



megafeats revisited new feats for the pathfinder role playing game written by chris a. field

Art by Anthony Cournoyer, Art Fantasies, Cogwork Creations, Darker Age Press, RPG Graphics, Sade, Shinkei/Kenshin, Sphere Productions and Stellar Stock Art

Cover art by Kenshin

Otherverse Games www.otherversegames.blogspot.com

Compatibility with the Pathfinder Roleplaying Game requires the Pathfinder Roleplaying Game from Paizo Publishing, LLC. See http://paizo.com/pathfinderRPG for more information on the Pathfinder Roleplaying Game. Paizo Publishing, LLC does not guarantee compatibility, and does not endorse this product.

Pathfinder is a registered trademark of Paizo Publishing, LLC, and the Pathfinder Roleplaying Game and the Pathfinder Roleplaying Game Compatibility Logo are trademarks of Paizo Publishing, LLC, and are used under the Pathfinder Roleplaying Game Compatibility License. See <u>http://paizo.com/pathfinderRPG/com-patibility</u> for more information on the compatibility license.

<u>Megafeats: New Paths to Victory</u> remains one of Skortched Urf Studio's best selling products. The release of the Pathfinder Roleplaying Game presents us with a chance to revisit this weighty feat tome, revise the feats as necessary to bring them in line with how this generation of the game is played, and add new material to an already solid work.

In keeping with the spirit of the Pathfinder revision, we're only making minor changes to the feats. If you have an earlier version of *Megafeats*, the older version of these feats still works fine. Forgeblood Feats have already been revised, and are available as part of <u>The Thinking Races: Iron</u> <u>and Steel</u> (Otherverse Games, 2009).

A few feats have been excised entirely because they're too similar to how things work in the Pathfinder-revision by default or just because the new rules make them unnecessary. The Forge Gift Item Creation feats from <u>Megafeats</u> are gone, as are feats like Burning Belief (which let clerics deal direct damage with a turning check) and many of the variant "weapon and armor training" feats, hopefully proving the adage about great minds thinking alike.

Megafeats Revisited is intended as the largest collection of new feats available for the Pathfinder Roleplaying Game, more than doubling character options presented in either the first edition of <u>Megafeats</u>, or in the Pathfinder RPG core rules themselves! Many of the best feats from other Skortched Urf Studios and Otherverse Games products have migrated into this massive sourcebook.

The new feats in this sourcebook are inspired by a wide variety of sources- mythology, fantasy literature, comics, anime and even the way some other popular game systems do things. Hopefully, you'll find feats to fit your favorite tactics, and some new ideas about what a role playing character can do over the course of a long, storied career.

> Chris A. Field June – September 2009



feats: a

- 1. Academy Wizard
- 2. Albino
- 3. Aligned Subtext
- 4. Aligned Zealot
- 5. Animal Born
- 6. Animal Speaker
- 7. Animalistic Weapons
- 8. Anointed Cleric
- 9. Arcane Cobbler
- 10. Arcane Dancer
- 11. Arcane Fencer
- 12. Arcane Umbra
- 13. Armor Bane
- 14. Armored Seduction
- 15. Artillery Mage
- 16. Assured Resurrection
- 17. Astrology

Academy Wizard (Birthright)

You have received excellent and formalized magical training at a recognized wizardly academy or arcane college. Your early lessons have made you a more disciplined and studious spellcaster and arcane researcher.

Prerequisite: ability to prepare and cast first level arcane spells, character level first, Spellcraft 1 rank

Benefit: Each level, you learn and add to your spellbook three new spells of any spell level you can cast. If you have specialized in a school other than Universal, at least one of the new spells must be from your chosen school. Each time you gain a Metamagic feat, you also learn one additional spell of any level you can cast.

Normal: You learn and add to your spellbook two spells of any level you can cast.

Albino (Birthright)

An albino's skin lacks pigment, and regardless of the normal skin tone for the character's race and species, his or her skin is a pale milky white. Blue veins are just barely visible under the albino's skin. True albinos also lack pigment in their eyes, meaning their pupils are a soft pink.

Among the common folk, albinos are rightly feared; their pale skin marks them as powerful witches and sorcerers. The delicate beautify of albino courtesans is revered in certain parts of the world.

Prerequisite: character level first **Benefits:** Albinos are physically attractive, and their air of mystery and grace gives them powerful personal magnetism. All Charisma based skills are always considered class skills for an albino.

An albino character who chooses either Bard or Sorcerer as her favored class receives both the bonus hit point and bonus skill point each level, making these potent paths to magical power.



Aligned Subtext (General SU)

You have mastered a few words of a Pure Tongue- the language the gods, devils and celestials speak when discussing matters of weighty cosmic import. The way you pronounce certain words, and the tone of your voice when discussing ethical matters, gives a clue to your beliefs, and enables you to better interact with those who share your outlook.

Prerequisite: CHA 13+, Linguistics 2 ranks

Benefit: Select any one of the following alignment components, which you must share: Good, Evil, Law or Chaos. When interacting with a character who shares that alignment component, you receive a +3 holy/profane bonus on all CHA based skill checks.

Aligned Zealot (General SU – Combat)

Your deep and abiding faith gives you strength in times of strife and gives you courage when facing down the enemies of your god.

Prerequistes: Knowledge: religion 1 rank, Iron Will

Benefit: You may select one specific alignment, citizens of a specific nation, or all believers in a particular deity. You receive either a + 1 holy or a + 1 profane bonus on attack and damage rolls when confronting a member of the despised group.

Your alignment determines the bonus you receive. Neutral characters must choose which bonus is applied when this feat is selected. Once the decision is made, it cannot be changed.

Special: You may select this feat multiple times. Each time you do so, it applies to a new alignment, nation or faith.

Birthright Feats

No other species, save perhaps the legendary dragons, has the reputation for xenophile romance and cross-fertility that humans do. Humans may select a variety of birthright feats, representing the fact that humans can (and do) interbreed with a variety of species. Other races lack the versatile genome of humanity, and thus, while Half Elves are common, Dwarf-Elf or Dwarf-Gnome hybrids or stranger combination are unknown. Birthright feats can only be selected at first level. Some birthright feats are available only to humans, but many (like Blood Royal or Tideborn) can be selected by a first level character of any race.

Animal Born (Birthright)

There are old stories of humans who took an animal lover, some of whom actually bore halfanimal children. Some of these tales are religious parables, detailing an encounter between a human and a god in animal form, while others may be slapstick children's tales, bawdy sex stories and even bawdier jokes, or simple libel and propaganda. Some of these stories are actually true, and humans born of an animal parent have a primal connection to the natural world and its creatures.

Prerequisite: Human only, character level first

Benefit: You are the product of an unusual sexual encounter between a human and an animal, magical beast or similar exotic creature. Your strange birth may make you an outcast and source of social embarrassment, or you may be revered as a divine child or prophesized hero, all depending upon the community you are raised in.

You receive a +2 racial bonus to either your STR or your CON score; once the decision is made, it cannot be changed. You receive low light vision and gain the *scent* special quality, as a result of your strange parentage, and your body may bear physical signs (hoofed feet, a light fur coat, or similar deformities) that hint at your heritage.

You receive a +4 racial bonus on Handle Animal and Ride checks. Once per day, you may cast *speak with animals*, as a sorcerer of your total character level.

Drawback: Due to your strange birth, you may be affected by Handle Animal and Wild Empathy checks, as if you were an animal. Spells and magical effects that specifically target animals and magical beasts affect you.

Animal Instinct (General)

Your reflexes are honed to a razor's edge, allowing you to escape danger and bring down prey.

Benefit: You receive a +2 bonus on Spot and Survival checks. You receive a +1 insight bonus on attack rolls and damage made against any creature of the Animal or Magical Beast type.

Animal Speaker (Birthright)

You can communicate as easily with animals as you can with other men, sometimes even more easily.

Prerequisite: Handle Animal 1 rank, character level first only

Benefit: You are permanently under the effects of a *speak with animal* spell and can always attempt verbal communication with any animal. Your close connection to animal-kind provides you with a +2 insight bonus on Handle Animal and Ride checks. If you have 10 or more ranks in either skill, the bonus provided by this feat is +4 for that skill.

Drawback: You occasionally slip into animal speech when excited or angry, and suffer a -2 penalty on Bluff and Diplomacy checks made against other humanoids.

Animalistic Weapons (General)

Your body develops natural striking surfaces: your claws, fangs and hooves are as deadly a weapon as anything a blacksmith can forge.

Benefit: You gain any two of the following natural weapon types: claws, fangs, horns or hooves. You may make unarmed attacks using your natural weapons without penalty, and without provoking attacks of opportunity. You are always considered proficient in the use of your natural weapons. The damage inflicted with your natural weapons is determined by your size.

Table: Natural Weapon Damage Size Damage By Size Damage 1d6 Medium Size 1 point Large 1d8 Fine 1d2 2d6 Huge Diminutive 1d3 2d8 Gargantuan Tiny 1d4Colossal 4d6 Small

Limitations: Characters with this feat suffer a -4 penalty on Disguise checks. You may choose this feat multiple times, each time you do, you receive an additional beneficial mutation. The Disguise check penalty increases by -1 for each additional mutation.

Anointed Cleric (General)

You are a member of an organized, respected faith, and have a reputation as a wise consoler and well intentioned servant of the divine.

Prerequistes: CHA 13, Knowledge (religion) 1 rank

Benefit: You hold a rank in a religious hierarchy, can perform important ceremonies like baptisms, marriages, and funerals, are called upon by your faithful to settle disputes and give spiritual guidance. When interacting with members of your faith, you receive a +4 holy bonus on Diplomacy, Gather Information and Sense Motive checks.

Special: From time to time, at the GM's discretion, you may be called upon to perform counseling, lead important ceremonies, offer sacrifices, render judgment and serve other mundane religious functions. If you act in a manner contrary to your faith, or gain an incompatible alignment, you may be stripped of this feat.

Arcane Cobbler (Birthright – Item Creation)

Extremely low level spells are among the most useful magical tools, and many minor mages never progress the apprentice level. By mastering the fundamentals of magic, you can craft minor wonders almost effortlessly.... And probably make a good living by selling arcane trinkets to the nobility.

Prerequisite: wizard level 1, first level characters only, INT 11+, Spellcraft 1 rank

Benefit: You can imbue ordinary non-magical with permanent versions of any non-damaging zero level spell you can cast. The objects need not be masterwork quality, and imbuing them with a spell requires only an hour of work and a DC 15 Spellcraft check. If the check fails, the item is destroyed in the process. Items created in this manner are subject to dispelling, as if *permanency* was used; they lack the mystic durability of true magic items.

Items created in this manner may be used a number of times per day equal to 3 + your INT modifier, and the benefit of a stored spell is equal to one cast by a first level wizard.

You may enchant a number of items per day equal to one plus your INT modifier.

Items created in this manner include things like chamber pots enchanted with prestiditation, self mending clothes, artwork enchanted with ghost sounds, forks and knives that automatically flavor even the blandest food and other conveniences or luxuries. These minor magical trinkets usually sell for between 50-90 gp, sometimes less in the case of very common magical trinkets.

Arcane Dancer (Metamagic)

Your spells are things of beauty, incredible performances that blend classic dance and otherworldly magic, song and arcane chants.

Prerequisite: Perform: dance 1 rank, Spellcraft 1 rank, CHA 13+

Benefit: If you choose to cast a spell defensively, you may add ½ your ranks in Perform: dance as a bonus on your Spellcraft check.

If you choose to cast any spell directly related to movement (such as *haste* or *cat's grace*) as a full round action, you cast these spells as if you were two levels higher, increasing their effectiveness, duration and the saving throws associated with them.

Arcane Fencer (Metamagic)

You have forged a deep with your blade, and you can channel mystic power into your weapon, giving you phenomenal combat skill.



Prerequisite: Mystical Prodigy, Weapon Focus (any one handed blade), Weapon Finesse

Benefit: Before making a melee attack roll with any Medium-sized or smaller one handed blade, you may 'burn' a prepared spell or spell to improve the results of that attack roll. A prepared spell used in this manner is lost, as if you had cast it normally.

You receive a bonus on the attack roll equal to the level of the spell or spells you sacrifice. You may sacrifice any number of spells prior to an attack. Using the Arcane Fencer feat is a purely mental action, which is considered part of the standard attack.

Arcane Umbra (Metamagic)

You can let the raw energy of your spells erupt randomly from your body, creating a chaotic field of mystic energy that protects you from dangerous magical energies.

Prerequistes: Arcane Prodigy, Spellcraft 9 ranks

Benefit: You may 'burn' off a spell or spells as a standard action to increase your resistance to energy and create a shimmering, antimagical aura around yourself. A prepared spell used in this manner is lost, as if you had cast it normally.

You receive spell resistance equal to 12 + the sacrificed spell level. If the spell sacrificed inflicts or utilizes energy, you can also choose to gain resistance to that form of energy equal to 10 + the sacrificed spell level. This benefit lasts for a number of rounds equal to your primary casting attribute modifier (minimum one round).

Armor Bane (General)

Your arrows fly straight and true enough to pierce tempered steel with ease.

Prerequisite: STR 13+, Point Blank Shot, Base Attack Bonus +5, Weapon Focus (any bow).

Benefit: When firing on heavily armored targets, you can ignore a number of points of the target's Hardness or Damage Resistance equal to one plus your STR modifier (minimum two points).

Armored Seduction (General)

You know how to wear your armor to maximize your beauty. You can somehow make even full field plate look sexy.

Prerequisite: CHA 13+, Armor Proficiency (heavy), Persuasive

Benefit: You may add your armor's equipment bonus to armor class as an equipment bonus to Diplomacy and Bluff checks made against those who would be sexually attracted to your race and gender.



Artillery Mage (Metamagic)

Magic missile may be the premier damage dealing spell, and your familiarity with this deadly combat magic enables you to push the spell past its normal limits.

Prerequisite: ability to cast *magic missile*, Spell Focus (evocation)

Benefit: Each time you fire magic missile, the number of missiles you project is doubled. You fire one missile per caster level, which may be concentrated on one target, or spread among up to 20 targets depending on your level. You may sacrifice any prepared spell of at least first level to cast *magic missile*. If you sacrifice a 5^{th} level spell or higher, the *magic missile* you cast is especially deadly, and each missile inflicts 1d8+1 point per caster level.

Normal: You can fire 1 missile for every two caster levels, up to a maximum of 10 missiles at your 20th caster level.

Assured Resurrection (General SU)

You require no outside assistance to breach the spiritual walls separating the dead from the living, and when you fall in battle, you may return to life purely through your own indomitable force of will!

Prerequisites: Child of the Gallows, Iron Will, Knowledge (religion or the planes) 5 ranks

Benefit: If you are slain, you automatically gain two permanent negative levels and are *raised*, as by a cleric's spell, without requiring any action be taken on your behalf. You return to life within 1d6 rounds of your death. Your body must be mostly intact in order to return to life, and this feat is subject to the same restrictions as the *raise dead* spell.

Special: You may not choose both this feat the Durable Soul feat.

Astrology (General SP)

Once per night, you can read the night sky and see omens there. You have learned the secrets of the horoscope, the rotations of the planets and the zodiac.

Prerequistes: INT 13+, Knowledge (arcana) 1 rank

Benefit: By spending an hour reading the stars, the astrologer can cast *divination* with a flat 75% chance of success, and which concerns events that may happen that same night.

Obviously, the caster must be able to see the stars, so this feat ability is useless during daylight, underground, in a brightly lit city at night, or when indoors in a windowless building. This ability is usable once per night.



feats: B

- 1. Barbaric Faith
- 2. Battle Dancer
- 3. Battle Hardened
- 4. Battle Rider
- 5. Battle Step
- 6. Behemoth Rider
- 7. Bell Witch
- 8. Beloved Bow
- 9. Benevolent Haunting
- 10. Binding Counterspell
- 11. Blood Breeds Monsters
- 12. Blood Royal
- 13. Blood Stained Blades
- 14. Bluff the Mighty
- 15. Body Hardening Defense
- 16. Bonded Book
- 17. Bones of Paper
- 18. Breeder
- 19. Breed the Forbidden
- 20. Brigand's Tattoos
- 21. Burning Counterspell



Barbaric Faith (General SU)

You practice a simple and direct form of faith. Your prayers are so simple and soul-felt that you can use the most basic expression of your clerical power- channeling energy- even when enraged.

Prerequistes: barbarian rage class ability, channel energy class ability, access one of the following domains: Chaos, Strength or War

Benefit: You may use your channel energy class feature while raging. While raging, you channel an additional point of energy per die (1d6+1, 2d6+2 and so on).

Normal: You may not channel energy or use other abilities requiring patience and concentration while raging.

Battle Dancer (Combat)

Only a fool would try and knock you off your feet, because you can easily turn their clumsy trips and blocks against them.

Prerequistes: Battle Step, Improved Trip **Benefits:** If an opponent attempts to trip or

disarm you and fails, you may make an automatic trip or disarm attempt in retaliation. This retaliatory strike takes the form of a series of snap kicks and feints, and you receive a +2 circumstance bonus on your CMB for this purpose.

Even if your check fails, you may not be tripped or disarmed in return. You must have at least one leg free to use this ability.

Battle Hardened (Combat)

You've suffered enough pain over the years that you can endure effects that would cripple a lesser warrior.

Prerequisite: Damn Healthy, Toughness, Base Attack Bonus +4

Benefit: When exposed to a debilitating effect or status effect that reduces your effectiveness, such as effects that cause the sickened, nauseated, panicked or other conditions, the duration of the effect is reduced by half. Thus, if you are targeted by any condition that would normally *daze* you for two rounds, you are only *dazed* for a single round.

Battle Rider (Combat)

You are an accomplished rider, able to easily protect you and your mount from the worst spells and hazards tossed across the battlefield.

Prerequistes: Saddleshift, Ride 3 ranks

Benefit: Once per round, you may substitute a Ride check for any REF Save failed by either you or your mount. If both you and your mount fail a REF Save against the same effect (such as a *fireball* that catches both of you in its burst), this Ride check result replaces both your REF Saves.

Battle Step (Combat)

You've studied a flashy, dancelike martial art that incorporates taunts, leaps and amazingly quick and brutal footwork. Your attacks are incredibly flashy, incorporating verbal and spoken taunts and insults, and you are instantly recognizable by your unique combat flourishes and body language.

Prerequisites: *flurry of blows* class ability, Improved Unarmed Strike, Dodge, Base Attack Bonus +4

Benefit: When using the full attack action, you add your CHA bonus (if positive) on attack rolls, Tumble checks and REF saves until the end of your turn.

Behemoth Rider (General)

You have specialized in training, rearing and riding gigantic animals into battle.

Prerequisites: Animal Affinity, Handle Animal 1 rank, Ride 1 rank

Benefits: For every size category an animal or magical beast is larger than you, you receive a cumulative +1 size bonus on Handle Animal, Ride checks as well as wild empathy checks made against that creature.

Bell Witch (General SU)

Many cultures believe that ringing bells can drive off demons and ward off evil spirits, and you have learned these potent exorcism techniques.

Prerequistes: Channel Energy class feature, Perform (percussion instruments) 1 rank

Benefit: You may bless any set of hand bells, cymbals or similar instruments, or bless a large stationary church bell or temple gong, by performing an hour long ritual which requires the sacrifice of 25 gp worth of ritual items.

Once blessed, you may ring these bells to drive off the unquiet dead. When these bells are in hand and rang during a channel energy attempt, you inflict an additional +1d6 points of damage to undead creatures.

You may also bless larger bells, such as a temple's gong or the chimes of a church bell tower. Doing so requires a 2-3 hour ritual and the sacrifice of 50 gp worth of ritual items. If ringing a large, stationary bell while channeling energy, doing so becomes a full round action. However, the radius of your channel energy attempt increases to 100 ft.

Beloved Bow (General)

You have a favorite bow that you've trained extensively with, and while there are many like 'her', this bow is yours.

Prerequisite: Weapon Focus (a specific bow), Weapon Training I (bows), Base Attack Bonus +5

Benefit: Each day, assuming you wield your chosen bow, you receive a pool of bonus damage points equal to twice your total character level. You may add the bonus damage to any successful bow attack. You may add a number of 'bonus points' of damage equal to your base attack bonus to each attack, or any smaller amount.

You also receive the bonus damage points if, in a desperate situation, you are forced to use your bow or arrows as an improvised melee weapon, for example, using your bowstring as a garrote, or your arrowheads as daggers.

Special: This feat applies to a specific bow; if that bow is ever broken or lost, the benefits of this feat are lost until the bow is replaced or repaired. You may apply this feat to only one bow at a time, but can change which bow this feat applies to by

training with the new bow or using it in battle for 40 hours or more.

If your beloved bow is ever broken in battle, you receive a + 1morale bonus on all damage rolls until the end of the battle, due to your rage at the infuriating loss.

Benevolent Haunting (General SU)

You are sometimes accompanied by a ghostly advisor, an unseen but familiar guardian angel that offers wisdom and courage. Your ghostly companion may be a lost loved one or fallen comrade, or may just be a likeminded soul that wishes to aid you for its own reasons. Other characters cannot see the ghost, though a character with this feat may catch occasional glimpses of their benefactor. Ghosts created with this feat cannot be turned or dispelled.

Prerequisite: CHA 15+, Child of the Gallows

Benefit: You have attracted the attentions of a helpful wraith

which can occasionally affect the living world on your behalf.

You can summon the spirit to aid you for up to one minute per point of your CHA modifier. During this time, the comforting presence of your guardian spirit grants you a + 2 holy bonus on WILL and REF saves, and a + 1 holy bonus to your Armor Class, as the spirit turns away blades and arrows that would otherwise injure you.

You may activate this feat a number of times per day equal to 3 + your WIS modifier.

Binding Counterspell (Metamagic)

You are a skilled arcane trickster, capable of ensnaring your enemies in chains formed from the same magic they had intended to use against you.



Prerequisite: Improved Counterspell, Spellcraft 5 ranks

Benefit: If you succeed at counterspelling an opposing caster's spell with any spell of the same school, the casting mage is considered *fatigued* for a number of minutes equal to the countered spell's level.

If you choose to counterspell a hostile spell with the exact same spell, the casting mage is *slowed* for 1d6 minutes. The casting mage can resist the *slow* effect with a WILL save (DC 12 + the targeted spell's level).

Blood Breeds Monsters (General SU)

Your blood sows monsters where it touches the earth.

Prerequistes: Hungerblood, Toughness

Benefit: Anytime you suffer 20 or more points of damage in a single round and survive, you may summon one creature from either the *Summon Monster I* or *Summon Nature's Ally I* lists. The creature appears out of your spilled blood and acts immediately, serving you loyally until the end of the combat encounter.

Special: If you possess feats or abilities such as Augment Summoning or Excellent Summons, which increase the effectiveness of your summoned creatures, creatures that appear because of this feat also benefit from those enhancements.

Blood Royal (Birthright)

You share the same bloodline as your nation's royal family or societal elites, and have a claim to nobility.

Prerequisite: character level first

Benefit: You receive a +4 bonus on Diplomacy, Gather Information and Intimidate checks when dealing with those that know your heritage. As a member of the royal family, however distantly, you have a legitimate place within the line of succession, and have the right to take your nation's throne if circumstances permit.

As a scion of a wealthy family, you receive a monthly stipend of 100 GP per point of your CHA modifier, to be spent as you see fit. The GM may assign other in game benefits.



Limitations: As a well-known public figure, you suffer a –4 penalty on Disguise checks. You may lose the benefit of this feat if you act contrary to your family or benefactor's wishes.

Special: This feat may be won (in-game, past first level) by marriage into a royal family or being inducted into certain political bodies, or as a reward for exceptional loyalty to the crown or really impressive acts of battlefield heroism.

Blood Stained Blades (General SU - Combat)

You may bathe your blades in the heart's blood of a sacrifice, imbuing your weapons with carnal divine power.

Prerequisite: Weapon Focus (any blade), Knowledge (religion) 5 ranks, allegiance to any deity

Benefit: You may offer your god a living sacrifice. By killing a creature with your chosen weapon, you imbue that weapon with magical power. You must slay a living creature with Hit Dice equal or greater than your total character level, using your chosen weapon to perform a *coup de grace*.

You may make a DC 18 Knowledge: religion check. For each three points by which your check beats the DC you receive a +1 bonus on damage rolls with the anointed weapon. This bonus lasts for a number of hours equal to the sacrifice's CHA modifier (minimum one hour).

Special: This feat appears on the Fighter's bonus feat list. You may select this feat multiple times; each time you do so, it applies to a different weapon.

Bluff the Mighty (General)

You are especially adept at lying to bullies, muscular thugs and those too proud of their own strength. You use a mix of flattery, feigned helplessness and well practiced guile to get what you want.

Prerequisite: Bluff 1 rank, Deceitful

Benefit: When attempting a Bluff check against a target with a higher total melee attack bonus (Base Attack Bonus + STR modifier) than your own total melee attack bonus, you add the difference between scores as an insight bonus on your Bluff check result.

Limitation: You may not use this feat on Bluff checks made to feint in combat.

Body Hardening Defense (General - Combat)

Your will is as unbreakable as armor, and by focusing your chi you can make your body like a thing of iron, enabling you to survive blows that would kill lesser creatures.

Prerequisites: Spellcraft 5 ranks, Iron Will, Great Fortitude

Benefit: By making a DC 15 Spellcraft check as a standard action, you can harden your body against incoming attacks. You may maintain the armored state for a number of rounds equal to your WIS modifier. While using this feat, you gain a +4 insight bonus to armor class, and it becomes virtually impossible for others to move you against your will. You receive a +4 insight bonus to your Combat Maneuver Defense value.

Limitations: While entranced, you may not move from the spot you began using the feat at, even to make a 5 ft step. However, you may take actions that do not require mobility as normal, including attacking, defending, using firearms or casting spells. If you choose to move, choose to make a REF save, or are successfully moved, this feat's effect ends immediately.

Bonded Book (General SU)

Your spellbook is an extension of your arcane talents. You can forge an arcane bond with a single magical book, which gains incredible qualities, making it ideal for a working wizard's spell library.

Prerequisite: arcane bond class feature, Craft (calligraphy) 1 rank

Benefit: You may choose to forge an arcane bond with a specific spellbook, rather than a conventional item or familiar. Your bonded spellbook is difficult to destroy. If damaged it returns to full hit points, the next time the wizard prepares his or her spells. If the spellbook is lost or destroyed, it can be replaced like any other bonded



item, though the spells within are lost. The wizard can cast a spell within once per day, exactly as through a bonded item.

Additionally, the bonded book never runs out of pages. It has an infinite number of pages within, though the book's weight is only that of an ordinary tome. A bonded spellbook is water proof and gains Fire Resistance 5.

Bones of Paper (General SU)

Your bones become as supple and flexible as bamboo shoots, and can be folded like fine paper. You are flexible beyond anything humanly possible, seemingly able to dissolve and reform your bones at will.

Prerequisite: Freakish Dexterity

Benefit: As a standard action, you may dissolve or restore your strange skeleton. While boneless, you become an undifferentiated mass of flesh and tissue, able to travel at 20 ft round due to muscular contractions, slithering like a serpent. You may not run or charge in this state. You may fit through barriers and crawl around obstructions impassable by a normal human. You may pass through any opening at least 6 inches in diameter.

Once per day, you can transform your bones into strong but supple cartilage structures. While in this state, you receive DR 5/- against bludgeoning damage. This damage reduction stacks with DR from other sources, such as class levels, feats, spells or other supernatural sources. This enhancement lasts for a number of minutes equal to your CON modifier (minimum one minute).

Breeder (Item Creation SU)

Workhorses and hunting dogs, hybrid servitors and magical warbeasts.... thanks to your keen knowledge of animal husbandry and genetics, you can produce amazing new creatures to fill your kennels.

Prerequisites: Handle Animal 5 ranks, Knowledge: Nature or Survival 5 ranks

Benefit: The Breeder feat allows you to create new life forms, combining the parents' unique traits in a new life form. You may breed virtually any creature. You may not breed constructs, elementals, oozes, outsiders, plants, or undead as these creatures reproduce in truly alien manners, if they reproduce at all.

Breeding a new life form is a multi-step process.

First, you must make a DC 25 Handle Animal check to determine if the two parents have a compatible breeding cycle. Success means that the creature's cycles are in synch, or can be stimulated artificially. This process takes 1d4 days.

Second, you must make a Handle Animal check (DC 10 + the average Hit Die of the two creatures) to determine if you have found a good genetic match. Retries are not allowed, and the breeder cannot take 10 or 20 on this check. Success means the creatures are genetically compatible. Failure means the resultant offspring is a stunted mutation.

The GM may require additional Handle Animal checks during the pregnancy and birth to ensure the mother does not miscarry. Heal checks and healing magic can also assist in the midwifery. If successful, a new offspring (or offspring), representing a new species, is born. Many Breeder mages and druids will abort an obviously flawed creation rather than allow the abomination to come to term.

Breeding a new species is an expensive, time consuming process. The Breeder must expend 500 gp per Hit Die of the resultant creature worth of magical reagents, rare chemicals, exotic herbs and assorted research costs. The Breeder must pay this cost regardless of whether the creature has been successfully bred or not, and must make the sacrifice only once, for the very first creature to emerge, regardless of how many are born in a liter.

Bred creatures have their alignment determined by their breeder during the creation process, and resultant creatures almost always share that alignment. The Breeder normally has no special control over the creature, dominating his creations with conventional training methods and magic.

Use the following methods to determine the new lifeform's adult statistics and abilities.

If the Handle Animal check was successful:

- The breeder may choose the resulting creature's alignment.
- Four of the creature's Attributes are the average of its parents. The Breeder can choose any one of its six attributes, using the higher attribute of its two parents. One of the creature's attributes is the weaker of its parents.
- The creature uses the larger Hit Die of its parents and shares that type.
- The creature is the size category of the larger of its parents. It has the lifespan of the longer lived parent.
- The creature retains all Extraordinary abilities and sensory capabilities of both parents, and may choose up to four Spelllike or Supernatural abilities either parent possesses for the child. If the parents do not have special abilities, neither does the child. Average the spell resistance, damage or energy resistance of the parents to determine what resistances, if any, the child has.
- The CR of the resulting creature is usually 1.5x the CR of the most dangerous parent. The GM may make ad hoc adjustments to the CR of the resulting creature if any combination of abilities is especially potent.

If the Handle Animal check was a failure:

- The resulting creature's alignment is the 'average' of its parents.
- The creature takes the inferior of each attribute from each of its parents, ensuring that it is likely weaker than either of them.
- The resulting creature has the smaller Hit Die of its parents and shares that type.
- The creature is the size category of the

smaller of its parents. It has the life span of its shorter lived parent.

- The creature retains up to four extraordinary abilities or special sensory modes inherited from its parents. It cannot have supernatural or spell like abilities. Average the spell resistance or energy resistance of the parents to determine what resistances, if any the child has. The child may be resistant to only one specific energy type, or be resistant to spells or to damage.
- The CR of the resulting creature is usually equal to the CR of the least dangerous parent. The GM may make ad hoc adjustments to the CR of the resulting creature if any combination of abilities is especially potent.

Normal: You may breed only members of the same species or closely related species.

Breed the Forbidden (Item Creation SU)

You understand the secrets of carrying a child to term in an unliving womb, and can breed powerful new technological and necromantic strains.

Prerequisite: Breeder

Benefit: You may breed a living creature with either an undead or construct. If the Handle Animal check to produce offspring is successful, the offspring will be of either the Undead or Construct type, with all the attendant immunities. The offspring have no CON score and share the INT score of the living parent.

You may not breed two undead, two construct, or an undead and a construct; at least one of the parents must be a living thing. If the Handle Animal check to produce offspring fails, no creature is created.

Normal: Breeders cannot produce offspring with undead nor constructs.

Brigand's Tattoos (General)

You are visibly scarred, pierced or tattooed as a memento of your criminal dealings. While criminal scars and tattoos vary wildly, most are obvious, many are crude or vulgar, and all are as intimidating as a drawn blade.

Benefit: You receive a +2 bonus on Intimidate checks, Escape Artist checks and Knowledge: local checks, all useful skills for a canny criminal. If you have the Leadership feat, you gain a +2 bonus to your Leadership score for the purpose of recruiting followers and cohorts with rogue levels.

Drawback: Your obvious prison marks impose a –2 circumstance penalty on Bluff and Diplomacy checks made against agents of the law or the government, especially among the people who first sent you to prison.

Burning Counterspell (Metamagic)

You are a veteran of deadly magical duels, capable of unleashing mystical assaults that burn through an enemy mage's arcane defenses.

Prerequisite: Improved Counterspell

Benefit: If you succeed at counterspelling an opposing caster's spell with any spell of the same school, the casting mage suffers 1d6 points of either fire, electrical, infernal or holy damage (chosen when this feat is first chosen, which thereafter can't be changed) per level of the counterspell.

If you choose to counterspell a hostile spell with the exact same spell, the enemy caster suffers 1d6 points of energy damage per level of the counterspell. The enemy caster can attempt a WILL save for half damage.

feats: c

- 1. Cage of Flesh
- 2. Call Your Weapon
- 3. Carrion Scavenger
- 4. Caulborn Witch
- 5. Chains of Justice
- 6. Charging Brutality
- 7. Charging Pounce
- 8. Child Form
- 9. Child's Cantrips
- 10. Child of the Gallows
- 11. Cleric of the Pantheon
- 12. Climate Sense
- 13. Close Combat
- 14. Combat Leverage
- 15. Combat Micronization
- 16. Compassionate
- 17. Corpse Grafter
- 18. Cosmic Outlander
- 19. Count Coup
- 20. Craft Song
- 21. Craft Wondrous Tattoos
- 22. Crafty Familiar
- 23. Crown of Cinders
- 24. Cruel Spurs
- 25. Cruel Targeting
- 26. Cyclic Ferocity
- 27. Cutpurse



Cage of Flesh (Combat)

You are enormously, hideously obese, and have such great control over your voluminous folds of skin that you can envelop and suffocate adversary trapped within your endless rolls of fat.

Prerequisite: Gigantic

Benefit: You receive a +8 size bonus to your Combat Maneuver Bonus and Combat Maneuver Defense. Your thick rolls of flesh provide you with a +2 natural armor bonus. Your base weight triples (at a minimum).

Drawback: Armor built for you must accommodate your incredible bulk, doubling the cost, as if it were made for a non-humanoid creature. Your sheer size reduces your DEX and CHA scores by -2.

Call Your Weapon (General SU)

You have forged a deep bond with a particular weapon, and with a thought you can teleport that weapon to your waiting hand.

Prerequisite: either the weapon training I, divine bond (weapon), arcane bond (weapon) class feature

Benefit: As a standard action, which provokes attacks of opportunity you can attempt to call the weapon to yourself. When called the weapon teleports itself to the warrior, appearing in his or her empty hand, if it is within one mile, and not currently in another creature's possession. This is a conjuration (teleportation) effect.

Carrion Scavenger (General)

You eat things that would sicken and even kill others, gaining nutrition from filth.

Prerequistes: CON 13+, Great Fortitude **Benefit:** If necessary, you can survive on a diet of rotting garbage, carrion and anything even vaguely organic. You can survive on a diet of wood shavings, coal, bone and even fouler things. You receive a +8 racial bonus on FORT saves against ingested poisons.

Caulborn Witch (Birthright)

There is a peasant legend that babies born covered in a bloody caul will grow up to be powerful magic users, able to see the invisible and speak to ghosts. This widespread fear has lead to equally widespread infanticide, and those caulborn that survive infancy learn to endure fear and loneliness. Their isolated origins often lead the caulborn to the solitary pursuit of knowledge and magic, which only reinforces the stereotype of the magic-touched caulborn.

Prerequisite: INT 13+, character level first only **Benefits:** Caulborn are sharp-witted and

almost supernaturally perceptive. They receive a +2 insight bonus on Sense Motive and Knowledge (arcana checks).

Caulborn are reclusive and studious, but not very fit. If a Caulborn whose favored class is Wizard chooses to receive a bonus skill point when leveling up, she receives two bonus skill points, rather than one.

Chains of Justice (General SU)

You have learned to channel your holy energy into semi-tangible chains formed of heavenly vapors, which bind evil creatures so you can more easily destroy them.

Prerequisite: smite evil class feature **Benefit:** You gain a new way to use your smite evil ability. Instead of a traditional smite, you may choose to cast a modified web effect as a 5th level sorcerer, which is centered on your position.

These webs do not hinder the movement of any lawful good character in any way, and other good characters gain a +4 holy bonus on the save to resist being trapped in the webs. If this modified web is set aflame, the fire does not harm a lawful good character in any way, and inflicts half damage on other good characters.

Charging Brutality (Combat)

You charge into battle and pummel your enemy to death with reckless abandon.

Prerequisite: Run, Greater Bull Rush **Benefit:** You may choose to make a full

attack action after charging. The benefits and penalties of the charge apply to all attacks made as part of the full attack action.

Normal: You may only make a single attack after a charge.

Charging Pounce (General)

Your fighting style imitates the action of the lion. Caution and defense are meaningless concerns, if you can close with an opponent and snap his neck in your strong hands.

Prerequistes: Charging Brutality, STR 15+ **Benefit:** You are especially skilled in beginning a grapple after a charge. When charging, you may begin attempt to begin a grapple rather than attacking normally. You receive a +4 bonus to your Combat Maneuver Bonus for a grapple check made immediately following a charge.

Normal: You receive a +2 bonus on attack rolls made from a charge.

Child Form (General SU)

With a thought, you can reverse time and the ravages of experience, returning to childhood or adolescence.

Prerequisite: Child's Cantrips

Benefit: As a full round action, you can switch between your current age category, the Adult, Young Adult and Child age categories. You immediately undergo the physical changes associated with aging. You may use this ability at will.

You appear exactly as you did at an earlier point in your history, and your appearance remains constant each time you age-shift. Against those unaware of your age shifting ability, you receive a +10 bonus on Disguise checks not made to imitate a specific person.

Child's Cantrips (General SP)

You have never lost the sense of wonder and imagination that defines childhood, and you have shaped the raw imagination and whimsy of your early years into an innocent, instinctive kind of magic.

Prerequisites: character level first only, CHA 11+, Knowledge: arcana 1 rank



Benefit: A number of times per day equal to your CHA modifier (minimum once daily), you may cast any one of the following 0 or 1st level spells as a first level bard or sorcerer: *color spray*, *dancing lights, detect magic, ghost sound, hypnotism, lullaby, mage hand, prestiditation, reduce person, summon monster I.* Using this feat is a spelllike ability.

Child of the Gallows (Birthright)

As a child, you watched one of your parents die at the end of a rope or by the headman's blade. Other gallows-children were conceived during a condemned man's last sexual encounter, or were birthed by a woman who went to her death shortly there after.

Prerequisite: CHA 13+, Character level first only

Benefit: Your early, intimate connection with death grants you a strange supernatural insight. With a glance, you may make a DC 18 Sense Motive check. If the check succeeds, you instantly know if the target has ever killed a sentient creature or creatures, if the target is a professional assassin or paid executioner (though not which one), and if the target has ever been lawfully sentenced to death. You cast spells from the Necromancy subschool at +1 caster level.

Cleric of the Pantheon (General)

You worship multiple deities within the same pantheon, drawing upon the holy power of multiple divine patrons.

Prerequisite: WIS 13+, Knowledge (religion) 1 rank, Ability to cast 1st level divine spells

Benefit: You begin worshipping a new divine patron, within the same pantheonas your original deity. Both your divine patrons must be within one alignment step of you, and of each other.

You gain access to two of the domains of your new patron god or goddess, and may prepare their associated spells in your daily domain slot, as well as gaining access to the granted powers of these new domains.

You may use a holy or unholy symbol of either of your patron deities.

Special: You may select this feat multiple times, choosing a new divine patron and new clerical domains each time you do so.

Climate Sense (General)

You are naturally in tune with the weather and have a natural sense of direction.

Prerequisite: Survival 1 rank

Benefit: Assuming you can clearly see the sky, you may make a DC 10 Survival check to predict the weather, including the possibility of

extreme or hazardous weather. You can predict the weather for one day, plus one day for every 3 points you beat the Check DC by.

You can instinctively sense which direction magnetic north lies. If you come within 100 ft of anyone who can manipulate the weather psionically or magically, including by casting spells with elemental descriptors, you can instinctively sense their power. You may make a Survival check (DC 10 +weather manipulator's CHA modifier) to pinpoint which person has the ability.

Close Combat (Combat)

You are

specially trained in wrestling, grappling, and blade work in enclosed spaces, like alleys, dungeon tunnels, and narrow corridors.

Prerequisite: Improved Unarmed Strike

Benefit: When grappled, or fighting any any space smaller than 10 ft square, you receive a +2 bonus on CMB when attempting to damage your opponent in a and on unarmed damage rolls.

Combat Leverage (Combat)

You are adept at using an opponent's strength and overconfidence against him.

Prerequisite: Agile Maneuvers, Acrobatics 1 rank

Benefit: You add your opponent's STR modifier (if positive) as a bonus on all Combat Maneuver checks and your Combat Maneuver Defense value when facing that adversary.

Combat Micronization (General SU)

You can shed unneeded mass and bulk, trading power for speed, stealth and amazing raw agility, and despite the fact you shrink yourself to the size of a doll, you are nearly as strong as you are at full size.

Prerequisite: Iron Will, Stealthy

Benefit: A number of times per day equal to one plus your CON modifier (minimum twice daily) you can focus your will and transform your body. You may reduce yourself by up

to two size categories. The smallest you can become is Diminutive. Unlike most forms of self miniaturization, your basic Strength is unchanged for the purposes of combat, though your lifting and carrying limits are those of your new size. Nor is your base land speed affected by the magical change.

For each size category you lose, you gain a +1 size bonus to Armor Class and attack rolls, as well as a +4 size bonus on Stealth and Acrobatic checks. Each size category you lose inflicts a -1 penalty on your Combat Maneuver Bonus and Combat Maneuver Defense.

Your gear and weapons magically transform with you. Changing size is a move equivalent action, which does not provoke attacks of opportunity. You may remain miniaturized for a number of rounds equal to your CON modifier.

Compassionate (General)

You're a natural healer, with an instinctive grasp of your patient's needs.

Benefit: You receive a +2 bonus on Sense Motive and Heal checks. If you have 10 ranks in either skill, the bonus increases to +4 with that skill.

Corpse Grafter (Item Creation)

You can graft organs culled from slain monsters to willing (or unwilling) recipients. Such grafts provide incredible powers- the fiery lungs of a dragon, the durable, regenerating viscera of a troll,

the dense muscles and ligaments of a minotaur- at the cost of pain and possible insanity.

Prerequisite: Arcane Caster 9th level, Heal 9 ranks, Spell Focus (necromancy)

Benefit: You can graft organs and tissue of recently slain creatures from the humanoid, monstrous humanoid, giant, aberration, animal, dragon or vermin type to a recipient. The tissue must be culled from the slain creature within 1d4 hours of its death, though spells such as *gentle repose* extend this window of opportunity. Harvesting organs requires 1 minute per the slain creature's Hit Die.

You may graft an one Extraordinary ability possessed by the creature to a recipient. The harvesting process can only be performed once per slain creature. Grafting the tissue to the recipient requires a Heal check (DC 10 + the Hit Die of the donor creature) and at least 12 hours of work.

The recipient can use the grafted ability at will, as if it were the original creature. Effects dependant on hit dice or character level are based upon the recipient's own abilities, or the minimum HD/level necessary to use the ability. In case of abilities with limited use, the recipient can use the ability as often as the donor could, or a number of times per day equal to his CON modifier (minimum once daily), whichever is less.

The grafting process is dangerous, and deaths on the operating table are common. The recipient must succeed at a FORT Save (DC 10 + the donor's HD) at the end of the surgery or suffer 1d4 points of temporary CON damage per Hit Dice of the donor creature. Success indicates the recipient only suffers an amount of Hit Point damage equal to the donor creature's Hit Die.



Cosmic Outlander (Birthright)

At least one of your parents is a creature from above (or below) material reality. You share blood and possibly purpose with your outsider ancestors.

Prerequisite: character level first

Benefit: You gain a few qualities usually associated with outsiders. You gain lowlight vision, and Energy Resistance 5 to one form of energy, chosen when this feat is selected.

You are considered a native outsider. You are not subject to spells which specifically effect humanoids, such as *charm person*. Your birth plane is considered your native plane, and on this plane, you may be raised and resurrected normally.

Your outsider blood provides you with a natural insight into the planes, and into the affairs of demons, angels and planes walkers. You receive a +3 racial bonus on Knowledge (the planes) checks, and this skill is considered a class skill for you.

Count Coup (Combat)

Instead of slaying your enemies outright, you can count coup (pronounced 'Koo') against your foes, winning acclaim and better learning the warrior's art through your acts of flashy battlefield heroism.

Prerequisites: Base attack bonus +2, Dodge, Perform: dance 2 ranks, CHA 13+

Benefit: Instead of striking to kill, you may choose to count coup against your adversary, when facing any sentient, humanoid adversary. Doing so requires you to take a standard action and make a successful melee attack against the target. This special attack inflicts no damage, and you must declare the use of this feat prior to rolling to strike.

Each time you successfully count coup against an adversary, you increase its Challenge Rating by +1/2 for the purpose of XP earned from this encounter. This benefit applies only to you, not to allies who may be aiding you in battle. You may increase the adversary's Challenge Rating by a number of points equal to your CHA modifier. This Challenge Rating increase has no effect on the treasure earned from the encounter.

Only one warrior may count coup against a specific enemy during an encounter, making the initial moments of battle a chaotic mass of daring charges and assaults as warriors with this feat rush forward to claim their prizes.

If you count the maximum coup possible against an adversary, you shame the warrior and receive a +4 bonus on Intimidate checks made against that enemy. This bonus lasts for a number of months equal to your CHA modifier.

Craft Song (General SU)

You can hum or single a simple, jaunty tune as you work. Doing so focuses your concentration and channels ambient magical energy into your hands, allowing you to produce incredible works of art. According to some village craftsmen, helpful pixies and brownies first taught this old, happy song to mortals.

Prerequistes: Craft (any) 1 rank, Perform (sing) 1 rank, Knowledge: arcana 1 rank, INT 11+

Benefit: When taking 10 or 20 on any Craft check, you may sing, hum or whistle a work song as you labor. Doing so enables you to add ¹/₂ your ranks in Perform (sing) as a morale bonus on the Craft check.

Craft Wondrous Tattoo (Item Creation)

You have mastered a new kind of item creation magic, one that uses arcane pigments mixed with god's blood and dragon's spit to imbue a willing subject with incredible powers. Instead of simply enchanting arms, armor and wondrous items, you inscribe indelible them on flesh and blood as magical tattoos.

Prerequistes: Craft Magic Arms and Armor, Craft Wondrous Item, Craft (painting or calligraphy) 5 ranks

Benefit: Instead of crafting conventional magic items, you can create magical tattoos. Magical tattoos are created like traditional magic arms,

armor or wondrous items, but unlike traditional items, they are permanently inscribed onto the body of a willing being. The appearance and style of these magical tattoos varies wildly among different caster/ artists.

The magical tattoo occupies the same body slot as an item of the same kind normally would, the only exception being magical weapon qualities, which are designed to enhance the wearer's natural attack forms. These weapon qualities must be inscribed in either the gloves/gauntlet or boots slot, depending on if they enhanced the wearer's punches or kicks. A creature with more exotic natural attack forms to be enhanced, like a bite or gore must use either



their head or their neck slot (for bite attacks), or their head or headband item slot (for gore attacks with horns).

The wearer must remain present for the entire crafting time, and once a magic tattoo is assigned to a body slot, it functions as a permanent magic item, which cannot be removed or dispelled. The item's cost is identical to an ordinary item of its type, and the tattoo requires one hour per each 1,000 gp in its base price. Though magic tattoos can quickly be inscribed, they are taxing to the recipient. Each hour of the inking ritual requires the wearer-tobe to succeed at a DC 18 FORT Save. Failure means the recipient suffers 1d2 points of temporary CON damage.

If the inking ritual is not completed within 36 hours of its beginning, it fails. The recipient does not receive the mystical tattoo, and the item creation cost, which went into purchasing magical inks, needles, pigments and scarification tools is wasted. The recipient permanently loses access to which every body slot the item to be tattooed was using.

Crafty Familiar (Item Creation)

You trust your clever little familiar to supervise the completions of your magical projects, freeing you up for other tasks. **Prerequisite:** any other Item Creation

feat, Improved Familiar (Homunculus, imp, mephit, pseudodragon, quasit or other creature with opposable thumbs and humanlike hands)

Benefit: Once you begin creating a magical item, you can leave the project in the hands of your improved familiar. Your familiar can work up to 8 hours per day on the item or items, and is considered to have your INT Score, spell casting abilities and skills for the purpose of constructing the magic item. If the item creation process requires the crafter to make craft checks, they are made using your ranks and attribute modifier, but at a -5 penalty due to your little creature's 'lack of quality control'.

Crown of Cinders (General SU)

When you rage, a supernatural crown of flames and ash appears above your brow. The magma-like light of this symbol of rage, power and chaos empowers your spellcasting allies, calling upon the daemonic taint in their blood.

Prerequistes: Rage of Cinders, Greater rage class feature

Benefit: All allied sorcerers with the abyssal bloodlines who are within 90 ft of your when you begin your rage gain dark inspiration from your crown of cinders. For the duration of your rage, allied sorcerers gain +2 CON and +2 STR, but suffer a -2 penalty to their armor class. Once during the rage, the sorcerer can quicken any spell desired, without requiring a higher level spell slot.

This modified version of a barbarian's rage does not hamper your allies' spellcasting prowess, and does not stack with innate rage powers a nearby sorcerer might possess.

Cruel Spurs (General)

By driving your spurs into your mount's flanks, you can spur the creature to even greater effort, launching it forward in a rush of blood and pain.

Prerequisite: Ride 5 ranks

Benefit: By inflicting 1d6 points of damage to your mount as a free action, you can increase your living mount's base land speed by 50%. The effects of the spurs last for a number of rounds equal to your total character level. While the mount moves at speed, it receives a +2 bonus to initiative and +2 dodge bonus to Armor Class.

Limitation: The mount is considered fatigued after the speed burst ends. This feat may not be used when riding any non-living vehicles or undead mounts, nor does it have any effect on any mount that cannot feel pain.

Cruel Targeting (Metamagic)

You care little if you catch your allies in the kill-radius of your spells, as long as you win. **Prerequisite:** Vampiric Metamagic

Benefit: Each ally you catch in the burst of a damage dealing spell makes that spell more

effective. For every allied creature caught in the area of a damaging spell, the save DC associated with that spell is increased by +1. Additionally, spells that deal direct damage inflict an additional point of damage per ally caught within their area.

Cutpurse (General)

You've spent enough time pickin' pockets and slitting coin purses free of their belt, to recognize when a mark is carrying a load of coins. You don't bother wasting your time on little scores- you aim at bigger, wealthier targets.

Prerequisite: Appraise 2 ranks, Knowledge (streetwise) 2 ranks

Benefit: You may make an estimation of how much coinage a potential victim carries on his or her person with a successful Appraise check (DC 10 + the target's WIS modifier). If successful, you can estimate how many GP worth of coins the target carries. Using this ability is a move equivalent action. You may take 10 or take 20 on this check.

Once you have estimated a target's worth, you receive a +2 competence bonus on Sleight of Hand checks made to steal from the target made within the next hour.

Cyclic Ferocity (General SU - Combat)

The flow of your monthly blood brings you incredible strength and courage, allowing you to call on the ancestral memory of a thousand generations of female warriors.

Prerequisite: Moon Wise, female gender only

Benefit: During the 4 to 7 days of your monthly menstrual period, you receive a +2 morale bonus to STR and DEX, and are considered immune to all *fear* effects. During the final day of your menstrual cycle, you gain Fast Healing 1.



feats: d

- 1. Darkling
- 2. Damn Healthy
- 3. Dazzling Arcana
- 4. Dead Heart
- 5. Dead Flesh
- 6. Defensive Style
- 7. Dervish
- 8. Diplomatic Envoy
- 9. Diplomacy of Strength
- 10. Disassembly
- 11. Dishonorable Technique
- 12. Dishonorable Mutilator
- 13. Distant Channeling
- 14. Divine Force
- 15. Divine Marriage
- 16. Divine Midwife
- 17. Draconic Familiar
- 18. Dragon Kin
- 19. Dreamlike Familiar
- 20. Durable Soul

Darkling (Birthright)

You are a creature composed of elemental shadow as much as you are flesh and blood. You are the living embodiment of darkness, stealth and secrecy. Lights seem dimmer and sounds seem strange and muted in your presence.

Prerequisite: Stealth 1 rank, Stealthy

Benefit: All Perception and Sense Motive checks made within a 60 ft radius of you have their DC increased by an amount equal to one plus your CHA modifier (minimum two point DC increase). These apply not only to checks made specifically against you, but all relevant skill checks made within range of your shadowy presence.

You gain lowlight vision if you do not possess it already, but when you use it your strange perceptions mean you suffer a –2 racial penalty on Diplomacy, Perception and Sense Motive checks.

Damn Healthy (Birthright)

You are healthy as a horse, and have a phenomenal resistance to injury and poison. **Prerequisite:** CON 15+, character level first

Benefit: The frequency of any poison you are afflicted with is cut in half. A toxin that normally has a frequency of 1/min for 6 minutes, would only affect you for three minutes, for example.

It only requires a DC 10 Heal check to stabilize you when you are dying or suffering ongoing Bleed damage.

Normal: The DC to treat bleed damage or stabilize a dying creature is 15.

Dazzling Arcana (Metamagic)

Your spells are eye-catching riots of noise and color and force, and those who see your spells up close find it difficult to tear their eyes away from the colorful afterimages that flicker for seconds after the magic is cast.

Prerequisite: Perform (any) 5 ranks, CHA 13+

Benefit: When any sentient creature with an INT score greater than 5 takes damage or fails his or her save against any of your spells, in addition to

suffering the usual effects, that person is affected as if you cast *daze*, and must save against that spell normally.

If more than one creature is damaged by your spell (such as by a *dazzling fireball*) you may choose a number of victims equal to your CHA modifier. This 'bonus' casting of *daze* does not use up a prepared spell, nor does it count against your daily casting limit.

Dead Heart (General SU)

You have studied the ways and thoughts of the undead and unbreathing, and your heart no longer beats within your breast.

Prerequistes: Iron Will, Knowledge (religion) 5 ranks, Knowledge (arcana) 5 ranks

Benefit: Though you are not truly undead, and do not share the majority of their strengths and vulnerabilities, your arcane studies have transformed your mind and body. You no longer need to breathe, and suffer no damage from suffocation or hard vacuum. Your blood doesn't move through your veins anymore, and you do not suffer additional damage from any weapons with the *wounding* quality.

Limitations: Your aura is colored with a faint necromantic taint.

Dead Flesh (General SU)

You are more like the undead than ever. Your body is cold and sterile, and immune to the ravages of pleasure and pain.

Prerequisite: Dead Heart

Benefit: You are immune to pain effects, any effects that cause extreme pleasure, and the *sickened* and *nauseated* conditions.

Drawback: Your aura is colored with a strong necromantic taint, like that of an undead creature. You cannot bear or father children due to the necromantic changes you've inflicted on your body.



Defensive Style (Combat)

You prefer to let your opponent take the first swings, and tire them out. Only after they've flailed ineffectually at you for a few stings to you choose to act.

Prerequistes: Combat Reflexes **Benefit:** You may voluntarily lower your order in the Initiative count by any multiple of 4. For each -4 penalty you apply to Initiative, you receive a +1 competence bonus to Defense.

Dervish (Combat)

You move with the speed and ferocity of a summer tornado, mowing down legions of foes in the time it takes an ordinary man to even draw his blade.

Prerequisites: Whirlwind Attack

Benefit: When you activate your Whirlwind Attack, you may attack all enemies within a 30 ft radius, not just those you could reach with a melee attack. You appear to move with blinding speed, darting nimbly between enemies. Your base land speed must be at least 40 ft when this feat is active, either through natural abilities, class levels or spells.

Normal: When using Whirlwind Attack, you may only attack enemies within reach.

Diplomatic Envoy (General)

You are a talented diplomat, and are trusted to speak on behalf of a client, ruler or ally.

Prerequisites: Diplomacy 3 ranks, Persuasive

Benefit: You may use the Diplomacy skill to improve an NPC's attitude towards another character that you specify. The check DC is based upon the NPC's attitude towards you, though the purpose of the skill check is to shift the NPC's attitude towards a character.

Normal: You may only use the Diplomacy skill to improve an NPC's attitude towards yourself.

Diplomacy of Strength (General)

Both your parent cultures- a barbaric orc warband and an equally barbaric human tribrespect strength, courage and battle prowess. You blend the best traits of both cultures, and are a respected mediator between orcs and humans. **Prerequisite:** half-orc only, Diplomacy 1 rank

Benefit: When interacting with characters with either human or orc blood, including half breeds, you use your STR modifier as the key ability for Diplomacy checks, rather than CHA.

Disassembly (Combat)

By targeting the joints and seams of your adversary's armor, you can slice through your foe's defenses and destroy their protections.

Prerequisites: Weapon Focus, Improved Sunder, Base Attack Bonus +9

Benefit: Any time you beat your opponent's armor class by five or more points, you weaken his defenses. You increase the victim's armor check penalty by +1, plus +1 by every five points you beat his armor class by. In addition, you reduce the character's equipment bonus to armor class by that same amount.

Dishonorable Technique (General)

You've incorporated lowbrows, and brutally effective techniques into your fighting style. Your attacks can sever tendons and shred muscle, causing long lasting pain for victims.

Prerequistes: Sneak attack +2d6, Heal 5 ranks

Benefit: Any time you attack a foe with your sneak attack ability, or score a critical hit against a foe with a reasonably normal anatomy, your attack inflicts a point of STR or DEX damage. You choose which type of damage is inflicted when you make the attack.

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

Dishonorable Mutilator (General)

You can twist your knife in a wound track, crippling and deforming even on the rare occasions your strike doesn't kill.

Prerequisite: Dishonorable Technique, Sneak attack +4d6

Benefit: Any time your sneak attack roll beats your target's Armor Class by five or more points, or if you score a critical hit with your sneak attack ability, you inflict a point of permanent STR, DEX or CHA damage. You choose which type of damage is inflicted when you make the attack.

Distant Channeling (General SU)

You can channel divine energy through any symbol of your patron diety, not just the holy symbol you hold in your hands.

Prerequisite: channel energy class feature

Benefit: Rather than channeling energy from you own holy symbol, you can choose any holy symbol sacred to your god or goddess within 60 ft that you can clearly see as the focal point of the energy burst.

Normal: You channel energy through the holy symbol you carry or wear.

Divine Force (General SU)

The sheer power and fervor of your belief can physically repel creatures you can destroy with your channeled energy.

Prerequistes: Ability to channel energy, Extra Channel

Benefit: Any creature who suffers damage from your channel energy burst must succeed at a WILL Save (DC 10 + your WIS modifier $+\frac{1}{2}$ your cleric level) or be knocked back five feet.

Divine Marriage (General SU)

Your holy vows include a symbolic marriage to the divine, and sometimes, you can actually feel the presence of your divine spouse offering wisdom and protection.

Prerequisite: Anointed Cleric, Cleric level 3rd

Benefit: Once per day, you may spend at least one minute in prayer, communing directly with your patron deity. After this communion, you receive a pool of bonus points equal to 10 + your CHA modifier, which can be spent improving the result of any of the following die rolls:

- Skill checks: Diplomacy, Knowledge (arcana, history, local religion or the planes), Heal
- WILL saves. You can also extend the bonus on the WILL save to another willing creature by making a touch attack.
- The results of a heal check or spell, increasing the amount of HP recovered.

The results of a channel energy attempt (to either harm or help)

You may spend the entire pool of bonus points on enhancing a single roll, or you may spread their benefit across multiple rolls. You may choose to spend these bonus points after the roll has been made, but before the results are adjudicated. If these bonus points are not spent within an hour, they are lost.

Drawback: Most religions require the cleric to swear vows of chastity or celibacy when initiating them into the divine marriage. If the cleric engages in consensual sexual activity of any kind, he or she loses the benefits of this feat, as well as all Supernatural clerical abilities and spells for 24 hours.

Divine Midwife (General SP)

You are a skilled healer, able to channel a small amount of divine energy to heal the sick and tend the wounds of those you care about. Your skills and beliefs gives you a profound understanding of fertility and conception, and your advice is often sought by would-be parents and pregnant and nursing mothers.

Prerequistes: WIS 13+, Heal 1 rank, any non-evil alignment

Benefit: Each day, you may touch a wounded humanoid, monstrous humanoid or giant (or multiple creatures with multiple touches) and heal it for up to a number of HP equal to your WIS modifier plus your total character level (minimum 2 HP). This touch will only restore a wounded creature to full health; excess healing is wasted. You can heal multiple creatures each day, provided the total amount of healing provided is less than your daily maximum.

You cannot use this healing touch ability to heal yourself, though you can use the other applications of this feat to benefit yourself.

You may choose to expend 10 points of magical healing to cast *remove disease* as a cleric of your total character level. Doing so requires you to perform a short ritual, lasting at least 10 minutes.

By performing an hour long ritual, and expending at least a single point of healing, you can touch a willing female creature and dramatically increase her fertility. For up to 24 hours after the ritual, if the woman engages in sexual activity, her chance of conception dramatically increases. Children conceived after this ritual are surprisingly healthy, and pregnancies are safe and easy. A divine midwife can also perform this ritual to safely and (relatively) painlessly abort an unwanted pregnancy.

Draconic Fury (Metamagic)

Like the long-vanished dragons you claim descent from, you can breathe deadly gouts of fire and force.

Prerequistes: Scaled Perfection, Caster Level 11th CON 13+

Benefit: Each day, rather than casting damage dealing spells in the usual manner, you can 'swallow' the magical energy of the spells, turning the spells inward, allowing you to unleash a deadly, magic-fueled breath weapon. You may swallow a number of spell levels each day equal to twice your CON modifier (minimum two spell levels). You may choose to do so at any time, as a full round action. Swallowed spell levels are lost for the day, as if you had cast them. A zero level spell counts as ½ a spell level for this purpose. Spells unused at the end of the day are simply lost.

Example: A dragon-mage with a CON score of 17 could choose to swallow up to 6 spell levels. She could swallow three 2nd level spells, with a 5th level spell and a first level spell, with six 1st first level spells or with any other combination of spell levels.

Once a spell is swallowed, the mage can breathe it at will, as a standard action, which does not provoke attacks of opportunity. Swallowed spells erupt from the dragon-mage's mouth in a 60 ft long, 5 ft wide line of magical fury. The unleashed energy of the spell inflicts damage on the spellcaster. The dragon mage suffers hit point damage equal to twice the swallowed spell's level when it is breathed out. Even if the swallowed spell only affects a single target, all targets within the area of affect are affected as if they had been specifically targeted. Each character saves individually against the swallowed spell. Any harmful or debilitating spell can be transformed into a breath weapon, including spells such as *confusion* and *command*, which hinder their victims without causing physical harm.

Dragon Kin (Birthright)

Though not fully a draconic creature, you possess a kinship with the great beasts. Your draconic ancestry gives you an insight into the minds and bodies of true dragons, as well as giving you a few phonotypical traces of draconic beauty, such as iridescent scales, decorative frills or a forked tongue.

Prerequisite: character level first

Benefit: Your dragon ancestry provides you with a +2 racial bonus on Diplomacy, Bluff and Sense Motive checks made against creatures of the dragon type. If you have 10 or more ranks in any skill, the bonus increases to +4 with that skill. You speak Draconic fluidly, and are somehow literate in Draconic, even if you are an otherwise illiterate barbarian.

You gain darkvision with a 60 ft range, somewhat like a true dragon. You are considered both a Dragon and a member of your birth race for purposes of items, spells, and other effects related to race.

Special: If you take levels in the sorcerer class, you must select the draconic bloodline.

Dreamlike Familiar (General)

Your familiar is more a creature of dreams and fantasies than a living creature. With the fluid logic of dreams, your familiar's form and abilities change drastically.

Prerequistes: CHA 13+, Familiar class ability, any non-lawful alignment

Benefit: Each morning, upon first awakening from sleep or rest, you may alter your familiar's form. Over the course of a minute, your familiar changes its form to that of any creature that you



could normally select as a familiar. You gain the benefit of the new familiar type, and lose the benefit of the previous familiar type.

Your dreamlike familiar gains the ability to speak with animals of its new type if it is high enough level. If you have the Improved Familiar feat, you may switch between a low and high power familiar, sometimes gaining familiar benefits, sometimes not, depending on the creature you select.

Durarable Soul (General SU)

Your soul is especially strong, and you have a tenacious connection to life. Your spirit can easily survive the trials involved in returning to life.

Prerequisites: Reincarnated Soul, Knowledge (religion) 3 ranks

Benefit: You do not gain negative levels when raised from the dead. Additionally, you have no fear of death, and receive a +2 morale bonus on saves against fear effects.

Normal: You gain two permanent negative levels upon being raised from the dead.

Special: You may not select both this feat and the Assured Resurrection feat.

feats: e

- 1. Efficient Metamagic
- 2. Elemental
- Dominance
- 3. Elemental
- Double Strike
- 4. Elemental Mercy
- 5. Enraged Armory
- 6. Entropic Channel
- 7. Ettin Twisted
- 8. Eugenicist
- 9. Excellent

Summons

10. Extra Domain Powers

<image>

Efficient Metamagic (Metamagic)

You can cast enhanced versions of some of your spells more efficiently than other spellcasters.

Benefit: When casting any spell enhanced by any single Metamagic feat, the enhanced spell uses up a spellslot one level lower than it normally would without the benefit of this feat. Thus, while a maximized fireball is normally occupies a 6th level slot, for you it would only occupy a 5th level spell slot.

If the benefit of this feat reduces the Metamagic cost to the spell's basic level, such as a Silent spell used in conjunction with this feat, it occupies its normal spell level. However, you may have a number of such +0 spell level, meta-enhanced spells prepared equal to your primary casting modifier.

Elemental Dominance (Metamagic)

You have mastered the secrets of a single element, and can wield it with amazing skill and potency.

Prerequisite: Knowledge (arcana) 5 ranks, Knowledge (nature) 5 ranks

Benefit: Select one of the following energy types: acid, cold, fire, electricity, sonic/concussion. When casting a damaging dealing spell involving your chosen energy type deals an additional point of damage per damage die. Thus a fire mage who casts burning hands as a first level spell would would deal 1d4+1 points of fire damage, where a non-specialized mage would deal 1d4 points of fire damage.

A number of times per day equal to your primary casting modifier (minimum once daily), you may choose to substitute your chosen damage type for a spell's default energy type. Spells which deal pure force damage, such as magic missile cannot have their energy type altered.

Special: You may choose this feat multiple times, each time applying it to a different type of elemental energy.

Elemental Double Strike (Metamagic)

You can coil tendrils of your chosen energy type within damage dealing spells you cast, vastly increasing your destructive potential.

Prerequisite: Elemental Dominance

Benefit: A number of times per day equal to one plus your primary casting modifier (minimum twice daily), you may add additional energy of your chosen elemental type equal to the initial damage of the spell.

For example, an ice mage casting a 5th level burning hands spell would inflict 5d4 points of fire damage, plus 5d4 points of cold damage; if a fire mage cast the same spell at the same level, he or she would inflict 10d4 points of fire damage. An unspecialized mage casting a fifth level burning hands spell would inflict 5d4 points of fire damage.

Elemental Mercy (Metamagic)

You can precisely measure the energy your deadly spells unleash, and can use normally lethal magic to injure and subdue foes, rather than murder. **Prerequisite:** Elemental Dominance

Benefit: You may precisely control how much damage your spells that utilize your chosen energy type inflict. Once damage is rolled, you may choose to inflict any lesser amount of energy damage, down to a single point.

A number of times per day equal to your primary casting attribute's modifier (minimum once daily), you may simply declare that a spell cast using your chosen energy type inflicts maximum damage.

Finally, you may choose to convert the damage from spells cast using your energy type to subdual damage without penalty.

Enraged Armory (General SU)

With a scream of rage, you transform your body into a living weapon.

Prerequistes: Greater Rage class ability, Great Fortitude

Benefit: When raging, you may physically transform your body to increase your lethal capabilities. Your hands transform into crushing hammers or wicked serrated blades, and a variety of axe-tumors grow across your chest and shoulders. This initial transformation requires a move equivalent action.

For the duration of the rage, you may manifest any weapon type you are familiar with, and use it as a natural weapon. You may change weapon types as often as once per round, or may choose to manifest only a single weapon for the duration of the rage.

The created weapons are always at least masterwork quality. You may also manifest a magical weapon with a +1 enhancement or price-equivalent enchantment for every two character levels above 11^{th} you possess. Thus, a 15th level barbarian with this feat could choose to manifest a sword with a +3 or equivalent enhancement, or any other, lesser weapon.

This feat is effectively a new Barbarian rage power, and the character must have at least 11 barbarian levels to select this feat.

Entropic Channel (General SU)

You channel negative energy- the raw, extra dimensional energy of death itself. Your energy can break down non-living objects as easily as it slays the living. Your energy undermines the fabric of reality, turning the world brittle and aged, collapsing buildings and shattering once beautiful things.

Prerequisite: channel negative class feature.

Benefit: When you channel negative energy, you may also elect to have the negative energy deal damage to non-magical structures and objects within your area of effect. If so, the burst of dark energy permanently reduces the Hardness of all non-magical structures and objects within the radius by a number of points equal to one plus your WIS modifier (minimum 2 points). Worn or carried objects receive a FORT Save (DC 18 + your WIS modifier) to resist this effect. You may use this ability a number of times per day equal to 3 + your WIS modifier.

Ettin Twisted (Birthright)

You have fallen victim to an ancient and cruel divine curse and were born with two heads. You are a dimwitted, brutish freak, whose sheer hideousness masks surprising toughness, and vile cunning. Somehow you survived the bloody horror of your birth, the ruin of your childhood, and now you begin your career as a warrior....

Prerequisite: character level first only

Benefit: You are born with a second skull rising out of your shoulders. This second head has its own intelligence, personality and mannerisms, which complement or darkly mirror your own. Both your heads share the same alignment and are under the control of a single player, but are often quarrelsome and irritable.

You receive a +2 racial bonus to your WIS score, thanks to the sheer stubbornness having a second head gives you, but suffer a -2 racial penalty to INT. You receive a +3 racial bonus on Perception checks thanks to your second pair of eyes and years.

If you succumb to any mind influencing effect, you can attempt a second WILL Save to break free of the effect, thanks to your skull-twin's semi-independent consciousness. You receive only a single extra attempt to break a mind influencing effect. Assuming you can survive the blood loss and trauma, losing one head may cost you the benefit of this birthright, but doesn't necessarily mean death.

Eugenicist (General SU)

You know how to select prime breeding stock, resulting in amazing successes and mighty new species.

Prerequisite: Breeder

Benefit: If you breed creatures that each have a net Attribute bonus of +3 or greater, you receive a +4 circumstance bonus on the Handle Animal check to successfully produce offspring.

If both parents have a net bonus of +5 or higher, you must only pay 100 gp x the offspring's Hit Dice in production costs to create the new species, which will be a strong addition to the world's ecosystem.

Normal: You must pay 500 gp XP x the offspring's Hit Dice when breeding new creatures.

Excellent Summons (Metamagic)

By focusing your will, you call extremely powerful beings into existence

Prerequistes: Augment Summoning Benefit: Creatures you summon are incredibly healthy, and have maximum possible Hit Points. Your summoned creatures receive a +1 morale bonus on attack rolls and armor class.

Extra Domain Powers (General)

You can use the granted ability of one of your clerical domains more often.

Prerequisite: domain class feature

Benefit: You may use the granted power of you're an additional two times per day. Domain abilities that have their utility measured in rounds per day (such as the Liberation domain ability) have their maximum duration extended by two rounds per day.

Special: You may select this feat multiple times. If applied to the same domain, its effects stack. Otherwise, you may select this feat multiple times to improve multiple domains.



feats: f-g

- 1. False Death
- 2. Fey Senses
- 3. Fortified Encampment
- 4. Foundling
- 5. Freakish Dexterity
- 6. From Godly Clay
- 7. Fullisade
- 8. Genderless
- 9. Ghostly Familiar
- 10. Gibbering Annoyance
- 11. Gifts of Ecstasy
- 12. Giant's Fist
- 13. Gigantic
- 14. Gnomish Prestiditation
- 15. Goblin Knack
- 16. Golden Draught
- 17. Ground Fighter
- 18. Groundshake

False Death (General SU)

Like the careful, cautious opossums you live among, you can feign death with stunning (and eerie) accuracy, giving you a last ditch chance at survival when all other tactics have failed.

Prerequistes: Gnome race, Knowledge (nature) 5 ranks

Benefit: You can fake death with uncanny accuracy. Even under normal circumstances, your vital signs are camouflaged; your heartbeat is faint and near impossible to hear, you emit few pheromones. You can take complete control over your autonomous nervous system as a survival adaptation.

You can slow your respiration at will and enter a death-like trance state, during which you require no oxygen, food or water. You may remain in this trance state for a number of days equal to your CON modifier.

During this time, your body mimics the natural process of decomposition, imitating lividity, rigor mortis, even simulating the bloating and decay of a genuine corpse. While entranced, it requires a DC 24 Heal check to detect that you are actually alive.

Before entering the trance state, you must choose to awaken whenever you suffer at least one point of lethal damage, or after a specified period of time has passed. While entranced, you are helpless and unaware of the world around you. You cannot be awakened until your 'trigger condition is met. After you awaken, all the traces of your simulated death and decomposition vanish without harm.

Fey Senses (Birthright)

Your strangely colored eyes see another world, and your long, tapering ears hear sounds too faint for others to perceive.

Prerequisite: WIS 13+, Perception 1 rank

Benefit: You can naturally see *invisible* creatures, and you receive a +2 racial bonus on Perception checks made against *ethereal* creatures. You are considered a *fey* for the purposes of magical items that require fey blood to operate, as well as any effects specifically targeting fey.

Limitations: Your long, obviously inhuman ears and strange eyes mark you as other than human, and you suffer a –2 racial penalty on all disguise checks.

Fortified Encampment (General)

A good ranger can set up an easily defensible, fortified campsite that blends into the surroundings and provides excellent defensive options.

Prerequisite: favored terrain class feature

Benefit: With roughly one hour of work, a ranger on one of her favored terrains can set up an easily defensible campsite. This campsite can be up to 100 ft in diameter per hour spent preparing the area. The ranger and her allies gain 25% cover at all times while within the campsite. The ranger can designate specific portions of the campsite as providing 50% cover to allies. The ranger can designate a number of 5 ft squares equal to 3 + her WIS modifier as areas of superior cover.

The campsite is built into an area that's downwind, or in a location that otherwise distorts scent cues. Creatures with the scent capability suffer a -4 penalty on Survival checks made to find the campsite. Clear lines of sight from within the fortified campsite provide any creature within the campsite with a +2 circumstance bonus on Perception checks made to detect approaching creatures.

A ranger may only have one fortified encampment at any given time. Once the ranger and her allies leave the encampment, it quickly reverts to a natural state.

Foundling (Birthright)

As a newborn, you were abandoned and left to die. Some well meaning soul found you and raised you; you spent your early years in a reformatory, a church's orphanage or workhouse or living in obscurity with some foster family, your real heritage a mystery.

Prerequisite: character level first only

Benefit: Your early experiences have hardened you, and growing up poor and unwanted has given you some useful skills. Select any three skills on the Rogue class list; these skills are always considered class skills for you. If you select a skill that is a class skill for you at first level, you receive a +1 competence bonus with that skill.

You receive a +4 bonus on FORT saves made to resist dehydration or starvation.

Additionally, since your true origins are a mystery, even to yourself, you may select other birthright feats at any point in your heroic career.

Freakish Dexterity (General)

You are amazingly supple and flexible, and your long, flexible toes are as dexterous as any great apes. More than just simply being double jointed or graceful, you are one of the most flexible humanoids walking the world.

Prerequisites: Agile Maneuvers, Ground Fighter

Benefit: You are incredibly acrobatic and dexterous. You are equally proficient with both your left and right hand, and your feet are as capable as fine manipulation as your hands. You can perform any task requiring manual dexterity as easily with your feet as you can with your hands.

You may fold and contort your body into seemingly impossible positions, as well as voluntarily dislocating their limbs, or rotating limbs or twisting your head almost completely around without harm. You may squeeze through any space large enough to accept your shoulders (usually a Tiny space for a Medium sized character) at half your base land speed.

You are considered flat-footed while squeezing.

You receive a +2 bonus on Acrobatics, Climb, and Escape Artist checks, as well as Perform (dance) checks and Profession (prostitute or courtesan) checks. If you have 10 or more ranks in any of these skills, the bonus provided is +4 with that skill.
From Godly Clay (Birthright)

You were born from earth and clay, sculpted into a form that is the perfect imitation of your race, but gifted with amazing divine strength and even more incredible will power and majesty.

Prerequisite: STR 13+, CHA 13+, character level first

Benefit: You were created by the touch of the divine and represent all that is best and strongest in your race. You gain a handful of immunities usually reserved for Constructs, though you are a living being and retain the type and subtype of your birth race.

You are immune to ability drain, fear effects, death effects, effects that cause the sickened or nauseated conditions and energy drain. You gain lowlight vision thanks to your perfectly sculpted eyes.

Fullisade (General)

With one draw on your bow, you can kill multiple adversaries simultaneously.

Prerequisite: Manyshot

Benefit: When using the Manyshot feat you may choose to fire at multiple targets, rather than a single opponent. You may attack one enemy per arrow fired. None of your opponents can be more than 30 ft from each other.

Normal: When using the Manyshot feat you fire all the arrows at a single target.

Genderless (Birthright)

You are neither truly male nor female, but an especially appealing combination of the two. Your body is androgynously beautiful, and your sex (whatever it is) is a matter of choice and pleasure, not biology.

Prerequisite: character level first

Benefit: You are a naturally hermaphaditic humanoid, with strange genitals that combine male and female anatomy and features that blend masculine and feminine traits into an appealing whole.

You may use sexually oriented feats, skills and special abilities against both genders with equal



effectiveness. Your charms are especially appealing to homosexual members of either gender, and you revive a +2 racial bonus on Diplomacy and Bluff checks made against homosexuals of either gender. If you have 10 or more ranks in either skill, the benefit of this feat increases to +4 with that skill.

As a full round action which provokes acts of opportunity, you can concentrate and change gender, temporarily becoming fully male or totally female. When gender shifting, you always shift into a specific member of the opposite sex, which always resembles your natural form, as if your two bodies are close relatives. When gender shifting, you receive a +10 racial bonus on Disguise checks against those unaware of your hermaphaditic nature. You can father children as a male or carry a child to term while in female form; you cannot gender shift while pregnant or nursing. If you possess any feats or class abilities usable only by a specific gender, you may use the ability in either form, assuming the ability is compatible with your new anatomy.

Drawback: You gain the Shapechanger subtype, and become vulnerable to spells and effects which specifically target shapeshifters.

Ghost Bane (General SU)

Your mere presence acts as a defense against restless spirits, and incorporeal undead recoil from you.

Prerequisite: channel positive energy class feature, Knowledge (religion) 3 ranks

Benefit: When you channel positive energy to harm undead, any incorporeal undead within 30 ft of you suffers an additional point of damage per damage dice. Incorporeal undead suffer a -2 penalty on their WILL Save for half damage.

Ghostly Familiar (General SU)

You can carry the soul of a beloved animal back from death's embrace, keeping your companion's soul among the living through sheer strength of will.

Prerequisite: either Child of the Gallows or Reincarnated Soul, Knowledge (religion) 1 rank

Benefit: You may select any creature with the animal, magical beast, or vermin subtype, provided it has an Intelligence score of 5 or less, and is CR 1 or weaker. Your ghostly companion follows you loyally, staying at your side at all times, unless commanded to venture forth on your behalf. You may also dismiss your spirit at will, allowing it to return to the afterlife. A dismissed ghostly familiar reappears in 1d4 rounds after receiving a mental summons. The ghostly animal is normally an intangible, wraithlike entity. The ghostly creature has a +4 bonus on Stealth checks and can naturally see and interact with *invisible, astral* and *ethereal* creatures.

A number of times per day equal to your WIS modifier (minimum once daily) you can will your ghostly familiar fully into our reality. The creature becomes completely visible and tangible, and remains so for a number of rounds equal to your WIS modifier. While in solid form, the creature can be 'slain'. When this occurs, the creature and its master are both considered *shaken* for 1d6 minutes. A slain ghost familiar cannot be solidified again for 24 hours.

Your ghostly familiar cannot range more than 1 mile from you. If moved farther away than that, the creature fades from reality and reappears at your side within 24 hours. If you die, the familiar ghost automatically vanishes from existence as well. While in your presence, your ghostly familiar cannot be harmed by channeled positive energy. Away from you, the ghostly familiar may be destroyed by channeled positive energy, reappearing at your side 24 hours after its destruction.

Special: You may select this feat multiple times, to create a menagerie of different ghostly familiars.

Gibbering Annoyance (General)

You babble endlessly during combat, a stream of consciousness sequence of rants, taunts, observations, bad jokes, backhanded tactical advice and profanity. Sometimes, you get lucky enough that your nervous chatter distracts or annoys your adversary.

Prerequisite: Jester Extraordinaire

Benefit: Once per round, you can designate a single enemy to be the butt of your jokes and insults. The enemy must have an INT score of at least 3, must be within 30 ft of you, and must be able to hear and understand your words.

This enemy becomes enraged by your words, and for the duration of the battle, that adversary suffers a –2 morale penalty if he attacks anyone other than you, or takes noncombat actions not related to attacking or harming you in some way. This condition lasts a number of rounds equal to your CHA modifier. This is a nonmagical, language dependant mind influencing effect.

Gifts of Ecstasy (General)

You are a skilled and considerate lover, gifted with an almost magical understanding of what brings others pleasure.

Prerequisite: CHA 13+ Benefit: You receive a

+2 competence bonus on sexually oriented Diplomacy and Bluff checks, as well as receiving a +2 competence bonus on Profession (prostitute or courtesan) checks. If you have 10 or more ranks in any of these skills, the bonus increases to +4 for that skill.

Giant's Fist (Combat)

You hit like the hammer of some angry goliath.

Prerequisite: Gigantic, Power Attack **Benefit:** When you successfully strike an opponent with an unarmed attack, or a melee attack with a bludgeoning weapon, the opponent must make a FORT save (DC $10 + \frac{1}{2}$ the damage inflicted) or be knocked back 5 ft. On a critical hit, the opponent is knocked back 10 ft and drops prone on a failed save.



Gigantic (Combat)

You are a sheer wall of muscle, capable of incredible feats of strength.

Prerequistes: STR 15+, CON 13+, Toughness

Benefit: Your great strength allows you to function as if you were a size category larger. You gain a +1 size bonus to your Combat Maneuver Bonus and Combat Maneuver Defense values.

Your sheer size means your reach increases by +5 ft. You can still threaten enemies adjacent to you.

You are considered one size category larger for the purpose of determining if special attacks (such as swallow whole) can affect you. You can use weapons designed for creatures in the next size category without penalty, and your lifting and carrying limits are increased, as if you were truly larger.

Gnomish Prestiditation (General SP)

Any magician worth the title should be able to pull rabbits (and occasionally other, more useful critters) out of his or her hat. You've certainly mastered this skill.

Prerequistes: Gnomish race, Ability to cast prestiditation as a spell or spell-like ability

Benefit: You can summon small animals nearly at will, which serve you loyally and to the best of their abilities. A number of times per day equal to one plus your CHA modifier (minimum once daily), you may summon a small animal (or animals) from the following list as a standard action.

Bat, Rat (or mouse or rabbit), Cat, Weasel (or opossum or badger), Fox, Small Dog

You may summon one animal for every three character levels or Hit Dice you possess. You seem to pull the animal out of your hat, from beneath your cloak or helm, or out of a voluminous sleeve or shirt. Once summoned, the animal(s) remains in existence for up to 10 minutes, or until slain.

Unlike conventional summoned creatures, if you say a quick prayer of thanksgiving over the creature's carcass within a round of its death (a standard action), the animal's carcass remains in reality, allowing you to harvest its meat, bones and fur. Otherwise, the creature's remains fade away within 2 rounds of its demise.

Goblin Knack (Birthright)

Goblins have a natural talent for magic, which they use to complete their secretive tasks, play tricks and cause chaos when on the warpath. You have a thin streak of goblin in your blood, probably the result of a long ago (and shameful) mating with a goblin slave or page, or the result of a heredity curse. Those with this blood line often display the stereotypical expressive goblin ears, deep set eyes and sharp little teeth of their unwanted ancestors. **Prerequisite:** character level first **Benefit:** Your goblin blood has given you access to a bit of useful magic. Once per day, you can cast any of the following spells as a first level sorcerer: *mage hand, ghost sound, mending, prestiditation.*

You may use *dancing lights* at will as a first level caster; a goblin's *dancing lights* always takes the form of purple and blue will o' wisps.

You gain lowlight vision, as keen as any goblins. You are considered both a Goblin and a member of your birth race for the purposes of items, spells and other effects dependent upon race.



Golden Draught (Item Creation)

You are a skilled mystical brewer, able to create potions of impressive power and laced with healing mana.

Prerequisite: Brew Potion, Craft (alchemy) 4 ranks, Caster level 7th

Benefit: You can brew potions of any 5th level or lower spell that you know and that targets one or more creatures. The potions you brew have a minor healing enchantment laced into the liquid, and heal the drinker for one HP per spell level within, in addition to the normal effects of the golden draught.

Groundshake (General SU- Combat)

Your great strength and iron determination allows you to shake the ground with your passage.

Prerequisites: STR 17+, Iron Will

Benefit: As a standard action, you may slam your foot or weapon down onto the ground, causing a localized earthquake, which affects all creatures within a 30 ft radius of you. Creatures in the tremor zone must make a REF save (DC 12 + your STR modifier) or be knocked prone, suffering 1d6 points of subdual damage in the process.

Ground Fighter (Combat)

You are skilled at fighting on the ground, slipping between your enemy's legs and exploiting gaps in their defenses.

Prerequisite: Acrobatics 1 rank

Benefit: You suffer no penalty on melee attack rolls when fighting prone.

Normal: You suffer a -4 penalty on melee attack rolls while prone.

<u>feats: h</u>

- 1. Haggle
- 2. Half Dwarf
- 3. Half Gnome
- 4. Heal Back Stronger
- 5. Healing Meditation
- 6. Healing Presence
- 7. Heal the Mage's Mind
- 8. Healer's Strength
- 9. Hope In Desperation
- 10. Hungerblood

Haggle (General)

You know how to bargain, and always get a good price on sold goods.

Prerequisite: Diplomacy 1 rank

Benefit: When selling, you may attempt a DC 15 Diplomacy check. If the check is successful, you set the sale price at 60% of the item's base purchase price. This percentage increases by +5% for every five points you beat the check DC by, to a maximum of 75% of the base purchase price.

Normal: You sell items for 50% of the base purchase price.

Half Dwarf (Birthright)

You are a product of a Dwarven and human union. You are shorter, stockier and hairier than a normal human, and share some of the legendary Dwarven toughness. Dwarven-born hybrids often have skin the gray of a granite cavern, or the soft gold of hammered copper or bronze.

Prerequisite: Human only, character level first only

Benefit: You receive a +2 racial bonus to your CON score, reflecting your Dwarven vitality and durability. Like a true dwarf, you receive Darkvision with a 60 ft range.

You receive a +2 racial bonus on saving throws against spells and spell-like effects. Your veins often glow a faint orange or fiery crimson under your dark skin whenever you successfully resist a hostile spell. You receive a +2 racial bonus on Craft (blacksmith and armorsmith) checks, representing the almost instinctive gift for metalworking your bloodline grants you.

You are considered both a Dwarf and a Human for the purposes of spells, magic items and similar effects that are dependent upon race or bloodline.

Half Gnome (Birthright)

Your parentage is a mix of Gnomish and Human bloodlines. You are much smaller and quicker than normal humans, and have delicate features that hint at your gnomish ancestry. Half Gnomes usually have ruddy noses, which stand out shockingly against their usually pale skin.

Prerequisite: Human only, character level first only

Benefit: You receive a +2 racial bonus to your CHA score. Like an Gnome, you gain lowlight vision.

Once per day, you can speak to burrowing mammals, as a gnome for up to one minute. You are a competent illusionist and magical artist, receiving a +1 racial bonus on Craft (art), one Perform check of choice, and you cast spells from the illusion school at +1 caster level.

You are considered both a Gnome and a Human for the purposes of spells, magic items and similar effects that are dependent upon race or bloodline.

Heal Back Stronger (General)

Your body is resilient and springs back from even the most punishing wounds. After magical healing, your restored body seems even more impressive.

Prerequisite: Toughness, CON 13+ **Benefit:** If at full hit points, any excess magical healing is retained at temporary hit points. These temporary hit points remain for one minute.

Normal: Excess healing is simply wasted, and cannot raise you above your full normal hit point total.

Healing Meditation (General)

You can still your mind, summoning your chi to speed your natural healing.

Prerequisite: Iron Will, WIS 13+

Benefit: When recovering hit points during a full night's rest, you recover an additional number of hit points equal to your WIS modifier. If undergoing complete bed rest, you recover a number of additional HP equal to twice your WIS modifier.

Healing Presence (General SU)

Your mere presence helps creatures overcome injury and recover their strength.

Prerequistes: WIS 13+, Healing domain, any good alignment

Benefit: All dying creatures within 60 ft of you are automatically considered stabilized. This feat's benefit applies both towards enemy creatures and allies. In addition, if you spend at least 8 hours within 60 ft of a wounded creature, it recovers hit point or ability score damage at double its normal rate.

Heal the Mage's Mind (General SU)

Some faiths view arcane magic as every bit a noble and holy path as divine prayer; wizards, sorcerers and clerics all work together to care for their church and community or to advance the cause of their mage-cult. Among these churches, mystical techniques have been developed to bridge the two styles of magic- arcane and divine.

Prerequistes: Healing clerical domain, either Knowledge: arcana 5 ranks or the Magic clerical domain, WIS 13+, INT 13+

Benefit: You have learned to channel positive energy and healing magic directly into the mind and nervous system of a willing arcane spell caster. Using this technique, you can alter how the arcanist's brain processes magical energy, wiping away the short-term nerve damage caused by spellcasting, and allowing a magic using ally to instantly recover prepared spells or spell slots. By touching a willing arcane spell caster and expending a divine spell with the healing descriptor, you can help that spell caster recover expended spells or spell slots. You must expend a healing spell of a level equal to twice the arcane spell/slot to be recovered, rounded down.

For example, if you wanted to help a wizard ally instantly recover *blink*, a 3^{rd} level spell, you would be required to sacrifice a 6^{th} level healing spell or greater.

Using this ability is normally a standard action, which provokes attacks of opportunity. If you suffer damage, you must succeed at a Spellcraft check (DC 10 + the level of the

healing spell to be sacrificed) or lose the healing spell without effect.

If you choose, you may sacrifice multiple healing spells instead of a single high level healing spell. Each individual healing spell sacrificed in this manner increases the time necessary to use this feat by another standard action.

Special: If you are a Multiclass arcane/ divine caster, you may not use this feat to benefit yourself.

Healer's Strength (General SU)

You are a perfect example of strength, grace and health, and your dedication to your gods, and to tending the hurts of others only strengthens you further.

Prerequistes: either Healing domain or Strength domain, STR 13+, DEX 13+, CON 13+

Benefit: You become stronger and more physically capable as you heal others, a divine reward for your faith and tireless service to your patron deity. For every 10 Hit Points worth of healing you bestow upon others within the same 24 hour period, you receive a cumulative +1 holy bonus to any one your physical ability scores (STR, DEX,



CON), chosen each time a new bonus becomes available. This holy bonus remains in effect for 24 hours after your act of healing.

Hope in Desperation (Combat)

When plans fail, when friends die, when it all goes wrong.... you are the last hope for victory.

Prerequistes: Base attack bonus +6, Dazzling Display

Benefit: Any time you are reduced to 25% or fewer Hit Points, one of your allies is reduced to negative HP or more than half your allies are reduced to 25% HP or less, you receive the benefit of this feat.

During moments of desperation, if you choose to use a full attack action, you receive an additional attack each round at your highest base attack bonus. This additional attack is in addition to extra attacks from feats or class features.

Hungerblood (General SU)

When you are wounded, your blood leaps from your body like a living thing, starving and anxious for vengeance.

Benefit: When you are wounded with any slashing or piercing weapons, lashing tendrils of your blood erupt from the wound. You receive a +1 bonus to Combat Maneuver Bonus when using these tactics against the creature that wounded you, plus an additional +1 point of bonus for every five points of damage the attack causes you. The bonus lasts until the end of the encounter, as tendrils of your blood coil around your adversary and his weapons.

At anytime, you may voluntarily suffer 1d4 points of temporary CON damage to manifest a masterwork whip made of your living blood. You are always considered proficient with this whip, which remains in existence for a number of minutes equal to your (now temporarily reduced) CON score.

Limitation: You must be using light armor or no armor to gain the benefit of this feat.



<u>feats: 1-l</u>

- 1. In Darkness Shrouded
- 2. Infectious Rage
- 3. Illuminated Aura
- 4. Insect Alliance
- 5. Insectivore
- 6. Insidious Illusion
- 7. Intellectual Combat
- 8. Irremovable Mask
- 9. Irritant Cloud
- 10. Item Spontaneity
- 11. Jester Extraordinaire
- 12. Killer Instinct
- 13. Knife Fighter
- 14. Known Weakspots
- 15. Last Gasp
- 16. Lawful Landholder
- 17. Letters of Credit
- 18. Lingering Purity
- 19. Lovers in Every Port

In Darkness Shrouded (Combat)

You have mastered the art of striking from the shadows, of moving between raindrops and killing while shrouded in night and fog.

Prerequistes: Combat Reflexes, Stealthy, Stealth 5 ranks

Benefit: When dim lighting or environmental conditions like fog or intense rain grants you 25% concealment or greater, you receive a +2 competence bonus on attack and damage rolls made with any melee weapon.

Special: The concealment granted by the Wind Stance and Lightning Stance feats is not sufficient to trigger this feat's bonus.

Infectious Rage (General SU)

When consumed with rage, something in

your nature calls out to the primal beasts hidden in all men, compelling them to join you in your fury.

Prerequisite: Ability to rage, CHA 13, Intimidate 5 ranks

Benefit: When raging, you may choose to spend an action point to spread your fury as a kind of telepathic virus. All creatures within 60 ft of the barbarian must make a WILL save (DC 11 + the barbarian's CHA modifier) or be swept up in the warrior's battle fury. This is a supernatural, mind influencing effect.



While enraged, a creature receives a lesser version of the battle fury which afflicts the barbarian, gaining a +1 morale bonus on attack and damage rolls, but suffering a -2 morale penalty on Armor Class and suffering a -2 penalty on INT, WIS and CHA based skill checks for the duration of the barbarian's rage.

This enraging mentality lasts as long as the barbarian rage that provoked it.

A creature can voluntarily fail its WILL save to benefit from the attack bonus.

Illuminated Aura (General SU)

Your faith and inner beauty shines through your skin, giving comfort, courage and illumination to those around you.

Prerequisite: CHA 13, any good alignment

Benefit: Three times per day, you may choose to radiate a glimmering, colorful aura. While illuminated, you shed light like a lantern (30 ft radius good illumination, 60 ft radius dim illumination), and all allied creatures within the radius of your light benefit from the effects of a bless spell cast by a 1st level cleric.

This effect ends if a character moves out of the radius of dim illumination, and begins anew when the character returns to the lighted area. You may maintain the illumination a number of minutes equal to your CHA modifier.

Insect Alliance (General SU)

You have a deep affection and spiritual bond with insects and arachnids, and never fully understood the revulsion that most humanoid races have for these fascinating creatures. You may choose a familiar, or even transform yourself into a representative of the diverse, hardy arthropod kingdom.

Prerequisite: Insectivore, ability to gain a familiar or wild shape class ability.

Benefit: You may select monstrous vermin as an animal companion, familiar or special mount. Such creatures have an Intelligence score of at least 3, which increases as its master gains levels. Despite this, the augmented vermin retains its immunity to mind influencing effects.

The following table describes the benefit granted by ownership of the most common vermin familiars.

If you have the wild shape ability, you may add monstrous vermin to the list of creature's whose shape you can assume.

Insectivore (General)

You thrive among insects, arachnids and vermin, and know the secrets of a predator heavy ecology that few ever take the time to study.

Prerequisite: Knowledge (nature) 1 rank

Benefit: Unless magically compelled or acting in self defense, any creature with the vermin type refuses to attack you, and has an effective starting attitude of indifferent or better. You receive a +8 insight bonus on Handle Animal checks made to breed or influence vermin, and may teach the normally unintelligent creatures tricks.

You receive a +2 insight bonus on FORT saves made to resist any toxin or poison naturally produced by any vermin, but not other poisons, such as plant extracts or chemical compounds.

Special: Insectivore is a bonus feat for rangers and druids.

Insidious Illusion (Metamagic)

You can craft illusions so compelling, startling or emotionally effecting that their effects are difficult even for disbelievers to shake.

Prerequisite: Spell Focus (Illusion)

Benefit: Once a target succeeds at a WILL save to disbelieve one of your illusions, he or she must make a second WILL save, at the same difficulty, or be considered *shaken* for a number of rounds equal to your CHA modifier.

Familiar	Familiar Ability	
Giant Ant (CR 1)	Master gains the Endurance feat, even if he does not meet the prerequistes	
Giant Bee (CR 1)	Master gains a +3 bonus on Knowledge (nobility) checks	
Monstrous Spider, Small (CR%)	Master gains a +3 bonus on Climb checks	
Monstrous Scorpion, Small (CR69	Master gains a +5 ft increase to his base land speed	
Monstrous Centipede, Medium (CR6)	Master gains a +4 bonus on checks made to resist being grappled or bull rushed	

Intellectual Combat (Combat)

Your keen mind allows you to understand the principles of leverage and anatomy, inflicting damage far out of proportion to your Strength.

Prerequisite: Heal 2 ranks, Acrobatics 2 ranks

Benefit: With any light weapon built for a creature your size category, you may add your Intelligence modifier instead of your Strength modifier to your attack rolls. If you carry a shield, its armor check penalty is applied to your attack rolls.

Special: A fighter may select this feat as one of his bonus feats. A character may only benefit from one of the following combat style feats: Intellectual Combat, Wise Combat and Weapon Finesse.

Irremovable Mask (General SU)

You have become so adept at deception and disguise that you can focus your spirit's roiling energies, using your naturally treacherous soul to reshape your flesh.

Prerequistes: Deceitful, Disguise 5 ranks

Benefits: Once per day, usually upon first awakening, you may choose to assume a supernatural disguise. Your features twist and flow, your skin and hair darkens or lightens, and you may seem to change your weight and height by up to 30 lbs or several inches, by means of the amazing conscious control you have over your posture and musculature.

Assuming this disguise takes 1 minute of unbroken concentration. You receive a +10 bonus on disguise checks made merely to disguise your identity, or a +5 bonus on disguise checks made to imitate a specific person.

You gain the Shapechanger subtype.

Limitations: Once the 'irremovable mask' has been donned, your body will not relax into it's natural form until a full night and day (24 hrs) have elapsed. If killed or knocked unconscious, you will not regain your true face until 24 hours have elapsed.

Irritant Cloud (General SU)

A pinch of toxic dust becomes a deadly assassin's tool in your hands, particularly when used in conjunction with your natural psionic or magical gifts.

Prerequistes: Craft: alchemy 2 ranks, ability to cast *mage hand*

Benefit: By throwing a dose of inhalation poison with your *mage hand* ability, you can direct the poison directly down the throat or into the nasal passages of a victim. Such precise application ensures that a victim rapidly succumbs to the effects. If you use a dose of inhalation poison this way, the FORT Save DC is increased by +4.

Item Spontaneity (General SU)

Some casters can spontaneously channel their own spell-energy into specific spells, tied to their casting style. You can do more, converting the spell-energy trapped within spell-completion items into a specific kind of spontaneous spell.

Prerequisites: caster level 7th, ability to spontaneously cast a specific spell (such as cure, summon nature's ally, ect)

Benefit: When casting a spell from a spellcompletion item, such as a scroll or wand, you can spontaneously expend a charge from the device (or use up the scroll) in order to spontaneously cast a specific spell of the same spell level or lower. In all other respects, this feat functions identically to the spontaneous casting class ability common to clerics, druids and some other casting classes.

Jester Extraordinaire (General)

You are a skilled performer, an entertainer who has no trouble finding an appreciative audience. **Prerequisite:** Perform (any two) 1 rank

Benefit: You receive a +4 competence bonus on any two perform skills of choice. In addition, while performing, you may make an additional DC 15 Perform check. If successful, all those in the audience receive a +1 morale bonus on WILL saves for a 1d4 hours after the performance ends. This is a non magical, mind influencing effect.

Killer Instinct (Combat)

Your natural aptitude for violence is reinforced by a military career and excellent combat training. You face superior adversaries with confidence and make slaughter look effortless.

Prerequisite: 6th level fighter

Benefit: Each day, you receive a pool of bonus damage equal to your levels in any combat focused core class: barbarian, fighter, rogue, ranger. You may apply any amount of bonus damage to an attack, even an unsuccessful attack, in which case the bonus damage turns a near-miss into a light wound. You may add a number of points of bonus damage to the attack equal to your fighter level.

Knife Fighter (Combat)

You prefer using daggers in combat. They're quiet, concealable, and available in a way that swords, axes and bows can't be. Sure, a knife may not do as much raw damage as a greatsword, but you've got a few tricks to get around that....

Prerequisites: Weapon training II (dagger), Sneak Attack +1d6, Base Attack Bonus +6

Benefit: When attacking with any dagger for which have Weapon Training, if that weapon inflicts d6 damage or less you have the ability to inflict potentially lethal slashes. Anytime you roll maximum damage (4 on d4 or 6 on d6), reroll the damage and add the new result to the total damage inflicted. If you roll maximum damage, reroll again and continue adding to the total damage inflicted.

Additional damage from this feat is not multiplied on a critical hit.



Known Weakspots (Combat)

Your extensive knowledge allows you to pick out the well documented weakspots of creatures and opponents you face.

Prerequisite: Intellectual Combat, 5 ranks in any tw Knowledge skills

Benefit: You receive a +1 competence bonus on weapon damage rolls and attack rolls made to confirm critical hits against specific class of adversaries, for every five ranks you posses in an associated Knowledge skill. You must be using a weapon usable with the Intellectual Combat feat to gain the benefit of this competence bonus.

Having five or more ranks in this skill	provides a competence bonus against this adversary.
Knowledge (engineering)	Constructs
Knowledge (arcana)	Arcane spellcasters ; opponents with arcane spell-like abilities
Knowledge (dungeoneering)	Aberrations ; Oozes ; Subterranean creatures
Knowledge (history)	Members of humanoid, monstrous humanoid and giant armies, militias, mercenary bands and other well organized fighting forces, assuming they have been established for at least 10 years
Knowledge (local)	Native humanoid opponents from the same geographical region
Knowledge (nature)	Animals, Magical Beasts, Fey, Giants and Vermin
Knowledge (nobility and royalty)	Wealthy humanoid opponents, NPC adventurers
Knowledge (religion)	Undead ; Outsiders ; divine spellcasters
Knowledge (the planes)	Outsiders ; Elementals

Last Gasp (General)

You are ridiculously hard to kill. **Prerequistes:** Diehard **Benefit:** No single attack or effect can reduce your Hit Points from any positive total greater than 5 to less than -1 HP. Excess damage from such an attack is wasted; you drop to -1 HP and begin dying. Once at -1 HP, additional injuries affect you normally, as do injuries inflicted when the character is at 5 HP or fewer.

Lawful Landholder (General)

Your good service to your patron and mercantile skill has resulted in your being presented with a gift of a large tract of profitable land.

Prerequisite: Letters of Credit or Blood Royal

Benefit: You receive dominion over a small fiefdom. You may set the laws of your region and dispense justice, so long as your laws and court decisions do not conflict with the existing laws of the land, nor with the goals and ethics of your patrons. Assuming you hire a competent NPC overseer, your land's rich natural resources will net you a monthly profit equal to 1000 gp x your INT modifier, without requiring much input from the landholder.

Once per year the landholder can raise a small army of conscript vassals. You may summon 100 first level commoners and experts per point of INT modifier. Every 50 commoners called are led by a 1d4th level Cleric, Druid or Fighter. It takes 1d6+1 days to assemble your army. The commoners making up your army have average statistics and the median alignment for the region, and carry standard mundane gear.

Normal: A character may win, steal or purchase small tracts of land, but they have virtually no additional value or political importance.

Special: The residents of your holding may call upon the landholder for aid or to settle a legal dispute, resulting in new plot hooks and complications. The GM may activate this feature at will; each time he does, the landholder receives a bonus XP appropriate to an encounter of her character level if she successfully solves the problem.

Letters of Credit (General)

Your sterling reputation, obvious talents and social standing have made you an eminently trustworthy trading partner.

Prerequisite: CHA 13, must have at least 5 ranks in any Perform, Craft or Profession skill.

Special: If the character is a Blood Royal, he or she needs to meet no other prerequistes.

Benefit: You receive signed and sealed letters of credit from a noble house, merchant guild or other wealthy cabal you are aligned with. By showing a merchant these letters, you may make a DC 12 Diplomacy check. If successful, you may 'purchase' up to 10,000 gp per point of CHA modifier worth of goods and services without any money changing hands. You must repay the debt (either by paying the merchant, or paying your patron) within a number of months equal to your CHA modifier.

When paying the debt, you may attempt to gain more favorable terms. You must make a DC 35 Diplomacy check; success indicates your patron has come to some mutually profitable arrangement with

the merchant which benefits you as well.

You receive a 10% discount on the purchase, and do not have to pay off the complete amount. Failure on this check merely indicates you must pay the debt in full.

Limitation: Failure to pay the debt eliminates the benefit of this feat; you may never select this feat again, and might also have additional social consequences, at GM discretion.

Normal: You typically must pay in full for goods and services at the time of purchase.

Lingering Purity (General SU)

The remnants of your faith linger in an area you exorcize, visible as a luminous, golden and silver glow that illuminates the area and a choir of hymns and chimes which increase in volume when the damned approach.

Prerequistes: channel positive energy class feature, Turn Undead, Knowledge (religion) 5 ranks

Benefit: When you successfully turn undead, the effects of your turning check linger for a 10 minutes per point of your CHA modifier (minimum 10 minutes). Undead that were turned by your original check cannot enter this warded area. weaker undead approach, they must attempt to survive the original turning check, and may be destroyed when they set foot on the warded ground. The music that surrounds the warded area increases in tempo and volume when any undead enters the warded area.



Lovers in Every Port (General)

You know how to seduce your way to the information you want, and can probably find a friendly face and comfortable bed in any settlement you visit.

Prerequisite: bardic knowledge class feature, Knowledge (local) 1 rank, Diplomacy 1 rank

Benefit: If you can change the attitude of an NPC who would be sexually attracted to your species and gender to friendly, you can seduce that character, as if askinf for simple aid. If you return to that NPC later for aid, each additional request does not increase the Diplomacy check DC.

Each NPC lover in a settlement provides you with a +1 circumstance bonus on Knowledge (local) and Diplomacy checks made within that settlement. The maximum possible bonus is +5, if you have 5 or more lovers in a particular settlement. If you have five or more lovers in a particular settlement, Diplomacy checks made to gather information require half the usual time.



feats: m

- 1. Mage Scent
- 2. Magic of Utmost Utility
- 3. Magic Tailoring
- 4. Medusiad
- 5. Mental Discipline
- 6. Metamagical Vigor
- 7. Military Bearing
- 8. Military Teamwork
- 9. Miracle of Loaves
- 10. Minor Magical Mastery
- 11. Mooncurse
- 12. Moon Wise
- 13. Moon's Purity
- 14. Motherless
- 15. Mystic Prodigy
- 16. Mystic Umbra

Mage Scent (General SU)

Your keen nose allows you to catch the distinct, fleeting odor of magic and arcane energy.

Prerequisite: Fey Senses

Benefit: You may cast *detect magic* at will as a sorcerer of your total character level. Each subschool of magic has its own unique odor, which you percieve as scent cues, rather than visual auras. You receive a +2 racial bonus on Craft: alchemy, Spellcraft and Knowledge: arcana checks due to your keen magical nose. If you possess 10 or more ranks in any of these skills, the bonus provided increases to +4 for that skill.

Magic of Utmost Utility (General SP)

You live a hard life in a harsh land, and have learned many useful tricks in order to survive. You may cast the weakest kind of magic; just enough to help you and your small family thrive.

Prerequistes: WIS 11+, Profession (any blue collar or farmer) 1 rank

Benefit: A number of times per day equal to your WIS modifier (minimum once daily), you may cast any one of the following 0 or 1st level spells as a first level cleric or sorcerer: cure minor wounds, mending, mage armor, magic missile, purify food and drink. Using this feat is a spelllike ability.

Magic Tailoring (Item Creation)

You are a highly skilled magical craftsman, an expert in crafting one or two forms of magical clothing.

Prerequistes: Craft Wondrous Items, Caster level 5th

Benefit: Select any two magical item body slots. When crafting wondrous items to fill those body slots, your expertise allows you to create more potent magical items more quickly and cheaply. You reduce the item creation cost and the time required to craft the item by 10%, and your caster level is treated as being 1 higher for determining the item's effects.

Medusiad (Birthright)

The power and cruel wisdom of the medusa race is passed down along the mother's line. Your mother was a scaled warrior queen, able to turn mortals to stone with only a glance. Your mixed blood has diluted the medusaid powers that are your birthright, but you are still incredibly dangerous and strangely beautiful.

Prerequisite: CHA 13+, character level first

Benefit: Your touch can steal mobility and turn a victim to a kind of organic stone. Unlike a true medusa, the effects of your touch are temporary, and you cannot kill with a glance.

With a successful melee touch attack, you can slow a creature by 5 ft. The creature's body seems to calcify with each touch. If you reduce a creature's base land speed to 0 ft, it is paralyzed and helpless, briefly taking the appearance of a fine marble statute. Each touch slows the target creature for 1 minute, and the effects of multiple touches are cumulative.

You may use this ability a number of times per day equal to 3 + your CHA modifier.



Mental Discipline (Combat)

You are exceptionally strong willed and dedicated, utterly focused on the duty at hand. Your strong will makes you a better than average warrior.

Prerequistes: WIS 13+, Iron Will, Bravery class feature

Benefit: A number of times per day equal to your WIS modifier (minimum once daily), you may spend a full round action meditating and preparing yourself for battle. After, you may add your WIS modifier as a bonus on Initiative checks and REF Saves for a number of rounds equal to twice your WIS modifier (minimum two rounds).

Metamagical Vigor (General)

Your exposure to arcane energies and the secrets of magic has toughened your body at the same time it has expanded your mind.

Prerequisite: Any one Metamagic feat

Benefit: Each time you gain a Metamagic or Item Creation feat, you also receive two bonus hit points.

Military Bearing (Combat)

Your elite military training has given you confidence and strength of mind applicable in any situation.

Prerequisite: Base attack bonus +1, Weapon Training I

Benefit: You receive a +2 morale bonus on WILL saves and Diplomacy checks made while in uniform or wielding or carrying your trained weapon. You may add Diplomacy to your list of class skills; if Diplomacy is already on your class skill list, you receive a +2 bonus on all Diplomacy checks.

Military Teamwork (Combat)

You work well with your allies, and know the benefits of well practiced teamwork.

Prerequisite: Knowledge (tactics) 1 rank, Base Attack Bonus +1, Combat Reflexes

Benefit: When using the Aid Another action in combat, you may aid all allies adjacent to you. You either provide these characters with a +2bonus on their next attack roll, or a +2 bonus to AC against a specific opponent, depending on what aid you choose to give.

Normal: When using Aid Another in combat, you aid a single adjacent ally.

Miracle of Loaves (General SU)

Your faith can create food to feed the multitudes. Your faith allows you to feed the many.

Prerequistes: Knowledge (religion) 1 rank, ability to channel positive energy

Benefit: You may perform a short prayer lasting five minutes and miraculously create enough food and water to sustain 10 humans (or 2 horses) per point of your CHA modifier. Doing so expends one of your daily channel energy uses. Those eating the tasty, simple fare feel comforted and calmed, and receive a + 1 morale bonus on all WILL saves for 8 hours after the feast.

Special: If you ever gain a non-good alignment, you lose access to this feat.

Minor Magical Mastery (General SU)

You are exceptionally practiced at casting cantrips and orisions.

Prerequisite: ability to cast first level spells **Benefit:** Each day, you may prepare a number of zero level spells equal to 3 + your primary casting ability score modifier.

Normal: Each day, you may prepare 3 different zero level spells.

Mooncurse (Metamagic)

Many cultures believe that during their menses, women have a special connection to the netherworld, and their blood can cloud men's minds. **Prerequisite:** Moon Wise, female gender only

Benefit: When added to a victim's food, a female mage's menstrual blood acts as a metamagic component for any Charm Person spells cast upon that person. Mooncursed foods extend the Charm Person spell's duration from 1 hr/level to 28 days, though all other details of the spell remain unchanged. This feminine magic will only affect victims that would conceivably find the mage sexually attractive.

Victims of Mooncurse are exceptionally vulnerable to farther manipulation by the mage during the spell's 28 day duration. These victims suffer a -2 penalty on all future saving throws to resist the sorceress' magic, and in many cases can be convinced to forego a saving throw entirely.

Moon Wise (Birthright)

You are in tune with the colander of the moon and your own menstrual flows, and this knowledge gives you amazing arcane gifts.

Prerequisites: Heal 1 rank, character level first, female gender only

Benefit: During a 4-7 day period each month, chosen when this feat is first selected, you



gain an assortment of minor supernatural talents. During your menstrual cycle, your connection to the natural world is sharpened, granting you low light vision with a range of 60 ft (or increasing existing lowlight vision by 60 ft).

In addition, a number of times per day equal to your CON modifier (minimum once daily), you may daub a droplet of your menstrual blood on a wounded creature to speed his recovery. Doing so is a full round action that provokes attacks of opportunity. The touched creature instantly recovers a number of HP equal to 1 + your CON modifier (minimum 2 HP recovered).

Moon's Purity (General SU)

You dress in pure white or silver vestments, the color of the full moon, to show your devotion to the divine.

Prerequisite: Anointed Cleric, any non-evil alignment

Benefit: A number of times per night equal to your CHA modifier, you may spontaneously cast *cure serious wounds, lesser restoration, remove disease* or *neutralize poison* on your self as an cleric of your total character level. You may also touch an allied creature to grant them the benefit of your lunar purification. You must be able to see the moon clearly to use this ability, which cannot be utilized underground, on cloudy nights or in windowless structures.

Limitation: You must be dressed in a predominately white uniform or costume in order to gain the benefit of this feat.

Motherless (Birthright)

You were born in desperation and death, and your birth ended your mother's life. You were cut from her body in a last ditch effort to save you. Somehow you survived, and true to the peasant superstition, that those 'not born of woman' in the usual sense are mighty warriors, you have become a skilled soldier and death bringer.

Prerequisite: character level first **Benefit:** Characters born through cesarean section are incredible warriors. A number of

times per day equal to their STR modifier (minimum once per day), you can declare that you are adding a bonus of 1d6 to any single attack roll or FORT save. This bonus may be added after the player rolls, but before the results are disclosed.

Mystical Prodigy (Metamagic)

You can channel your magic inward, stimulating muscles and firing neurons, turning raw magical talent into physical excellence.

Prerequisites: Spellcraft 5 ranks, Knowledge: arcana or religion 5 ranks, Iron Will **Benefit**: Immediately after failing any skill check or saving throw, you may 'burn' a prepared spell or spell slot to improve the results of that check, hopefully preventing disaster. A prepared spell or slot used in this manner is lost, as if you had cast it normally. You receive a bonus on the failed check equal to the level of the spell or spells you sacrifice.

For example, if the mage fails an Climb check to climb a mountain by six points, he could choose to sacrifice a 5th level prepared spell (or slot) and a first level prepared spell, six first level prepared spells, or any other combinations of spell levels to avoid mishap.

You may sacrifice any number of spell levels necessary. Doing so is a purely mental action, which is considered part of the failed save or skills check. Zero level spells cannot be sacrificed to power this feat.

Mystic Umbra (Metamagic)

You can let the raw energy of your spells erupt randomly from your body, creating a chaotic field of mystic energy that protects you from dangerous magical energies.

Prerequisites: Arcane Prodigy, Spellcraft 9 ranks

Benefit: You may 'burn' off a spell (s) or spell slot (s) as a standard action to increase your resistance to energy and create a shimmering, antimagical aura around yourself. A prepared spell or spell slot used in this manner is lost, as if you had cast it normally.

You receive spell resistance equal to 12 + the sacrificed spell level. If the spell sacrificed inflicts or utilizes a specific type of energy, you instead gain resistance to that form of energy equal to 10 + the sacrificed spell level. This benefit lasts for a number of rounds equal to your primary casting attribute modifier (minimum one round).

feats: n-p

- 1. Nationalistic Pride
- 2. Nymph Born
- 3. Nymph's Radiance
- 4. On Leather Wings
- 5. Overwhelming Spells
- 6. Painful Constriction
- 7. Parental Demeanor
- 8. Patient Sniper
- 9. Pierced
- 10. Pincushion
- 11. Place of Power
- 12. Pocket Battlespace
- 13. Poisoner
- 14. Prehensile Tail
- 15. Prescient Nightmares

Nationalistic Pride (Combat)

Convinced of the superiority of your nation, church or clan, you fight even more effectively with your countrymen at your side.

Prerequisite: Base attack bonus +1

Benefit: When using the aid another action in combat or flanking an enemy in conjunction with an ally that shares your national, racial or tribal origin you both receive a +4 bonus.

Normal: Flanking a creature or aiding an ally provides a + 2 bonus.

Limitation: You must wear or carry some small token of your homeland, such as a locket of a lover's hair, a vial of soil from your home, a regimental tattoo or an intricately carved hilt that resembles your nations seal to benefit from this feat. This feat is considered inactive when you do not carry a token of home.

Nymph Born (Birthright)

Nymphs, dryads and other sexually voracious nature spirits are often attracted to human travelers and foresters. Though these liaisons often leave the human fathers shaken and wistful, telling tales that are nearly impossible to believe, but rarely produce offspring. Sometimes however, a child results from one of these passionate, mysterious unions.... You are one such child.

Prerequisite: Human only, character level first only

Benefit: You receive a +2 racial bonus to your CHA score. Like all fey, you receive lowlight vision.

You share the beauty and irrepressible lusts of your mother's kind. You receive a +2 racial bonus on all Bluff and Diplomacy checks made against anyone who would find you sexually attractive. This bonus increases to +4 when interacting with Fey or anyone with Fey blood.

You are considered of both Human and fey blood for the purposes of spells, magic items and similar effects that are dependant upon race or bloodline.

Nymph's Radiance (General SU)

You share your mother's blinding beauty.

Prerequisite: Nymph Born, CHA 15+

Benefit: A number of times per day equal to your CHA modifier (minimum twice daily), you may wrap yourself in a corona of glistening light and lustful thoughts. For one round after this ability is activated, all

humanoids, monstrous humanoids, giants and fey within 30 ft of the nymph born.

The Nymph Born can suppress or resume this ability as a free action.



Once this ability is activated, those who look directly at the Nymph born must succeed on a FORT Save (DC 12 + the character's CHA modifier) or be blinded for 1d4 minutes. Once a creature saves against your blinding beauty, it cannot be affected by your ability for 24 hours.

On Leather Wings (Combat)

You've trained yourself to fight effectively while within otherwise cumbersome clothing, and to use your clothes as a distracting defense. When you move, your robes and cloak move like great wings, concealing you in their folds.

Prerequistes: Dodge, Jump 4 ranks, Tumble 4 ranks

Benefit: You can use your flapping cloak to confuse and distract opponents and hide your vital areas Any time you are wearing exceptionally bulky, loose clothes (such as robes, a cloak, a trench coat or duster, scarves or similar articles) you receive a +4 morale bonus to Armor Class when taking the Total Defense action or any time you are targeted by a ranged attack launched from the weapon's second range increment or farther away. This ability provides no benefit against area effects.

Additionally, you can slow your fall with your 'leather wings' and always treat a fall as if it were 10 ft shorter when properly dressed.

Overwhelming Spells (Metamagic)

You can overwhelm a target's physical and spiritual defenses with the raw force of your combat magic.

Prerequisite: Combat Casting, Spell Penetration

Benefit: When a target of any of your spells successfully saves against that spell's effects, you can choose to force that target to immediately make a second saving throw at the same DC. If this second save fails, the target is affected by the hostile spell normally. This feat is usable a number of times per day equal to 1 plus your primary casting modifier (minimum twice daily).

Painful Constriction (Combat)

Through agonizing training, you've learned to dislocate your joints, enabling you to wrap your limbs around your opponent and crush the life from them.

Prerequisite: Stranglehold, Improved Grapple

Benefit: You can dislocate your joints in battle, granting you incredible flexibility, and are

hellishly strong when you're grappling. By voluntarily suffering 1d4 hit points of damage, you can grant yourself a +1 bonus to your CMB and Combat Maneuver Defense values.

You may choose to suffer additional dies of damage; for each d4 of damage you choose to suffer, you receive an additional +1 bonus. These benefits last until the end of the encounter, and the hit point damage recovers normally.

Parental Demeanor (General)

You have a comforting presence and calm demeanor that serve you well when dealing with young people.

Benefit: You receive a +2 insight bonus on Bluff, Diplomacy and Sense Motive checks made against any one in a younger age category than yourself. If you have 10 or more ranks in any of these skills, the bonus increases to +4 for that skill.

Patient Sniper (Combat)

You are willing to wait hours, even days if necessary before making that one lethal shot that just might change the course of history.

Prerequisite: WIS 13, Far Shot, Weapon Training I (any ranged)

Benefit: Before making a ranged attack, you may take a full round action to line up your shot. This grants you a +2 bonus on your next attack roll. Once you begin aiming, you cannot move, even to take a 5 ft step until the next attack is resolved, otherwise the benefit of the feat is lost.

If your concentration is disrupted, or you are attacked before your next attack, the benefit of aiming is lost. A sniper may use any type of ranged weapon when making this attack.

Pierced (General)

The sharp pain of the piercing needle is extremely familiar to a pierced character. The character has so much metal through her body she receives the benefit of additional equipment slots.

Benefits: The character can wear the following piercings as additional equipment slots. Normally a character with a piercing is considered

to have used one of their equipment slots. The limits for piercings are:

> Up to 4 earring slots (4 pair, not 4 total earrings): head or headband slots Two eyebrow rings:

headband, eyes or head slot One nose piercing: head slot One tongue piercing: head or neck slot One labret (lip piercing): head or neck slot Two nipple piercings:

neck, shoulders, body or chest slots One naval piercing: body, belt or chest slot One genital piercing: belt slot

Pincushion (General)

By the end of the battle, your enemies lie dead in a pool of blood, their vital organs skewered by dozens of arrows.

Prerequisite: Manyshot

Benefit: When you use your Manyshot ability against an opponent, your attacks deal cumulative damage. In effect, all the arrows you fire are treated as being 'one' attack for the purpose of overcoming Hardness or Damage Reduction.

Normal: Damage reduction applies separately for each arrow fired.

Poisoner (General)

A single drop of poison, placed in the right cup can change the course of history. Your poisons are among the deadliest in the world.

Prerequistes: Craft (alchemy) 5 ranks

Benefit: By mixing rare herbs, spices and exotic toxins (worth 50 gp) and succeeding at a DC 14 Craft (alchemy) check, you can increase the potency of a single dose of poison. You increase the FORT Save DC to resist the enhanced poison's effects is increased by +2, plus an additional +1 for every five points you beat the check DC by. You can take 10 on this check, but cannot take 20.

Place of Power (Metamagic)

You can draw power from the blood, love and fury that has seeped into the stones of certain mystical nexuses, and can draw magical power from places you have an emotional connection to.

Prerequisite: Iron Will, Knowledge: Arcana or History 12 ranks, Spell Focus (any)

Benefit: You select one of the eight schools of magic, each of which has certain types of buildings and structures associated with it. When casting spells of this school within an associated place of power, you draw upon the ambient mystical potential of the place.

Spells of the school associated with a place of power are cast as a move equivalent action. Potentially, a mage could cast two spells in a round by making a 'double move'. You must be inside, touching or within 30 ft of the place of power to gain this benefit.

School of Magic	Suggested types of buildings
Abjuration	Places associated with barriers, gates, defense. Prisons, guard houses, city gates, fortifications, border crossings, planar binding circles.
Conjuration	Places associated with travel, healing and creation. Healer's temples, gymnasiums, public baths, alchemist's labs, hospitals, foundries, workhouses, rail stations.
Divination	Places associated with thought, foresight and faith. Libraries, universities, churches and temples, standing stones, astrolabes, monasteries, observatories.
Enchantment	Places associated with mental control or seduction. Public offices and government buildings, palaces, whorehouses, theaters, schools.
Evocation	Places associated with energy. Volcanoes, burned ruins, snow covered mountains, glaciers, hot springs, foundries, ley line nexuses.
Illusion	Places associated with deception and art. Theaters, arenas, public offices.
Necromancy	Places associated with death or healing. Hospitals, cemeteries, hospices, places where people have died or been born en masse, accident sites, abandoned buildings and ruins.
Transmutation	Places associated with physical change and improvement. Hospitals, martial arts dojos, monasteries, gladiator academies, military barracks, alchemist's labs, factories, refineries.

Special: The places of power only represent the most basic types of buildings associated with a particular school of magic. The gamemaster should feel free to expand the list, particularly if a magic wielding PC can offer a good argument how a structure fits into their school of magic. You may select this feat multiple times; each time you do it applies to a new school of magic.

Pocket Battlespace (General SU - Combat)

By sheer force of will, you can trap your nemesis in a shadowy tesssarect (pocket universe) where you can battle uninterrupted by lesser beings.

Prerequisite: WIS 15, Base attack bonus +13, Weapon Training III, Iron Will

Benefit: Once per day, you summon a glistening fog around both you and any single adversary, up to size Huge, you are currently engaged in melee combat with. Activating this feat is a free action, transporting both you and your adversary to a pocket dimension within the Ethereal plane.

The pocket dimension is roughly 2 miles in diameter, and has gravity, atmosphere and temperature identical to the point of origin. The pocket dimension is a fog shrouded flat land without cover, and with dim illumination. The shifting, vaguely luminous fog affords the character who initiated the battle space 25% concealment. The fog does not hinder the fighter's own vision in any way.

The combatants remain in the pocket battlespace until one is slain, until 24 hours elapse, or until the warrior who initiated the battlespace chooses to return them to reality. Creatures capable of Ethereal travel may leave the battle space and return to reality at any time.

Limitation: You must be wielding an trained weapon to activate this feat. Your adversary may make a WILL save (DC $10 + \frac{1}{4}$ your Base Attack Bonus) to resist being transported. Using this feat is a Supernatural effect, and may be magically suppressed; the pocket battlespace may also be *dispelled*.

Prehensile Tail (General)

The character has a long tail that extends from the base of her spine, which is nearly as agile as a human hand.

Benefit: The prehensile tail is considered an additional 'off-hand' for the character, and can perform any task the character's off hand normally could. The character receives a +2 bonus on Sleight of Hand and Escape Artist checks due to the assistance the tail provides. If the character has 10 or more ranks in either skill, the bonus increases to +4 for that skill.

Prescient Nightmares (General SU)

You are plagued by horrific dreams, but you force yourself to endure your nightmares. They occasionally provide a glimpse into your future.

Prerequisite: WIS 13+

Benefit: At the beginning of each game session, the gamemaster will write a short message consisting of not more than a dozen words, which provides a clue about the encounters, threats and puzzles you are expected to encounter during that session. How much or little utility this mysterious message provides is solely at the gamemaster's discretion.

Drawback: You are considered *fatigued* for one hour after waking, due to the after effects of your nightmares.



feats: R

- 1. Racial Exotica
- 2. Racial Expertise
- 3. Rage of Cinders
- 4. Raging Colossus
- 5. Rage of the Storms
- 6. Rakasha's Hands
- 7. Regenerative Blessings
- 8. Regenerative Womb
- 9. Reincarnated Soul
- 10. Resolved Choice
- 11. Ringed Mage
- 12. Ritual Scars
- 13. Rouse to Violence

Racial Exotica (Birthright)

The full details of your heritage may never be fully known, and while your features mark you as not completely human, your strange beauty and otherworldy appeal cannot be denied.

Prerequisite: Human only, character level first. Benefit: Your body bears subtle mutations that make you both more durable and more sexually appealing. Most noticeably, your skin is an abnormal but appealing color or texture- you might have a light pelt, iridescent scales, or seem to be made of more exotic matter. Some humans with this feat have translucent bodies that resemble glass sculptures, while others have gleaming steel skin. Once your unusual appearance is chosen, it cannot be altered.

Regardless of appearance, your exotic skin gives you a +2 natural armor class bonus, and grants a +2 racial bonus on sexually oriented Bluff and Diplomacy checks. If you have 10 or more ranks in either skill, the bonus increases to +4 with that skill.

Limitations: Characters with this feat suffer a –4 penalty on Disguise checks.

Racial Expertise (Birthright)

You excel in the traditional crafts, tactics and professions common to your race.

Prerequisite: character level first only, racial skill bonuses

Benefit: Your racial skill bonuses represent actual skill ranks. You gain the class skill bonus automatically, if you select a class that considers one of your racial skills a class skill. These racial skill rank can help you quality for feats, prestige classes and other benefits earlier. This is a minor exception to the normal rule that you can only place ranks in a skill equal to your hit die. Additionally, you may place actual ranks according to your level.

Rage of Cinders (General SU)

Your rage burns like fire, igniting your flesh and wreathing you in literal flames.

Prerequistes: ability to rage, any two barbarian rage powers, CON 15+

Benefit: While raging, you are wreathed in a flaming aura, which does not harm you or your equipment, but inflicts additional harm with every punch or sword strike. While raging, you inflict an additional +1d4 points of fire damage with any successful unarmed or melee attack. Anyone grappled by you or grappling you suffers 2d4 points of fire damage per round.

Raging Colossus (General SU)

When enraged, your body courses with primal energy which fires your blood and transforms you into a hulking goliath.

Prerequisites: ability to rage, Renewed Vigor rage power (4th level)

Benefit: Once per day, at the beginning of your rage, you may choose to enter an especially potent, especially violent rage. You undergo a startling physical transformation, becoming a literal behemoth.

In addition to all other effects of your rage, your size increases by two size increments, providing you with a +4 size bonus to STR, imposing a -4 size penalty to DEX, a -2 size penalty to Armor Class and attack rolls. These increases stack with the usual



strength enhancing effects of your rage. Your lifting and carrying limits while enlarged are increased by a factor of four. A Small barbarian becomes Large, a Medium barbarian becomes a Huge creature, and so on, for the duration of the rage.

Rage of the Storms (General SP)

Your rage disorders the heavens, summoning storms, calling down lightning and awakening cyclones.

Prerequisite: ability to rage, Tireless Rage, Knowledge (nature) or Survival 9 ranks

Benefit: Once per day, at beginning of a barbarian rage, you summon violent weather that vastly increases the havoc you can wreak. As a standard action, you may cast the spell *control weather* as a druid of your total character level.

Unlike the spell, the effect begins immediately at the beginning of your rage, and the weather effects take hold as soon as your barbarian rage begins. The spell ends one minute after your rage does.

Rakasha's Hands (Birthright)

Like the claws of the infamous Rakasha tiger-demon, the character's hands are reversed, so that when the character makes a fist, his knuckles are pointed towards the floor. This unusual deformity gives the mutant a sinister, unnatural appearance, and marks him or her as a powerful magic-caster.

Prerequisite: character level first only

Benefit: You can cast the 0-level spell *mage hand* at will, as a first level sorcerer, as a spelllike ability. If you select Sorcerer (infernal bloodline) as your favored class, you receive both a

bonus hit point and bonus skill point each time you gain a new Sorcerer level.

Drawback: You suffer a -1 racial penalty on all Craft skills, Escape Artist, Sleight of Hand checks and any perform checks requiring manual dexterity, due to the strange shape of your hands.

Regenerative Blessings (Metamagic)

Your spells have been imbued with raw stuff of life itself. Any beneficial magics you cast heal wounds as well as enhancing the body and inspiring the soul.

Prerequisite: Heal 5 ranks, WIS 13+, ability to cast 3rd level divine spells, any non-evil alignment

Benefit: All beneficial divine spells (such as *remove fear* or *bull's strength*) you cast also restore a number of Hit Points equal to your WIS modifier (minimum one HP) in addition to their standard benefits. This feat applies both to beneficial spells you cast to aid others, as well as spells cast to aid yourself.

If more than one-creature benefits from your spell (such as by a *regenerative remove fear*) you may choose a number of targets equal to your WIS modifier. This 'bonus' healing effect does not use up a prepared spell, nor does it count against your daily casting limit.

Regenerative Womb (General SU)

Your womb is a nexus of magical power, able to give life to the dead, and bring change to those you bless with your touch.

Prerequistes: Moonwise, WIS 15+ **Benefit:** By spending at least 8 hours engaging in highly ritualized sex with a willing participant, or by anointing a dead body with your milk, blood or sexual secretions, you may cast any of the following spells as a cleric of your total character level. You may be healer, oracle or divine force of transformation at your choice: *Atonement, Break Enchantment, Hallow, Heal, Heroes Feast, Neutralize Poison, Regenerate, Reincarnate, Resurrection.* **Special:** Only females can choose this feat.

Reincarnated Soul (Birthright)

You have vague memories of lives before this one, and a deep and abiding faith in the immortality of the soul. You have existed many times before this, your most current incarnation, and your old soul gives you great insight.

Prerequistes: WIS 13+, Character level first

Benefit: A number of times per day equal to your WIS modifier (minimum once per day), you can call upon your memories of your past lives to aid in current situations. As a full round action which provokes attacks of opportunity, you can allow a previous incarnation to come to the fore in your mind.

Your personality may alter dramatically, and you might speak with a distinct accent or manifest minor physical changes, though your alignment and goals are fundamentally unchanged. Your past incarnation can remain in control for a number of minutes equal to your WIS modifier (minimum one minute).

During this time, you may choose to apply any two of the following benefits. You may instead choose the same bonus twice; the effects stack. These benefits define the memories and abilities of your past incarnation, and a new selection of benefits can be chosen each time this feat is activated. In game terms, each time you activate this feat, you call upon a different spiritual ancestor.

- A+2 insight bonus on any two Knowledge skills of choice
- A+2 insight bonus on any other skill of choice
- A +1 insight bonus on attack and damage rolls
- A+1 insight bonus on one save of choice
- A +1 insight dodge bonus to Armor Class
- Proficiency with any chosen simple or marital weapon
- Ability to speak, read and write a chosen language

Ability to cast a 0 level arcane or divine spell once

Special: You may select this feat multiple times. Each time you do, you may select an additional benefit. Thus if you choose this feat twice, you can manifest up to three benefits simultaneously.

Resolved Choice (Combat)

"A warrior should be able to make any decision within seven breaths." You are free of distractions and uncertainty which might cloud your judgement.

Prerequistes: Mental Discipline

Benefit: Once per day, you may cast *augury* with a 100% chance of success, so long as the question asks concerns the very next action you will undertake or decision you will make. Using this feat is a full round action that provokes attacks of opportunity.

Ringed Mage (General)

You have ten fingers, each trained to make magical gestures and cast powerful spells. So why can you only wear a pair of magical rings? You have overcome this limitation through force of will and long study.

Prerequisite: WIS 15+, Spellcraft 12 ranks, Knowledge (arcana) 12 ranks

Benefit: You can simultaneously wear and benefit from the magical effects of up to 10 rings.

Normal: You can only wear and benefit from two magical rings at the same time.

Ritual Scars (General)

There's a flag sewn into your skin. Your scars and tattoos tell the world who you are, what you stand for, and you draw strength and courage from them.

Prerequistes: Iron Will

Benefit: You've been extensively tattooed, scarred or branded, marked with designs that have deep personal meaning for you. Your markings grant two of the following the following morale bonuses:

+2 morale bonus on Diplomacy and Gather Information checks against anyone sharing your alignment.

- +2 morale bonus to any Perform checks made against anyone sharing your alignment.
- +2 bonus on melee attack damage rolls against anyone directly opposed to your allegiance
- +1 morale bonus to Defense

Your tattoos are considered a holy symbol and divine focus for casting divine spells and using divinely inspired class features.

Rouse to Violence (General)

Your fiery words can incite the crowds to violence and can shake the foundations of nations.

Prerequistes: CHA 15+, Perform (oratory) 9 ranks, Diplomacy 5 ranks

Benefit: When addressing a crowd of at least 25 sentient beings, if you succeed on a Diplomacy check to sway the crowd's attitude to helpful, they become willing to fight a common enemy at your side.

Your words stir the crowd's passions, making them surprisingly effective combatants. All those affected by the diplomacy check receive a +2 morale bonus on attack rolls made against a specific target or discrete group of targets (such as a city's noble population, the town watch, the invading members of a foreign army, ect). The effects of the words linger for a number of hours equal to your CHA modifier. This is a non-magical, mind influencing effect.

Limitations: Though hungry for vengeance and out for blood, the crowd will not act suicidal, quickly coming to their senses in the face of an obviously one sided fight or suicidal plan. If you are killed, surrender, or retreat from the battlefield, this feat's benefits automatically expire.

feats: s

- 1. Saddleshift
- 2. Scaled Perfection
- 3. Seasonal Metamagic
- 4. Second Wind
- 5. Selfish Channeling
- 6. Sense Life
- 7. Sentient Familiar
- 8. Serpentine Mane
- 9. Shared Healing
- 10. Shining Brow Seer
- 11. Shoeless
- 12. Sidestep
- 13. Siege Engineer
- 14. Silent Snake Style
- 15. Skillful Executioner
- 16. Slow Draw
- 17. Song of Migration
- 18. Soul Bound Familiar
- 19. Soul Cloak
- 20. Soul Stealth
- 21. Spawn of Giants
- 22. Spelltaker
- 23. Spell Weaver
- 24. Spurn Transmutation
- 25. Stranglehold
- 26. Strength of the Earth
- 27. Streetsmart
- 28. Stoneborn
- 29. Stone Step
- 30. Storied Warrior
- 31. Storm Wing
- 32. Summon Thrall
- 33. Sunflare
- 34. Sustained by Nature
- 35. Swift Channeling

Saddleshift (Combat)

You move with amazing speed and agility in the saddle, instantly shifting from defense to offense. **Prerequistes:** Mounted Combat, Ride 1 rank

Benefit: You may attack with any light, one handed weapon or attempt to cast spells while claiming cover from your mount. You receive a +2 bonus on Ride checks to claim cover from your mount or stay in the saddle.

Normal: You may not attack nor cast spells while using a Ride check to claim cover from your mount.

Scaled Perfection (Birthright)

Your draconic heritage marks your body. Your skin is covered with smooth, gleaming scales that provides some of your dragon ancenstor's legendary arcane gifts and toughness, and grants you a strange beauty.

Prerequisite: CHA 13+, draconic sorcerer bloodline, character level first

Benefit: You receive a +2 racial bonus on all CHA-based skill checks made against dragons from your chosen bloodline, as well as other sorcerers who have chosen that dragon bloodline as their ancestor.

When casting any damage dealing spell with the energy descriptor wielded by your draconic ancestor, you inflict a number of points of bonus energy damage equal to your CHA modifier. Thus, a black dragon sorcerer with CHA 17 (+3 modifier) would inflict 2d4+3 points of acid damage when casting *acid arrow*.



Limitation: You receive a –2 racial penalty on disguise checks thanks to this obvious, colorful mutation.

Seasonal Metamagic (Metamagic)

You are in tune with the subtle ebb and flow of magical tides, and can shape your spells to best take advantage of the season's energy.

Prerequisite: Knowledge: nature 12 ranks or Survival 12 ranks

Benefit: Certain types of magic are best cast at certain times of the year. During the each season, you gain a number of 'bonus' spell slots equal to one plus your primary casting attribute modifier (minimum two levels worth of spell slots). Each day, you may prepare additional spells with levels equal to your seasonal bonus, filling those slots with spells from that season's favored schools.

For example, a cleric with a Wisdom score of 15 (+2 bonus) had this feat, each day during the summer, he could prepare an additional three levels of Evocation and Enchantment spells. He could choose to prepare one additional 3^{rd} level spell, three 1^{st} level spells, or any other combination. Zero level spells count as $\frac{1}{2}$ level spells for the purposes of this feat.

Season	Schools of Magic
Spring	Conjuration, Transmutation
Summer	Evocation, Enchantment
Fall	Divination, Illusion
Winter	Necromancy, Abjuration

Second Wind (Combat)

You're tough enough to take dozens of punches and stay on your feet, drawing deep on some hidden reserves of strength.

Prerequistes: Toughness

Benefit: As a move equivalent action, you may spend an action point and instantly recover a number of hit points equal to your CON modifier + 1d8. This feat cannot increase your HP past your normal maximum, excess healing is simply wasted. You may use this ability once per day.

Selfish Channeling (General SU)

You have the power to heal others, but your first concern must always be for yourself. After all, if the cleric falls, the battle is lost.... Or so you justify things to yourself.

Prerequisite: ability to channel positive energy, any neutral alignment

Benefit: Any time you channel positive energy to heal your allies, if you choose to include yourself in the healing burst, you can make a further choice. If you wish, you can roll a d8 or multiple d8s when determining how much magical healing you receive. If you do, however, you roll a d4 or multiple d4s when determining how much healing other nearby creatures receive.

Sense Life (General SU)

You are a skilled healer, so concerned for the health and wellbeing of others you have developed a mystic understanding of the magical ebb and flow of life itself.

> Prerequisite: WIS 15+, Healing domain Benefit: By succeeding at a DC 15 WIS as a free action at the beginning of each round, you gain an awareness of all living creatures around you. You can sense the presence of all living beings within 30 ft, as well as their general level of health: healthy (more than half HP remaining) wounded (less than half HP), dying, or diseased. You also instinctively know if a creature is pregnant or ovulating, and can sense the malign presence of all undead, just as you could a living creature.

You cannot pinpoint the location of the creatures with this ability, however, you can instinctively use this ability as a crude radar to seek out invisible enemies or when fighting blind. When fighting a living or undead creature blind, you only suffer a 30% miss chance.

Limitations: The miss chance when fighting nonliving, non undead creatures is calculated normally.

Normal: When fighting blind, you suffer a 50% miss chance.

Sentient Familiar (General SU)

Just as lesser magi bind small animals and strange creatures to their service, your mastery of the arcane and force of personality have drawn a willing, sentient servitor into your employ.

Prerequisite: Spellcaster level 12th, Leadership, Spellcraft 12 ranks **Benefit:** You may bind your cohort to your service as a special kind of familiar. Like an ordinary familiar, you may share spells by touch with your cohort. You and your sentient familiar gain Alertness when within one mile of each other, share an empathic link. Your cohort may deliver touch range spells on your behalf, you may scry on your cohort at any time, and your cohort gains spell resistance and a natural armor bonus as a familiar 5 levels lower would earn.

In addition to the usual familiar abilities, the sentient familiar can be imbued with spells by its master. Each day, the master can choose to imbue his or her servitor with spellcasting ability. The master can temporarily donate any number and level of prepared spell or spell slot to the servant, who can cast these spells on the master's behalf. The cohort makes all decisions that need to be made, such as targeting, when the spell is cast.

When casting these imbued spells, the sentient familiar uses the master's primary casting attribute, Spellcraft ranks and caster level. Effectively the master casts the spell through the familiar. Once imbued into a sentient familiar, the spells or spell slots are expended, as if they had been cast normally. Spells or slots imbued into the sentient familiar must be used before the familiar next sleeps, or they are lost without effect.

A sentient familiar is compelled (as a geas) to obey their master's commands, however, no sentient familiar can be compelled towards suicide, nor any action that grossly violates their alignment.



Serpentine Mane (General SU)

Your long hair writes and moves with a life ot its own, twining around opponents and always secretly working for your benefit.

Prerequistes: CHA 15+, Spellcraft 1 rank **Benefit:** You have total psychic control over every strand of your hair. Your prehensile hair grants you a +2 bonus on to your Combat Maneuver Defense value, as well as Sleight of Hand and Escape Artist checks.

If your hair is uncovered, you are always considered to have a 'hand free' for the purpose of what combat abilities you can bring to bear.

Limitation: If your hair is ever cut or burned, you lose the benefit of this feat until it regenerates to its full length, which requires 1d6+1 days.

Shared Healing (General SU)

You belong to a benevolent order of healers and medicine priests, who view healing as a sacred covenant between the cleric, the wounded patient and the gods.

Prerequistes: WIS 15+, Knowledge: religion 8 ranks, Heal 8 ranks, Healing clerical domain, any good alignment

Benefit: Any time you cast a spell with the healing descriptor to benefit a creature that is within one alignment 'step' of your own, you also benefit from the spell, as if you had cast the healing spell on yourself. For example, if you cast *Cure Light Wounds* on an ally of the same alignment, both you and the wounded ally would recover a minimum of 1d8 Hit Points. You cannot raise yourself above your full normal hit point total in this manner; excess healing is simply wasted.

Shining Brow Seer (Birthright)

Since birth, you have been easily identifiable by a luminous, star shaped birthmark on your forehead, which glows latern-bright when you call upon its powers. Your prophetic gifts manifest in a natural kinship with animals, and an instinctive understanding of the rules of magic.

Prerequisite: Animal Affinity, character level first

Benefit: Once per day, you may cast *arcane sight* as a spelllike ability. Once activated, this ability remains in place for up to three minutes. During this time, the starry sigil on your brow glows like a sunrod.

If you select Wizard as your favored class, and specifically choose to become a Diviner, if you select a bonus skill point, you receive the usual bonus skill rank, and a free skill rank in Handle Animal.

Shoeless (Birthright)

Your halfling feet are your most distinguishing feature. Large and strong, your feet are covered in a thick layer of callous tough as boot leather, and topped by a thick mat of hair. Like any traditional halfling should, you disdain shoes as some idiocy the 'big folk' thought up.

Prerequisite: halfling race, character level first only

Benefit: Your thick leathery soles are nerveless. You can walk across hot coals, shards of glass or other hazards without pain. Shoeless halflings are immune to the effects of caltrops.

A shoeless Halfling cannot wear shoes, nor benefit from magical footwear, such as *boots of speed.* However, a Halfling's feet can be enchanted, exactly as magical footwear can be. A mage with the Craft Magic Arms & Armor or Craft Wondrous Items feat can imbue a halfling's feet with a single magical effect, as if enchanting a magic item. Doing so requires the spell caster to pay the creation cost and raw material costs as normal, but requires only an hour-long ritual, regardless of the magic item's base gold piece cost.

The enchantment on a halfling's feet cannot be *dispelled*, but it can be suppressed by an antimagic field, or *disjoined* like a magic item. A halfling may convince another spell caster to re-enchant his feet with a new ability later; when doing so, the original enchantment is lost forever and the new enchantment is activated.



Sidestep (Combat)

In combat, you have the ability to anticipate your opponent's moves and slip into his blind spot.

Prerequisites: Dexterity 13+, Dodge, Mobility

Benefit: When an opponent in an adjacent square takes a single 5-foot step to a square that you do not threaten, you move into the square the opponent just left. You may use this ability once per round.

Siege Engineer (General)

You know your way around dungeon corridors, and are a master sapper. **Prerequisite:** Disable Device 5 ranks, Knowledge (either dungeoneering or engineering) 2 ranks

Benefit: You halve the time required to perform a Disable Device check. In addition, you receive a +2 competence bonus on STR checks made to force a locked door or simply batter it down.

Silent Snake Style (Combat)

You have learned to move with complete silence, and to still the natural sounds of your body, as well as use environmental sounds and movement, to hide your presence from those with unusual senses.

Prerequistes: Stealth 9 ranks, Stealthy **Benefit:** You gain 50% concealment from creatures perceiving you purely with *Blindsense, Tremorsense*, or through the Blind-Fight feat, since you have learned techniques specifically designed to fool these senses.

Skillful Executioner (General)

You have put many sentiments to death, and have mastered the art of killing painlessly and efficiently.

Prerequistes: sneak attack +4d6, death attack class feature, Heal 2 ranks

Benefit: A number of times per day equal to your WIS modifier, when making an assassin's death attack, you can force the target to roll two 20 sided dice for her saving throw, and take the worse of the two rolls. You must announce the use of this ability prior to making the death attack.

Additionally, if the executioner chooses to, any *coup de gras*, sneak attack or death attack he launches may be made a completely painless wound that inflicts minimal mutilation to the body, without sacrificing any potential damage.

Slow Draw (Combat)

Some warriors focus on drawing their blade in a blinding flash and killing in the same stroke. You instead prefer to draw your blade with ritualistic slowness, which focuses your mind for the killing to come.

Prerequisite: Dazzling Display, Weapon Focus

Benefit: By drawing your weapon more slowly than you normally do, you gain tactical benefit. If you draw your weapon as a move equivalent action, you gain a +1 insight bonus to attack rolls and Armor Class until the end of your next turn, so long as the weapon remains in hand.

If you draw your weapon as a standard action, this benefit remains in place until the end of the current encounter, so long as the weapon remains in hand.

If you choose to draw your weapon as a full round action, you receive the above benefit, and receive a +2 insight bonus on attack rolls made to confirm critical hits with the slow drawn weapon for the duration of the encounter.

Song of Migration (General SU)

Your song is so compelling even the quantum imps underlying reality are compelled to listen. Your song can open portals that can truly move an audience.

Prerequistes: Bardic music class ability, Perform (sing) 9 ranks, Knowledge (the planes) 3 ranks

Benefit: You may spend a daily use of your bardic music class ability and make a DC 20 perform check. If the check is successful, you and one audience member point of CHA modifier are teleported to a destination of your choice, as the spell cast by a wizard of your total character level.

Soul Bound Familiar (General SU)

You have elected to imbue a living creature with a portion of your soul, forging a bond between man and animal that cannot easily be broken, which strengthens both halves of the partnership.

Prerequisite: WIS 13+, either Knowledge (arcana) or Knowledge (religion) 1 rank

Benefit: By undergoing a private ceremony that requires a full day and involves a sacrifice of magical materials worth at least 500 gp, you can bind your soul to a small, cunning creature.

Your familiar is a magical beast that resembles a small animal, but is unusually tough and intelligent, and serves as a companion, scout and servant. You may temporarily merge your familiar into your body in order to conceal or protect it. When merged, the familiar takes the form of an ornate tattoo or brand of the appropriate creature. Absorbing or expelling your familiar is a full round action which can be preformed at will and provokes attacks of opportunity.



You may choose from any of the familiars presented in chapter three of the Pathfinder Roleplaying Game core rulebook, or from any of the new creatures presented below. Your familiar gains power as a wizard's of your total character level. You may only have one familiar at any time.

Special:

With game master approval, you may select almost any creature of CR $\frac{1}{2}$ or less as a familiar. You may not choose outsiders, humanoids or monstrous humanoids as a familiar. If you select oozes, plants, vermin, undead or constructs as a familiar the unique creature is considered to have an INT score of 3.

Familiar	Special Benefit
Animated Object (tiny)	Master gains +3 bonus on Stealth checks in urban environments
Bee (Giant)	Master gains +3 bonus on Knowledge (architecture) checks
Centipede (small, monstrous)	Master gains +3 bonus on Acrobatics checks
Dog	Master gains +2 bonus on WILL saves
Dolphin/ Porpoise	Master gains +3 bonus on Swim checks
Eagle	Master gains +3 bonus on Fly checks
Gull **	Master gains +3 bonus on Navigate checks
Mallard	Master gains +3 bonus on Profession (merchant) checks
Monkey	Master gains a +3 bonus on Sleight of Hand checks
Octopus **	Master gains a +1 bonus to their Combat Manuever Defense score
Opossum	Master gains +3 bonus on Handle Animal checks
Rabbit	Master gains +3 bonus on Acrobatics checks
Raccoon	Master gains +3 bonus on Stealth checks
Raven	Master gains +3 bonus on Survival checks in desert environments
Scorpion /Spider (monstrous, tiny)	Master gains +3 bonus on Craft (alchemy) checks
Stirge	Master gains +3 bonus on Treat Injury checks
Swift (Peregrine)	Master gains +3 bonus on Fly checks
	1

Soul Cloak (Metamagic)

You can unfurl your magical aura, the arcane talent bound to your soul like great wings of flame, or a sorcerer's living cloak.

Prerequistes: any two Metamagic feats, Lightning Reflexes, caster level 5th

Benefit: You can manifest a spectacular display of arcane power, that takes the form of a roiling living cloak that unfurls behind you like great wings. You determine the appearance and behavior of your semi-animate cloak when you first select this feat; the cloaks appearance cannot then be changed easily.

You may manifest or dismiss your soul cloak at will as a standard action. While your cloak is manifest, you gain a fly speed of 40 ft, with poor maneuverability (-4 penalty on Fly checks). If you already have a fly speed, it is increased by + 10 ft, and your maneuverability is improved by one category, to a maximum of perfect.

While manifested, your semi-alive cloak will wrap you in its folds and maneuver you away from danger even before your mundane senses can perceive it. Once while the soul cloak is manifested, you may roll two d20 for any REF save and take the better of the two rolls. Once you use this secondary aspect of your soul cloak, it retracts back into your body and soul, and cannot be manifested again for 24 hours.

Soul Stealth (General SU)

You are such an adept liar; you can conceal your alignment and ethos with a thought. Even the most perceptive clerics, paladins and wizards can't penetrate your spiritual disguise.

Prerequisite: CHA 13+, Deceitful

Benefit: Your true alignment cannot be detected unless you wish it to be. You are instantly aware of any attempt to magically detect your alignment. In response to the magical probe, you may choose to display any alignment aura you wish. Changing alignment aura in this manner is a free action. If you are knocked unconscious or fall asleep, you continue to radiate your last chosen aura, until you choose to change your aura appearance.

Spawn of Giants (Birthright)

Your bloodline is tainted or invigorated by an infusion of giant blood. You are enormously strong, and dangerously powerful- a warrior born, but your giant blood makes you savage and unruly.

Prerequisite: character level first, STR 13+, CON 13+

Benefit: Your giant heritage provides you with a +4 racial bonus to your STR score. You gain low light vision, thanks to your giant blood. You are one size category larger than normal for your race, gaining the associated bonuses and penalties, if any.

You are as adept at throwing weapons as your giant rock-throwing ancestors. You increase the range increment of any weapon you throw (including improvised weapons) by 10 ft.

Are considered both a Giant and a member of your birth race for purposes of spells, magic items and similar effects that are dependent upon race or bloodline.

Drawback: You suffer a -2 racial penalty to your CHA score, due to your enormous, unwieldy size and vile temperament.

Spelltaker (General SU - Combat)

You have been trained in supernatural warfare tactics, and know how to ready your mind to receive the most benefit from the beneficial spells your army's mages and clerics cast upon you.

Prerequistes: CHA 11+, Knowledge: arcana 1 rank

Benefit: When you are the subject of any beneficial spell with a non-instant duration, such as *bull's strength* or *stoneskin*, the duration of the spell is increased by a number of rounds equal to one plus your CHA modifier (minimum one additional round). This applies to spells cast from a scroll, wand or other magic item, provided an ally casts it to benefit you.


Spellweaver (Metamagic)

You can weave the threads of mystic energy that compose your spells, creating new patterns within the magic, and use those new arcane patterns in new ways.

Prerequisite: Spellcraft 5 ranks, Knowledge: arcana 5 ranks, Iron Will, ability to prepare and cast 3rd level spells Once per day, you may also choose to 'break' a higher-level prepared spell into a number of lower level spells. By making a Spellcraft check (DC 12 + the level of the spell to be broken) you may remove a single prepared spell from your daily spell list, and substitute any two lower level spells of the same school of magic. Breaking a spell is a purely mental full round action which provokes attacks of opportunity.

Benefit: By combining additional prepared spells with the spell you cast, you vastly increase that spells power. While casting a spell, you may make a Spellcraft check (DC 12 + the level of the spell you are casting). If the check is successful, you may sacrifice an additional prepared spell of the same or higher level and the school of magic to increase the cast spell's potency.

Level of the sacrificed spell	Benefit to the cast spell (cumulative)
Level 1 - 2	Spell is cast at +1 caster level
Level 3 - 4	Numerical effects of cast spell are maximized
Level 5 or higher	Spell is cast at +1 caster level (+2 caster level boost total)

Spurn Transmutation (General SU)

You natural gift for transmutive magic provides you with a potent defense against involuntary transformation.

Prerequisite: Spell Focus (Transmutation)

Benefit: If you fail a save against any Transmutation based effect, you may attempt a second saving throw at the same DC one round later. If this second save succeeds, you overcome or reduce the effect of the hostile transmutation, exactly as if you had initially made your save.

Stranglehold (Combat)

You know how to apply lethal pressure, quickly knocking out or killing a grappled adversary.

Prerequistes: Greater Grapple

Benefit: If you pin an opponent while grappling, and maintain the pin for one full round, at the end of the round the victim must make a FORT save (DC $10 + \frac{1}{2}$ your total character level + your WIS modifier). If the saving throw fails, your opponent falls unconscious for 1d4 rounds.

If you maintain the stranglehold, your must begins suffocating, and must begin making Constitution checks each round to avoid death, as if drowning.

Strength of the Earth (Combat)

You will never fall in battle, so long as you touch the all-enduring earth.

Prerequisite: Base Attack Bonus +9, Diehard, Survival 1 rank

Benefit: As long as you are directly touching the ground, you receive have Fast Healing 1. If you choose to bury yourself in a layer of loose earth and soil, your regeneration ability increases to Fast Healing 5, as long as you remain at rest within your earthen grave.

Limitation: If you are out of contact with the ground for longer than 2 rounds, you lose access to this feat for 1 hour.

Streetsmart (General)

You are comfortable in the alleyways, workhouses, slum taverns, opium dens, bordellos and fighting pits found in the worst parts of humanoid settlements.

Prerequisite: Knowledge (local) 5 ranks **Benefit:** When making a Diplomacy check made to gather information among street criminals, prostitutes, tavern scum, and other lower class characters, you may roll two d20 and take the better of two rolls.

Stoneborn (Birthright)

Every generation, a handful of Dwarven children are born with slowly beating stone hearts. Their breath is deep and sonorous, and as these stone touched children age, their ruddy Dwarven skins darken and become more and more rocklike. Stoneborn children are tutored from an early age in combat, faith and tactics, and many eventually become clan leaders.

Prerequisite: Dwarven race, character level first



Benefit: Your heart and internal organs are living rock, and your skin is grey and pebbly. As you age, your skin only becomes harder; truly ancient dwarves with this feat resemble dwarf-sized earth elementals or living statues more than men of flesh.

Your stony body makes you much harder to kill than normal. You receive a +2 racial bonus on saves to resist death effects and coup de gras, as well as gaining a +2 natural armor bonus.

Special: If you have or later select sorcerer levels, you must select the Elemental (earth) blood-line.

Stone Step (General SU)

Your natural connection to the living stone that forms the walls of the world allows you to move through solid stone with an elemental's grace.

Prerequisite: Stoneborn

Benefit: You may phase through natural or worked stone like an earth elemental. You gain a non-damaging burrow speed of 5 ft. You may only phase through stone if you remain adjacent to an open square. Thus, you cannot use this ability to phase through a wall more than 5 ft wide. You can pass through stone, but you cannot see through it under normal circumstances.

Storied Warrior (Combat)

Tales of your deeds and terrifying feats on the battlefield have spread far and wide.

Prerequisite: Base attack bonus +12, Intimidating Prowess, Intimidate 6 ranks

Benefit: Three times per day, you may declare your name and deeds on the battlefield as part of an Intimidate check against all creatures within 90 ft that can see or hear you. If successful, any creature with fewer HD than your total character level is overcome with fear and flees the battle by the swiftest method possible. Fleeing creatures may defend themselves normally.

Limitations: This feat does not affect creatures immune to fear, or any creature with INT 3 or lower.

Storm Wing (General SU)

You are an excellent flyer, and have a knack for soaring through even the worst storm.

Prerequisite: Fly 5 ranks

Benefit: You do not suffer a penalty on Fly checks due to high winds or harsh weather. If necessary, you can remain aloft even during the fiercest tornado or most dangerous hurricane.

Normal: You suffer a penalty on Fly checks in strong winds or worse conditions.

Summon Thrall (General SU)

You can call your sentient familiar to your side regardless of distance.

Prerequisite: Sentient Familiar **Benefit:** Once per day, as a standard

action, you can teleport your sentient familiar to an open square within 30 ft of you. Your familiar receives no save against this effect, and distance is not a barrier, so long as you both are on the same plane.

Sunflare (Combat)

You are adept at finding the most advantageous position and firing with the sun at your back, making it difficult for your targets to retaliate.

Prerequistes: Perception 5 ranks, Stealth 5 ranks, Base Attack Bonus +3

Benefit: If the archer fires from any position where he's backlit by the sun, he receives several minor tactical benefits. Any ranged attacks the archer makes receive a + 1 circumstance bonus, and the archer receives a + 2 circumstance bonus on his Armor Class.

Special: This feat can only be used outdoors, on clear days when the sun is visible. The game master might rule that this feat also applies if the bow hunter is firing when backlit by any especially intense artificial light.

Sustained by Nature (General)

You have become so attuned to the natural world that your biology now resembles a plant's.

Prerequistes: CON 15+, Survival 5 ranks **Benefit:** Your skin grows a thin leafy facade

and transforms into some shade of green, red or orange, your leafy growths changing color with the



seasons. You become photosynthetic, and when you are allowed at least 4 hours of direct sunlight, require no food to survive. You require as much water as a normal creature, and when spending long periods in darkness must eat normally. You may hold your breath for a number of minutes equal to your CON score, thanks to your highly efficient biology.

Swift Channeling (General SU)

You can shout a quick prayer and channel energy more quickly than normal.

Prerequisite: Knowledge (religion) 10 ranks, Quicken Spell, channel energy class feature

Benefit: A number of times per day equal to your WIS modifier, you may channel energy as a move equivalent action.

Normal: Channeling energy is a standard action which does not provoke attacks of opportunity.

feats: t

- 1. Tantric Wisdom
- 2. Tattooed
- 3. Temple Virgin
- 4. Thematic Teleportation
- 5. Third Eye
- 6. Thuggish Brawler
- 7. Tideborn
- 8. Tideborn Captain
- 9. Tideborn Mariner
- 10. Toughened Flesh
- 11. Trapsmith
- 12. Treasonous Rumors
- 13. Trollbane Fencer
- 14. Twinned Arcana

Tantric Wisdom (General SU)

You have studied arcane sexual techniques and incorporated these erotic arts into your meditation. As a result, you have become both a more skilled lover and a more adept martial artist.

Prerequistes: WIS 15+, Spellcraft 1 rank

Benefit: By spending at least an hour enjoying sex with a partner, who need not have this feat, you may make a DC 20 Spellcraft check. If the check is successful, your mind clears and petty distractions vanish. You receive a +2 insight bonus on WILL saves, Perception checks and Craft (any) and Knowledge (religion) checks. This insight bonus lasts until you next sleep.

Additionally, your tantric skills mean you can indulge in amazingly lengthy and varied experiences, and have full control over your fertility. You will not become pregnant or impregnate a woman unless you choose to do so.

Tattooed (General)

Your body and mind are trained to accept mystical tattoos without blocking your access to other kinds of magic.

Prerequisite: Ritual Scars

Benefit: You may apply one magical tattoo in each of your body slots. Once assigned, this magical tattoo cannot be changed, but does not prevent you from using a conventional magic item in that body slot.

Normal: Wearing a magical tattoo created with the Craft Wondrous Tattoos feat permanently uses up one or more of your magic item body slots.

Temple Virgin (Birthright)

You are the son or daughter of a sacred temple prostitute. You grew up quickly alongside your temple's horae and clergy, and have a keen understanding of religious doctrine, human nature and sexuality from an early age.

Prerequistes: character level first only **Benefit:** You receive a +2 bonus on Sense Motive and Knowledge (religion), as well Knowledge (local) checks thanks to your background.

You know how to balance sexuality, faith and tactical know-how. If you select Gifts of Ecstasy as a feat, you "tie" it to any one other feat of your choosing, which you select at the same time. The feat tied to Gifts of Ecstasy cannot serve as the prerequisite for any other feat. You acquire both feats, but only have access to one of the two feats at a time.

Each day, upon awakening, you choose whether you have access to Gifts of Ecstasy or the tied feat. Once chosen, this feat choice cannot be changed until you next sleep or rest.

Thematic Teleportation (General SP)

Your devotion to your faith or your cause has become so strong that you can actually use objects related to your passion as teleport gates.

Prerequisite: WIS 15+, CON 13+, Iron Will, Knowledge (the planes) 3 ranks

Benefit: Twice per day, you may teleport between a chosen class of objects as a 9th level druid casting a slightly modified *transport via plants* spell. This feat duplicates that spell exactly, except in that the chosen object need not be plants.

When you choose this feat, you choose a specific class of immobile objects, which are used as

the entry and exit portals for the spell-like effect. These chosen objects are always related to the character's beliefs, interests and abilities. A pious character might choose to teleport between holy sites or symbols of her faith, a blacksmight might step between distant forges, while a warrior might choose to teleport between fighter's dojos or famous battlefields.

Third Eye (Birthright)

A functioning third eye is visible just above the bridge of the character's nose. Characters marked by this deformity are supposedly blessed with great wisdom and spiritual insight, and are said to be able to see the invisible. Priests, prophets and mad messiahs alike are all marked by this sacred deformity.

Prerequistes: WIS 13+, character level first

Benefits: Characters with this sacred deformity roll percentile dice twice when determining a miss chance based on concealment or invisibility, and take the better result.

Characters with a Third Eye who choose Cleric as their favored class receive both an additional skill point and an additional hit point as a bonus when they gain cleric levels.

Drawback: The character suffers a -2 penalty on Disguise checks, and is considered *shaken* within 30 ft of any astral or ethereal creature, even if they are not aware of that creature's presence. The third eye's strange visions are as much curse as they are blessing.

Thuggish Brawler (Combat)

You are lumbering and imprecise but powerful fighter, able to use your strength and bulk to best advantage in brawls.

Prerequistes: STR 15+, Improved Unarmed Strike, Power Attack

Benefit: When using the Power Attack feat, you may also choose to reduce your mobility in order to take advantage of combat opportunities.

Every 10 ft of your base movement rate you sacrifice grants you a +2 bonus on damage rolls and

your Combat Maneuver Bonus. The reduction to your speed lasts until your next turn begins. You cannot reduce your speed to 0 ft using this ability.

When using this feat, you may not make a 5 ft step.



Tideborn (Birthright)

You were conceived on the rocking deck of a ship, born in some village at the edge of the sea, grew to adulthood on the open ocean, and are as at home beneath the waves as a fish. You're one of the best natural sailors and deep-sea divers in the kingdom, and you make your living at sea. **Prerequisites:** character level first only **Benefit:** Your lifelong connection to the sea has changed your body and mind in unexpected ways. If you are cut, you bleed saltwater and seafoam, not blood like a normal creature.

You receive a +2 racial bonus on Swim checks, Profession (sailor) checks and Acrobatics

> checks made to balance on the deck of a rocking ship. In addition, you may hold your breath for a number of minutes equal to your CON score before needing to begin making FORT saves to resist suffocation or drowning.

Tideborn Mariner (General)

Your connection to the sea and its creatures has served you well. Thanks to your tideborn gifts, you are a competent and respected merchant seaman.

Prerequisites: Tideborn

Benefit: You receive a +4 racial bonus on Survival checks made to navigate while at sea. When plotting a nautical course to a known destination, you may make a DC 20 Survival check at the beginning of the journey.

If the check is successful, you can take advantage of favorable winds and ocean currents to cut the total time required for the journey by 25%. Failure on this check indicates the journey requires the normal amount of time. Failure by five or more points extends the journey by 10%.

You may take 10 or 20 on this check.

Tideborn Captain (General)

Your connection to the sea has made you an incredibly effective and

revered leader. You may be a prosperous merchant seaman, a decorated admiral in your kingdom's navy, or a fierce pirate captain, but your reputation as a naval genius has spread far and wide.

Prerequisite: Tideborn Mariner

Benefit: You receive a +4 racial bonus on Diplomacy and Intimidate checks made while at sea, or made from the deck of a ship docked in port. If you possess the Leadership feat, you receive a +2 bonus on your Leadership score when recruiting followers or a cohort from the nautical communitysuch as other sailors, naval officers and able seamen, dock workers, inhabitants of coastal fishing villages, and aquatic creatures such as skrags and aquatic elves, among others.

Toughened Flesh (Combat)

Your heavily scarred flesh is a roadmap of old scars and badly healed burns, and is as tough (and ugly) as rhino hide.

Prerequisite: Toughness

Benefit: You may trade physical beauty for strength. For each –2 penalty you suffer to Charisma, you receive a cumulative +1 natural armor bonus to Defense. You can choose to reduce your Charisma by any amount (up to the maximum) when you first take this feat. Later, you may choose to inflict additional scars on yourself, lowering your CHA farther and increasing your natural armor.

Scarification inflicts 3d6 points of damage, and requires at least 8 hours. The CHA penalty takes effect immediately, and the natural armor bonus increase occurs after the damage from the scarification is fully healed.

Limitation: You may sacrifice a maximum of 8 points of CHA, in order to receive a maximum +4 natural armor bonus.

Trapsmith (General)

You are one of the most skilled saboteurs and burglars on the planet.

Prerequistes: Disable Device 12 ranks **Benefit:** When using the Disable Device skill, you roll a d20 twice and take the most favorable result.

Treasonous Rumors (General)

A few of your poisoned words, whispered in the right ears, can depose kings and topple empires.

Prerequistes: CHA 13+, Deceitful, Bluff 5 ranks, Knowledge (local) 5 ranks

Benefit: You may seed rumors about your enemies, damaging their reputations and making their lives more difficult. Seeding a rumor requires 1d4+1 hours and a successful Bluff check (*DC 16* + the victim's CHA modifier, or in the case of a group, the CHA modifier of the group leader or spokesperson). If the check is successful, you've created a short-lived and damaging rumor about the victim.

The victim suffers a penalty equal to your CHA modifier on all CHA based checks made against anyone who would be aware of and believe the rumor. This penalty remains in effect for a number of days equal to the rumormonger's CHA score.

Characters hearing the rumor make a Sense Motive check, opposed by the rumormonger's initial Bluff check to determine if they believe the rumor. If the rumor monger can produce evidence (real or manufactured) that seems to support the rumor, he or she receives a +4 circumstance bonus on the initial Bluff check.

Trollbane Fencer (Combat)

You slice through amorphous bone and muscle faster than the tissue can regenerate, and know how to efficiently murder a creature that instantly regenerates.

Prerequisite: Knowledge: dungeoneering 1 rank, Weapon Training II

Benefit: When attacking a troll, or any other regenerating beast with your trained weapon, you may choose to reduce your weapon's damage by one die 'step', for example from d6 to d4, d4 to d2, and so on.

This represents the difficultly in targeting vital areas, and using risky combat techniques designed to nullify the creature's healing factor. Damage inflicted by these strikes cannot be regenerated by fast healing or regeneration, and must be healed normally.

Damage from skill based attacks, such as a Sneak Attack, the power attack feat or a similar source is not reduced, meaning this feat can be especially deadly in the right circumstances.



Twinned Arcana (Metamagic)

You have mastered the secrets of time and magical energy flow, and through intense inner focus, you can rewrite time, repeating the spell you have just cast.

Prerequisite: Spellcraft 12 ranks, Empower Spell, Maximize Spell

Benefit: Once per day, you may attempt a Spellcraft check (DC 22 + the cast spell's level) immediately after casting any spell. If the check is successful, you immediately 'double cast' the spell, duplicating the effects of the first spell in all respects.

The target and effectiveness of the previous casting are unchanged. The target of the spell remains the same; the damage inflicted or HP recovered is identical each casting; if the target failed on their first save, they also fail their save against the repeated spell. The repeated spell is cast as part of the standard action used to cast the initial spell. The repeated spell does not require the expenditure of an additional spell slot or prepared spell. For example, if a mage cast a *lightning bolt* that inflicts a total of 22 points of damage, and the target fails his REF save for half damage. Thus that same target would suffer an additonal 22 points of damage when the spell is cast using Twinned Arcana.



feats: u-z

- 1. Undead's Friend
- 2. Unholy Lore
- 3. Union Negotiator
- 4. Unsleeping
- 5. Untraceable
- 6. Vampiric Metamagic
- 7. Veteran Hero
- 8. Vexatious Touch
- 9. Vicious Speed
- 10. Voice in Council
- 11. Warrior Prodigy
- 12. Warrior's Stealth
- 13. War Refugee
- 14. Warscream
- 15. Wise Combat
- 16. Witchfinder
- 17. Withering Scorn
- 18. Zooamorous Breeder

Undead's Friend (General SU)

You are known to the unbreathing and trusted by such creatures, as much as liches, vampires and other death-spawn can trust any mortal.

Prerequisite: ability to channel negative energy

Benefit: You are especially trusted by sentient undead. You receive a +2 bonus on Sense Motive and Diplomacy checks made against sentient undead. If you have 10 or more ranks in either skill, this feat's benefit increases to +4 with that skill.

You receive a +4 increase to your Leadership score when recruiting followers and cohorts from among sentient undead.

Unholy Lore (General SU)

You have delved deep into long forgotten grimories and forbidden libraries, learning secrets that can twist and corrupt minds.

Prerequistes: Knowledge: arcana 5 ranks, any non-good alignment

Benefit: When making any knowledge check, you may voluntarily suffer 1d4 points of temporary WIS damage in order to receive a +6

profane bonus on the next Knowledge check you make.

Union Negotiator (General)

Your skills as an artisan and reputation as a champion of worker's voice gives you a powerful voice in local politics.

Prerequisite: Union membership, Craft or Profession (any) 5 ranks

Benefit: When addressing members of your union, their allies, or any member of your profession or guild, you may add half (1/2) your ranks in the appropriate Craft or Profession skill to any Diplomacy, Gather Information and Sense Motive checks.

Special: If you are a member of multiple unions, you may select this feat multiple times. Each time you select this feat, it applies to a different union and worker population.

Unsleeping (General)

You have little need of sleep or dreams. **Prerequistes:** CON 15+, Iron Will,

Spellcraft 5 ranks

Benefit: You require only 1 hour of sleep per day to function effectively. In order to recover spells, you must rest and meditate for at least 4 hours. You may only recover spells (or spell slots) once within any 24 hour period.

Normal: Spell casters require 8 hours of rest to recover spells.

Untraceable (General SU)

You epitomize stealth, and are such tricky prey, you can change your body's scent and quiet your steps. The few tracks you leave seem to fade and transform even as a hunter watches.

Prerequisite: Stealth 1 rank

Benefit: You may change your scent and pheromone cues at will, making it impossible for any creature with the Scent special quality to track you by scent. Your feet subtly change shape as you walk, altering your tracks, making it difficult for mundane trackers to follow you as well. Anyone using the Track feat against you suffers a –4 circumstance penalty on their Survival check.



Vampiric Metamagic (Metamagic)

You have learned to steal fragments of life energy from those around you, which enables you to cast meta-magic enhanced spells more easily.

Prerequisite: Iron Will, Any two metagagic feats, any non-good alignment

Benefit: When casting a spell, you may choose to enhance that spell with vampiric Metamagic. You may apply any combinations of known Metamagic feats to the spell, without increasing the spell's casting time or requiring the vampiric spell be prepared or cast as a higher level spell.

When you cast the vampiric spell, calculate its effective spell levels after all desired Metamagic enhancements are applied. All allies and nonenemy NPC creatures within a 90 ft radius, including animals, civilians and other non-combatants, suffers damage equal to twice the spell's enhanced level. Afflicted creatures may attempt a WILL Save (DC 10 + your primary casting attribute modifier + the spell's level) for half damage.

Those wounded by the spell have an instinctive understanding of who damaged them, because they can both see and

Finally, any creature with blindsight or tremor sense must make Perception checks to notice you, and does not automatically detect your presence. feel their stolen life energy rush into you at the moment of casting.

Veteran Hero (Combat)

Your years of service to king, country and god mean only one thing: you've survived long enough to call yourself a professional warrior.

Prerequisite: Military Bearing, Base attack bonus +5, knowledge (tactics) 2 ranks

Benefit: A number of times per day equal to your WIS modifier (minimum once daily), you may add ½ your base attack bonus as a morale bonus to any saving throw, Knowledge check or Initiative check.

You may also choose to 'give' some or all of this bonus to any ally within 30 ft. You must speak briefly and inspiringly to the ally, and he must be able to see, hear and clearly understand you. If you grant this bonus to an ally, he or she must use the bonus within the hour or it is lost.

Vexatious Touch (General SU)

Your pale, cold flesh is laced with necromantic energies. A touch from you weakens a victim's hold on life, making them more likely to fall to foul magic or even fouler poisons.

Prerequisite: Dead Heart

Benefit: If you succeed in a melee touch attack against a living adversary, that creature suffers a -4 penalty on FORT saves for one minute. The effects of multiple vexatious touches are not cumulative with themselves.

Vicious Speed (Combat)

Your speed, brutality and combat efficiency catches your enemies off guard. You're on top of them before they have a chance to defend themselves.

Prerequisites: Great Cleave, Base attack bonus +5

Benefit: Your incredible speed provides you with a +2 competence bonus on attack rolls made for the additional attacks you are allowed by the Cleave and Great Cleave feats.

Voice in Council (General)

You are one of society's elite lawmakers, and your words carry great weight with the powers that be. **Prerequistes:** Letters of Credit, Profession (lawmaker, barrister, or similar) or Knowledge: nobility & royalty 5 ranks.

Special: If the character is a Blood Royal, he or she needs no other prerequistes.

Benefit: You are an appointed member of a democratic or quasi-democratic governmental body (such as a national congress, senate, or a church hierarchy), or a powerful mercantile group (merchant guilds, unions, and so on).

You have the authority to vote on new laws, address the assembly, meet with important political and religious leaders, and campaign for advancement within the body. When discussing matters of politics, you receive a +2 competence bonus on Diplomacy checks. This bonus increases to +4 when you have 10 or more ranks in Diplomacy.

Limitations: The power and utility of this feat is largely subject to GM interpretation. Acting against the interests of your patron may result in expulsion from politics, or worse. Depending on the nature of the political body you serve in, your appointment may be for life, or you may be subject to periodic elections or recall/no confidence votes.

Special: You may select this feat multiple times. Each time you do so, it applies to a different faction. You may also choose to apply this feat to the same faction multiple times. Each time you do so, your prestige within that organization increases, and the Diplomacy bonus granted by the feat stacks.

Warrior Prodigy (Combat)

You are an incredibly promising, but insufferably arrogant young warrior.

Prerequisite: Base Attack Bonus +1, fighter level 1, CHA 15+

Benefit: You may ignore the base attack bonus requirement when acquiring combat feats. You must meet all other requirement of the feat to select it.

Drawback: Your iconoclastic fighting style tends to irritate other, more traditional warriors. You suffer a -2 penalty on CHA based skill checks against any character with at least one Fighter or Warrior (NPC class) level.

Warrior's Stealth (Combat)

Your elite military training allows you to move quietly and attack unnoticed even when carrying the backbreaking load all infantrymen carry.

Prerequistes: STR 13+ Stealth 1 rank Benefit: You do not suffer from armor check or encumbrance penalties on Stealth checks, no matter how much gear you are forced to carry.

Normal: You cannot use stealth effectively when heavily encumbered.

War Refugee (Birthright)

You grew up in a war torn land, and learned how to survive under the noses of the soldiers, beasts and violent hordes that tore your homeland apart.

Prerequisite: Character level first

Benefit: You know how to avoid attracting military attention, and receive a +4 competence bonus on Stealth checks made against anyone with Fighter, Paladin, Ranger or Warrior levels.

Your familiarity with the sigils and banners of invading soldiers provides you with a +2 competence bonus on Knowledge checks made to identify flags, coats of arms, unit decorations and similar sigils.

War Scream (General SP)

You are a proud warrior, able to focus your will into your voice, shouting a battle cry that can stop your opponents in their tracks. **Prerequisite:** Iron Will, Perform (sing) 1 rank

Benefit: As an attack action, you can shout a ritual war-cry that

may stun your adversaries. All enemies within 60 ft must make a WILL save (DC 10 + your CHA modifier) or be *dazed* for one round.

Wise Combat (General)

Your keen eyes instinctively seek out the flaws and weak points on your adversaries, enabling you to slip through their defenses and inflict damage far out of proportion to your strength.



Prerequisite: Perception 1 rank, WIS 13+ Benefit: With any light weapon built for a creature your size category, you may add your Wisdom modifier instead of your Strength modifier to your attack rolls. If you carry a shield, its armor check penalty is applied to your attack rolls.

Special: A fighter may select this feat as one of his bonus feats. A character may only benefit from one of the following combat style feats: Intellectual Combat, Wise Combat and Weapon Finesse.

Witchfinder (General SU)

You have been tutored in the somber arts of witch hunting and exorcism, and know secrets that allow you to ferret out spell casters and arcanists.

Prerequistes: Knowledge (religion) 5 ranks, Sense Motive 5 ranks

Benefit: You receive a +1 insight bonus on weapon damage rolls and a +2 bonus on Bluff, Diplomacy, and Intimidate checks made against all arcane magic users, including creatures capable of casting arcane spells as a spelllike or supernatural ability. If you have 10 or more ranks in any of these skills, this feat's bonus increases to +4 with that skill.

Since the mere presence of this bonus indicates that you are dealing with a mage, this feat also acts as a 'supernatural early warning system.' In addition, you receive a +2 bonus on Linguistics checks made to decode magical writing, witch codes and other magical writings like runes or Druidic texts.

Withering Scorn (General SU)

Your insults are so cruel those who anger you soon feel physical pain in addition to the crippling shame of your words.

Prerequisite: Dirge of Doom class feature, Perform: Oratory or Comedy 5 ranks, Intimidate 2 ranks, Gibbering Annoyance

Benefit: You may make a Perform check (DC 10+ the target's HD) as a standard action to horribly insult the victim. On a successful check, the victim must make a WILL save, the DC of which is set by this check. If the victim fails the save, he or she suffers 1d3 points of CHA and STR damage. If the initial Perform check fails, this ability simply fails to activate, and the speakers insult is harmless vitriol.

Limitation: This is a language dependant, mind affecting ability. The target must be able to clearly hear and understand the speaker, though if someone else translates the brutal insults for the victim, this feat loses none of its potency, regardless of how long since the insult was spoken.

Zooamorous Breeder (General SU)

You spurn societal convention in your quest to create the ultimate beast, utilizing your own blood to create new lifeforms.

Prerequisite: Breeder

Benefit: You may act as one of the parents when breeding new creatures, either by providing DNA samples artificially, or through forbidden sexuality. Female breeders can choose to carry their offspring to term themselves or in a magical womb.

Regardless of the result of the Handle Animal check to create offspring, the resulting creature has an INT score at least equal to the Breeder's and shares his or her alignment. Breeding a creature in this manner requires the expenditure of only 100 gp worth of research materials and arcane chemicals.

Normal: A Breeder must breed other creatures, not themselves. You must pay 500 gp x the resulting creature's HD.

OPEN GAME LICENSE VERSION 1.0A

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

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

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

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

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

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

6.Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute. 7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

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

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

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

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

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

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

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

15. COPYRIGHT NOTICE

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

System Reference Document Copyright 2000-2003, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, Rich Baker, Andy Collins, David Noonan, Rich Redman, Bruce R. Cordell, John D. Rateliff, Thomas Reid, James Wyatt, based on original material by E. Gary Gygax and Dave Arneson.

Modern System Reference Document Copyright 2002-2004, Wizards of the Coast, Inc.; Authors Bill Slavicsek, Jeff Grubb, Rich Redman, Charles Rvan, Eric Cagle, David Noonan, Stan!, Christopher Perkins, Rodney Thompson, and JD Wiker, based on material by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, Peter Adkison, Bruce R. Cordell, John Tynes, Andy Collins, and JD Wiker. Pathfinder Roleplaying Game. Copyright 2008, 2009, Paizo Publishing, LLC; Author: Jason Bulmahn. The Book of Experimental Might. Copyright 2008, Malhavoc Press; Author: Monte J. Cook. Accidents of Birth: Deformities and Deformity Feats, LPJ Designs, 2003 Covert Ops Feats II, LPJ Designs, 2003 Megafeats: New Paths to Victory, Skortched Urf Studios, 2005 D7ACU: The Innocent, Skorched Urf Studios, 2007 Black Tokyo Campaign Setting, Otherverse Games/Skortched Urf Studios, 2007 The Thinking Races: Such Diverse Humanity, Otherverse Games, 2008

Megafeats Revisited, Otherverse Games/Skortched Urf Studios, 2009, Chris A. Field

<u>Megafeats: New Paths to Victory</u> remains one of Skortched Urf Studio's best selling products. The release of the Pathfinder Roleplaying Game presents us with a chance to revisit this weighty feat book, revise the feats as necessary to bring them in line with how this revision of the game is played, and add new material to an already solid work.

230 New Ways To Build Heroes

In keeping with the spirit of the Pathfinder revision, we're only making minor changes to the feats. If you have an earlier version of *Megafeats*, the older version of these feats still works fine. Forgeblood Feats have already been revised, and are available as part of <u>The Thinking Races: Iron and Steel</u> (Otherverse Games, 2009).

A few feats have been excised entirely because they're too similar to how things work in the Pathfinder-revision by default or just because the new rules make them unnecessary. The Forge Gift Item Creation feats from <u>Megafeats</u> are gone, as are feats like Burning Belief (which let clerics deal direct damage with a turning check) and many of the variant "weapon and armor training" feats, hopefully proving the adage about great minds thinking alike.

Megafeats Revisited is intended as the largest collection of new feats available for the Pathfinder Roleplaying Game, more than doubling character options presented in either the first edition of *Megafeats*, or in the *Pathfinder RPG* core rules themselves! Many of the best feats from other Skortched Urf Studios and Otherverse Games products have migrated into this massive sourcebook. The new feats in this sourcebook are inspired by a wide variety of sources- mythology, fantasy literature, comics, anime and even the way some other popular game systems do things. Hopefully, you'll find feats to fit your favorite tactics, and some new ideas about what a role playing character can do over the course of a long, storied career.

> Chris A. Field June – September 2009

JATHFINDER

ROLEPLAYING GAME COMPATIBLE



