefty penalty to overcome,

On Horsemanship

My research on the historical training of horses for battle was a fascinating journey. The oldest surviving manuscript on the subject is On Horsemanship, written around 350 BCE by the Greek author Xenophon, a famous general. He is credited with many of the ideas and principles that are the foundation of horse show competition today.

The different forms horses were trained in are called "classical dressage," and the most important trait of a battle horse is its ability to "collect." A horse that collects is standing so that more of its weight is on its hind legs and its head is held high. This stance allows the horse to react and change directions quickly. Reading up on this history and using it ingame would be a great way to bring your character to life in your mind's eye.



but at higher levels, the base DC is nearly an auto success for most casters. I think it is another good feat for making counterspell more than just a once in a character's lifetime event.

Opportunity Shot (Combat)

You can shoot nearby opponents who let their guard down.

Prerequisite: BAB +8, Dex 19, Point Blank Shot, Rapid Shot, Precise Shot

Benefit: When armed with a ranged weapon that is ready for use you effectively threaten all squares up to 30 ft or the reach of your ranged weapon, whichever is smaller, for the purposes of making attacks of opportunity with your ranged weapon. This feat does not work if you are threatened by an opponent, nor can it be used to establish flanking.

Commentary – This is a potentially powerful feat that gives an archer far more "control" over the battlefield than they normally command. The key balancing factor is the requirement to not be threatened. It gives the character's opponents, and thus the GM, a mechanism to actively limit its use.

Organized Inventory

You can quickly retrieve items from your inventory. **Prerequisite:** Quick Draw, BAB +1



Benefit: You can retrieve any hand held item from your inventory as a free action that does not provoke an attack of opportunity.

Commentary – Quick Draw specifically omits non weapon items like potions and wands from being pulled as free actions. Combined with Chug Potion, drinking potions in combat is quick and easy.

Pack Attack (Teamwork, Combat)

You and your allies coordinate attacks to keep your opponent off guard.

Benefit: If an ally with this feat is flanking an opponent whom you threaten, you are also considered to be flanking that opponent.

Special: This feat may be taken by animals.

Commentary—This can be an especially useful teamwork feat for the cavalier to use with their tactician class feature since nearly any melee character can take good advantage of the attack bonus. An order of the sword cavalier, however, might find such a maneuver lacks chivalry. The inquisitor however would have no such qualms.

Pack Mule

You can carry more than others of your stature.

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

Commentary - If your game doesn't pay attention to encumbrance, there isn't much point to this feat, but if you do, an alchemist could find themselves with a lot of equipment to carry and this fits a kind of inventory management theme with some for these feats.

Parrying Stance

You can use an offhand weapon to block attacks.

Prerequisite: Dex 15, Two Weapon Fighting, Two Weapon Defense

Benefit: At the beginning of your turn when wielding a weapon in your off hand, you may choose gain a shield bonus to armor class equal to 2 + the off hand weapon's enhancement bonus against melee attacks. If you do so you may not make off hand attacks until your next turn.

Note: This does not stack with the shield bonus from Two Weapon Defense.

Commentary – I think the cost of this feat limits it to those who want a defensive option available but for whatever reason don't want to actually use a shield. Mechanically it isn't quite as good as using a shield because you only get the bonus against melee attacks. This could be attractive for monks to get a shield bonus, but the feat requirements are not useful for most monks in pathfinder.

Penetrating Spell (Metamagic)

Your spells can overcome energy resistance.

Benefit: A penetrating spell ignores all energy resistance when dealing damage. A penetrating spell takes up a spell slot 1 level higher than the spell's actual level.

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Commentary—This can be a nice feat if you are really dedicated to a particular damage type as spontaneous casters sometimes are. Outright immunity, however, still remains an issue.

Perfect Conditioning

Your physical and mental conditioning helps you resist ability damage.

Benefit: You reduce all ability damage you suffer by 2 points.

Special: The benefit does not apply to any self-induced ability damage, nor does it apply to affects which "reduce" an ability score.

Commentary – I worded this so it could not be used with Cannibalistic Casting or any other self sacrificing ability damage. It is one of the more niche feats in this series but it can be a life saver when you do face ability damage monsters.

Persistent Judgment

Your judgments persist when you are incapacitated.

Prerequisite: Judgment

Benefit: You do not lose the benefit of your judgments if you are taken out of the fight for any reason other than being killed.

Normal: You do not receive judgment bonuses if frightened, panicked, paralyzed, stunned, unconscious, or otherwise prevented from participating in the combat.

Commentary – I didn't especially care for the rule this feat circumvents. Since judgments are generally only applied to the inquisitor. I think since judgment calls on divine power it's reasonable to say that the benefit can persist so long as the inquisitor lives and foes threaten him.

Pierce Armor (Combat)

You have mastered armor-piercing weapons.

Prerequisite: BAB +1

Benefit: When using a melee piercing weapon, you gain a +1 bonus to attack against opponents wearing medium armor and a +2 bonus to attack opponents wearing heavy armor.

Special: For purposes of this feat, natural armor values from +5 to +7 are treated as medium armor and values of +8 or more are treated as heavy armor.

Commentary—I've always been fond of the idea that different weapons have specific combat uses. Defeating armor is one of the traditional benefits of piercing weapons.

Potent Ability

You add a +1 bonus to the DC of your supernatural and spell-like abilities.

Benefit: Add a +1 bonus to the DC to save against all of your spell-like and supernatural abilities.

Commentary—I really wanted to have a feat that allowed you to use metamagic to amplify supernatural and spell-like abilities, but the mechanics were just too complicated to

cover all the dangling rules problems, and it was difficult to cost it appropriately. Instead, I created another broad feat to cover the vast array of revelations—one that could be used by just about every magical class or race in the game.

Potent Divination

Your detection spells are faster and stronger than normal.

Prerequisite: Ability to cast a detection spell

Benefit: When you cast a detection spell (any spell beginning with the word detect), you learn in 1 round what you would normally learn in 3 rounds, the range extends to 120 ft., and the area extends 180 degrees in the direction you are facing.

Commentary—While the detection spells are commonly used, they are impractical in combat situations. Since they



are already weak spells in many respects, I didn't want this to work as metamagic, which would impose further costs, and I also wanted to give it as much potency as possible without cheapening the casting of the spell.

Potent Hex

You have developed more powerful hexes.

Prerequisite: Hex class feature

Benefit: You gain a +1 bonus to the DC of all your hexes. *Commentary* – I was surprised this wasn't already in the APG already. While hexes are quite potent I think there should be means to augment them and this is one of the few hooks they have to augment.

Practice Makes Perfect

You excel when taking your time or making repeated attempts.

Benefit: When taking a 10 or 20 on a skill check, you get a +3 competence bonus to your skill check.

Commentary – This is a feat that arose more out of a simulation concept than a mechanical need. How do you reflect a slow and careful approach to skill checks? It is a pretty sizable boost but I think its appeal is limited to very particular skill heavy character concepts.

Preserve Scroll

You can cast a spell from a scroll without expending it; the writing of the activated spell does not disappear.

Prerequisite: Scroll Mastery, 9 ranks in Spellcraft

Benefit: When activating a scroll, you may choose to lose two prepared spells or spell slots of the same level to preserve the scroll, so it may be used again in the future.

Special: If the spell normally requires material components with a listed cost, you must also provide and use those components to preserve the scroll.

Commentary—This can be a powerful means to expand your available spell list, but it does have two straightforward costs: You must acquire the scrolls and, when in battle, ready them for use.

Its power varies depending on scroll availability. If such scrolls can be bought, then this feat is primarily a money savings since you need buy it only once. If scrolls are rare treasures, this feat offers a powerful means to re-use a limited resource, but your scroll choices are going to be limited to what you can discover in treasure.

Primeval Fury

You summon the primal rage within for a short time. **Prerequisite:** BAB +1, Con 15

Benefit: Once per day as a swift action you can tap your primeval fury to gain a +2 bonus to damage on melee attacks and 10 temporary hit points. This lasts a number of rounds equal to 2 plus your constitution bonus.

Commentary - This feat bends the rules a little by granting

something that is similar to a class feature. None the less it fit well thematically with the mutagen side of the Alchemist and not many feats do. I was also looking to offer a damage bonus for a statistic other than strength to encourage a greater diversity of character types.

Prophetic Dreamer

Your dreams sometimes echo the future.

Prerequisite: GM's permission

Benefit: Once per session after resting, your GM should inform you of a dream you have had that portends an event that may be in your future. Ideally, this dream could warn you of a possible danger or guide you to a good decision. The dream need not come true but should be a possible or likely moment in your future. These dreams could be symbolic, literal, or a combination of both.

Commentary—This feat breaks a lot of the usual rules for feat design and implementation, but I think it has great potential for fun and storytelling while offering a practical benefit for the character. It is important that, as a GM, you are providing some benefit to the player with the visions, helping him or her avoid danger or find treasure. You should, however, avoid making it feel like you are pulling their strings or handholding them through every challenge. This could be a feat a GM bestows on a player temporarily as part of a campaign. Of course, I also included it because it just about screams "Oracle!"



Provoke (Combat)

You are adept at angering others and provoking them to attack you.

Benefit: You can make an Intimidate check as a standard action to provoke an opponent into violence against you. A successful check worsens your targets attitude by one step if they are not already hostile. If they are already hostile, it provokes them to attack you, violently if possible. This effect is not strictly compulsory, and the target does not attack heedless of all danger but takes all reasonable efforts to direct attacks at you.

This effect lasts until the end of combat or until the target is killed. Until the effect ends, you cannot use Provoke on another opponent in combat.

Special: You suffer a -5 penalty to your Intimidate check if your target is currently threatened by an opponent but not by you, or if your target has little or no means of hurting you. Instead of attacking personally, a target can order any loyal retainers or allies to attack on its behalf. Provoke does not work on enemies immune to mind-affecting effects.

Commentary—This is a tricky mechanic to implement in the Pathfinder Roleplaying Game, although it is common in many computer RPGs. Instead of trying to work out every nuance of just how compelled the target is to attack you, I leave that to the GM and instead provide a set of general guidelines. Ideally, it should work to players' advantage but should not allow them to force enemies to act like complete idiots just because they said something abhorrent about their mothers. If you and your GM can't agree on how effective it should be, I'd suggest going with a different feat.

Pull Blow (Combat)

You can choose to leave your victims alive when they might otherwise die.

Prerequisite: Weapon Focus, 3 ranks in Heal, BAB +3

Benefit: When dealing damage with a melee or ranged weapon, you may reduce the amount of damage you deal up to the amount rolled. If the normal damage would bring your foe to less than 0 hp, you can instead limit the damage to take them to exactly 0, sparing their life.

Commentary—This is intended as an alternative to non-lethal damage that is far more reliable for effectively disabling foes yet not finishing them off. It could also be used for sparring or to demonstrate martial superiority without risking serious injury.

Quick Healing

You can provide first aid and treat wounds and poison more quickly.

Prerequisite: 1 rank in Heal

Benefit: You can provide first aid, treat wounds, or treat poison as a move action.

Commentary—There aren't very many feats aimed at healers, yet a strong healer can turn an average adventuring

party into an unbeatable team. The main advantage of this feat is that it lets you tend to fallen comrades without slowing down your combat momentum.

Rampage (Combat)

You charge forward cutting through all in your path.

Prerequisite: Str 13, Power Attack, BAB +6

Benefit: If you drop an opponent as the result of a charge, you may continue moving (up to double your speed) in a straight line and may make another attack at your full BAB against the next opponent within reach during the charge. You can continue the charge in this way until you fail to drop an opponent whom you attack.

Special: An opponent is considered to drop when it is taken below 0 hp and it falls unconscious as a result. You cannot use the benefit of Rampage and any feat granting a full attack while charging in the same round.

Commentary—Drop is a game term from the 3.5E version of Cleave. The new Pathfinder Roleplaying Game mechanic for Cleave is much simpler and better balanced since it is a specific action rather than a byproduct. While this feat plays on the older mechanic, it's a much more limited situation.

I chose to define the term drop as it is not in the rules but is a useful trigger condition. I think it is most effective if other party members can soften targets for you with ranged attacks or magic, since most foes will not drop in a single hit. It's also difficult to charge a given foe more than once in a battle.

Ranged Maneuvers (Combat)

You can perform certain combat maneuvers with ranged weapons.

Prerequisite: Agile Maneuvers

Benefit: You may perform the dirty tricks, disarm, and trip combat maneuvers using a ranged weapon, and you may perform the sunder combat maneuver using a thrown weapon.

Normal: Disarm, trip and sunder can only be performed as melee attacks. Dirty tricks is more ambiguous but the attack of opportunity presumes you are in a threatened square when performing it.

Note: This feat does not remove the attack of opportunity provoked when performing these maneuvers, but it would not be applicable if you are not threatened by the target.

Commentary – One of the challenges of this feat is a narrative one; how do you disarm someone with an arrow? You could shoot them in the hand, but that would probably deal damage. Perhaps you are only nicking them but then why is that better than hitting dead on? As a GM or player I try not to sweat that too much and I find a rationale that makes sense in the context at hand. A few slightly odd situations are well worth the dramatic arrow in the floor that trips the enemy barbarian as he charges the helpless wizard.

Rank Fighting (Combat)

You are trained to strike past allies using reach weapons. **Prerequisite:** BAB +1

Benefit: You can ignore the cover provided by an ally between you and your opponent when attacking with reach.

Normal: An ally in the way of a reach weapon attack provides cover, giving a +4 bonus to the target's AC.

Commentary—The rules state that cover for reach weapons works the same way it does for ranged weapons, which means a -4 penalty when using a pole arm or lance over your friend's shoulder.

Raw Magic

You can channel spell power into your every action.

Prerequisites: CL 1st

Benefit: Before making any d20 roll and 1/round, you may sacrifice a memorized spell or use up a spell slot to gain a bonus to the roll equal to the level of the spell or spell slot used.

Commentary—This can be quite versatile but costly. The bonus you get is likely less powerful than the spell you sacrificed, but it's likely to be used at a clutch moment for a key attack or a desperate saving throw.

Reflexive Brace (Combat)

You can brace against a charge as an immediate action.

Prerequisite: Combat Reflexes, BAB +1

Benefit: When you are charged while holding a weapon with the brace feature, you may brace your weapon as an immediate action and make an attack of opportunity before the charge attack is made.

Commentary—The brace rule is rarely used since it requires a readied action, and it's unlikely anyone is going to be eager to charge into you if they see you bracing against them. I feel like this feat makes the mechanic much more accessible to someone who wants to take advantage of it.

Reliable Bombs

Your bomb effects are more difficult to resist.

Prerequisite: Bomb class feature

Benefit: You gain a +2 bonus to the DC values to resist the effects or damage of your bombs.

Commentary – +1 DC is more the normal value but with alchemist being a relatively feat poor class a series of two stacking DC feats would be a bit much and as bombs were only about half the class's focus, it deserved a bit of a cheap boost. I also think the strength of bombs is more in their damage than control potential. Spell Focus evocation tends to be less valued because the consequences of a save are less dramatic in that school than in necromancy or enchantment.

Rememorize

You can change a prepared spell in 1 hour.

Benefit: By spending 1 hour, you can change one prepared spell for another you know of the same or lower level. You

Roleplaying Feats

As editor of the Netbook of Feats, I would sometimes get submissions or come up with ideas for feats that simply didn't fit well into the rules of the game yet spoke to some real world phenomenon or trope from fantasy stories. It was obvious such a feat could enrich a game and give life to a character, but without some cooperation and adjudication from the GM, they just couldn't work. In time, we came up with a category for such feats, calling them Roleplaying Feats.

While I would never put such a feat in a set of core rules, as a GM, I feel they can be the most fun and rewarding feats of all. Several of them have made their way into the Advanced Feats series although I try to limit myself to one per book. I don't expect every GM to like them or allow them in their games, but I do expect and have found that some GMs pick them out as their favorites.

must have access to the same materials you would need to prepare spells normally.

Commentary—This is a great feat for players new to running casters that prepare spells ahead of time, and it can really help keep a game running along because characters don't have to spend 24 hours waiting for the spell they need to get through a locked door or the like. It still leaves spontaneous casters with a big advantage in combat versatility.

Robust Health

You are highly resistant to poison and disease.

Prerequisite: Con 13

Benefit: You gain a +4 bonus on saving throws to resist poison and disease and do not automatically fail such saving throws on a natural 1.

Commentary—It's hard to make a feat that is tempting when it only offers a bonus to a passive defense you use on special occasions and for which there are many remedies. A pure immunity may be too much as it allows min-maxing. This offers near immunity so long as you invest in good saves to begin with.

Savage Critical

You critical hits strike harder on a natural 20.

Benefit: If you roll a natural 20 to hit and confirm a critical (or you otherwise score a critical hit automatically), treat your weapon's critical multiplier as if it were 1 point higher.

Commentary—As with any effect modifying critical hits, the stronger your base weapon damage, the better this feat becomes. It is especially good for a character designed to set up and deliver a coup de grace.

Scroll Mastery

You gain a +4 bonus to CL and Use Magic Device checks to activate scrolls.

Benefit: You gain a +4 bonus on CL and Use Magic Device checks to activate scrolls. You also gain a +4 bonus to Spellcraft checks to record a spell from a scroll into your spellbook.

Commentary—I came to appreciate using scrolls mostly by playing video games based on 3E and 3.5E rules. When facing a tough challenge, over-level scrolls let you reach up and win through. Honestly, this feat is most useful in the hands of a wizard, but the ability to use a raise dead spell 4 levels early is quite literally a lifesaver.

Scroll Metamagic

You can add metamagic effects to spells read from scrolls.

Prerequisite: 5 ranks in Spellcraft

Benefit: When casting a spell from a scroll, you may apply one metamagic effect you know to the spell. If the metamagic increases the spell's level over that of a spell you could normally cast, you must make a CL check to successfully cast the spell.

Commentary—Along with Scribe Scroll, this is an interesting way to extend your spellcasting ability, applying metamagic to higher-level spells than you normally could cast. While not as powerful as a metamagic rod, it is slightly more accessible and versatile.

Seduction

You are good at using your sexual charms.

Prerequisites: Cha 13

Benefit: You gain +4 circumstance bonus to Bluff and Diplomacy checks with creatures who you are sexually compatible with. You also gain a +2 bonus to the DC of your charm spells.

Special: If you act with hostility toward or bluntly reject the advances of a creature you have used this feat with, their attitude toward you automatically declines by one step and you may not use seduction with them again until it has improved. Sexual compatibility is determined by apparent race and sex of the seducer with respect to the normal sexual preferences of the target.

Commentary—This feat requires a GM judgment call and could pull a game in directions not everyone wants in their dungeon crawl. It's fairly large bonuses are counter balanced by the danger of scorning the affection of those you seduce, and the narrow range of those you can use it on. It's a key element of many stories that is often missing in the rules. For more information on adding sex and romance to your game, see KOBOLD QUARTERLY magazine #13.

Serve Two Masters

You now have two patrons

Prerequisites: CL 11, Extra Familiar, witch's familiar class feature.

Benefit: You gain a second patron and an additional set of patron spells. The new set of spells is learned by the familiar gained with the Extra Familiar feat.

Commentary—This feat is rich with interesting roleplaying potential both for the player and GM. The mysterious source of a witch's power is a wonderful hook for storytelling. The benefit is significant but with such a diverse spell list, it is unlikely more spell selections will greatly increase the per encounter power of the witch that takes it.

Shaft and Shield (Combat)

You can wield two-handed spear-like weapons in one hand. **Prerequisite**: BAB +1

Benefit: You can wield two-handed spear-like weapons in one hand.

Special: You do not gain any additional damage normally granted for two-handed weapons when using this feat. Weapons covered by this feat include the lance, longspear, ranseur, and spear.

Commentary—Today when we think of a lance, we imagine the classic jousting lance, but those were specifically made for tournaments. Battle lances tended to resemble normal spears, although for charging they often included a



strap or special hilt to keep them from slipping out of your hand on impact.

Shared Judgment

You grant your judgment bonus to an adjacent ally.

Prerequisite: Second Judgment

Benefit: Rather than apply two judgments to yourself you can apply one chosen judgment to you and one adjacent ally. If you have Third Judgment you can apply a single judgment to two adjacent allies and yourself rather than apply three different judgments to yourself. Your allies loose the bonus as soon as they are no longer adjacent to you. You may switch between target allies or from sharing to not as a swift action.

Commentary – I kicked around a few different mechanics to grant judgments to others and I liked this one the best. It has some limitations but can be very helpful.

Shared Magic (Teamwork)

You can use an allies spell slots to cast your spells.

Prerequisite: ability to cast spells, Spellcraft 5 ranks **Benefit**: If you are adjacent to an ally who also has this feat and so long as they are willing you can cast a spell using their magical energies instead of yours. Your ally must sacrifice a spell slot or memorized spell of equal level to the one you are casting. In return you may cast your spell without losing the memorized spell or spell slot you are casting from.

Commentary – While this feat doesn't actually add any power to the characters that take it, it does come with a lot of versatility benefits. A healer could use another casters offensive magic pool to keep the party on its feet when otherwise the healing well would have run dry.

Shield Evasion (Combat)

You gain a limited evasion ability when using a large shield.

Prerequisite: Lightning Reflexes, shield proficiency, base Reflex save +3

Benefit: You must be using a heavy shield or tower shield to benefit from this feat.

If exposed to any effect that normally allows a Reflex save for half damage, you take no damage with a successful saving throw.

Commentary—I'm not sure where it came from first, but the iconic image of a warrior blocking a dragon's fire with a shield has wormed its way into my brain and is often found in fantasy illustrations. Despite this, I have never seen it represented in the game rules. Since this is a much-valued ability, it needs some costs for balance. Lightning Reflexes is a weaker feat although here it will be adding value, and Reflex is a weak save for most shield-using classes that don't already gain the evasion class feature. I think this is about the right amount of investment to keep things balanced.

Shielded Move (Combat)

You can use your shield to prevent an opponent from making attacks of opportunity against you.

Prerequisite: Shield proficiency, BAB +3

Benefit: You must be using a heavy or tower shield to benefit from this feat.

Each round as a free action, you may select one opponent to protect yourself from. Until the end of your turn, you do not provoke attacks of opportunity from that opponent due to your movement.

Commentary—I felt a feat option should cover attacks of opportunity that doesn't involve dancing around and doing back flips. Shields are great for hiding your body position from opponents, making it hard for them to anticipate your moves. Better still, they can be positioned to cover any vulnerability you have when moving into a fight or pulling out of one. What they don't do so well is cover you from all sides at once. This feat is both better than the Acrobatics skill and the Mobility feat in some cases and worse in others, but it is available to a very different set of characters.

Shifting Wall (Metamagic)

Your walls can move.

Benefit: When casting a spell that creates a wall, the resulting wall can slowly move at your command. As a swift action (1/round), you can command the wall to move 5 ft. in a given direction. The shape and orientation of the wall cannot change as it moves, nor can it break any of the rules for positioning in the spells description (such as required support). Any move that would have such a result causes the wall to remain stationary. You must have line of sight to your wall to command it.

Impassable walls will push any object or creature of medium or smaller size they run into. Encountering a Large or larger object or creature will halt the wall's movement. Any Medium or smaller creature or object pushed by a wall into a solid surface takes damage equal to your CL and stops the wall from moving. These victims are now immobilized by the wall and must make an Escape Artist or Strength to move at half speed along the wall.

Creatures or objects cannot block the movement of passable walls; the walls simply move into occupied spaces.

Such a spell uses up a spell slot 1 level higher than the spell's actual level.

Commentary—I've always been a fan of the wall spells, and they can be very powerful at controlling a fight. In some situations, this could be quite a death trap for enemies, but in most situations, an escape route is available. The feat is more a tool for manipulating where a fight does or doesn't take place.

Sidestep Charge (Combat)

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.

Commentary - As a ranged attack character you do tend to get charged fairly often as its one way to close distance and still strike at you. Combined with Skirmishing you can become a pretty challenging target while on the move. Perhaps a poison blade that further slows your opponent would go will with this feat.

Signature Focus

You may replace costly material components with a special focus item.

Prerequisite: Eschew Materials

Benefit: To use this feat, you must create – or have an artisan create for you – a personalized and distinctive valuable non-magical item that you can hold or openly wear while casting spells. You must own this item for at least 1 week before utilizing it.

So long as you hold or wear the item, you may cast spells without needing its material components if the cost of the components is less than half the cost of your signature focus. You cannot spend more than 25 gp times your caster level when creating or buying a signature focus. You can create or buy a new signature focus at any time you wish.

Commentary—The primary benefit of this feat is that it lets you save money in the long run by investing up front in a fancy item. The requirements for the item are mostly there to provide roleplaying favor and to avoid someone simply declaring whatever magic item they find to be their focus and thus not having to make any kind of investment.

Size Doesn't Matter

You ignore size penalties when using Intimidate.

Benefit: You don't suffer a size penalty when using Intimidate on targets larger than yourself, nor do targets larger than yourself gain a bonus when attempting to intimidate you.

Commentary—This feat is meant to offset the harsh intimidation penalty for smaller races, which often makes it hard to choose them for a class with Intimidation-based abilities. It's still likely to be useful for Medium heroes since a great many monsters are larger than they are.

Sizeshifter

You can grow or shrink your body size.

Prerequisite: Eidolon

Benefit: As a standard action that provokes an attack of opportunity, you can alter your size between Small, Medium, Large, and Huge if you have those evolutions.

Special: Bonuses and penalties granted by any size evolution are lost when you adopt a different size using this feat.

Commentary-The summoner class is very dependent

on the eidolon, and the size evolutions pose the problem of fitting your massive friend in the tight confines adventurers often find themselves in. Sizeshifter is designed to solve that challenge.

Skirmishing (Combat)

You have mastered the art of ducking and weaving while returning shots of your own.

Prerequisite: Point Blank Shot, Dodge, Mobility, Shot On The Run, Dex 13, BAB +4

Benefit: When you make a ranged attack or reload a missile weapon, and move at least 5 ft. while doing so, you get a +2 dodge bonus to Armor Class until the beginning of your next action.

Commentary - One of the challenges of having a very short ranged range weapon is you lose many of the defensive benefits of ranged attacks. It's easy for your opponent to simply walk over and beat you up. While the feat cost of this is pretty high, it does help you if you want to run and gun.

Somatic Weapon

You can satisfy a somatic component using a chosen weapon. **Prerequisite**: Weapon Focus, 1 rank in Spellcraft

Benefit: Choose a weapon for which you have taken Weapon Focus. When casting a spell with a somatic component, you can satisfy the component as if the hand holding it were free. You cannot use this feat while grappled unless the weapon you are holding is light.

Note: Spellcasting this way does not prevent attacks of opportunity triggered by spellcasting.

Commentary—I've played a lot of video games based on our beloved rules over the years, and the requirement to have a free hand to cast spells is typically ignored. This happens in a lot of tabletop games as well. This feat lets you play the same way and be rules legal, and it is quite handy for an oracle of battle.

Soul Mate (Teamwork)

You and your loved one share a special bond.

Benefit: You and your chosen soul mate must both take this feat to benefit from it. You develop a sixth sense that warns you whenever your soul mate is in danger as well as a +5 insight bonus to all skill checks targeting your soul mate. Finally, any supernatural effect that compels you to directly harm your soul mate is immediately dispelled.

Special: If your soul mate is killed, you may select a new feat to replace soul mate after 1 month of grieving or you may retain the feat in the hope they are brought back to life.

Example: Your soul mate is abducted at the market while you are at home. You sense the danger and go searching for him or her. You gain a +5 insight bonus to Gather Information checks for relevant information and a +5 bonus to Heal checks when you find your soul mate beaten in an alley after you chase off the abductors.
Commentary—This feat stretches the rules of feat design pretty far: it requires some GM adjudication as to when the skill bonus can be applied, it offers multiple separate benefits, and it grants somewhat supernatural abilities. It will appeal most to roleplaying couples or as a feat taken along with an NPC during a campaign.

Spell Retention

You do not lose your spell when interrupted.

Benefit: If you fail a concentration check that would result in the loss of a spell, you do not lose the spell, but it is not successfully cast.

Commentary—Some feats make you more powerful, others are a bit like adventuring insurance; you won't notice it most of the time, but when you use it, you feel pretty clever for having taken it. This is one of those feats that, once I thought of it, I was surprised I hadn't thought of it a long time ago.

Spirit Art Spell (Metamagic)

You create spectral equipment when you summon or animate the dead.

Prerequisite: 5 ranks in Spellcraft

Benefit: Spirit Art Spell can be used with any spell that summons or animates undead. A spirit art spell creates ghostly weapons and armor for the undead you summon. The undead are considered proficient with weapons and armor created in this way.

The equipment vanishes when the undead are slain or if taken from the undead, but in other respects, it acts as a non-magical item of the same name. Each undead must be equipped identically as determined at the time of casting. A spirit art spell takes up a spell slot a number of levels higher than the spell's normal level as determined by the sum of the following modifiers:

Spell Slot Effect

+0	purely decorative equipment
+1	non-exotic weapons or shields (including unlimited ammunition)
+1	light armor
+2	medium armor
+3	heavy armor
+2	one ballista or catapult
+3	one ram or siege tower

Special: Incorporeal undead cannot be equipped using Spirit Art Spell.

Commentary—This feat requires some work to prepare the statistics for undead monsters with armor and weapons, so I strongly recommend you work out the details ahead of time rather than doing it at the table in the middle of combat. This is, in fact, a good rule of thumb for any summoning spell or any feat that requires some math.

Spirit of Vengeance (Combat)

You exact vengeance from your enemies in blood.

Benefit: You receive a +1 morale bonus to attack and damage on all melee attacks against the opponent who most recently dealt damage to you this combat.

Commentary—The bonus is quite good for a basic feat, but the bonus type is a very common one. You also have little control about which enemy it is applied to. If you take this feat, you may find it advantageous to delay in combat to manipulate which enemy you follow in combat, so you get the bonus against the foe you most want to attack.

Stay Down (Combat)

You can keep an opponent off their feet.

Prerequisite: Int 13, Combat Expertise, Improved Trip **Benefit:** When an opponent you threaten rises from prone (provoking an attack of opportunity from you), you may attempt a trip attack. If successful, the trip prevents your opponent from standing up.

Normal: Your opponent can spend a move action (that provokes an attack of opportunity) to stand. Your attack of opportunity cannot be a trip attack as it happens before the opponent finishes standing, and you cannot trip a prone opponent.

Commentary—This feat arises from a common rules mistake, which is why the normal section is important to have here. The normal section is often used to explain littleknown or poorly understood rules modified by a feat.





Strange Revelation

You can learn a revelation from a mystery other than your own.

Prerequisite: Mystery class feature, 5 ranks in Knowledge (religion)

Benefit: The next time you select a revelation or take the Extra Revelation feat (including if chosen at the same level you take Strange Revelation), you may select a revelation from another mystery instead of your own.

Special: This feat cannot be used with final revelations.

Commentary—I agonized a bit over including this one. Extra Revelation is extremely powerful in that most revelations are far stronger than normal feats. I couldn't justify simply adding a revelation from outside the mystery; however, allowing you to pick one seemed about the right balance. Oracles are already religious dabblers to some extent, so I didn't find it too out of character that they might cross lines a little.

Strength in Numbers (Teamwork)

You and your allies resist area effects better.

Benefit: When you and one or more allies are simultaneously subjected to an effect that allows a save, you and your allies gain a +2 bonus on the saving throw.

Commentary—Thematically, a morale bonus makes the most sense here but it would not stack with many other effects. That would be a problem because teamwork feats should typically be stronger than your average feat, not weaker.

Strengthen Link (Teamwork)

Your eidolon gains the static benefit of one of your worn magic items.

Prerequisite: Life Link or Link

Benefit: If you and your eidolon both have this feat, you both benefit from a magic item that either one of you is wearing so long as you are within 60 ft. of one another. When your eidolon is summoned, you must specify which item slot you are linking and which one of you is wearing the linked item. Both you and your eidolon are considered to be wearing the item and gain the benefits from doing so. If both are wearing an item in the chosen item slot, only the chosen linked item has an effect.

Special: You cannot use this feat to allow your eidolon to share the benefits from armor or shield slot items.

Commentary—Strengthen Link is quite handy for an eidolon with a form that logically prohibits using a given type of item. The core rules specify what item slots a humanoid has, but they are silent on other forms. For the most part, common sense can judge what is or isn't appropriate.

Subdue (Combat)

You are not penalized when dealing nonlethal damage. Benefit: When using a weapon that does normal damage to deal nonlethal damage, you do not suffer the normal -4 penalty to hit.

Commentary – Inquisitor really screams out bounty hunter / marshal and that means bringing your target back alive, at least some of the time. I've always found the non-lethal damage penalty to be pretty harsh for an act that is generally done for role playing purposes.

Suicide Bomber

You are prepared to make the ultimate sacrifice to stop your foe.

Prerequisite: Bomb class feature

Benefit: You must spend a full round action preparing for this attack during or just prior to combat. To execute the attack you must first move into an opponent's square, provoking an attack of opportunity. Then as a standard action you create and set off all your remaining bombs for the day simultaneously. You may not apply any discoveries to these bombs. You and your opponent are automatically hit by all of the bombs. Your opponent may make a single reflex save for half damage from all of the bombs, you may not. Splash damage is treated as if only one bomb had gone off.

Commentary - Some may find the idea of this to be offensive but clearly when you think of a mad scientist walking around with a bunch of bombs the idea of using them this way quickly leaps to mind. In many ways it's not really a good feat. Either it will end the life of the character using it, or the character has probably found some way to cheat the system and this will be badly abused. None the less, if you are playing a one shot type game, this could make for a great ending to the story. And if you find yourself in a no win scenario, your sacrifice could save others. Because it has so much good role play potential I felt it was worth including. It is definitely a feat you should discuss with the game master before using in a game and I urge you not to try and abuse it.

Sundering Bomb

You can use bombs to destroy your opponent's equipment.

Prerequisite: Bomb Class feature, Point Blank Shot, Precise Shot

Benefit: You can use one of your bombs to make a ranged sunder attempt. Your opponent takes only the splash damage from the bomb.

Normal: Sunder can only be performed with a melee attack.

Commentary - It seemed to me that bombs would be great for blowing things up as well as people. Keep in mind you will not be making a touch attack but a combat maneuver check, but if it works a high level alchemists bombs should be quite effective at destroying their opponents equipment.

Tactical Spellcasting

You can move before and after spellcasting. **Prerequisite**: Dex 13, Dodge, Mobility, 1 rank in Spellcraft

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Benefit: When casting a spell that requires a standard action, you may move both before and after your spell is cast if the total distance moved is not greater than your current speed.

Commentary—The prerequisites are here mostly out of the tradition established by Spring Attack and Shot on the Run. The feat cost is somewhat high for the benefit in my opinion, especially for casters not especially concerned with their AC. I think the primary use of this feat is to pop out from behind full cover, throw a spell, and then get back to safety by the end of your turn.

Tag Team Fighting (Teamwork)

Your attack sets up your opponent for your ally's next blow. **Prerequisite:** BAB +3

Benefit: If you hit an opponent with a melee attack, until your next turn, the next melee attack roll made by any ally with the Tag Team Fighting feat gets a +2 bonus to that attack roll.

Special: You are not considered an ally of yourself for purposes of this feat, and you do not gain bonuses based on your own attacks.

Commentary—The idea was to provide an attack bonus to the next person to take a swing at your opponent. Essentially, you and your allies coordinate attacks, so one hit distracts the foe from defending against the next. Conceptually, this is similar to flanking but mechanically it relies on combat success rather than positioning and it affects only one attack rather than all attacks.

Tail Tricks

You have learned to use your tail when tripping and grappling.

Prerequisites: Tail

Benefit: You gain a +1 bonus to CMB and CMD when performing or defending against a trip or grapple.

Commentary—I imagine a tail that can be used for balancing or for striking and distracting opponents. A fleshy nub or fluffy cottontail would be hard to justify. This would go beyond the natural use of a tail by a wolf or big cat and represent a kind of trick or technique with some thought and planning behind it.

Team Defense (Teamwork)

You and an ally work to coordinate your defenses.

Prerequisite: Int 13, Combat Expertise

Benefit: If you or an adjacent ally with this feat is using combat expertise you each receive a additional +1 dodge bonus to armor class. This bonus increases to +2 if you are both using combat expertise.

Commentary – I wanted a teamwork feat that wasn't dependent on shields but which helped with armor class defenses. Using this and shield wall together would be pretty beefy but it takes a lot of investment and coordination on the part of two characters to make that work.

Team Initiative (Teamwork)

You and your ally coordinate your efforts with precise timing.

Benefit: After rolling for initiative but before combat begins, you can choose to alter your initiative so you act immediately before or after an ally who also has this feat.

Commentary—The rules language for initiative makes this a bit inexact in its wording as there is no term for the place each participant holds in the initiative order. If a very fast and very slow character both take this feat it has a great benefit to the slower character and nearly no personal benefit for one already optimized for initiative. Unfortunately, this is not something a cavalier can use with their tactician ability since it occurs before you can take the required action.

Throw and Charge (Combat)

You can hurl a thrown weapon while charging.

Prerequisite: Quick Draw, Run, BAB +1

Benefit: As a full round action, you can throw a light or one-handed missile weapon, draw another weapon, and then charge. Both attacks are made at your highest base attack bonus, with a +2 bonus to your charge attack. You cannot use this feat if your movement speed is reduced by armor or encumbrance.

Commentary - There's nothing quite like softening up a target before charging in. Originally designed for the Viking warrior, this feat is great for the well rounded Alchemist that wants to both toss bombs and fight in melee.

Toss Foe

You may throw an opponent when grappling.

Prerequisite: Str 15, BAB +6

Benefit: In addition to normal grappling actions, if you succeed on maintaining a grapple, you can throw your opponent. You can throw only an opponent of equal size or smaller. An opponent of equal size is thrown 10 ft. and lands prone.

For each size category you are larger than your opponent, add 10 ft. to the distance of the throw. Distance is measured from your space, not the space the opponent occupies during the grapple. The victim takes damage as if they have fallen the distance you can throw them (1d6/10 ft. thrown). Throwing an opponent provokes an attack of opportunity from threatening enemies other than your opponent.

Special: If an obstacle stops the throw short of its full distance, the victim takes damage as if they had been thrown the maximum distance. You may choose to throw your opponent at someone else. To do this, make a bull rush attack at the target of the throw with a -5 penalty. The opponent being thrown provokes an attack of opportunity from the target of the bull rush. If the attempt fails, the opponent being thrown lands in an open space nearest to the target of the throw.

Commentary— Knocking one opponent into another is a cinematic staple for large creatures and strongmen. Toss



Foe is a great feat for a large or huge eidolon belonging to a summoner fond of the pit spells.

Touch Mastery

You let magical energies guide your touch.

Prerequisite: BAB +1

Benefit: When making a touch attack with a spell, you can substitute your spellcasting ability score bonus for the usual Strength bonus to the attack roll.

Commentary— I'm not a big fan of the touch attack mechanics for spells from a balance perspective. Most touch spells tend to be single target and relatively weak so requiring a str or dex roll for the caster who is typically not invested in those stats makes such spells less popular.

Touch of Grace

Fate is looking out for you.

Benefit: You gain a +1 bonus on all saving throws.

Commentary—I've always found it hard to justify the feats that grant a +2 bonus to a given save type. You just never know if it's going to be useful. A blanket bonus to all saves simply works better for most players and is a nice generic pick for someone unsure of what to take. Some may find this uninspired, but I think it is "missing" from the current Pathfinder feat set.

Touch Spell Control

You are less restricted in how you hold a charge from touch spells.

Prerequisite: 1 rank in Spellcraft

Benefit: When holding a charge from a touch spell, you can choose not to have the spell take effect when you touch someone or something. You can cast other spells while holding a charge. If you cast another touch spell, you cannot hold the charge on the newly cast spell beyond the end of your turn, but you may deliver both that spell and the held touch spell in a single touch attack.

You lose the held charge if you become unconscious or when you normally replenish your spells.

Normal: A held charge is discharged the next time you touch anything or anyone, and you may not cast other spells while holding the charge.

Commentary—Holding touch spells is a pretty niche rule. It allows some flexibility in how you deliver the spell, but it comes with some serious limitations in the name of making it harder to simply hold a charge indefinitely. Touch Spell Control lets you hold a charge for at least a full day, but unless you use the double touch, it isn't really granting you any extra actions, and its benefits are subtle.

Track Spirits

You can track incorporeal entities.

Prerequisite: Track class feature, Knowledge (Religion) 5 ranks

Benefit: Using non-traditional techniques based on

folklore and the study of spirits in the physical world, you can effectively track the movements of incorporeal entities. The DC to track spirits is 25 and is modified only by the time elapsed since the spirit was present (+1 for each day elapsed). You can trace the path of spirits through the air or solid objects, provided you have some means to follow or circumvent the obstacle.

Commentary – The attractiveness of this feat is probably limited to specific campaigns or character concepts but it's full of flavor. If you want to make a ghost hunter, inquisitor is really the perfect class and this feat should come in very handy.

Transfer Spell (Metamagic)

You can change the range of a spell from personal to touch.

Benefit: You can use Transfer Spell with any spell that has a range of personal to change its range to touch. The target of the spell must accept the spell voluntarily or it has no effect. A transfer spell takes up a spell slot 1 level higher than the spell's actual level.

Commentary—I spent a bit of time considering the balance of this feat, and in the end, I felt it was not much of an issue. While powerful personal spells can become more powerful when cast on noncasters, items already provide several ways for this to happen. Ultimately, the opportunity cost of casting a spell that buffs only one member of the party is often a pretty steep cost in and of itself.

Two-Wand Technique

You can activate one wand in each hand as a single action. **Prerequisite**: Dex 15, 5 ranks in Spellcraft

Benefit: You may activate up to two wands with a single standard action provided you hold each in a different hand.

Special: If one of the wands casts a spell with a casting time longer than 1 action, you activate both wands in the time needed for the longest casting time of the two wands.

Commentary—Keep in mind it takes some actions to get those wands into your hands in the first place, and with your hands full, you cannot cast spells with somatic components.

Unstable Evolutions

Your eidolon changes a little each time it is summoned.

Prerequisites: Eidolon class feature

Benefit: Each time your eidolon is summoned, you may alter up to 2 points of its evolution pool.

Commentary—This feat suffers from clear potential to slow down play. If you want the versatility it offers — but not the dirty looks from your fellow players — I recommend you master the evolutions and work out alternate forms ahead of time. This means you have shifts ready to go, rather than trying to re-imagine things every time you summon your eidolon.

Usurp Spell

You can attempt to steal control of any spell that you counterspell.

Prerequisite: 10 ranks in Spellcraft

Benefit: Whenever you successfully counter a spell where the caster of the spell is the target, you become the target of the spell instead.

Commentary—This bears some similarity to Parry Spell from Advanced Players Guide, but they are effective against different types of spells. Together, they let you steal a wide range of magic.

Vampiric Summoning

You can extract life essence from the creatures you summon. **Prerequisites:** Spell Focus (conjuration)

Benefit: Whenever you summon a creature using a summoning spell or spell-like ability, you may reduce the summoned creatures starting hp by its HD value and apply an equal amount of healing to yourself.

Commentary—Over the long haul, this feat provides a fair number of hp, but any given summon is not likely to have a big impact in your health. I found that for a caster who is a dedicated conjurer, the feat options are pretty slim. Metamagics are not often very useful and they badly dilute the power of your spells more than they help them.

Wall Mastery

You can shape walls in useful ways.

Prerequisites: CL 7th, 5 ranks in Knowledge (engineering)

Benefit: When casting a spell of the wall series or that creates a wall of some kind, you can alter its shape by including gaps in the wall. Gaps can be up to 1/2 the wall's height or 1/4 its width and can be as small as 1 inch across. The gaps can be round or rectangular.

Commentary—The holes can have many uses, creating artificial doorways, windows, arrow slits, breathing holes, and so on. From a roleplaying perspective, this feat would be invaluable to the wizard engineer or architect.

Wand Casting

You can cast spells with a wand in your hand, augmenting spells of the same school.

Prerequisite: Dex 13, 3 ranks in Spellcraft

Benefit: You may perform somatic components with a hand holding a wand. In addition, if you cast a spell of the same school as the wand, you may expend a charge from the wand to add a +1 bonus to the DC of the spell cast.

Commentary—I've always been fond of the notion that staffs and wands could aid casting or even be a means of casting. I felt the convenience of casting with a wand in hand was not quite worth a feat, so I added the more powerful DC bonus option to round it out.

Weaken Link

You and your eidolon can both wear a magic item in a given item slot.

Prerequisite: Eidolon



Benefit: When you take this feat, choose an item slot. Both you and your eidolon can now wear an item in that slot and have it function normally at the same time. If you choose a ring slot, you must specify right or left ring.

Special: You can take this feat multiple times, each time choosing a different item slot. You cannot choose the armor slot because eidolons are prohibited from wearing armor of any kind.

Commentary—The game rules encourage a human-shaped eidolon since this gives them access to magic items designed for humanoids if they take the proficiencies. The link rule limiting eidolons to using slots not used by its master helps keep one player from benefiting from multiple items and helps encourage non-humanoid eidolons. I think this feat is most attractive if you already have a pair of powerful magic items you want to make use of rather than a strategy you plan on employing to build a character.

Weapon Juggle (Combat)

You can freely move items between your hand and inventory. **Prerequisite:** Dex 13, Quick Draw, Sleight Of Hand 3 ranks, BAB +1

Benefit: You can sheath a weapon, pick up an item from the ground, or trade weapons from one hand to another (even if both are holding something) as a free action and without provoking an attack of opportunity. You cannot use this feat to make an off-hand attack with the same weapon used to perform a main hand attack in the same round or vice versa.

Commentary - I really like the idea of someone who juggles in combat but it's hard to see how it would really give you an edge on your opponents. Being able to quickly put away gear is very handy in clutch situations and the free pick up is great if you disarm an opponent. Combining this with Organized lets you use magic items and remain armed at all times. You can sheath a weapon, wave a wand, put the wand away, and pull the weapon back out all in one action. You become the undisputed master of your inventory.

Advanced Character Builds

Classes & Builds

The class summaries in advanced feats were created partly out of my own need to analyze and understand each class so I could provide applicable feats. While class features tell part of the story, Pathfinder allows you to take them and create characters that fulfill a range or roles in a party depending on the choices you make. I felt that since I was doing the work to sort out what each class could do, I'd share that with my readers.

As to the builds, I very much enjoy making characters, especially complicated ones that take full advantage of their class features and the overall game rules. I also like to give them rich personalities and stories to go along with the more mechanical elements. Sometimes the mechanics inspire the story and sometimes the story inspires the mechanics, but when the two come together, it's a whole lot of fun and epic adventures can't be far away.

I felt like the builds would be enjoyed for different reasons by different readers. For new players they can be used to make powerful characters without needing to fully understand the game rules and plan for all the necessary feat prerequisites and optimized number crunching. For GMs, they offer robust NPCs you can use in your game at any level of play, either as party allies, pregen characters, or even as villains or antagonists to challenge your players. For an experienced player I hope they can offer some sparks of inspiration to build from and create your own killer

builds.

These character builds were created using the *Pathfinder Roleplaying Game Core Rulebook* and *Advanced Players Guide*, and Open Design's *Advanced Feats* series as source material. Ability scores were purchased using 15 points (standard fantasy). I list only those elements of the character where you are making build choices, and in the leveling charts, only those levels where such choices occur are shown.

The Alchemist

At first blush an Alchemist is just a character that mixes potions and throws bombs, but digging deeper the class reveals an interesting mix of abilities and skills that that make it multi-faceted and unique. This examination assumes you have already read the class itself; if you haven't reviewed it yet, take a look before getting started here.

Bombs!

The bomb ability is the first thing that jumps out about the alchemist class and gives it the whole "mad bomber" vibe

emphasized in the guide. Bombs are essentially a non-spell way of producing offensive spell-like effects. Because both the number of bombs and the power of the bombs increases with level they start fairly weak and end exceptionally strong: a level 1 alchemist has around 5d6 worth of bombs per day and a level 20 alchemist may have more than 300d6 worth of bombs per day.

> Because bombs are thrown as a weapon rather than cast as a spell it is much easier to increase the number of bombs you can throw in a round. Because they are touch attacks it is much easier to hit with secondary attacks than with other ranged weapons. While the range of a bomb is short, the touch attack means ranged oenalties are less of a concern for the aspiring bomber.

The splash damage from bombs can also be a great boon if used wisely, or they can cause problems in tight quarters. Fortunately one of The Alchemist's bombenhancing discoveries, Precise Bombs, offers a simple solution.

Extracts

Extracts blur the lines between spells and potions. While they are learned like spells

and progress as you level like spells you don't cast them so much as drink them. This means you do not need to worry about interruptions, counterspells, arcane spell failure, or any of the usual challenges a caster faces. On the other hand you can't use metamagic or feats pertaining to spells with them. What is less clear is if you must pull them from your inventory before use or if feats and abilities that apply to potions can also be applied to Extracts though I would assume not by default. The Alchemist's Extract formulae list



is an interesting mix with a strong focus on defensive buffs, physical transformations, and cures.

Potions

With the Free Brew potion feat, alchemists can essentially extend their spell list or share select spells with the party. Nearly any caster can brew potions if they choose to, but the alchemist's formulae list covers nearly every type of potion making them a one stop shop for all your quaffing needs.

Mutagens

For the most part the Mutagen feature simply improves the character's self buffing potential. In this case it is a long lasting physical stat buff that can get stronger and last longer as the character levels up. In many ways the Mutagen works like a potent Extract, giving the alchemist greater physical traits or natural weapons by drinking a potion like substance.

Poison

Poison use is yet another tool the Alchemist has to augment themselves and their party. They can create it with their alchemy skill and the class grants automatic benefits for quickly applying it in battle. As a side benefit they also become immune to the stuff which can be a boon when dealing with deadly traps or a strategic advantage allowing you to fight from within poisonous clouds daring your foes to come in and get you.

Defenses

With d8 hit dice, solid saves, and a good mechanism for self healing and buffing, the alchemist is fairly durable in combat. Its lack of armor and shield proficiency limits armor class, but a quick dip into a class like fighter or a few feats can solve that challenge. Combining good armor with the natural AC from mutagens and defensive Extracts could create a formidable tank-like alchemist. You can see an example of how this works in the Mighty Mutant build.

Skills

It's easy to overlook the Alchemists skill list but it is an important part of the character. Craft Alchemy is a core skill and if you are set up for bomb throwing you can make good use of the more mundane alchemical weapons you can craft and toss at foes. Disable Device and Search let the Alchemist handle traps and locks for the party. Use Magic Device gives them access to a wide range of magic items. And with Heal, Knowledge (nature), and Survival they make a good herbalist or wilderness guide.

Since intelligence is their prime statistic, a typical alchemist is likely to have a good number of the skills ranked up. All this gives the Alchemist a lot to do outside of combat.

Summary of the Alchemist

Alchemists have very accurate and potent short ranged attacks, strong buffing and healing based defenses, and



a wide range of useful non-combat skills. Their biggest weakness is a lack of armor and weapon proficiencies which limit their damage and defense potential in melee combat. Alchemists are very much about individual performance and self sufficiency.



The Alchemist Builds

Lantanao Starfell - The Wild Bomber

Lantanao first discovered fireworks when visiting the human settlements at harvest time. Nothing he had seen or heard till then had given him such visceral thrill and delight. That earthen alchemical magic was what he'd waited his whole life to find. Within the night he'd apprenticed himself to the old alchemist and in short years he surpassed his master's arts. Now he travels the long roads of the earth, bringing amazement and seeking new secret formulas of earth and sea. He hopes to find other experiences as rich and thrilling as the sound of, the flash of fire, and the scent of ozone.

Though he has the grace of elven blood Lanatao's features have been badly marred by flame and chemical burns leaving his face scared and his hair thin. Like many alchemists he seems to have little interest or understanding of other people's motivations or feelings and prefers his tomes and test tubes to most good company. Lanatanao often adventures because it offers opportunity to test out his latest alchemical creations so that he can better refine his formulae.

Elf is a fine race for Alchemist with its focus on Int for casting and Dex for bomb accuracy. The Bomber is heavily focused on maximizing the power of his bombs and the rate at which he can throw them. The feats needed for this synergize well with elven racial weapons so when the bombs run out, rapier and bow can take over. The feats are also handy for throwing alchemical weapons or poisoned daggers. The bomber is something of a glass cannon although the mutagens can be used to shore up defenses and the high dex can make for a decent AC when augmented with magic.

The build starts a bit slow, but once you hit level 9 the build really blossoms and you can throw a solid 20d6 worth of bombs a turn. At level 20, assuming you do a bit of Int boosting you will have about 28 bombs, each dealing 10d6+6 damage. You can throw up to 7 in a full attack for 70d6+56 damage, not to mention the 136pts of splash damage and affects from bomb discoveries.

Of course the build does to more than just throw bombs. When not blowing things up, the wild bomber makes a pretty good breaking and entering specialist with a strong disable device, perception, and sleight of hand. You can also make potions, poisons and alchemical items galore for your companions or yourself.

The Wild Bomber Build

Race: Elf

Stats: Str 10 Dex 17 Con 12 Int 17 Wis 8 Cha 8

Skills: Craft Alchemy, Disable Device, Fly, Knowledge (arcana), Perception, Sleight of Hand, Spellcraft

Favored Class: Alchemist (take the extra HP)

Leveling Guide:

- 1 Two Weapon Fighting feat
- 2 Acid Bomb discovery
- 3 Weapon Finesse feat
- 4 Precise Bombs discovery, Int +1
- 5 Point Blank Shot feat
- 6 Explosive Bomb discovery
- 7 Rapid Shot feat
- 8 Fast Bombs discovery, Dex +1
- 9 Improved Two Weapon Fighting feat
- 10 Sticky Bomb discovery
- 11 Precise Shot feat
- 12 Force Bomb discovery, Dex +1
- 13 Opportunity Shot feat*
- 14 Greater Mutagen discovery
- 15 Greater Two Weapon Fighting feat
- 16 Grand Mutagen discovery, Int +1
- 17 Sundering Bomb feat*
- 18 Delayed Bomb discovery
- 19 Reliable Bombs feat*
- 20 Shock Bomb discovery, Frost Bomb discovery, True Mutagen discovery, Int +1

* Indicates feats from Advanced Feats

Extracts that combo especially well with this build

- Level 1: Bombers Eye, Reduce Person, Shield
- Level 2: Elemental Touch, Cat's Grace, Fox's Cunning, Levitate
- Level 3: Elemental Aura, Fly, Haste
- Level 4: Air Walk, Invisibility (greater)
- Level 5: None
- Level 6: True Seeing, Twin Form



Grothnar Bloodshaker - The Mighty Mutant

The Bloodshaker clan gained its fame and its power by learning to eat. Not the safe and time honored foods, but the dangerous, bizarre, and repulsive ones. No plant that grew, no beast that crawled, no slime that oozed was safe or forbidden. The strong survived, the weak were culled, and the clan grew wise in the ways of blood's reaction to strange bounty. Before long, its secrets became legend and its members feared by all.

It is said that Grothnar was born hungry, gnawing at his own placenta and biting the hand of the midwife that bore him. He was a marvel to all and despite his mixed blood a bloodsharker through and through. Yet after his blooding rights he left his clan to see more of the world so that he might taste all its flavors and learn all its secrets. It is whispered among the elders that when he returns he will bring with him the ultimate secret of power and lead them to eternal glory.

This build is trying to focus on the self buffing aspect of the alchemist to create a chemically enhanced behemoth of destruction and endurance. Not just a mindless brute, this is a cunning warrior with a mix of offensive and defensive abilities. For this build multi-classing fighter is a huge boon granting you armor and weapon proficiencies that go a long way to augmenting both offense and defense in melee. Half-Orc is a nice choice for their ability to fight for one round after going below 0 hit points. This gives you a chance to drink a healing extract or potion and stay in the fight.

Our feats list is primarily a long series of damage bonuses for melee combat, few of which are tied to any given weapon type. Combat Expertise is nice for the tanking side of the build, combined with natural armor from the mutagens, heavy armor, magical buffs and a tower shield, you can have an AC few can easily match. Quick potion use and Extract healing ensure you can also endure a lot of punishment when your defenses fail you. Lighten weapon, when taken with a two hander gives you a lot of versatility with a single weapon, letting you hew away for heavy damage two handed or use the same weapon paired with a shield for a more defensive stance. If you can find a nice large size weapon you can really go to town with vital strike.

For discoveries you get combine extracts to help speed up buffing and healing and extend potion to keep the shorter buffs going longer. You get every mutagen bonus available short of the final capstone discovery. Don't neglect your ability to use and apply poisons in battle, it will give you an edge few hard hitting melees have. While not a powerful bomb thrower they are still a very nice backup weapon and pretty easy to hit with despite your low dexterity score since they are touch attacks.

The Mighty Mutant Build

Race: Half-Orc

Stats: Str 17 Dex 10 Con 15 Int 14 Wis 8 Cha 8

Skills: Climb, Craft Alchemy, Knowledge (nature), Knowledge (dungeoneering), Survival, Swim

Favored Class: Alchemist (take hit points)

Leveling Guide:

- 1 (fighter) Primeval Fury feat*, Power Attack feat
- 2 (alchemist for all future levels)
- 3 Combat Expertise feat, Feral Mutagen discovery 4 – Str +1
- 5 –Lighten Weapon (Greatsword) feat*, Extend Potion discovery
- 7 Cleave feat, Sticky Poison discovery
- 8 Str +1
- 9 Vital Strike feat, Combine Extracts discovery
- 11 Improved Critical (greatsword) feat, Fast Bombs discovery
- 12 Str +1
- 13 Bottoms Up feat*, Greater Mutagen discovery
- 15 Improved Vital Strike feat, Concentrate Poison discovery
- 16 Str +1
- 17 Improved Lighten Weapon feat*, Grand Mutagen discovery
- 19 Furious Focus feat, Elixir of Life discovery
- 20 Str +1
 - * Indicates feats from Advanced Feats

Extracts that combo especially well with this build

- Level 1: Cure Light Wounds, Enlarge Person, Reduce Person, True Strike
- Level 2: Barkskin, Blur, Bulls Strength, Cure Moderate Wounds
- Level 3: Cure Serious Wounds, Displacement, Draconic Reservoir, Elemental Aura, Haste, Heroism, Rage, Thorn Body
- Level 4: Cure Critical Wounds, Death Ward, Fire Shield, Stoneskin, Universal Formula
- Level 5: Spell Resistance
- Level 6: Giant Form I, Heal, True Seeing



Torzion Wench - The Mad Scientist

From an early age Torzion liked to take things apart, see how they work, and then make them "better." After an unfortunate incident with the family cat, Torzion was sent to a boarding school for gifted and potentially dangerous students. Not one for words and symbols when she could be working with her hands, Torzion gravitated towards the alchemical and mechanical arcane arts. It was also here she invented the name she now uses finding Molly White far too boring for her new life.

Upon graduating with her seminal work "means for maximizing acid application" she was quick to hire herself out to mercenary outfits. This served both to raise funds for her contained research and to provide a kind of field testing for practical applications of her most recent innovations. A lack of practical wisdom and a truly insatiable curiosity tend to ensure that Torzions life is never dull which is just the way she likes it.

The goal here was to create a crafting focused character that would support the party by creating alchemical items and potions for others to put to use while providing ranged support with bombs during combat. I can imagine her adventuring party both being grateful and somewhat afraid of her latest creations, especially once she gets Create Wondrous Creature.

In combat she is best served staying out of harm's way and using her bombs either to finish off or hinder foes and making heavy use of magic items to support the other characters. With high DC values you should be able to make each attack count even if you aren't the powerhouse of a bomb or mutagen focused alchemist. The real strength of this character is the ability to plan ahead and be prepared for any situation by having a well stocked selection of potions and wondrous items.

Feats like Create Wondrous Creature, and Craft (Clockwork) will require some participation from your game master to be useful so you may want to chat about it with them before committing. If everyone is in a creative mood these can even be the launching point for grand adventures. As an NPC or villain Torzion has enough brains and tricks up her sleeves to stay one step ahead of her foes while creating all manner of crazy obstacles.

The Mad Scientist

Race: Human

Stats: Str 10 Dex 14 Con 12 Int 18 Wis 7 Cha 12

Skills: Craft (Alchemy), Craft (Traps), Craft (Weapons), Craft (Armor)*, Craft (Clockwork)*, Disable Devise, Knowledge (arcana), Knowledge (nature), Spellcraft, Use Magic Device

* This skill is acquired after gaining Int

Favored Class: Alchemist (Extra HP or Human Extra Formula)

Leveling Guild:

- 1 Craft Anywhere feat*, Reliable Bombs feat*
- 2 Smoke Bomb discovery
- 3 Frugal Crafting feat*
- 4 Infusion discovery, Int +1
- 5 Create Wondrous Creature feat*
- 6 Dispelling Bombs discovery
- 7 Craft Wondrous Item feat
- 8 Fast Bombs discovery, Int +1
- 9 Quick Draw feat
- 10 Precise Bombs discovery
- 11 Advanced Alchemy feat*
- 12 Explosive Bomb discovery, Int +1
- 13 Organized Inventory feat*
- 14 Extend Potion discovery
- 15 Bottoms Up feat*
- 16 Eternal Potion discovery, Int +1
- 17 Craft Magic Arms and Armor feat
- 18 Inferno Bomb discovery
- 19 Extra Discovery: Elixir of Life feat
- 20 Delayed Bomb discovery, Combine Extracts discovery, Philosopher's Stone discovery, Int +1 *Indicates feats from Advanced Feats

Extracts that combo especially well with this build

- Level 1: Comprehend Languages, Crafter's Fortune, Expeditions Retreat, Identify
- Level 2: Alchemical Allocation, Fire Breath, Fox's Cunning, Invisibility, Vomit Swarm
- Level 3: Amplify Elixir, Gaseous From
- Level 4: Dragon's Breath, Elemental Body 1
- Level 5: Contact other Plane, Dream, Elemental Body 2, Elude Time, Magic Jar, Nightmare, Polymorph
- Level 6: Analyze Dweomer, Transformation, True Seeing



The Cavalier

The cavalier is unique among the Advanced Player's Guide classes in that it has no magical or supernatural abilities. The cavalier could ride from the pages of history as much as from those of a fantasy novel. The skill selections and the edicts of their orders mark it as a strong roleplayer's combat class. On the battlefield, they are rich in strategy and—at higher levels—can make devastating attacks.

Challenge

The cavalier challenge doesn't stand out at lower levels, but as you progress, it becomes a potent weapon. Few classes can get such a consistent and large damage bonus to every swing. Ensuring that your challenge target always stays within reach is your key tactical consideration, but as a swift action, you can hold onto it until you are certain you can make good use of it. Like any damage bonus, taking full advantage means getting as many attacks as you can. Challenge is also great in that it is not limited to a given weapon or style allowing for many build strategies ..

Mount

A cavalier's mount follows the druid's companion rules for the most part, so this is more than a common horse. It is a robust companion that gets its own set of feats. Having a good grasp of the mounted combat rules and the uses of the ride skill is key to using this feature to full advantage.

One challenge that any mounted character faces is that riding a mount may not be an option. Sewers and crypts rarely make good jousting grounds. Of course, a small cavalier such as a halfling or gnome can game the system somewhat by riding a wolf or other Medium-sized mount to more easily navigate typical dungeons. When available, a mount gives the cavalier increased mobility and striking power.

Order

The orders are great roleplaying tools to help define your character and provide ideas for different knightly personalities. The abilities are all generally good, but few are character defining due to their limited or situational use. They also enhance your challenge ability, and those that



offer an attack bonus on the challenge target are especially powerful. Finally, each order offers additional skills and a strong bonus to a key skill.

Tactician

The tactician class feature really lets you use the teamwork feats to their full potential. The more allies you have, the more potentially powerful this ability can be. Even your mount could benefit from these feats, not to mention any cohorts or followers you may have. The only weakness of this ability is the limited number of teamwork feats available. If you are looking for more, a few additional teamwork feats are available in KOBOLD QUARTERLY magazine #15, in the "Collaborative Killers" article.

Charge

The charge abilities are strong but apply only to mounted combat. Combined with powerful feats like Spirited Charge, you can deliver massive hits at higher levels.

Banner

The banner class feature lets you play a buffing role in the party which can be a great boon. The only weakness it has is that as a morale bonus—it does not stack with other attack and saving throw bonuses like the bard song or the heroism spell.

Skills

With 4 skill points/level and a nice range of social skills, the cavalier can make for a good social representative for an adventuring party. The only limiting factor is that some skills—like Ride and Handle Animal are must-have skills for many cavalier builds.

Defensive potential

With full armor and shield proficiency, you have plenty of potential for a high AC. Your greatest weakness are rather soft saving throws for Reflex and Will, which are further compounded since neither Dexterity nor Wisdom are key ability scores for the class. Base hp are a solid d10, so with a little Constitution bonus, you should be quite durable.

Offensive potential

At low level, you are looking at a pretty middling damage output, but as you level up, the challenge class feature can



deliver massive damage bonuses to every hit. Cavaliers have attack bonuses available from their orders and simply from being mounted, which makes it easy to employ Power Attack or Two-Weapon Fighting while not suffering much from the penalties they bring. With a strong number of bonus combat and teamwork feats, it is not hard to develop the cavalier into a combat powerhouse.

Multiclassing

A cavalier does not make for an especially appealing splash class since many of their strongest abilities are level-based in power or uses per day. Their mounts can also become vulnerable if you don't find a way to advance it as you rise in character level. The cavalier, however, can certainly benefit from splashing into other combat classes to pick up bonus feats or abilities. It could also pair well with divine spellcasting to focus more on the support and leadership aspects of the class.

Summary of the Cavalier

The cavalier is a great option for those who want to play a strong melee combatant with solid social skills. At higher

levels, their challenge class feature and many feat picks can make for a first class combatant. And if you have always wanted to play with mounted combat, they are a clear winner with many mounted abilities and a very solid mount.



The Cavalier Builds

Sir Donald - The Green Knight

The product of a murderous raid by savage orcs on a peaceful settlement, Sir Donald grew up as a tangible reminder of terrible pain, ridiculed and feared by the townsfolk but allowed to live in deference to his mother. Shortly after his tenth birthday a traveling knight, long in his years took pity on the boy and took him as a squire and away from the jeers and taunts of the village folk. He served the old man for many years and learned the ways of chivalry and sacrifice.

When at last his master passed away, Sir Donald took up the knight's shield and uttered the oath becoming a knight himself. Since that day he has defended the weak, the peaceful, and the good hearted from monsters such as those that spawned him and caused his mother so much pain. While many know his shield and his lance, few have ever seen his face as his own monstrous heritage is the one demon he has not yet overcome.

For this build I wanted to create a true defender who would take the brunt of attacks for a party and which exemplified the use of a shield as a defensive tool. The Provoke feat plays an important role in allowing you to get the attention of enemies and control the flow of battle. Step Up is another great tool that helps you stick to a challenged target and along with Stem the Tide it's unlikely they will get away from you.

Due to Provoke, intimidate became a strong focus for the build which is what led to choosing half-orc. Intimidate also has defensive benefits when used to demoralize opponents so I dedicated a number of feats towards demoralizing opponents quickly and effectively.

Of course, if you are going to make yourself the prime target in a fight, you need some serious defenses. I used shield-themed feats to increase AC and tactician feats to provide defensive benefits. With good armor and a good shield, the character should be hard to bring down though you do have some weakness against will based magics.

The green knight's mount is not the focus of the build, but it provides greater mobility and even helps with defense. I decided to armor up the horse much like its master and included the Improved Overrun feat to help get the green knight more easily to chosen targets on a crowded field of battle.

The Green Knight Build

Race: Half-orc

Stats: Str 15 Dex 13 Con 14 Int 13 Wis 8 Cha 13

Skills: Craft (armor)¹, Handle Animal, Heal, Intimidate, Ride, Sense Motive

¹Acquired after increasing Intelligence

Favored Class Bonus: +1 hp/level

Order: Order of the Shield

Leveling Guide (class features, feats, and ability increase choices per level):

1—Back to Back teamwork feat*, Provoke feat*

3—Step Up feat

4—Str +1

- 5—Following Step feat
- 6—Step Up and Strike feat
- 7—Shield Focus feat

8—Dex +1

- 9—Intimidating Gaze feat*, Strength in Numbers teamwork feat*
- 11-Lightning Reflexes feat
- 12—Combat Expertise feat, Cha +1
- 13—Shield Evasion feat*
- 15—Intimidating Prowess feat
- 16—Str +1
- 17-Size Doesn't Matter feat*, Shield Wall teamwork feat*
- 18—Dodge feat
- 19-Tower Shield Proficiency feat
- 20—Str +1
- * Indicates feats from Advanced Feats

The Green Knight's Mount

Race: Horse

Skills: Perception, Survival

Leveling Guide (feat choices per level):

- 1-Move as One feat*
- 2—Dodge feat
- 5—Nimble Mount feat*
- 8-Medium Armor Proficiency feat
- 10—Power Attack feat
- 13—Improved Overrun feat
- 16—Heavy Armor Proficiency feat
- 18—Barreling Overrun feat*

* Indicates feats from 'The Cavalier's Creed.



Keenya Elkheart - The Tawny Knight

The tawny knight is a wild and beautiful force of nature. Astride a great timber wolf, a lance gleams in the forest moonlight ready to pierce the black souls of those who live without honor or shame. Brave, honest, and as full of cheer as of virtue, the tawny knight is loved by all people of good heart and noble soul.

Keenya was selected at birth to be a champion of the forest realms and trained in the fey courts as well as in the deep woods by both elven lords and mystic druids. While she has learned much of nature and warfare she knows little of the wider world and is ever fascinated by people of other lands and places far away. Keenya is also quick to make new friends and seems to inspire a natural loyalty in those around her rallying them to good cause.

I wanted to make a knight that was very focused on mounted combat. The biggest challenge for such characters is that many dungeons were not designed to accommodate a mounted knight much less even a horse. Going with a small sized knight and a dog sized mount means you can remain in the saddle in a much wider range of situations. The order of the sword is the clear winner for mounted abilities, and its premium ability is keyed to Charisma, which plays well with my choice of gnome. When not mounted, you are slow and vulnerable, but astride the wolf, you move fast and hit very hard.

I threw in every relevant mounted feat in the core and advanced rules, giving you quite a range of tricks for mounted lance combat. I think using a two-handed grip is better for this build than shield and lance, and when charging isn't an option, a good pole arm is the weapon of choice. At lower levels, hit and run tactics are the way to go, but later on, a full attack can be devastating.

Since the tawny knight is charismatic and good-hearted, I felt this would be a good build to emphasize the use of leadership, a feat cavaliers can make excellent use of since they have numerous means of buffing their allies. I also think knights are a natural for leadership as they are often attended by a squire and other attendants.

The tawny knight's wolf mount uses the Clever Critter feat to access a wider range of feats, so it has a more intimate bond with its master. The wolf's feats focus on mobility with a little extra defense, but in most cases, the tawny knight uses Mounted Combat to shield it from harm.

The Tawny Knight Build

Race: Gnome

Stats: Str 15 Dex 10 Con 14 Int 10 Wis 8 Cha 14

Skills: Diplomacy, Handle Animal, Ride, Sense Motive

Favored Class Bonus: +1 hp/level

Order: Order of the Sword

Leveling Guide (class features, feats, and ability increase choices per level):

- 1-Mounted Combat feat, Pack Attack teamwork feat*
- 2—+2 Will save (from by my honor class feature)
- 3—Ride-By Attack feat
- 4—Str +1
- 5-Near and Far feat*
- 6-Power Attack feat
- 7—Rampage feat
- 8—Spirited Charge feat (from mounted mastery class feature), Str +1
- 9—Improved Critical (lance) feat, Tag Team Fighting teamwork feat*
- 11-Trick Riding feat
- 12—Mounted Skirmisher feat, Str +1
- 13—Leadership feat
- 15-Extra Cohort feat*
- 16—Str +1
- 17-Great Leader feat*, Outflank teamwork feat
- 18—Furious Focus feat
- 19—Bloody Banner feat*
- 20—Str +1
- * Indicates feats from Advanced Feats

The Tawny Knight's Mount

Race: Wolf

Skills: Climb, Escape Artist, Stealth

Leveling Guide (feat choices per level):

- 1—Clever Critter feat*
- 2-Nimble Mount feat*
- 5—Acrobatic Steps feat
- 8—Dodge feat
- 10—Mobility feat
- 13—Bravery feat*
- 16—Improved Natural Armor feat
- 18—Fleet of Foot feat*

* Indicates feats from Advanced Feats



Sir Ravenor - The Black Knight

Darrius Drakven Ravenor takes pride in being the perfect warrior whose personal challenge is tantamount to a death sentence. Born into a family boasting a long line of knights, he was trained from an early age in the many arts of war and excelled in every one of them. Like many born warriors he is a man of few words and a master of sardonic wit.

Sir Ravenor is unfailingly loyal to his companions and unfailingly brutal to enemies: most at home in the fury of combat, he is ill at ease when forced to put away his arms and play at court or dealing with the mundane tasks of life. His jet black hair and beard perfectly match both his choice of attire and his massive black steed.

The black knight is all about being an absolute monster in combat by maximizing the use of the massive challenge damage bonus with multiple attacks and high crit range weapons. Your teamwork feats all relate to flanking, both creating greater opportunities and gaining additional benefits while flanking. The flanking bonus—along with the Pierce Armor feat, the order of the dragon's challenge bonus, the favored class banner bonus, and the bonus to attack from being mounted—all work to offset the two-weapon fighting penalties and to ensure secondary attacks find their mark as often as possible.

On the defensive side, the black knight sports a series of shield feats, allowing him to shield bash while maintaining his defenses. With buckler mastery, this cavalier gains the option to choose defense or a more powerful off-hand weapon with little penalty either way. From horseback, the black knight could stab one foe with the lance while striking another with the shield.

I intended the black knight's horse to fight whether mounted or not and it can benefit from the teamwork feats granted through the tactician ability helping the knight flank foes. I loved the idea that even the black knight's horse can intimidate people, so I gave it the skill and Intimidating Prowess as it has far more Strength than Charisma. Since it is large, it will often gain a size bonus on intimidation checks against Small and Medium foes.

That's Quite a Charge

So just how much damage can the 20th-level tawny knight do on a charge? Without taking into account magic items, a small lance does 1d6 damage. A two-handed grip gives us +7, Power Attack yields +18, basic challenge is a cool +20, Bloody Banner is +4, and knight's challenge tacks on 2. Not a bad start. Spirited charge is triple damage as is supreme charge as is the lances critical multiplier, totaling seven times normal damage using the multiplier math in d20. Add it all up, and that gives us 52–57 times 7 for 364– 399. Even an un-buffed average non-critical hit is about 278 damage, which is serious business.

The Black Knight Build

Race: Human

- Stats: Str 16 Dex 16 Con 14 Int 8 Wis 8 Cha 9
- Skills: Handle Animal, Ride, Survival, Swim
- **Favored Class Bonus:** +1 hp/level until level 5, then +1/4 banner bonus/level
- Order: Order of the dragon
- Leveling Guide (class features, feats, and ability increase choices per level):
 - 1—Improved Shield Bash feat, Pack Attack teamwork feat*, Two-Weapon Fighting feat
 - 3—Pierce Armor feat*
 - 4—Dex +1
 - 5—Double Slice feat
 - 6—Improved Two-Weapon Fighting feat
 - 8—Dex +1
 - 9—Improved Critical (rapier) feat, Precise Strike teamwork feat
 - 11—Greater Two-Weapon Fighting feat
 - 12—Two-Weapon Rend feat, Dex +1
 - 13—Buckler Mastery feat*
 - 15—Combat Reflexes feat
 - 16—Str +1
 - 17— Outflank teamwork feat, Shield Slam feat
 - 18—Shield Mastery feat
 - 19—Bashing Finish feat
 - 20—Str +1
 - * Indicates feats from Advanced Feats

The Black Knight's Mount

Race: Horse

Skills: Intimidate, Perception

- Leveling Guide (feat choices per level):
 - 1—Clever Critter feat*
 - 2- Medium Armor Proficiency feat
 - 5—Power Attack feat
 - 8—Improved Bull Rush feat
 - 10—Intimidating Prowess feat
 - 13—Combat Reflexes feat
 - 16—Improved Overrun feat
 - 18—Barreling Overrun feat*
 - * Indicates feats from Advanced Feats

The Inquisitor

A spy, a bounty hunter, a man of god who can break all the rules; the inquisitor is all kinds of cool! This class is a wonderful mix of skills, martial prowess, and divine inspiration. A bit like a bard in that it is a jack of all trades, but as where the bard is something of a pack leader, the inquisitor is more the lone wolf with abilities focused squarely on enhancing their own prowess.

Judgment

This is the inquisitor's signature ability and it is an extremely versatile one. Whatever the combat challenge is, there is a judgment that can help overcome it. This leaves the inquisitor with very few weaknesses and the ability to shift offensive strategies to counter enemies.

Spell Casting

While their spell list is varied and useful, their limited selection of spells known will force most inquisitor's to make difficult choices or rely heavily on scroll use. Using wisdom as their casting ability score is also a challenge. None of their combat abilities key off of wisdom and it is not much help in the skill department either so investing heavily there is costly. Most inquisitors will use their spell list kind of like a utility belt rather than as their build's offensive focus.

Domain

With a wide range of domain powers to

choose from you should be able to find one that works nicely for nearly any sort of inquisitor. Freedom and Destruction jumped out at me as particularly good for inquisitors but nearly all of them have cool flavor and a couple of handy powers.

Solo Tactics & Teamwork Feats

Teamwork feats tend to be a bit more powerful than normal feats so getting them as a bonus and being able to use them even when other allies don't have them can be a huge boon. The ability to swap out your most recently acquired one whenever you like... that can be straight up amazing. It's also a great way to "try before you buy." Keeping a list of all the teamwork feats acceptable to your GM is a must for taking full advantage of this ability. The only current limitation is the small selection of teamwork feats in the game so a specialized build may only have a few choices that support their character's strategy.

Discern Lies & Detect Alignment

Always a bane for crafty GMs and a boon for astute players. This really gives an inquisitor the ability to cut to the chase when dealing with deceptive sorts.

Bane & Greater Bane

This is a potent damage dealing ability. With swift action to shift its type it is pretty much always applicable to the foes at hand. It is especially potent for inquisitors who can attack multiple times with a single weapon.

Stalwart

Sort of the flip side of evasion, stalwart is a decent power if a bit less commonly applicable. Mixing inquisitor with an evasion class like rogue or monk lets you have great all around save defenses that are very difficult to breach making for a great anti-caster build.

Skills

The inquisitor is by far the strongest skill class in the APG. Not only do they get a solid 6 points per level, they also get a great selection of social, physical, and mental skills to choose from. Due to the Stern Gaze ability, the inquisitor

is a true master of intimidate and sense

motive, perfect for long interrogation sessions. Their Track ability grants a hefty bonus to finding targets making them excellent hunters of man and beast.

Defensive potential

The inquisitor is pretty solid defensively. They don't get heavy armor proficiency but are a rare class that can make good use of medium armors. Their Judgment offers a wide range of defensive options and an unusual AC bonus that stacks with a good number of spell AC bonuses. With access to self healing, inquisitors are never easy marks. Their only soft spot is their reflex saves making traps and area spells a real threat.

Offensive potential

Inquisitors have great offensive potential. Their destruction judgment and bane ability can deliver some significant pain and their justice judgment easily compensates for their ³/₄ base attack bonus. They can also select from a number of nice divine combat buffing spells and at higher levels receive a couple of potent damage dealing spells in flame strike and blade barrier.

Multi Classing

Inquisitors multi-class pretty well so long as you don't mind the loss in spell casting prowess, you just have to make sure your other classes are adding to the inquisitor's strengths and aren't trying to take you in another direction. Rogue and Monk seems one of the most likely candidates shoring up the weakness in reflexes while adding combat benefits.

Summary of the Inquisitor

The inquisitor is incredibly well rounded with strong combat potential, an arsenal of skill options, and a pretty versatile selection of spells. I think the class is best built to be versatile and shift its focus to the enemies' weakness. Judgment and its Tactics are where the inquisitor shines in combat, quickly shifting gears to whatever works best in the situation. Over specializing would make it hard to take advantage of their wide array of talents.

The History of Inquisition

Inquisition was generally established as an effort to combat heresy and enforce adherence to official church teachings. It is primarily associated with the Catholic Church. While such efforts are found throughout history, Pope Innocent IV changed the nature of the act in 1252 when he authorized and regulated the use of torture in investigating heresy.

Many of the more notorious inquisitions such as the Spanish Inquisition were directed by ruling monarchs rather than the holy seat and were often seen as tools for political control in as much as they were efforts for religious adherence.

That they are infamous for brutality is as much the intent as consequence. The handbook for the Roman inquisition of the 16th century notes, "... for punishment does not take place primarily and per se for the correction and good of the person punished, but for the public good in order that others may become terrified and weaned away from the evils they would commit."

The Inquisitor Builds

Brother Charles Zargrim - The Bloodhound

When the church needs a thing found, be it man, beast, or relic of the faith, and they aren't particular on how the finding is done, they call on brother bloodhound. It is said he could track a water elemental in a monsoon and so far he's never failed to return with his target though it's often a bit worse for wear by the time he drags it in.

Brother bloodhound, as Charles is often called, works as a mercenary priest for other faiths whose tenants call for restraint and compassion but who none the less have enemies or outlaws which respond best to force and violence. Unlike common bounty hunters or street thugs, Zargrim is known for being a holy man who respects all the gods, even though he prays to Gorum.

For the bloodhound I wanted to capture the idea of a tough as nails bounty hunter who can track foes and once caught pummel them into submission. I chose to go with half-orc partly for the tough guy look but also because nightvision seemed especially handy for tracking targets day or night. Combined with Fast Track the bloodhound is sure to catch up to its targets quickly. And of course there is intimidate, the bloodhound's go to social skill. The Fearsome feat is taken early to give it extra bite when demoralizing opponents.

The bloodhound is built to use a two handed sword or great axe (proficiency granted by faith and race respectively). To keep strength high I used Magical Savant at the level where low wisdom would otherwise prevent spellcasting. Power Attack is a given and is nicely supported by the Justice judgment's to hit bonus. Offensive Insight also helps keep attacks accurate, especially during a full attack sequence. Extended Use (bane) is a boon for sustained damage output.

The spell list for the bloodhound is primarily focused on helping in the hunt, and beefing up for combat. Healing and a bit of damage casting also come in handy. Inquisitor spells really succeed in adding a lot of flavor to the class, though they take a while to mature.



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The Bloodhound Build

Race: Half-Orc

Stats: Str 16 Dex 09 Con 14 Int 10 Wis 13 Cha 13

Skills: Intimidate, Knowledge (dungeoneering), Knowledge (nature), Perception, Sense Motive, Survival

Favored Class Bonus: +1 hp/level

Deity: Gorum

Domain: Destruction

Judgment Bonus Type: Sacred

Leveling Guild (class features, feats, and ability increase choices per level):

- 1 Fearsome feat*
- 3 Fast Track feat*, Pack Attack teamwork feat*
- 4 Str +1
- 5 Power Attack feat
- 6 Paired Opportunists teamwork feat
- 7 Offensive Insight feat*
- 8 Str +1
- 9 Magical Savant feat*, Hammer and Anvil teamwork feat*
- 11 Improved Critical (greatsword) feat
- 12 Str +1, Outflank teamwork feat
- 13 Extended Use (bane) feat*
- 15 Track Spirits feat*, Lookout teamwork feat
- 16 Str +1
- 17 Meddlesome feat*
- 18 (variable) teamwork feat
- 19 Persistent Judgment feat*
- 20 Str +1

* Indicates feats from Advanced Feats

Spells Known:

- 0 acid splash, brand, create water, daze, detect magic, read magic
- 1 comprehend languages, cure light wounds, disguise self, expeditious retreat, shield of faith, wrath
- 2 bloodhound, cure moderate wounds, follow aura, knock, resist energy, spiritual weapon
- 3 cure serious wounds, deeper darkness, dispel magic, hunter's eye, nondetection, seek thoughts
- 4 cure critical wounds, divine power, freedom of movement, invisibility (greater), rebuke, stoneskin
- 5 flame strike, righteous might, spell resistance, true seeing, unwilling shield
- 6 blade barrier, circle of death, harm, heal, legend lore

Mindy Mollytops - Wolf in Sheep's Clothing

Mindy's bright eyes, blond curls, and generous smile hide a hatred and contempt for all things happy, weak, or innocent. Her true past is a secret she never speaks of, instead inventing tales of warm family moments and hearth side joy and soaking up the envy it often instills in others.

Mindy knows that trust is sometimes more powerful than fear, and flattering words more influential than a harsh rebuke. Still remembering her long lost innocence Mindy serves Asmodeus as a spy and saboteur, leading souls to hell on a road paved almost entirely with good intentions.

The motivations for this build were largely role playing ones. I was inspired by the inquisitor's "breaking the rules" motif and wondered, how does an evil priest break the rules to get the job done? My answer was by being as helpful as possible and doing good deeds for others even if ultimately that leads to some kind of greater ruin. Also, going for a more "harmless" image meant I could focus a bit more on the spell casting side of the class.

Crossbow seemed like a good weapon for character that avoids too much direct violence but still does enjoy shedding blood. The class proficiency with exotic crossbows is handy, letting me focus feats on increasing the number of attacks you can make which makes good use of the classes many fixed damage bonuses. It's also a nice weapon in that you can forgo strength. Shared Magic and Shared Judgment highlight the idea that this is a character that supports the team rather than grabs the glory.

At mid levels I build up the casting side and offer decent DC values for the more powerful enchantment spells. I tried to load up the wolf's spell list with magic that would be helpful to the party in a fight, but could also be put to sinister uses. I've always found the enchantment school to be ripe for committing some pretty heinous acts, or better yet, encouraging others to do them for you.

Of course you can take this same build and make a genuinely kind and helpful inquisitor who solves problems through love and compassion and is every bit the lamb she appears to be, but I'm not sure that would be quite as much fun.



The Wolf in Sheep's Clothing Build

Race: Human

Stats: Str 10 Dex 16 Con 10 Int 10 Wis 14 Cha 14

Skills: Bluff, Diplomacy, Heal, Intimidate, Knowledge (religion), Sense Motive, Survival

Favored Class Bonus: +1 hp/level

Deity: Asmodeus

Domain: Trickery

Judgment Bonus Type: Profane

Leveling Guild: (class features, feats, and ability increase choices per level)

- 1 Eschew Divine Focus feat*, Point Blank shot feat
- 3 Precise Shot feat, Coordinate Fire teamwork feat*
- 4 Wis +1
- 5 Rapid Shot feat
- 6 Friend and Foe teamwork feat*
- 7 Rapid Reload feat
- 8 Wis +1
- 9 Crossbow Mastery feat, Shared Magic teamwork feat*
- 11 Ducking shot feat*
- 12 Wis +1, Shared Judgment feat*
- 13 Allied Spellcaster teamwork feat
- 15 Magical Insight feat*, Lookout teamwork feat
- 16 Wis +1
- 17 Spell Focus (enchantment) feat
- 18 (variable) teamwork feat
- 19 Greater Spell Focus (enchantment) feat
- 20 Wis +1

* Indicates feats from Advanced Feats

Spells Known:

0- create water, detect magic, disrupt undead, light, stabilize

- 1 alarm, bless, cure light wounds, expeditious retreat, protection from chaos/evil/good/law, sanctuary
- 2 calm emotions, cure moderate wounds, hold person, invisibility, shield other, spiritual weapon
- 3 coordinated effort, cure serious wounds, protection from energy, remove curse, defile armor, searing light
- 4 cure critical wounds, death ward, hold monster, neutralize poison, restoration, stoneskin
- 5 command (greater), cure light wounds (mass), flame strike, geas/quest, unwilling shield
- 6 blade barrier, cure moderate wounds (mass), harm, heal, hero's feast

Playing Evil Characters

I have a soft spot for playing evil characters but I have a guiding principle I follow when doing so or when people want to play them in a game I run. The character must have a strong motivation for working with the party, even if they have dramatically different reasons for doing so. The evil character should want the other party members as allies and be working to keep their trust and good will. This should include working with the party towards common goals, even if they seem contrary to an evil perspective. Characters that are hostile to the party are a huge headache and can lead to bitter feelings among the players.

Another thing to keep in mind is that most adventures are designed for evil to be defeated so if you are playing an evil character, and you hatch an evil plot, you should be fully prepared to fail and deal with that in a way that doesn't disrupt play.

Annala Daremore - The Detective

The monks of Irori found that young Annala was a student admirable in her quest for perfection of mind and body, but somewhat lacking in serene enlightenment. She had a habit of picking fights and arguing with her instructors ever seeking to prove her superiority. Clearly she needed an outlet of some kind or the peace of the temple would forever be in doubt.

The temple elders bid her to go and assist the constabulary of the local capital in a string of mysterious killings and it was in this work she found her true calling. Annala thereafter dedicated herself to finding and defeating those who prey upon others, unraveling their plans and bringing them to justice in the divine light of truth. The more devious and dangerous the foe, the more she can learn and test the limits of her body and mind. Annala is ever looking for trouble, and in Golarion it's never hard to find.

This build started with the notion of a crime fighting detective along the lines of Sherlock Holmes which the inquisitor class supports beautifully. The tricky part was figuring out what kind of combat ability the character would have. As much as I enjoy pure story play, any character you make should be ready to aid in a fight in some meaningful way. Another role playing challenge was that this character should be smart, yet intelligence is just not a key ability score for inquisitors.

I chose half-elf for the perception bonus and resistance to charms, both which seemed helpful for a crime fighter. I wanted the detective to be able to open locks and the free skill focus let me bring that up to par with a class skill. Being able to handle traps for a party is also very nice. Multiclassing with monk offered a lot of benefits. Monk brings evasion and a boost to reflex saves as well as a way to leverage wisdom in combat. It also offers two bonus feats which are much needed to qualify for Misdirected Strike. Finally the flurry of blows pairs well with bane to get a lot of strikes with one weapon.

Misdirected Strike is the real signature feat this character was built around on the combat side. It has a big set of prerequisites but they are all helpful for implementing the feat and the stat requirements work nicely for a character that I felt had to have enough intelligence to believably outwit master criminals. Once there it only made sense to keep going with Combat Expertise based combat maneuvers and that developed a strong theme of disabling rather than simply killing opponents.

The inquisitor spells are focused on the crime solving theme as are the characters skills, while the monk splash and judgment helps take care of combat concerns. Like Sherlock Holmes the one thing this character definitely lacks is social grace. She is not interested in making nice or being popular, she only wants to be the best crime fighter possible and defeat those who think they can circumvent law and order.

Magical Mysteries

Crime and Detective type stories rely on logical deduction which in turn requires known limits on what is, or is not possible. A world of magic tends to make such stories more challenging since with magic, nearly anything is possible. A classic locked room mystery in pathfinder would have far more plausible solutions than in our world and in fantasy settings dead men can tell all kinds of tales.

As tricky as a magical mystery can be, the inquisitor can easily extract the truth from any witness or suspect making simple lies and deception a flimsy veil for crime. As a game master you will need to account for the inquisitor's powers while still making them feel useful in garnering leads and information to continue the story. If you want the plot to be the primary obstacle in an adventure, it will take a lot of work, but if you pull it off a magical mystery can make for a great adventure.



The Detective Build

Race: Half-Elf

Stats: Str 15 Dex 13 Con 11 Int 14 Wis 14 Cha 08

- **Skills:** Disable Device, Knowledge (arcana)¹, Knowledge (local), Knowledge (nature)¹, Perception, Sense Motive, Stealth, Survival
 - $^{\scriptscriptstyle 1}$ This skill is taken and advanced beginning at level 3

Favored Class Bonus: +1 hp/level

Deity: Irori

Domain: Knwoledge

Judgment Bonus Type: Sacred

- **Leveling Guild** (class features, feats, and ability increase choices per level):
 - 1 Monk: Dodge feat, Skill Focus (Perception) feat, Skill Focus (Disable Device) feat
 - 2 Monk: Combat Reflexes feat
 - 3 Inquisitor from here on: Combat Expertise feat
 - 4 Str +1
 - 5 Improved Disarm feat, Coordinated Maneuvers teamwork feat
 - 7 Defensive Disarm feat*
 - 8 Dex +1, Paired Opportunist teamwork feat
 - 9 Misdirected Strike feat*
 - 11 Improved Trip feat, Team Defense teamwork feat*
 - 12 Wis +1
 - 13 Greater Trip feat
 - 14 Precise Strike teamwork feat
 - 15 Improved Judgment feat*
 - 16 Wis +1
 - 17 Greater Disarm feat, Duck and Cover teamwork feat
 - 19 Defensive Insight feat*
 - 20 Con +1, (variable) teamwork feat
 - * Indicates feats from Advanced Feats

Spells Known:

- 0 create water, detect magic, detect poison, light, read magic, sift
- 1 alarm, command, comprehend languages, cure light wounds, disguise self, sanctuary
- 2 bloodhound, cure moderate wounds, find traps, invisibility, perceive cues, zone of truth
- 3 banish seeming, blood biography, invisibility purge, locate object, seek thoughts, speak with the dead
- 4 cure critical wounds, divine power, geas (lesser), hold monster, sending
- 5 commune (greater), flame strike, ghostbane dirge (mass), true seeing,
- 6 blade barrier, cure moderate wounds (mass), heal, legend lore

The Oracle

The oracle stands at the crossroads of sorcerer and cleric as a spontaneous divine caster. While that paints the class in broad strokes, the details of the mysteries give each oracle a distinctive feel and roleplaying hook.

Spellcasting

At their heart, oracles are divine spell casters. They are spontaneous casters with full spell levels and progression similar to the sorcerer. Their spell selection is drawn from the cleric list and they

receive additional spells from their choice of mystery.

Like the sorcerer, the oracle's choices are limited in that wider range. Charisma is their primary casting statistic, which makes them good social characters as well as casters.

Oracle's Curse

Each curse has a penalty and a benefit, and all of them add a great roleplaying hook for your character. They won't have a huge impact on your character build, but they strongly affect the roleplaying challenges beyond pure combat mechanics.

Mystery

Picking a mystery really defines your oracle. Each one feels a bit like its own variant class with a list of special abilities (revelations) you can choose from as well as additional class skills and available spells. While the class has some common abilities—such as those that offer additional defenses—each mystery has a strong roleplaying and mechanical flavor. Selecting a mystery is likely your first choice when creating a new oracle.

- *Battle*—This mystery offers combat bonuses and feat trees that can turn your oracle into quite the warrior without weakening their spellcasting.
- Bones—This dark mystery is great for oracles who want point-and-kill spells or undead followers.
- *Flame*—The flame mystery gives your oracle a wealth of damage spells and supernatural powers to burn enemies.
- *Heavens*—This mystery is a mixed bag of divination, madness, mobility, and damage powers.
- *Life*—The life mystery is pure healing power personified, both highly focused and very potent.

Lore—This mystery is all about gathering information both magical and mundane—but it offers little in the way of combat prowess.

Nature—The nature mystery offers many druid-like powers, including an animal companion mount.

Stone—The mystery of stone includes many defensive powers, and you can turn the earth into a weapon against your foes.

Waves—This mystery includes defensive physical transformations and coldbased damage powers.

Wind—The last of the mysteries offers enhanced mobility as well as lightning damage effects.

Many of the revelations you can gain are very powerful, granting multiple feats or supernatural abilities. Because you can pick up more of them with the Extra Revelation feat, you can really leverage them early in your build.

Skills

The oracle skill list is pretty typical for a caster, and the 4 skill points per level are enough to cover the basics you might need. Intelligence doesn't do a lot for an oracle, so it's unlikely that any given oracle is heavy with skills.

Defensive potential

With shields and medium armor, an oracle is decently protected, and nearly every mystery offers further defensive options. Their hp are not spectacular nor are their saving throws, but the cleric spell list has a remedy for nearly any defensive challenge. An oracle who chooses to make defense a priority should have little difficulty doing so.

Offensive potential

Oracles can either focus on a strong casting offense by taking one of the elemental mysteries or they can opt for some weapon prowess by taking the battle mystery and augmenting themselves with divine buffs. While not quite specialized for dealing damage, each offers tools to expand beyond the divine caster's traditional support role.

Multiclassing

Oracles really don't have much multiclassing potential beyond prestige classes designed for spontaneous divine

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casters. Like any spontaneous caster, its spells come slowly, and spellcasting is very level dependent.

Most often, the oracle's class abilities are tied up in the revelations, and those are also very level dependent. Beyond that, there simply isn't much it needs from other classes. The mysteries offer a range of specializations similar to what you would get from other classes.

Summary of the Oracle

What kind of character you make depends a lot on the mystery you choose. An oracle of battle is a formidable fighter, an oracle of fire a powerful damage caster, and an oracle of life is a peerless healer. With great casting power, decent base attack bonus, and few restrictions, you can build in nearly any direction.

Oracles in History

The most famous of all oracles was the oracle at Delphi in ancient Greece, called the Pythia. This was a position rather than a single woman, and many took the title and were served—or some say controlled—by priests of the temple. While famous for divining the future, many of her prophesies were carefully worded such that no matter the outcome, the prophecy could be seen in a light that made it true. Even in ancient times, some were true believers and others were doubters in the power of the gods and the Pythia.

An oracle in a Pathfinder RPG could certainly be a visionary divining the future, a charlatan fooling the gullible, or a clever manipulator driving rather than divining the threads of destiny. In every case, opportunities for great stories abound.



The Oracle Builds

Gordon Thistledew - Visionary Healer

Once a small town cook and innkeeper known for his pies, ale, and considerable waistline, Gordon found himself touched by the gods when his sleepy village came under attack and his lifelong friends lay wounded and dying. Being no warrior or wielder of magic he could only pray to the gods, any gods for mercy and protection. And in a flash he discovered that he had been given a gift to bring up his fallen friends so they might defend themselves.

His newfound healing powers turned the tide and secured peace for his people, but not before many died beyond his power to heal. Even now their spirits haunt him, seemingly bound by his own guilty at letting them fall. Since that time, he has journeyed in order to aid those who defend the common folk against savagery and violence, vowing never to let another in his care fall to anything other than old age.

An adventuring party with a truly powerful healer can be extremely formidable. The visionary healer takes every opportunity to augment the power and depth of his or her healing abilities. An oracle of life has more spells per day than a cleric and can make better use of channeling thanks to Charisma being the primary casting statistic. The safe curing and combat healer revelations both offer an easy means to deliver aid safely in the thick of combat. Energy body offers even more non-spell healing and allows other characters to spend actions for heals.

This build goes even further using wands to greatly extend the pool of available low-level magic for both healing and offense. Scroll Mastery allows for the use of healing magic normally beyond the character's reach, and Preserve Scroll can greatly expand the oracle's normally limited repertoire of available spells.

At higher levels, Empower Spell combines with spirit boost to really pad out a large pool of temporary hp on mass cures; while Quicken Spell lets you throw hot and heavy healing magic to counter the most powerful assaults. Dormant Spell lets you queue up powerful heals and buffs and deliver them to allies no matter where they are on the battlefield. With Use Magic Device and a healthy Charisma at higher levels, the wand and scroll feats give the oracle access to an even wider range of magic to protect and aid allies.

But there is more to this jolly character than just healing. With a good, strong casting stat and so many non-spell healing options, the visionary healer has lots of room for a little offensive casting, buffing, and control. His ghostly friends also lend a hand with a larger list of spell powers, although they can get in the way when trying to fish out all those wands and scrolls in the thick of a fight.

Visionary Healer Build

Race: Halfling

- Stats: Str 8 Dex 15 Con 14 Int 12 Wis 11 Cha 16
- Skills: Diplomacy, Heal, Spellcraft, Survival, Use Magic Device

Favored Class Bonus: +1 hp/level

Mystery: Life

Curse: Haunted

Leveling Guide (class features, feats, and ability increase choices per level):

- 1-Channel revelation, Scroll Mastery feat*
- 3—Safe curing revelation, Wand Casting feat*
- 4—Dex +1
- 5—Craft Wand feat
- 7-Enhanced cures revelation, Two-Wand Technique feat*
- 8—Cha +1
- 9—Preserve Scroll feat*
- 11-Elemental Boost (positive) feat*, spirit boost revelation
- 12—Cha +1
- 13—Dormant Spell feat*
- 15-Energy body revelation, Quicken Spell feat
- 16—Cha +1
- 17—Scroll Metamagic feat*
- 19—Combat healer revelation, Empower Spell feat 20—Cha +1
- *Indicates feats from Advanced Feats

Spells Known:

- 0—create water, detect magic, detect poison, guidance, light, mending, purify food and drink, read magic, stabilize
- 1st—bless, cure minor wounds*, command, detect undead*, ghost sound*, mage hand*, magic weapon, obscuring mist, sanctuary
- 2nd—bulls strength, cure moderate wounds*, eagle's splendor, grace, hold person, remove paralysis, lesser restoration*, levitate*
- 3rd—cure serious wounds*, neutralize poison*, protection from energy, remove curse, sacred bond, searing light
- 4th—blessing of fervor, cure critical wounds*, death ward, freedom of movement, restoration*, tongues
- 5th—breath of life*, command greater, cure light wounds mass*, flame strike, raise dead, telekinesis*, spell resistance
- 6th—blade barrier, cure moderate wounds mass*, heal*, hero's feast, symbol of persuasion
- 7th—cure serious wounds mass*, greater restoration*, regeneration, repulsion, reverse gravity*, symbol of stunning
- 8th—cure critical wounds mass*, euphoric tranquility, holy aura, planar ally greater
- 9th—etherealness, heal mass*, miracle, true resurrection *Indicates a bonus spell granted by a class feature.

The Phoenix

Bearing no true name, the phoenix is born to her station beautiful, elegant, and terrible in her anger. Some seek her out for guidance, some to marvel at her beauty, and some to lay waste to their enemies. Wherever she walks, a trail of ashen ruin follows in which new life springs forth after her passing. It is said she is born deaf, so she does not hear the sound of her screaming victims and that when one phoenix falls, another will be born that same day.

An oracle of fire is unique in being a divine healer with a full range of elemental damage spells that can be cast without the worries of arcane spell failure. A wizard or sorcerer would need to work hard to achieve such a build for the oracle of fire, it is simply a starting point.

The Phoenix is heavily focused on laying out massive fire damage and ensuring it can strike at nearly any foe. Elemental Boost, Empower Spell, and Intensified Spell all work together to create massively damaging blasts. Penetrating Spell and Ectoplasmic Spell ensure that even normally difficult to burn foes feel the heat, and the build's high Charisma and evocation focus ensure DC values are no joke.

Meta Spell is put to full effect memorizing metamagic versions of the best damage spells, so every spell slot can bring flaming death without full round actions. This does limit spell selection, but the phoenix still has room for strong healing, defense, and the occasional utility spell. And of course, the metamagic that creates massive damage spells can also deliver potent healing spells when needed.

The phoenix even has a nice range of social skills, making for a character that has a lot to do when not burning things to the ground. Being deaf, a phoenix's style of negotiation is likely a bit one-sided, leaving little means for others to bargain with this legendary figure's demands.



The Phoenix Build

Race: Human

Stats: Str 8 Dex 12 Con 14 Int 12 Wis 8 Cha 18

Skills: Acrobatics, Diplomacy, Intimidate, Knowledge (planes), Perform (dance), Profession (fortuneteller), Spellcraft

Favored Class Bonus: +1 hp/level

Mystery: Flame

Curse: Deaf

- Leveling Guide (class features, feats, and ability increase choices per level):
 - 1—Elemental Boost (fire) feat*, Spell Focus (evocation) feat, touch of flame revelation
 - 3-Burning magic revelation, Penetrating Spell feat*
 - 4—Cha +1
 - 5-Empower Spell feat
 - 7-Meta Spell feat*, wings of fire revelation
 - 8—Cha +1
 - 9—Extra Revelation (form of flame) feat
 - 11-Extra Use feat*, firestorm revelation
 - 12—Cha +1
 - 13—Ectoplasmic Spell feat*
 - 15-Fire breath revelation, Intensified Spell feat
 - 16—Cha +1
 - 17—Quicken Spell feat
 - 19—Extra Revelation (gaze of flames) feat, heat aura revelation
 - 20—Cha +1

* Indicates feats from Advanced Feats

Spells Known:

- 0—create water, detect magic, detect poison, guidance, light, mending, purify food and drink, read magic, stabilize
- 1st—burning hands*, cure minor wounds*, command, divine favor, obscuring mist, sanctuary, shield of faith
- 2nd—augury, burning hands (penetrating), cure moderate wounds*, eagle's splendor, enthrall, hold person, resist energy*
- 3rd—blindness/deafness, cure serious wounds*, dispel magic, fireball*, meld into stone, searing light
- 4th—cure critical wounds*, death ward, freedom of movement, restoration, spell immunity, wall of fire*
- 5th—command greater, cure light wounds mass*, flame strike, raise dead, summon monster V (fire elemental only)*, wall of stone
- 6th—blade barrier, cure moderate wounds mass*, fire seeds*, flame strike (intensified), heal
- 7th—cure serious wounds mass*, destruction, fire storm*, flame strike (empowered), repulsion
- 8th—cure critical wounds mass*, earthquake, flame strike (empowered, intensified), holy aura, Incendiary cloud*
- 9th—blade barrier (empowered, intensified), fiery body*, heal mass, summon monster IX
- * Indicates a bonus spell granted by a class feature.

Fortunetelling

I am somewhat enamored of fortunetellers. While I don't believe they have supernatural powers, the good ones do have great intuition and understanding of human nature such that they can seem to have an uncanny ability to understand you. To practice their art well, they must listen and observe carefully, something that happens all too infrequently in most social circles.

I really wanted a feat that captures the spirit of professional fortunetelling, but I was at a loss to encircle the mechanics. Sense Motive is a key skill needed, but Bluff is clearly at play as is Perform. Many fortunetellers have been rumored to be the secret masters of their powerful clients, manipulating them into war or disastrous quests with the fate of nations in the balance, and that speaks to Diplomacy. You can simply call it a profession, but in game, that is just a background activity that earns you cash. The roleplaying potential is so rich that this seems to sell it far short.



Kragor the Terrible - Savage Seer

Battle is where destiny is forged. Amid the crucible of chaos and slaughter, lifelines are cut and dynasties are born. In the sprays of blood, the scarlet course of the future is shaped into tragedy and triumph –sometimes both at the same time. The savage seer connects the threads of fate, weaving history into destiny with the stroke of a sword and the power of the divine.

Legend says that Kragor was born during battle and suckled at the teats of death himself. If you were to ask Kragor if it were true he would only laugh and tell you he was a simple soldier trying to understand why such carnage was needed until he was touched by the gods and shown the answer. He is in truth a charming man of good temper and cheer; that is when not in combat. On the battlefield he is something else entirely.

Oracles of battle do an amazing job of melding casting prowess with martial ability. The revelations grant abilities that a cleric would have to use a majority of their feats to achieve while maintaining a strong spellcasting ability for healing, buffing, and damaging spells. In the savage seer, I've put together a strong offensive lineup, combining a potent weapon, the falcata, with damage from touch spells.

Well protected in heavy armor, shield, iron skin, and the ability to layer on multiple defensive buffs while self-healing, the savage seer is perfectly comfortable in the heat of battle. Mystic Retribution ensures that anyone trying to interrupt spellcasting suffers for the attempt, and Combat Casting allows casting in relative safety, if so desired.

At lower levels, the savage seer can either use inflict spells or strike with the falcata and—beginning at 7th level—can do both in the same round. Woe to the opponent caught by hold person, for the falcata with Power Attack and Savage Critical makes for a devastating coup de grace.

At higher levels, Quicken Spell and Empower Spell augment casting options while Maneuver Mastery (sunder) and Sundering Strike continue to build melee versatility. While not as stalwart as a fighter or as specialized for casting as the other oracle builds, the savage seer combines martial and casting prowess in a seamless fashion.



Savage Seer Build

Race: Human

Stats: Str 16 Dex 12 Con 14 Int 8 Wis 8 Cha 15

Skills: Diplomacy, Intimidate, Ride, Spellcraft

Favored Class Bonus: +1 hp/level

Mystery: Battle

Curse: Tongues

Leveling Guide (class features, feats, and ability increase choices per level):

- 1—Combat Casting feat, Mystic Retribution feat*, skill at arms revelation
- 3—Exotic Weapon Proficiency (falcata) feat, weapon mastery (falcata) revelation
- 4—Cha +1
- 5—Somatic Weapon (falcata) feat*
- 7—Combat healer revelation, Power Attack feat
- 8—Cha +1
- 9—Battlecaster feat*
- 11-Armed Touch Casting feat*, iron skin revelation
- 12—Cha +1
- 13—Savage Critical feat*
- 15—Maneuver mastery (sunder) revelation, Quicken Spell feat
- 16—Cha +1
- 17—Sundering Strike feat
- 19-Battlefield clarity revelation, Empower Spell feat
- 20—Cha +1

* Indicates feats from Advanced Feats

- Suggested Spells:
 - 0—create water, detect magic, detect poison, guidance, light, mending, read magic, spark, stabilize
 - 1st—command, cure light wounds, divine favor, enlarge person*, inflict light wounds*, shield of faith
 - 2nd—cure moderate wounds, eagles splendor, fog cloud*, hold person, inflict moderate wounds*, resist energy, spiritual weapon
 - 3rd—cure serious wounds, inflict serious wounds*, magic vestments*, remove curse, water breathing, wind wall
 - 4th—air walk, divine power, freedom of movement, inflict critical wounds*, spiritual ally, wall of fire*
 - 5th—cleanse, disrupting weapon, inflict light wounds mass*, raise dead, righteous might*, slay living
 - 6th—blade barrier, harm, heal, inflict moderate wound mass*, bull's strength mass*
 - 7th—control weather*, cure serious wounds mass, destruction, inflict serious wounds mass*, holy word
 - 8th—earthquake*, holy aura, inflict critical wounds mass*, planar ally greater, stormbolts
 - 9th—energy drain, heal mass, implosion, storm of vengeance* *Indicates a bonus spell granted by a class feature.

The Summoner

The summoner is a wonderful class for players who love building characters and tinkering around with the game rules. With the summoner, you are really building two characters that work together as a team – and every round of combat, you get to make twice as many decisions. A clever player can really leverage this multitude of actions every turn to dominate the battlefield.

Eidolon

The summoner's eidolon is nearly a second character, and

playing it as such is the key to using it well. Like a good party, summoner and eidolon team is stronger than each is alone, so designing your character and eidolon to work together and coordinating their attacks in combat is what makes this such a powerful class. Because the eidolon acts according to your wishes but of its own will, the summoner essentially gets twice as many actions and twice the hp of most characters.

This is not without peril. If the summoner goes down the eidolon is gone as well. A perceptive foe will strike the more vulnerable and critical member of the team, but a crafty summoner can even turn that into an advantage by making himself an attractive but elusive target. For instance, the maker's call and transposition class abilities help mitigate threats to the summoner or the eidolon and forcing an enemy to deal with the other half of the team.

From a purely roleplaying perspective, the ability to design the look and personality of your eidolon to be nearly anything you like is a delightful way to let your creativity shine and make an utterly unique character. While some players may treat their eidolons as just another weapon, the creature could well have a complicated and engaging personality and story of its own.

Building an eidolon is almost as challenging as building a second character, and the rules involved are often considerably different that that used by most character classes or push the boundaries of the rules in interesting ways. Questions like "can my mount tumble while I'm riding on it?" and "what if it holds on to me with its tentacles?" can make for fascinating rules discussions.

Summoning

The summoning spell-like ability ensures that, even if an eidolon goes down, the summoner is not defenseless. Since these summons last 1 minute/level and you command several of them (3 + Cha bonus per day), a summoner has little chance of running out in a typical day's adventuring. The only disadvantage is that the summoner can have only one such summoned creature in play at a time – including their eidolon. Since the eidolon is likely more powerful than most summons of the same level, more often than not this power becomes a summoner's backup plan.

It's a good idea to really review and learn the summon monster lists and have the stats ready to go at game time. Some summons are definitely better

> than others, and many are good for certain niche situations. The ability to call on whatever is most useful at the moment certainly makes the summoner powerful and versatile. As an added bonus, these summons require only a standard action rather than a full round, like most summoning spells. This makes them much harder to counter or interrupt.

The one summoned creature restriction applies only to this ability and the eidolon. Creatures summoned by casting the spells from the spell list can be out at the same time. However, with a limited spell progression and a normal duration, those summoned monsters are much weaker.

Spellcasting

The summoner is not a very strong caster, especially at lower levels. Their progression is similar to a bard's, so they gain access to higher level spells at least two levels behind other casters, and they have a fairly limited number of spell slots.

The summoner spell selection is mostly defensive and includes a large number of standard arcane buffs. They have a set of eidolon-specific spells for healing and calling their companion and most are essential for the class. They also get a smattering of summoning-related spells like banishment and phantom steed and a series of interesting pit and wall summoning spells that give them a role as a kind of strategic terrain master.

Defenses

The summoner is proficient with and can cast spells freely in light armor and has a decent d8 HD, which is a modest start. Though they have a pretty good list of defensive buffs, there may be no time to layer all those up in a typical fight.



They also pick up the shield ally ability, so if they are near their eidolon, they enjoy modest bonuses to AC and saving throws. If you build for it with feats and ability choices, you can make the summoner at least decently durable, but you probably want to avoid prolonged exposure to the enemy.

Martial Ability

The summoner also lacks heavy martial abilities; they have only simple weapon proficiency and no built-in combat abilities. They do have a 3/4 BAB progression, which opens the possibility for decent combat skills, but like defenses, you would want to shore that up heavily with ability scores and feats. Likewise, multi-classing would help a summoner pick up additional weapon proficiencies and a combat trick or two.

The summoner ability to take on eidolon mutations for themselves is useful for summoners who are built to go into combat themselves. However, these abilities come very late in the level progression, so they are unlikely to be the focus of the character build.

Skills

With a small skill pool and Intelligence not playing into their casting, it is unlikely a summoner will focus on skills. Ride stands out as a key skill for those wanting to use their eidolon as a mount and Use Magic Device can be quite handy, especially since the summoner's Charisma is already favored for spellcasting.

GM's Note

In my opinion, the summoner is a very powerful class with a lot of potential for rules exploitation and the ability to unbalance a game. As a GM or player, you may find that setting some artificial limitations is necessary to avoid creating excessively powerful characters.

Summary of the Summoner

The summoner is both a powerful and diverse class. The ability to essentially design two characters to work in tandem with one another is potentially very powerful. Simply controlling twice the number of actions per round has innumerable advantages. The only down side is that playing a summoner is complicated and potentially time consuming, both between and during games.

The Summoner Builds

Malkus Irivilus - The Chess Master

Growing up, Malkus was known as, "that spooky kid," by most of his peers. He was not strong or wise or even all that smart, but his gaze could hold other is rapt attention and his voice had a far away quality like a whisper from the gods themselves. He favored games of strategy and wit but seemed to win not through clever strategy, but an uncanny power to simply know your next move long before you'd thought of it yourself.

It was no great surprise to anyone when strange creatures began to appear around him, otherworldly things with names long forgotten by any sage but which Malkus knew as if they were lost brothers. When he finally left the city, many breathed a sigh of relief. Exactly what game he now plays, none can say but those who knew him as a child have no doubt he's winning.

This build was inspired by the pit and wall spells in the summoner's spell list. I loved the notion of a character that treats the battlefield like a game board and who manipulates the terrain as well as moves his many pieces on it to bring about victory.

Your eidolon is a hulking, multi-armed brute with sizable physical defenses and excellent grappling ability. Instead of maximizing the number of natural attacks, this eidolon focuses heavily on a single devastating slam attack that can initiate a grapple. With Strength of over 40, Power Attack, and 4d8 base slam damage, it can hit very hard. With Improved Vital Strike, that becomes 12d8 base damage. Once grappled, it can continue to inflict damage or toss opponents into pits or walls of fire or even other opponents. The Sizeshifter feat ensures that even in tight spaces, your eidolon can be your protector, albeit with significantly reduced abilities.

On the defensive side, the eidolon behemoth buys all the natural armor improvements. Its Constitution is cranked up by size modifiers and through its special abilities to give a good number of hp. Finally, spell resistance is snatched up toward the end to round out its defenses. All in all, this is a tough and durable defender.

Of these builds, chess masters are the most traditional summoners in that they can function as well with summoned monsters as with an eidolon. The chess master can safely send his pawns on suicide missions, for there are almost always more available. The down side is that, without a summons, there is little the summoner can do to help with fighting until getting into mid levels.

The chess master's spell list begins with buffs and moves into spells that control physical space and movement, such as the wall and pit series of spells and the grease spell. At higher levels, spells that can take an opponent out of the fight in one cast come into play and some of the more potent summons are taken to add presence to the battlefield.

The Chess Master Build

Race: Human

Stats: Str 8 Dex 12 Con 14 Int 10 Wis 10 Cha 18

Skills: Knowledge (engineering), Spellcraft, Use Magic Device

Favored Class: +1 hp/level

- **Leveling Guide** (class features, feats, and ability increase choices per level):
 - 1—Augment Summoning feat, Spell Focus (conjuration) feat
 - 3-Cannibalistic Casting feat*
 - 4—Cha +1
 - 5—Improved Shield Ally feat*
 - 7—Wall Mastery feat*
 - 8—Cha +1
 - 9—Fast Spell feat *
 - 11-Shifting Wall feat*
 - 12—Cha +1
 - 13—Spell Penetration feat
 - 15—Hardened Spell (conjuration) feat*
 - 16—Cha +1
 - 17—Vampiric Summons feat*
 - 19—Enlarge Wall feat*
 - 20—Cha +1

* Indicates feats from Advanced Feats

Suggested Spells:

0—daze, detect magic, light, mage hand, mending, read magic

1st—enlarge person, expeditious retreat, grease, magic fang, rejuvenate eidolon (lesser), shield

- 2nd—cat's grace, create pit, haste, invisibility, summon eidolon, summon monster II
- 3rd—displacement, fly, rejuvenate eidolon, stoneskin, wall of fire, wall of ice
- 4th—acid pit, baleful polymorph, hold monster, magic jar, purified calling, summon monster V
- 5th—banishment, hungry pit, repulsion, simulacrum, wall of iron
- 6th—dominate monster, incendiary cloud, maze, protection from spells, summon monster IX

The Chess Master's Eidolon

Base Form: Biped

Skills: Climb, Heal, Survival, Use Magic Device

- Leveling Guide (evolutions, feats, and ability increase choices per level):
 - *Note*: Since evolutions are frequently swapped when new options become available, the listed evolutions for each level represent the total pool of evolutions at each level. Other features that are much less dynamic—like the feats and ability scores

increases—are listed only when acquired.

- 1—Claws, limbs (arms), limbs (legs), improved natural armor, slam, and improved damage (slam) evolutions; Improved Natural Attack (slam) feat
- 2—Claws, limbs (arms), limbs (legs), improved natural armor, slam, improved damage (slam), and reach (slam) evolutions
- 3—Claws, limbs (arms), limbs (legs), improved natural armor, slam, improved damage (slam), and grab (slam) evolutions; Power Attack feat
- 4—Claws, limbs (arms), limbs (legs), improved natural armor, slam, improved damage (slam), grab (slam), reach (slam), and bite evolutions
- 5—Claws, limbs (arms) ×2, limbs (legs), improved natural armor, slam, improved damage (slam), grab (slam), and reach (slam) evolutions; Con +1
- 6—Claws, limbs (arms) ×2, limbs (legs), improved natural armor ×2, slam, reach (slam), grab (slam), and improved damage (slam) evolutions; Sizeshifter feat*
- 7—Claws, limbs (arms) ×2, limbs (legs), improved natural armor ×2, slam ×2, reach (slam), grab (slam), and improved damage (slam) evolutions
- 8—Claws, limbs (arms) ×2, limbs (legs), improved natural armor ×2, slam ×2, reach (slam), grab (slam), improved damage (slam), and bite evolutions
- 9—Claws, limbs (arms) ×2, limbs (legs), improved natural armor ×2, slam ×2, grab (slam), large, and improved damage (slam) evolutions; Toss Foe feat*
- 10—Claws, limbs (arms) ×2, limbs (legs), improved natural armor ×2, slam ×2, grab (slam), large, improved damage (slam), and bite evolutions; Con +1
- 11—Claws, limbs (arms) ×2, limbs (legs), improved natural armor ×3, slam ×2, grab (slam), large, improved damage (slam), and bite evolutions; Vital Strike feat
- 12—Claws, limbs (arms) ×2, limbs (legs), improved natural armor ×3, slam ×2, grab (slam), large, improved damage (slam), and bite (upgraded) evolutions
- 13—Claws, limbs (arms), limbs (legs), improved natural armor ×3, slam, grab (slam), huge, and improved damage (slam) evolutions
- 14—Claws, limbs (arms) ×2, limbs (legs), improved natural armor ×3, slam, grab (slam), huge, and improved damage (slam) evolutions; Improved Vital Strike feat
- 15—Claws, limbs (arms) ×2, limbs (legs), improved natural armor ×3, slam ×2, grab (slam), huge, and improved damage (slam) evolutions; Con +1
- 16—Claws, limbs (arms) ×2, limbs (legs), improved natural armor ×4, slam ×2, grab (slam), huge, and improved damage (slam) evolutions
- 17—Claws, limbs (arms) ×2, limbs (legs), improved natural armor ×4, slam ×2, grab (slam), huge, improved damage (slam), and bite evolutions; Giant Step feat*
- 18—Claws, limbs (arms) ×2, limbs (legs), improved natural armor ×4, slam ×2, grab (slam), huge, improved damage (slam), bite, and tentacle evolutions

- 19—Claws, limbs (arms) ×2, limbs (legs), improved natural armor ×4, slam, grab (slam), huge, improved damage (slam), bite, and spell resistance evolutions; Improved Resistance feat*
- 20—Claws, limbs (arms) ×2, limbs (legs), improved natural armor ×4, slam ×2, grab (slam), huge, improved damage (slam), bite, and spell resistance evolutions
- * Indicates feats from Advanced Feats

Natural Armor

The improved natural armor evolution is a bit vague. It says you can take it once every 5 levels, and in the Pathfinder RPG, you generally round fractions down. This would mean you can't take it until 5th level, yet it doesn't list a minimum level as many other evolutions do.

While there was no official word at the time of this writing, the consensus among players was that it should read, "may be taken at 1st level and again for each 5 levels after first." This is how I've used it in these builds.



Cammerron Moontallow - The Mythic Rider

Upon Cammerron coming of age, his father revealed to him that long ago their family's founder bartered his soul to the spirit realm in exchange for power such that while he lived the spirits would be at his call and after he died he would be at theirs. He was then shown the very contract and that not one, but many Moontallows names were written there. "Will your name be among them?" his father asked.

Cammerron's eidolon is very much a reflection of his own spirit and the two act as one. Cocky and self assured they seem to fear no foe or challenge in life's grand adventure for they know in death they will still be together only in a different world.

The central theme for this build is to have the eidolon as a mount and the summoner as a mounted warrior. This arrangement keeps the summoner always at hand to heal and protect the eidolon and be protected by it. The summoner gains the full mobility of the eidolon – which can be significant. Unlike most low-level mounts, the eidolon can do significant damage on its own.

I designed the eidolon first, focusing it on delivering a powerful bite attack that could trip foes. Because the summoner is not a defensive class, a disabling combat maneuver is a good way to add protection for the rider. Early evolutions focus on enhancing the bite damage of the eidolon as its primary attack.

I also develop mobility—first with climb and then with flight. By mid-levels, the eidolon expands its number of attacks and gains pounce to make full attacks on a charge.

In the end, the eidolon is a flying mount with a Strength of more than 30 and 7 attacks that do considerable damage. Because it can act on its own, it requires no actions from its rider to command it in combat – leaving the summoner free to act. While not a defensive powerhouse, the eidolon has its own healer strapped to its back, and the Mounted Combat feat can protect it from blows.

By making the summoner a member of a Small race, you can start out with the eidolon as mount and immediately, and you can ride about in confined spaces like dungeons. Even as the mount becomes Large at later levels, most areas can accommodate it with a Small rider atop it without suspending disbelief. Small size does bring some damage penalties, but the eidolon is the damage powerhouse and the summoner is merely piling on with lance and magic.

Use of a lance was a bit of a sticky element. The choices are to multi-class or to use a feat. Feats are a bit short and taking a fighter level provides the added benefit of other weapon and armor use as desired along with adding a free feat. This lets us stock up on the essential mounted combat feats very quickly.

Because this build is as much a fighter as a caster, Charisma is balanced out with the physical ability scores, just enough to cast all its spells without enhancement but no more. This means sticking primarily to buffs and spells without defensive saving throws.

In the feats department, Mounted Combat and Trick Riding are very powerful on this build, allowing you to negate attacks against your powerful eidolon. Of course, this means clever enemies will turn to attack you instead, but you can use riding maneuvers like Cover and Full Defense to turn that tactic against your enemies. Spirited Charge helps you deal some telling blows with your lance, especially when combined with Power Attack at higher levels. Improved Critical is always nice on a ×3 weapon like the lance.

Ride by Attack, Improved Shield Ally, and Controlled Charge all contribute to defense, which is one of the build's potential weaknesses. Balanced Spellcaster and Combat Casting are both there to aid casting in the thick of battle, which is where you will be much of the time. Finally, Unstable Evolutions are great for making adjustments to your eidolon as the situation demands.

The Mythic Rider Build

Race: Halfling

Stats: Str 14 Dex 15 Con 12 Int 10 Wis 8 Cha 14

Skills: Ride, Use Magic Device

Favored Class: Summoner (extra hp for eidolon)

- **Leveling Guide** (class features, feats, and ability increase choices per level):
 - Note: All levels except level 2 are summoner.
 - 1—Mounted Combat feat
 - 2 (fighter)—Ride-By Attack feat
 - 3—Spirited Charge feat
 - 4—Dex +1
 - 5—Balanced Spellcaster feat*
 - 7—Improved Shield Ally feat*
 - 8—Cha +1
 - 9—Trick Riding feat
 - 11—Improved Critical (lance) feat
 - 12—Cha +1
 - 13—Combat Casting feat
 - 15—Unstable Evolutions feat*
 - 16—Str +1
 - 17—Power Attack feat
 - 19—Controlled Charge feat*
 - 20—Str +1
 - * Indicates feats from Advanced Feats

Suggested Spells:

- 0 (at will)—detect magic, light, mage hand, mending, open/ close, read magic
- 1st—enlarge person, expeditious retreat, feather fall, mount, rejuvenate eidolon (lesser), shield
- 2nd—barkskin, blur, bull's strength, haste, summon eidolon, wind wall
- 3rd—displacement, invisibility greater, magic fang (greater), rejuvenate eidolon, stoneskin, wall of ice

- 4th—acid pit, evolutionary surge (greater), purified calling, teleport, transmogrify, wall of stone
- 5th—dispel magic (greater), heroism (greater), rejuvenate eidolon (greater), simulacrum, true seeing
- 6th—charm monster (mass), incendiary cloud, protection from spells, teleportation circle

The Mythic Rider's Eidolon

Base Form: Quadruped

Skills: Acrobatics, Fly, Perception, Stealth

- Leveling Guide (evolutions, feats, and ability increase choices per level)
 - *Note*: Since evolutions are frequently swapped when new options become available, the listed evolutions for each level represent the total pool of evolutions at that level. Other features that are much less dynamic—like the feats and ability scores increases—are listed only when acquired.
 - 1—Bite, limbs (legs) 2, mount, and trip evolutions; Improved Natural Attack (bite) feat
 - 3—Bite, limbs (legs) ×2, mount, trip, and improved damage (bite) evolutions
 - 4—Bite, limbs (legs) ×2, mount, trip, improved damage (bite), and climb evolutions; Controlled Charge feat*
 - 5—Bite, limbs (legs) ×2, mount, trip, improved damage (bite), climb, and ability increase (Str +2) evolutions
 - 6—Bite, limbs (legs) ×2, mount, trip, improved damage (bite), flight, and ability increase (Str +2) evolutions; Con +1
 - 7—Bite, limbs (legs) ×2, mount, trip, improved damage (bite), flight, ability increase (Str +2), and magic attacks evolutions; Run feat
 - 8—Bite, limbs (legs) ×2, mount, trip, improved damage (bite), flight, ability increase (Str +2), and energy attacks (acid) evolutions
 - 9—Bite, limbs (legs) ×2, mount, trip, improved damage (bite), flight, ability increase (Str +2), energy attacks (acid), and magic attacks evolutions
 - 10—Bite, limbs (legs) ×2, mount, trip, improved damage (bite), flight, ability increase (Str +2), energy attacks (acid), pounce, and gore evolutions; Fleet of Foot feat*
 - 11—Bite, limbs (legs) ×2, mount, trip, improved damage (bite), flight, ability increase (Str +2), energy attacks (acid), pounce, gore, and claws evolutions; Str +1
 - 12—Bite, limbs (legs) ×2, mount, trip, improved damage (bite), flight, ability increase (Str +2), energy attacks (acid), pounce, gore, claws, and magic attacks evolutions; Improved Critical (bite) feat
 - 13—Bite, limbs (legs) ×2, mount, trip, improved damage (bite), flight, energy attacks (acid), pounce, gore, claws, and large evolutions
 - 14—Bite, limbs (legs) ×2, mount, trip, improved damage (bite), flight, energy attacks (acid), pounce, gore, claws, large, and wing buffet evolutions
 - 15—Bite, limbs (legs) ×2, mount, trip, improved damage

(bite), flight, energy attacks (acid), pounce, gore, claws, large, wing buffet, and poison (bite) evolutions; Hover feat

- 16—Bite, limbs (legs) ×2, mount, trip, improved damage (bite), flight, energy attacks (acid), pounce, gore, claws, large, wing buffet, poison (bite), and improved natural armor evolutions; Str +1
- 17—Bite, limbs (legs) ×2, mount, trip, improved damage (bite), flight, energy attacks (acid), pounce, gore, claws, large, wing buffet, poison (bite), and improved natural armor ×2 evolutions
- 18—Bite, limbs (legs) ×2, mount, trip, improved damage (bite), flight, energy attacks (acid), pounce, gore, claws, large, wing buffet, poison (bite), improved natural armor ×2, and tail evolutions; Tail Tricks feat*
- 19—Bite, limbs (legs) ×2, mount, trip, improved damage (bite), flight, energy attacks (acid), pounce, gore, claws, large, wing buffet, improved natural armor ×2, tail, and tail slap evolutions
- 20—Bite, limbs (legs) ×2, mount, trip, improved damage (bite), flight, energy attacks (acid), pounce, gore, claws, large, wing buffet, poison (bite), improved natural armor ×3, tail, and tail slap evolutions; Flyby Attack feat

* Indicates feats from Advanced Feats

Eidolon Possessions

The rules are silent on whether an eidolon takes its items with it when banished. This would be a disadvantage if it were banished while holding something you might need but an advantage in that it means a lot less picking up junk off the battlefield and having to re-equip the thing when it is summoned again. Personally, I like to keep things simple, so I would allow the Eidolon to have its own set of stuff that comes and goes along with it.



Valdus Terakulus - The Master of Arms

Valdus was born the son of a wealthy merchant and his young life was one of luxury and privilege. Upon a childhood visit to the gladiatorial games he found his first passion, the art of combat. From then on he trained tirelessly, though his father would not permit him to actually partake in the games.

Among his many tutors was an old summoner who found the Valdus to have a gift for the art and it was not long before he could summon his own eidolon as well as creatures from across the great beyond. This gave Valdus the ability to create his own gladiator games. It wasn't long before his hobby was discovered and hi s outraged father banished him from their home without a penny to his name. But by then Valdus was nearly a man and was glad to forge his own future rather than follow in his father's footsteps.

For this build, I wanted to create an eidolon that fights side by side with its summoner and is more peer than bestial servant. I wanted to give it hands so that it could use items and skills that had uses outside of combat. It also seemed a nice opportunity to push the boundaries of the multi weapon rules and create a multi armed monstrosity. The decision to use a shield and weapons with the eidolon meant that Medium size made the most sense as it would be relatively easy to equip. Without the size penalties to AC, I could also shore up defense and push the eidolon's AC fairly high.

I also wanted the summoner to be a serious combatant as well, fighting right along side their eidolon instead of hiding behind it. Because the class doesn't have great defenses, this led me to imagine an armored caster, using the Still Spell feat to enable casting while both armed and armored. The fighter level is critical for picking up armor, shield, and weapon proficiencies. The Raw Magic feat also gives you something to do with your spell slots when you are more inclined to fight than cast spells.

Both summoner and eidolon are using multiple combat maneuvers here. The eidolon has a pull which drags an opponent into flanking position or just brings it close so all the non-reach attacks can fire off during a full attack sequence. Trip comes in later simply because it can be linked to the bite and is a free combat maneuver, letting you not only drag opponents closer but also sit them down. I like the notion that the summoner can use disarm and his eidolon can then snatch up the weapons for its own use.

This build takes a while to come together. The eidolon doesn't start using weapons right away, and the summoner cannot really cast freely while armored until 7th level, just as the eidolon is gearing up for multiweapon combat. Because this build is very rules intensive and the eidolon can make a huge number of attacks of various types, I recommend you do your homework and get your GMs approval before you bring this character to the table.

The Master of Arms Build

Race: Human

Stats: Str 16 Dex 10 Con 12 Int 13 Wis 8 Cha 14

Skills: Craft (armor), Craft (weapons), Intimidate, Use Magic Device

- Favored Class: Summoner (extra hp for eidolon)
- **Leveling Guide** (class features, feats, and ability increase choices per level):
 - *Note*: Unless noted otherwise, all new levels are of the summoner class.
 - 1 (fighter)—Combat Expertise feat, Improved Disarm feat, Improved Trip feat
 - 3—Coordinated Maneuvers feat
 - 4—Str +1
 - 5-Power Attack feat
 - 7—Still Spell feat
 - 8—Str +1
 - 9—Greater Trip feat
 - 11-Raw Magic feat*
 - 12—Cha +1
 - 13—Greater Disarm feat
 - 15—Stay Down feat*
 - 16—Cha +1
 - 17—Craft Magic Arms and Armor feat
 - 19—Defensive Disarm feat*
 - 20—Int +1
 - * Indicates feats from Advanced Feats
- **Evolutions for PC** (through the aspect class feature):
 - *Note*: Since evolutions are frequently swapped as new options become available, the listed evolutions for each level represent the total pool of evolutions at that level.
 - 13-Skilled (Use Magic Device) evolution
 - 15—Skilled (Intimidate) and Skilled (Use Magic Device) evolutions
 - 16—Skilled (Intimidate) and Skilled (Use Magic Device) evolutions
 - 17—Skilled (Intimidate) and Skilled (Use Magic Device) evolutions
 - 19—Frightful Presence evolution
 - 20-Frightful Presence evolution

Suggested Spells:

- 0 (at will)—detect magic, light, mage hand, mending, open/ close, read magic
- 1st—expeditious retreat, feather fall¹, mage armor, rejuvenate eidolon (lesser), shield, summon monster I
- 2nd—barkskin, blur¹, bull's strength, evolution surge (lesser), haste, summon eidolon
- 3rd—displacement¹, dispel magic, fire shield, rejuvenate eidolon, tongues1, wall of fire
- 4th—acid pit, evolutionary surge (greater), overland flight,

purified calling, teleport, summon monster V

- 5th—heroism (greater), rejuvenate eidolon (greater), summon monster VII, true seeing, wall of iron
- 6th—discern location, incendiary cloud, protection from spells, summon monster IX, teleportation circle

¹Spells without somatic components can be cast in armor with no arcane spell failure.

The Master of Arms' Eidolon

Base Form: Serpentine

Skills: Acrobatics, Disable Device, Heal, Use Magic Device

- **Leveling Guide** (evolutions, feats, and ability increase choices per level):
 - Note: Since evolutions are frequently swapped as new options become available, the listed evolutions for each level represent the total pool of evolutions at that level. Other features that are much less dynamic—like the feats and ability scores increases—are listed only when acquired.
 - 1— Bite, climb, reach (bite), tail, tail slap, and limbs (arms) evolutions
 - 2—Bite, climb, reach (bite), tail, tail slap, improved natural armor, and limbs (arms) evolutions; Shield Proficiency feat
 - 3—Bite, climb, reach (bite), tail, tail slap, improved natural armor, limbs (arms), and skilled (Use Magic Device) evolutions
 - 4—Bite, climb, reach (bite), tail, tail slap, improved natural armor, limbs (arms), skilled (Use Magic Device), and pull (bite) evolutions; Coordinated Maneuvers feat
 - 5—Bite, climb, reach (bite), tail, tail slap, improved natural armor, limbs (arms) , weapon training, skilled (Use Magic Device), and pull (bite) evolutions
 - 6—Bite, climb, reach (bite), tail, tail slap, improved natural armor, limbs (arms) ×2, weapon training, and skilled (Use Magic Device) evolutions; Con +1
 - 7—Bite, climb, reach (bite), tail, tail slap, improved natural armor ×2, limbs (arms) ×2, weapon training, and skilled (Use Magic Device) evolutions; Multiweapon Fighting feat
 - 8—Bite, climb, reach (bite), tail, tail slap, improved natural armor ×2, limbs (arms) ×2, skilled (Use Magic Device), and pull (bite) evolutions
 - 9—Bite, climb, reach (bite), tail, tail slap, improved natural armor ×2, limbs (arms) ×2, weapon training (martial), and skilled (Use Magic Device) evolutions
 - 10—Bite, climb, reach (bite), tail, tail slap, improved natural armor ×2, limbs (arms) ×3, weapon training (martial), and skilled (Use Magic Device) evolutions; Double Slice feat
 - 11—Bite, climb, reach (bite), tail, tail slap, improved natural armor ×2, limbs (arms) ×3, weapon training (martial), skilled (Use Magic Device), and pull (bite) evolutions; Str +1

- 12—Bite, climb, reach (bite), tail, tail slap, improved natural armor ×3, limbs (arms) ×3, weapon training (martial), skilled (Use Magic Device), and pull (bite) evolutions; Improved Multiweapon Fighting feat*
- 13—Bite, climb, reach (bite), tail, tail slap, improved natural armor ×3, limbs (arms) ×3, weapon training (martial), skilled (Use Magic Device), and pull (bite) evolutions; aspect (1 point)
- 14—Bite, climb, reach (bite), tail, tail slap, improved natural armor ×3, limbs (arms) ×3, weapon training (martial), skilled (Use Magic Device), pull (bite), and trip evolutions
- 15—Bite, climb, reach (bite), tail, tail slap, improved natural armor ×3, limbs (arms) ×3, weapon training (martial), skilled (Use Magic Device), pull (bite), and trip evolutions; aspect (2 points); Two Weapon Rend feat
- 16—Bite, climb, reach (bite), tail, tail slap, improved natural armor ×3, limbs (arms) ×3, weapon training (martial), skilled (Use Magic Device), pull (bite), trip, and improved damage (bite) evolutions; aspect (2 points); Str +1
- 17—Bite, climb, reach (bite), tail, tail slap, improved natural armor ×4, limbs (arms) ×3, weapon training (martial), skilled (Use Magic Device), pull (bite), trip, and improved damage (bite) evolutions; aspect (2 points)
- 18—Bite, climb, reach (bite), tail, tail slap, improved natural armor ×3, limbs (arms) ×3, weapon training (martial), skilled (Use Magic Device), pull (bite), trip, and energy attack (cold) evolutions; aspect (2 points); Improved Shield Bash feat
- 19—Bite, climb, reach (bite), tail, tail slap, improved natural armor ×3, limbs (arms) ×3, weapon training (martial), skilled (Use Magic Device), pull (bite), trip, and energy attack (cold) evolutions; aspect (3 points)
- 20—Bite, climb, reach (bite), tail, tail slap, improved natural armor ×3, limbs (arms) ×3, weapon training (martial), skilled (Use Magic Device), pull (bite), trip, and breath weapon (cold, 2/day) evolutions; aspect (3 points); Multihanded Fighting feat*

* Indicates feats from Advanced Feats

Multiweapon Fighting

This eidolon is a case where I have intentionally limited just how far I'm willing to push the envelope in minmaxing. Multiweapon Fighting is typically reserved for certain high level monsters and a few cases of fourarmed PC classes. Once you have it, each arm you add is another attack—three more attacks with Improved and Greater Multiweapon Fighting (if someone adapts if for Pathfinder.)

The eidolon rules limiting natural attacks apply only to the number of natural attack forms you can add to the eidolon and not the number of attacks it can make with weapons. Multiweapon combat rules also allow for adding natural attacks to your routines as secondary natural weapons. You could max out the full seven natural attacks, take six sets of arms, and you get three main hand, seven natural, and 33 secondary attacks for 43 swings, each of which has various attack and damage values and will grind your game to a screeching halt. I decided to stop at six arms (one with a shield), stop at Improved Multiweapon, and only develop the original two natural attacks. That is still up to 15 attacks, which is a heck of a lot for one critter.

As a GM or balance conscientious player, you may want to place some limits on eidolons and Multiweapon Fighting. One strategy would be to require the feats to be taken an additional time to apply to each set of arms beyond the second so that the first feat covers 4 arms and a second feat is required to add another 2 arms into the mix. You could also limit the eidolon to a total number of attacks equal to their maximum natural attacks, be they weapon or not.

Another option would be to change the rules for using natural attacks with two weapon fighting and simply require the eidolon to use one or the other in a given full attack. Even if you decide not to change the rules, you can have the monsters learn quickly that granting the many-armed eidolon a full attack is simply a bad idea. They can then employ tactics to always avoid that situation.



The Witch

The witch is a very powerful, full-blooded spellcaster that strongly evokes all the stories and legends surrounding its name. Between their rich spell list and their near limitless use of hexes, the witch is a veritable fountain of powerful magic effects and more than a match for any wizard or sorcerer. This examination assumes you have already read the class itself; if

you haven't reviewed it yet, take a look before getting started here.

Spellcasting

At the heart of any spellcasting class is its spell list, and the witch supports an impressively diverse array of options. Spells from every school can be found there with a mix of healing, damage dealing, summoning, slaying, cursing, and travel. When you consider that they also get to select a set of themed patron spells, a witch can be nearly any kind of spellcaster you can imagine.

If you have played a wizard, you will find the witch to be very similar. Its spell progression is identical and both gain a few spells automatically as they level while being able to add more as they discover them in the course of adventuring or through trade.

The differences between the two classes are mostly found in their granted at-will abilities with the witch being more of a generalist and having more potent powers and the wizard being more focused but getting a number of bonus feats.

Witch's Familiar

The witch's familiar is little different than a wizard's with the exception that it also serves as a kind of living spellbook for the witch. Witches should think twice before

sending their familiars into dangerous situations, for they risk losing most of their known spells. Many of the new feats in Advanced Feats: The Witch's Brew make the familiar a more useful companion in combat. As it stands, the familiar is often more of a liability than an asset in battle.

Hexes

Hexes are what make the witch class really feel like the various legends. They provoke no attacks of opportunity, require no concentration rolls, suffer no spell failure, can't be

countered, and in short, have almost none of the disadvantages of spells.

On the other hand, they cannot be augmented or otherwise affected by metamagic or spell-enhancing items, so their power is relatively fixed.

A witch gains a full 11 hexes by 20th level, which is a pretty good selection of at-will powers to have on tap. The witch is unlikely to run out of useful spell effects in combat, and this makes it one of the most diverse classes in the game.

Defenses

Witches have little to recommend them as bastions of defense. They have the smallest HD for Pathfinder Roleplaying Game classes, so hp are few. Their only strong save is Will, and they have no class abilities that affect saving throws directly. However, their spell list contains a decent array of defensive magic, and they have access to healing magic. Witches caught unprepared or in situations where casting is marginalized quickly find themselves in dire straits.

Skills

The witch's skill list is typical for a caster, but it mixes both arcane and divine staples. Intimidate stands out as an unusual but flavorful social skill. Use Magic Device is a bit weaker for a witch than for other classes as there are few spell-based items they cannot already take advantage of. While the witch gets only the minimum skill ranks, having Intelligence as their casting stat means they will likely have a fair number of skills regardless.

Summary of the Witch

Witches are real magical powerhouses.

They have a huge range of spells and unlimited use of hexes but almost nothing else to attack or defend with. If you want to play a character that does a lot of spellcasting and never wants for a strong magical effect, they are an excellent choice.



The Witch Builds

Arcaster Hellblood – The Arch-Witch

The arch-witch is a master of all things magical and specializes in dominating other spellcasters, bringing them to heel, and claiming their secrets for themselves. Many arch-witches eventually turn on their own patrons, seeking to usurp even their masters' powers for themselves and ascend to the next level of being.

Arcaster serves as a self appointed judge of other witches and arcanists, rooting out those who abuse their power or dabble in forces beyond their ability to control. He rarely preys upon those weaker than himself and follows a kind of chivalrous code, giving his rivals fair warning that he is coming for them and the opportunity to yield before being destroyed.

The primary focus of this build is to take advantage of the counterspell mechanic to dominate other casters in magical combat. At the start of the build, the foundation is set with Improved Counterspell and Magical Aptitude to give you a greater chance to counterspell, both in having the right spell and in giving you a bonus to the necessary Spellcraft check. Dispel Mastery is taken as soon as you gain access to dispel magic, which can be used as a generic counter to any spell.

Every feat available to add to the effect of countering spells is taken so that counterspelling is not just a reactive and defensive tactic. Counterspell Feedback lets you damage your victim while Usurp Spell and Parry Spell allow you to turn and steal spell effects.

The familiar feats allow your familiar to augment your number of effective actions per turn, leaving you free to counterspell and still make some headway in offense. Quicken Spell and Opportunity Counterspell allow you to counterspell and cast in the same turn. Hexes were chosen for combat use, so you can use your spells for counterspells and still have an endless number of strong actions to take during a fight.



The Arch-Witch Build

Race: Human

Style: Str 8 Dex 12 Con 14 Int 18 Wis 12 Cha 8

Skills: Craft (alchemy), Heal, Knowledge (arcana), Knowledge (history), Knowledge (nature)¹, Knowledge (planes), Knowledge (religion)¹, Spellcraft, Use Magic Device

¹ Acquired after increasing Intelligence

Favored Class: Human witch or +1 hp/level

Patron Spells: Wisdom

- **Leveling Guide** (class features, feats, and ability increase choices per level):
 - 1—Healing hex, Improved Counterspell feat, Magical Aptitude feat
 - 2—Flight hex
 - 3—Familiar Concentration feat*
 - 4—Slumber hex, Int +1
 - 5—Counterspell Feedback feat*
 - 6—Evil eye hex
 - 7-Dispel Mastery feat*
 - 8—Tongues hex, Int +1
 - 9—Quicken Spell feat
 - $10\mbox{--}Major$ healing major hex
 - 11-Usurp Spell feat*
 - 12—Agony major hex, Int +1
 - 13—Hexing Familiar feat*
 - 14—Retribution major hex
 - 15—Opportunity Counterspell feat*
 - 16—Waxen image major hex, Int +1
 - 17—Parry Spell feat
 - 18—Eternal slumber grand hex
 - 19—Heighten Spell feat
 - 20—Natural disaster grand hex, Int +1 *Indicates feats from Advanced Feats

Suggested Spells:

- 1st—burning hands, detect secret doors, mage armor, shield of faith
- 2nd—alter self, blindness/deafness, levitate, web
- 3rd—arcane sight, dispel magic, fly, lightning bolt
- 4th—death ward, enervation, moonstruck, threefold aspect
- 5th—baleful polymorph, break enchantment, magic jar, teleport
- 6th—analyze dweomer, greater dispel magic, guards and wards, true seeing
- 7th—greater arcane sight, heal, plane shift, symbol of stunning
- 8th—horrid wilting, irresistible dance, protection from spells, trap the soul
- 9th—astral projection, mage's disjunction, power word kill, soul bind

Krinkle Nimblestar - The White Witch

In Krinkle's forest village, witches are thought of as healers and sages who guide and protect the people in their daily lives and only punish those who threaten the peace. Since Krinkle's eldest sister already claimed the station of her mother as village warden, Krinkle was obligated to travel and seek others in need of her aid.

The white witch defies the expectations of those who think all witches serve dark powers. Her mission is to heal the sick and make whole the damage done to the world by dark powers. The white witch still has the power and the will to punish those who do evil or need to learn humility but her code demands she show mercy whenever possible without endangering the innocent.

This build starts with a roleplaying concept and then uses the game mechanics to support it. The central notion is that you only rarely use your power to kill or destroy and, instead, prefer to aid others. Because most games involve a lot of violent conflict and every party member is needed for victory, this build gives you a number of tools to debilitate foes without killing them.

The build starts out with a healing focus, giving the witch the choice of skill, hex, and spell-based healing. Between the three, you should be able to handle healing for your friends with aplomb. This trend continues throughout the build.

Merciful Spell is a great new feat that lets you cut loose with potent damage spells without actually killing your foes. It's also great for bar fights where casting lightning bolts is normally a faux pas. Much later, Empower Spell gives some muscle for those damage spells and can also aid in your healing. Late in the build, Discriminating Spell helps you be selective in who you catch in area spells.

Persistent Spell, Heighten Spell, and Focused Spell all help crank up your DC values for spells that incapacitate foes, making this a potent control casting build. Mass Effect Spell is great for both control spells, heals, and buffs getting more mileage out of each spellcasting action if at a fairly steep metamagic cost.

Craft Rod is fairly key to the build since all that metamagic can really crowd the high-level spell slots. Crafting metamagic rods will help relieve that pressure a bit. Spell Perfection also performs this function but comes much later in the build. Also on the crafting side, you get Cauldron Hex which enables potion brewing to aid your allies.

The hex selection mirrors the build's helpful and nonviolent approach. A high-level white witch could easily stitch a whole army back together given enough time. While the retribution major hex may deal lethal damage, it does have a kind of karmic justice to it that seems appropriate here.

The White Witch Build

Race: Gnome

Style: Str 8 Dex 10 Con 15 Int 16 Wis 10 Cha 14

Skills: Craft (alchemy), Craft (jewelry), Diplomacy, Heal, Knowledge (arcana)¹, Knowledge (nature)1, Spellcraft ¹ Acquired after increasing Intelligence

Favored Class: +1 hp/level

Patron Spells: Animals

Leveling Guide (class features, feats, and ability increase choices per level)

1-Expert Healing feat*, healing hex

2—Slumber hex

- 3—Merciful Spell feat
- 4—Cauldron hex, Int +1
- 5-Persistent Spell feat*
- 6—Charm hex
- 7—Focused Spell feat
- 8—Disguise hex, Int +1
- 9—Craft Rod feat
- 10—Major healing major hex
- 11—Heighten Spell feat
- 12—Retribution major hex, Con +1
- 13—Mass Effect Spell feat*
- 14—Weather control major hex
- 15—Empower Spell feat
- 16—Vision major hex, Int +1
- 17—Discriminating Spell feat*
- 18—Life giver grand hex
- 19—Spell Perfection feat
- 20—Eternal slumber grand hex, Int +1
- * Indicates feats from Advanced Feats

Suggested Spells:

1st—cure light wounds, mage armor, ray of enfeeblement, sleep 2nd—cure moderate wounds, hold person, web, zone of truth

3rd—fly, lightning bolt, remove curse, remove disease

- 4th—cure serious wounds, death ward, threefold aspect, wandering star motes
- 5th—cure critical wounds, hold monster, reincarnate, teleport
- 6th—cone of cold, geas/quest, greater heroism, summon monster VI

7th—heal, regenerate, symbol of stunning, waves of exhaustion

- 8th—animal shapes, mass charm monster, maze, power word stun
- 9th—dominate monster, elemental swarm, summon nature's ally IX, teleportation circle

Valectrix Nightshadow - The Wicked Witch

The wicked witch is everything village mothers warn their children about to keep them on the straight and narrow. Valectrix is the dark and beautiful reflection the guilty see in the mirror and is prepared – not to mention delighted – to punish them for each immoral deed or dark thought they have ever had. Since the world is rich with evil, there are always places in need of her "services."

While some call her evil, Valectrix is principled in her sadism and measures out her sadistic punishment in rough relation to the gravity of the victims sin. While she suspects none are innocent, she will not act without some measure of evidence of the darkness she seeks to castigate. When asked why she does not punish herself, she responds, "I like to save the best for last."

You start your career with potent powers of seduction and trickery used to outsmart your enemies. The disguise hex allows the use of seduction without lasting consequence and allows you to play on the passions of either sex. Your charm hex gives you a magical boost when conventional means aren't working.

The Potent Hex feat supports a range of nasty offensive hex powers that develop in the mid and late levels of the build. Metamagic feats perform a similar function for casting potency at later levels. A very high Intelligence provides a strong DC while the misfortune hex and Bouncing Spell feat both provide a way to force additional saving throws. Heighten Spell and Maximize Spell provide you with a wellrounded spell repertoire.

In the middle of the build, you develop your familiar's powers. Familiar Reincarnation helps reduce the danger of using your familiar in combat and provides a smooth transition to more advanced familiars when you take Improved Familiar, allowing you to keep all your spells. Familiar Focus combined with Hexing Familiar gives your fiendish companion the ability to do many of the things you could accomplish at lower levels allowing you to focus on your more powerful, late-level spells and abilities. With the Seduction feat and the charm and disguise hexes at your familiar's command, it can get into quite a lot of mischief.

Craft Magic Tattoo is a great way to augment your own power or that of your familiar or companions while also providing a fun roleplaying hook. Even wicked witches need a hobby, and tattoos grant pain along with their power.



The Wicked Witch Build

Race: Elf

Style: Str 8 Dex 10 Con 13 Int 18 Wis 8 Cha 14

Skills: Bluff, Craft (alchemy), Disguise, Intimidate, Knowledge (history)¹, Spellcraft, Use Magic Device ¹Acquired after increasing Intelligence

Favored Class: +1 hp/level

Patron Spells: Trickery

Leveling Guide (class features, feats, and ability increase choices per level):

1—Disguise hex, Seduction feat*

2—Charm hex

- 3—Potent Hex feat*
- 4—Evil eye hex, Int +1
- 5—Familiar Reincarnation feat*
- 6—Misfortune hex
- 7—Improved Familiar feat
- 8—Blight hex, Int +1
- 9—Familiar Training feat*
- 10—Agony major hex
- 11—Hexing Familiar feat*
- 12-Retribution major hex, Int +1
- 13—Bouncing Spell feat
- 14—Waxen image major hex
- 15-Craft Magic Tattoo feat*
- 16—Nightmares major hex, Int +1
- 17—Heighten Spell feat
- 18—Death curse grand hex
- 19—Maximize Spell feat
- 20-Natural disaster grand hex, Int +1
- * Indicates feats from Advanced Feats

Suggested Spells:

- 1st—beguiling gift, burning hands, hypnotism, mask dweomer
- 2nd—cure moderate wounds, feast of ashes, hold person, mirror image
- 3rd—fly, pain strike, speak with dead, vampiric touch
- 4th—black tentacles, fear, ice storm, phantasmal killer
- 5th—baleful polymorph, cure critical wounds, magic jar, teleport
- 6th—cloak of dreams, flesh to stone, raise dead, slay living
- 7th—chain lightning, heal, insanity, summon monster VII
- 8th—clone, summon monster VIII, symbol of death, trap the soul
- 9th—elemental swarm, mass suffocation, time stop, wail of the banshee

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We Build Character?

Inside you will find

- The Complete Advanced Feats contains 180 new feats for the Pathfinder RPG
- Short class guides for Alchemist, Cavalier, Inquisitor, Oracle, Summoner, and Witch
- 18 detailed character or NPC builds showing progression from levels 1 to 20
- Character sheet templates customized for Eidolons and character Mounts

While inspired by the new Advanced Players Guild classes, only a small number of our feats are class exclusive. Players of all classes will find a wealth of new options and inspiration ranging from practical teamwork feats like Back to Back, to the more wild offerings such as Create Wondrous Creature.

More than just a list of feats, Advanced Feats strives both for game balance, innovation, and fun in creating feats that in turn make exciting characters. Each feat comes with designer's commentary giving you the author's thoughts on how it was made, how it could be used, and issues to watch out for in play. Our aim is simply to be the best feats book you can buy.



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