

# ULTIMATE FEAT DECKS



## NEOEXODUS

A HOUSE DIVIDED

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## ADDITIONAL MUTATION

You are slightly different from other Eukas.

**Prerequisites:** Euka.

**Benefits:** You gain an additional mutation.

**Special:** You may select this feat multiple times. Each time, select a new mutation.

## ANATOMICAL TARGETEER

You use your vital knowledge of anatomy to strike precise points.

**Prerequisites:** Precise Shot, Heal 5 ranks, Prymidian.

**Benefits:** A Prymidian with this feat may use his Intelligence modifier instead of his Strength modifier for calculating the damage inflicted with a thrown weapon. He must be within 30 feet of his target. This feat may not be used against targets with concealment or cover.

**Special:** Prymidians treat the feat as a combat feat.

## **ARCANE BODY, GREATER - METAMAGIC**

You can harness and unleash the potent energy stored in your body.

**Prerequisite:** Cynean

**Benefits:** You can use your arcane body racial trait a number of times per day equal to your Constitution modifier.

# ARCANE CRYSTAL

You are one with the stones and draw energy from the world around you.

**Prerequisites:** Arcane caster level 3, Cynean.

**Benefits:** Add your Constitution modifier to your spellcasting ability score to determine bonus spells.

For example, a Cynean sorcerer with a Charisma of 16 and a Constitution of 14 would have the bonus spells as if he had a Charisma of 18.

## ARCANE CRYSTAL ENERGY

You may channel your own life force to power your spells.

**Prerequisites:** Arcane caster level 9, Arcane Crystal.

**Benefits:** The Cynean may cast any arcane spell known without expending a spell slot. However he must take one point of Constitution damage per level of the spell.

# ARCANE CRYSTAL RESILIENCE

You can use your arcane energies to shore up the vulnerability of your crystalline body.

**Prerequisites:** Arcane caster level 1, Cynean.

**Benefits:** You no longer automatically fail saving throws against force effects.

## ARCANE CRYSTAL SHIELD

You may channel your arcane power to defend yourself.

**Prerequisites:** Arcane caster level 5, Arcane Crystal.

**Benefits:** Once per round as an immediate action, a Cynean may sacrifice a spell slot to gain a deflection bonus to AC equal to the level of the spell sacrificed.



## ARCANE CRYSTAL STRIKE

You can channel magical energy into your unarmed strikes.

**Prerequisites:** Arcane caster level 2, Arcane Crystal, Cynean.

**Benefits:** When you hit with an unarmed strike, you may expend a number of spell slots up to half your caster level (minimum 1). For every spell level spent in this manner, your unarmed strike deals an additional 1d4 points of damage.

## ARCANE WYRD - WYRD

You have been trained in the art of rewriting your arcane future.

**Prerequisite:** Charisma 13+, Intelligence 13+, ability to prepare spells in advance.

**Benefit:** You are capable of taking 15 minutes of meditation to change how your arcane energies are prepared, allowing you to “forget” a single prepared (but uncast) spell. This slot is then open and can be filled with a new prepared spell. You may do this as often as you wish, taking 15 minutes per spell.

## ASSAULT FORMATION - COMBAT, TEAMWORK

With the help of your allies, you can deliver a powerful, coordinated charge that disrupts enemy formations.

**Prerequisites:** Improved Bull Rush, Power Attack, base attack bonus +5.

**Benefit:** To form an assault formation, you must be standing adjacent to one or more allies who also possess this feat. You all charge on the same initiative count, and must end your charge adjacent to one another. When you do this, your charging bonus to attack rolls increases to +4. The damage done is increased by one for each ally with this feat who took part in the charge.

## BLACK LIGHTNING BEAM

You can unleash your shadowspark in a long beam.

**Prerequisites:** P'Tan, shadowspark racial ability.

**Benefits:** As a standard action that provokes attacks of opportunity, you can spend two uses of your black lightning ability to deal shadowspark damage in a 30 ft. line; creatures hit get a Reflex save for half damage. The DC is 10+ half your character level + your Wisdom modifier.

In addition, you can use your black lightning one additional time per day.

## BLACK LIGHTNING BOLT

Your shadow connection is stronger than other P'Tan's.

**Prerequisites:** P'Tan, shadowspark racial ability.

**Benefits:** Your shadowspark ability deals 1d6 points of damage per two character levels.

# BLACK LIGHTNING BURST

You learn to unleash your shadowspark all around you.

**Prerequisites:** Black Lightning Cone, P'Tan, shadowspark racial ability.

**Benefits:** As a standard action that provokes attacks of opportunity, you can spend two uses of your black lightning ability to deal its damage in a 15 ft. radius burst centered on you; creatures within the burst get a Reflex save for half damage. The DC is 10+ half your character level + your Wisdom modifier.

In addition, you can use your black lightning one additional time per day.

## BLACK LIGHTNING CONE

You can channel your shadowspark in a cone.

**Prerequisites:** P'Tan, shadowspark racial ability.

**Benefits:** As a standard action that provokes attacks of opportunity, you can unleash a 15ft. cone; creatures hit get a Reflex save for half damage. The DC is 10+ half your character level + your Wisdom modifier.

In addition, you can use your black lightning one additional time per day.

## BLACK LIGHTNING FIST - COMBAT

You have learned to master your shadowspark to unleash it whenever you succeed at making an unarmed attack.

**Prerequisites:** Improved Unarmed Strike, P'Tan, shadowspark racial ability.

**Benefits:** You can expend one use of your shadowspark ability as a swift action to wreath your unarmed strikes in shadowy electricity. Add your shadowspark damage to your unarmed strike damage. You may not use this feat more than once per round.



# BLACK LIGHTNING SHEATH

You have mastered the power of the shadowspark and can surround yourself with it for short periods of time.

**Prerequisites:** P'Tan, shadowspark racial ability, at least two other shadowspark feats.

**Benefits:** As a full-round action that provokes attacks of opportunity, you can sheath yourself in shadowy electricity by spending three uses of your black lightning ability. The Black Lightning Sheath lasts for a number of rounds equal to your Wisdom modifier.

You gain the following effects:

- Your alignment is treated as Chaotic Evil for purposes of all spells and effects, and you radiate Chaos and Evil as if you were a cleric of your character level, in addition to your actual alignment.
- You are sheathed in electrical energy like a fire shield spell. You take half damage from electricity attacks and deal your shadowspark damage back on a natural, unarmed or one-hand melee weapon attack.
- While using this ability, you cannot use other shadowspark abilities.

## **BLACK LIGHTNING SURGE - COMBAT**

While it drains most P'Tan's energy to overuse their shadowsparks, some can temporarily feed that energy back into themselves.

**Prerequisites:** P'Tan, shadowspark racial ability.

**Benefits:** As a swift action you may spend one use of your black lightning ability to gain a number of temporary hit points equal to your character level. These temporary hit points last for one hour, or until lost, whichever comes first.

In addition, you can use your black lightning one additional time per day.

# CANNIBALIZE

You can steal an enemy's memories and skills by eating its brain.

**Prerequisite:** Caliban

**Benefit:** You must eat the brain of an intelligent creature that has been dead for less than an hour. This has no effect if the target has fewer hit dice than the caliban. If it has more hit dice than the caliban, the caliban gains the skill ranks the target had in one skill, to a maximum of the caliban's level.

The caliban adds his own ability to the skill. Using this feat is a full round action. This bonus lasts for a number of minutes equal to one half the caliban's level.

## CANNIBALIZE, IMPROVED

You are able to gain some of a creature's strength and power by consuming its heart.

**Prerequisite:** Cannibalize

**Benefit:** When using the cannibalize feat, the Caliban eats the heart of the target. If the target has more hit dice than the caliban, the caliban also gains a +1 competence bonus to Strength. This has the same duration as the Cannibalize feat.

## CANNIBALIZE, GREATER

You are able to gain some of a creature's health and power by consuming its liver.

**Prerequisite:** Improved Cannibalize

**Benefit:** When using the improved cannibalize feat, the Caliban eats the liver of the target. If the target has more hit dice than the caliban, the caliban also gains a +1 competence bonus to Constitution. This has the same duration as the Cannibalize feat.

## CAVIAN BITE MASTERY - COMBAT

You have mastered the art of fighting with your bite as well as with weapons.

**Prerequisites:** Cavian, bite racial feature

**Benefits:** When using a full attack and his bite as a secondary attack, a Cavian only takes a -2 penalty and can add his full Strength bonus to the damage.

# CRAFT MAGIC CANDLE - CREATION

You may impart a magic spell into a candle.

**Prerequisites:** Caster level 3.

**Benefits:** You can create magic candles.

## CRAFT WYRD CHARM - CREATION, WYRD

You can scribe a charm to hold some of the power of your destiny, and use it to change circumstances when things go against you.

**Prerequisites:** Arcane caster level 5, one other Wyrd feat.

**Benefits:** You can create wyrd charms.



## DANCING WARRIOR

You have learned the ancient dances of protection of the Wyldlands of Bal.

**Prerequisite:** Dodge, Perform (dance) 1 rank

**Benefit:** While wearing an armor that is not made of metal that you are proficient with you can dance, requiring you to move at least 10 feet on your turn. Doing so grants a +1 dodge bonus to AC and CMD. You must end 10 feet away from your starting point. This bonus stacks with the dodge feat.

## DANCING WARRIOR, GREATER

You have mastered the ancient wardances of the Wyldlands of Bal.

**Prerequisite:** Dancing Warrior, Fighter Level 6

**Benefit:** The bonus for using Dancing Warrior increases to +2.

# DAYLIGHT ADAPTATION

You have adapted to the sunlight world.

**Prerequisite:** P'Tan.

**Benefits:** You are no longer dazzled in bright light.

# DISRUPT SPELL TRIGGER - COMBAT

You know how to strike just before an enemy can activate spell-trigger items.

**Prerequisites:** Disruptive.

**Benefits:** Within the reach of the character, any enemy using a spell trigger item – such as a wand – is subject to an attack of opportunity. An enemy may cast defensively to avoid this threat.

A successful attack only prevents activation if the target is knocked unconscious or unable to complete the activation.

## DISRUPT SPELL-LIKE ABILITY - COMBAT

You know when to strike to best disrupt an enemy as he tries to activate a spell-like ability.

**Prerequisites:** Disruptive.

**Benefits:** Within the reach of the character, any enemy using a spell-like ability is subject to an attack of opportunity. An enemy may cast defensively to avoid this threat.

A successful attack only prevents activation if the target is knocked unconscious or unable to complete the activation.

## DRACONIC BLOODLINE

The blood of ancient wyrms flows through your veins.

**Prerequisite:** Sametia Affinity, character 1st level

**Benefit:** When you select this feat, you must select one type of chromatic dragon. The character's skin takes on a tint of that color. It also determines an energy affinity and two skills gain a +1 feat bonus. Those skills are always considered class skill for the character.

Color	Skills
Black	Stealth, Swim
Blue	Diplomacy, Spellcraft
Green	Stealth, Survival
Red	Bluff and Intimidate
White	Acrobatics, Climb

**Special:** Characters with Sametian Affinity who drink the blood of a true dragon may select this feat, even if they are no longer 1st level. The dragon type must match the blood of the dragon.

# DRACONIC INHERITANCE

Draconic blood runs quite deep in you.

**Prerequisite:** Draconic Bloodline

**Benefit:** You gain a +4 racial bonus against sleep and paralyzing effects.

# ENERGY ABSORPTION

You can use your natural protection to heal yourself.

**Prerequisite:** Energy resistance or energy immunity

**Benefit:** Once per day, when your energy resistance or energy immunity reduces the damage dealt to you, you gain a number of hit point equal to half the damage saved by your resistance or immunity.



## FACETED BODY

Your body has sharp angles making it difficult to hold and grab on to.

**Prerequisites:** Cynean.

**Benefits:** The Cynean gains a +1 bonus to his CMD against grapple and a +1 racial bonus to his Reflex saves.

## FILTHY BEAST

Your diet and poor hygiene have made you resistant to poison and disease.

**Prerequisite:** Caliban

**Benefit:** You gain a bonus on all saving throws against poison and disease equal to one-half your character level.

## FORSAKEN

When you left the hive mind, you learned to close your mind to all psionics.

**Prerequisites:** Cavian, Independent racial feature.

**Benefits:** You gain a +2 racial bonus to AC, CMD and saving throw against psionic effects.

## GEM SOUL

Your soul is linked to the stones of power, giving you a particularly crystalline appearance. Your connection to the stones of power grants you an additional reserve of arcane energy.

**Prerequisites:** Arcane caster level 1, Cynean.

**Benefits:** The Cynean may cast one additional known high level arcane spell per day. The maximum spell level that can be taken equals his spellcasting ability modifier (Intelligence for wizards, Charisma for bards and sorcerers).

If the character learns a spell of a level higher than his spellcasting ability modifier, the spell gained is of the ability modifier's level. For example, a 10th level Cynean sorcerer with a Charisma of 18 would gain an extra 4th level spell, even if he knows 5th level spells.

## GEM SOUL, IMPROVED

Your body takes on the actual and metaphysical properties of a particular gemstone.

**Prerequisite:** Gem Soul

**Benefits:** The Cynean takes on the color of his associated gem. He counts his caster level as being 1 higher for the purpose of determining range and duration of spells of that school. Spells of the associated school have their DC increased by 1.

School	Gem	Color
Abjuration	Emerald	Green
Conjuration	Sapphire	Deep Blue
Divination	Diamond	Clear
Enchantment	Amethyst	Purple
Evocation	Ruby	Red
Illusion	Tourmaline	Pale Blue
Necromancy	Onyx	Black
Transmutation	Topaz	Yellow

## GEM SOUL, GREATER

By focusing his inner arcane energies and sacrificing some of your life force, you can unleash great magical energies.

**Prerequisites:** Able to cast 6th level arcane spells, Improved Gem Soul.

**Benefits:** The Cynean casts one arcane spell known as a Quickened spell, even if he does not have the feat. The caster takes Constitution damage equal to one point per spell level of the spell cast. This spell counts as being cast by a spontaneous caster.

## GUARDED BY NATURE

The spirits of nature warn you of incoming attacks, allowing you to dodge aside just in time. Even when an opponent catches you unaware, the spirits' cries put you on your guard.

**Prerequisites:** Dalrean, Dex 13.

**Benefit:** When out in the wilderness you cannot be caught flat-footed due to surprise, and you are not flat-footed if an opponent's initiative is higher than your own during the first round of combat. When danger draws near, the nature spirits you can talk to provide you with enough of a warning that you can ready yourself for an attack. This ability does not function in urban settings.

## HAIL OF THORNS

**Prerequisites:** Dalrean, thorns racial ability.

**Benefit:** A Dalren can expel their thorns in a 15-foot cone, dealing 2d6 points of piercing damage to any creature in the area. A Reflex save (DC 10) halves the damage. A dalrean can use this ability one time per day plus their Constitution modifier (minimum 1).



## HARDY FORM

The Dalrean gains the resistance to shape altering that is common to many Plant subtype creatures.

**Prerequisites:** Base Fortitude +5, Dalrean.

**Benefits:** The Dalrean is immune to polymorph effects.

# HIVE-FIGHTING - COMBAT, TEAMWORK

Using your connection to the hive mind, you gain additional insight you can use in a fight.

**Prerequisites:** Cavian, Hive-Mind racial feature

**Benefits:** Cavians gain a +1 insight bonus to attack and damage rolls for every ally with this feat that threatens the same target.

## HIVE NODE

You are a focus point of the hive mind and gain great comfort from it.

**Prerequisites:** Cavian, hive mind racial feature.

**Benefits:** Increase the racial bonus to Knowledge checks by 1. The skill penalty is not affected.

## IMPLIED THREAT

You imply more than you actually threaten.

**Prerequisites:** Intimidate 1 rank, Prymidian.

**Benefits:** A Prymidian with this feat may use his Intelligence modifier instead of his Charisma for Intimidate checks.

**Special:** This feat stacks with the bonus from Master Lecturer.

## INFORMATION NETWORK

You have a network of contacts and informants that keeps you up to date.

**Prerequisites:** Sasori or Skill Focus (Diplomacy)

**Benefit:** Choose a city to be the center of your network. In that city, you receive a +2 competence bonus to Gather Information and Knowledge (Local) checks within your network's reach and Gather Information takes a quarter of the usual time.

**Special:** This feat may be taken multiple times, but must select a different city each time. At the GM's option, you may select a larger rural area.

## INTO THE HOLE

You make the best use of whatever cover is around you.

**Prerequisites:** Skill Focus (Stealth), Stealth 5 ranks

**Benefit:** When in cover, all penalties for targeting you are increased by +2. This has no effect if you do not have cover from the attacker.

# JUNGLE BORN

You are savvy in the laws of the jungle.

**Benefits:** You receive a +2 bonus to Stealth and Survival checks while in jungle terrain.

# MENACING

Spell casters dread your clost proximity as you disrupt them with your menacing appearance.

**Prerequisite:** Intimidate 4 ranks

**Benefit:** Any enemy spellcaster you threaten in melee has the DC of his concentration checks increased by your ranks in Intimidate.



# METALLIC LACING

Your body is laced with veins of metal that focus and channel magical energies.

**Prerequisites:** Arcane caster level 5, Cynean.

**Benefits:** A Cynean's body is marbled with veins of the element chosen. These metals may not be extracted without killing the Cynean, and even then the quantities are very small.

<b>Metal</b>	<b>Energy</b>
Copper	Electricity
Gold	Acid
Platinum	Sonic
Silver	Cold
Steel	Fire

A Cynean with this feat adds an additional point of damage inflicted per dice from any spell with the energy type associated with his metal.

## MULTI-TENTACLE FIGHTING

You learned to use your tentacles to the best of your ability.

**Prerequisites:** Tentacles racial ability, Two-Weapon Fighting, Prymidian.

**Benefits:** You gain two tentacle attacks as secondary natural attacks. Tentacles deal 1d4 points of bludgeoning damage. However, when using this feat, you do not benefit from the added reach on your main weapon – unless it is a reach weapon.

**Special:** This feat qualifies the Prymidian for the Multiattack feat.

**Special:** Prymidians treat this feat as a combat feat.

## MUTATION FOCUS

You have mastered your mutations, making them much more effective than that of others.

**Prerequisites:** Euka, have a mutation with a save DC.

**Benefit:** Increase the DC of all your mutations by 2.

## PAIN FOCUSES THE MIND

Pain focuses your mind and prevents you from being easily commanded.

**Prerequisite:** Iron Will

**Benefit:** When you are the target of a mind-affecting or fear effect, you may chose – as an immediate action – to hurt yourself, taking a number of points of damage equal to double your level. You may then attempt another saving throw at the start of your next turn. Succeeding at that second save is the same as succeeding at the first one.

## PHALANX LEADER - COMBAT

You know how to bring your troops out of a fight.

**Benefit:** As a move action, you can direct allies within 30 feet of you. The Allies must be able to see and hear you. Allies gain a +1 morale bonus to AC for one round.

**Special:** If you have the Team Leader feat, you may activate both at the same time.

## PLANTSENSE

Your ability to communicate with plants gives you unprecedented awareness of your surroundings.

**Prerequisites:** Wildkindred racial ability or the ability to cast speak with plants as a spell.

**Benefit:** As long as your ability to speak with plants is active, you have tremorsense out to 20 ft. You cannot use this ability if there are no plants in that radius.

# PLANTSIGHT

Your awareness in natural areas is downright uncanny.

**Prerequisites:** Wisdom 17, Plantsense.

**Benefit:** As long as your ability to speak with plants is active, you gain blindsight 20ft. You cannot use this ability if there are no plants in that radius.

# POISON IMMUNITY

Your affinity to poisons makes you highly resistant to the venoms of natural creatures.

**Prerequisites:** Sasori, poison resistance racial ability.

**Benefits:** The Sasori becomes completely immune to poison from animals, plants and vermin.



# POISON IMMUNITY, GREATER

You are immune to all poison

**Prerequisites:** Sasori, Poison Immunity

**Benefits:** The Sasori becomes completely immune to all poisons, whether magical or natural.

## POTION GUZZLER

You are adept at drinking potions very fast.

**Prerequisites:** Quick Draw.

**Benefits:** As a full-round action that provokes an attack of opportunity, you may quaff two potions (or similar apothecary items) at once. You must have both of your hands free to use this feat.

# PREDATORY NATURE

You are a natural predator and everyone around you can feel your inner beast.

**Prerequisites:** Euka, Skill Focus (Intimidate).

**Benefit:** You may reroll an Intimidate check without penalty.

**Normal:** Retries gain a +5 increase for every retry attempt.

## RATIONAL ARGUMENT

You present everything in a way that those who talk to you cannot help but see the logic in your words.

**Prerequisites:** Diplomacy 1 rank, Prymidian.

**Benefits:** A Prymidian with this feat may use his Intelligence modifier instead of his Charisma modifier for determining his Diplomacy checks.

**Special:** This feat stacks with the bonus from Master Lecturer.

## REBUKE NATURE

Using the raw force of your personality, you compel plants and plant creatures to halt any violent actions toward you. Even magic that draws on plants seems to loathe harming you.

**Prerequisites:** Dalrean

**Benefits:** You can rebuke plants as a standard action that does not provoke an attack of opportunity. All plants within 60 feet of you must make Will saves (DC 10 + half your class level + your Charisma modifier) or be unable to attack you unless you first attack them. On a successful save, they still take a -2 penalty on all attacks against you.

If you attack any plant affected by this power, then the effect is broken

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

Also, against spells with the plant descriptor, you gain spell resistance equal to 10 + your character level. The fundamental power of plant magic senses your connection to nature and draws back from you.

## RHINO'S CHARGE

You not only push your opponent, you push them down.

**Prerequisites:** Improved Bull Rush.

**Benefits:** When you successfully bull rush an opponent, you push them back as normal, but also knock them prone.

## SCHOLARLY UPBRINGING

You have trained with many master scholars and sages who have imparted their wisdom to you.

**Prerequisites:** Prymidian.

**Benefits:** A Prymidian may use a Knowledge skill untrained.

**Special:** If you have the bardic knowledge class feature, you gain a bonus of +2 on all knowledge checks.

## SCORPION SIGHT

You have learned to listen with your feet to locate enemies.

**Prerequisites:** Sasori, vermin friend racial ability.

**Benefits:** A Sasori with this feat gains tremorsense 10ft.

**Special:** This feat may be taken up to three times, each time adding 10ft. to the Sasori's tremorsense.



## SEEDS OF CLAIRVOYANCE, GREATER

You may gain greater insight with your seeds of clairvoyance.

**Prerequisites:** Cavian, seeds of clairvoyance racial ability, character level 7.

**Benefits:** You may use both clairvoyance and clairaudience at the same time on a target infected with your seeds of clairvoyance

## SHARP WIT

You studied many forms and have mastered the art of inflicting maximum damage with as little pressure as possible.

**Prerequisites:** Heal 5 ranks, Weapon Finesse, Prymidian.

**Benefits:** When using a weapon with the Weapon Finesse feat, you add your Intelligence bonus to your damage instead of your Strength.

## SHIELD EXPERTISE - COMBAT

You know how best to use your shield to prevent an opponent from moving you.

**Prerequisites:** Shield Focus

**Benefits:** You may add you shield bonus to your CMD to resist bull rush and overrun attempts.

## SPEAR MASTERY - COMBAT

You have mastered the art of fighting with spears.

**Prerequisites:** Base Attack Bonus +1

**Benefit:** When wielding any spear weapon (Bal spearclub, longspear, spear, shortspear), you can wield it as a double weapon. The other end of the spear deals the same amount of damage as its other edge, but as bludgeoning damage.

## SPELLBUD - METAMAGIC

You may grow buds that can store spells.

**Prerequisites:** Dalrean, ability to cast spells

**Benefit:** A Dalrean can grow and generate a bloom that holds a spell. A dalrean can place up to a 3rd level spell into a spellbud. The process takes eight hours, during which time the dalrean must not be interrupted. A spellbud can be removed from the dalrean, but must be used within D4+1 rounds or the spellbud withers and the spell is wasted. Only the dalrean that grew a spellbud can activate it.

A spellbud can be activated as a full-round action that does not provoke attacks of opportunity. The spell counts as a Silent, Still spell without affecting the spell level.

## STALWART CASTING

The character gains an innate bonus to maintaining his focus and concentration while in pain.

**Prerequisite:** Combat Casting.

**Benefits:** The character gains a +4 Insight bonus to his concentration checks for suffering damage while casting or taking continuous damage. You do not have to declare that you are using this feat ahead of time.

## TACTICAL MOVE - COMBAT

You make careful, calculated movements in combat to minimize your exposure to enemy missile fire.

**Prerequisite:** Base attack bonus +3.

**Benefit:** If you take a move, double move, or withdrawal action and move at least 20 ft. from your starting position, you get a +1 dodge bonus to Armor Class against ranged attacks until the start of your next turn. If you are proficiently wielding a shield larger than a buckler, this dodge bonus increases to +2. You cannot gain the benefits of this feat if you run or charge.

## TEAM LEADER - COMBAT

You are adept at leading your allies in a fight.

**Benefit:** As a move action, you can direct allies within 30 feet of you. The Allies must be able to see and hear you. Allies gain a +1 morale bonus to attack rolls for one round.

**Special:** If you have the Phalanx Leader feat, you may activate both at the same time.



## TENTACLE JAB

You are adept at striking with the end of your tentacles.

**Prerequisites:** Tentacles racial ability, Prymidian.

**Benefits:** A Prymidian is able to use his tentacles to inflict piercing damage instead of bludgeoning damage. The type of damage may be changed as a free action.

## TENTACLE LASH

You learn to whip your tentacles, making them as sharp as a sword.

**Prerequisites:** Tentacles racial ability, Prymidian.

**Benefits:** A Prymidian is able to use his tentacles to inflict slashing damage instead of bludgeoning damage. The type of damage may be changed as a free action.

# TERRAN SORCERY

Your body is the vessel of your magical powers; by enhancing the one, you enhance the other.

**Prerequisite:** Arcane Crystal.

**Benefits:** You can substitute your Constitution for your spell casting attribute.

## TERRAN SORCERY, IMPROVED

You have learned to combine your physical and spiritual powers in a cohesive, irresistible whole.

**Prerequisites:** Arcane caster level 13, Terran Sorcery.

**Benefits:** Add your Constitution modifier to your spellcasting ability score to determine spell DCs.

For example, a Cynean sorcerer with a Charisma of 16 and a Constitution of 14 would cast spells as if he had a Charisma of 18.

## TOUGH BARK

Your outer bark is more resistant to damage than that of other Dalreans

**Prerequisite:** Dalrean.

**Benefits:** The Dalrean gains a +1 Natural Armor Class bonus.

**Special:** A Dalrean can take this feat up to three times.

**Special:** A Dalrean counts this feat as a combat feat.

# THORNS

The Dalrean grows hundreds of tiny fine thorns over its entire body.

**Prerequisites:** Dalrean.

**Benefits:** Anyone striking the Dalrean with a one handed weapon, a natural attack or an unarmed strike takes 1 point of piercing damage per hit. Anyone grappling or grappled by the Dalrean suffers 1d4 points of piercing damage per round.

## VEGETATIVE MIND

Your mind becomes increasingly plant-like.

**Prerequisites:** Base Will save +5, Dalrean.

**Benefits:** The Dalrean becomes immune to all mind-affecting effects. This includes any positive effects. It can never be “switched off”.

## VENOMOUS COATING

You produce poison from glands all over your body.

**Prerequisites:** Sasori, Virulent Poison.

**Benefits:** Whenever someone bites you, it must make a DC 10 + half your character level + Sasori's Dex or be poisoned.

Creatures who swallow you automatically suffer from your poison.



# VENOMOUS SPITTLE

You may project your poison through spittle.

**Prerequisites:** Sasori, Virulent Poison.

**Benefits:** You may project your poison onto a target up to 30ft from you by making a ranged touch attack. On a successful hit, the target must begin to save against your poison.

## VERMIN CALL

You are attuned to the vermin that live all around you. They recognize you as one of their own.

**Prerequisite:** Sasori, vermin affinity racial ability.

**Benefits:** The Sasori treats all animals and vermin without an intelligence score as having one. A Sasori may use any of his special abilities that affect animals or vermin.

# VIRULENT POISON

Your blood is particularly toxic.

**Prerequisites:** Sasori, venom racial trait.

**Benefits:** You may create either greater or lesser sasori venom.

## WELL-INFORMED

You have learned much about many people, things and places.

**Prerequisites:** Sasori.

**Benefits:** You may use your Wisdom modifier instead of your Charisma for any attempt at Gather Information. Also, you can make an immediate Gather Information check to replace a Knowledge check, but the DC is increased by 10.

## WYRD BLOOD - WYRD

Your family includes a number of powerful wyrd casters. This ability has transferred to you at birth.

**Prerequisites:** Dominion Affinity

**Benefit:** Once per day, you may call upon your wyrd blood to gain a +2 insight bonus to one saving throw.

Many people have Wyrd Blood from birth, this ability can manifest later in life.

# WYRD BLOOD, IMPROVED - WYRD

Your family includes a number of powerful wyrd casters. This ability has transferred to you at birth.

**Prerequisites:** Wyrd Blood

**Benefit:** You may call upon your Wyrd Blood after you make the saving throw instead of before.

Many people have Wyrd Blood from birth, this ability can manifest later in life.

## WYRD CASTING - METAMAGIC, WYRD

You can call upon fate to manipulate the present.

**Prerequisites:** arcane caster level 3, Dominion affinity.

**Benefit:** You may increase the DC of a spell you are casting by up to half your spell casting attribute. A Wyrd spell take up a spell slot two levels higher than the original spell.

## WYRD COMMUNICATION - WYRD

You can contact yourself in the future and gain some insight.

**Prerequisites:** Wyrd Visions

**Benefit:** When using Wyrd Visions, you may ask for insight from your future self. This guidance comes in the form of an insight bonus equal to your half character level (min. 1) on any one skill check. The skill to gain the bonus must be chosen at the time the visions are used. It must be a skill you currently have ranks in. If the bonus is not used, it is lost at the next sunrise.



## WYRD TIME - METAMAGIC, WYRD

You can extend the duration of a spell.

**Prerequisites:** arcane caster level 1, Dominion affinity.

**Benefit:** You may increase the duration of any non-instantaneous spell by a number of rounds equal to your spell casting attribute. However, for the next minute, all your spells have their duration halved. This feat has no effect on spells with a duration of instantaneous or permanent. A Wyrd Timed spell does not take up a spell slot higher than the original.

## WYRD VISIONS - WYRD

You can induce visions that delve into your future.

**Prerequisites:** Spell casting attribute 13, able to cast 1st level arcane spells, Dominion affinity.

**Benefit:** Once per day, you may enter an hour-long meditative trance which causes you to have visions of your future. Once during the next 24 hours you may call upon these visions to give you a clue whether an action taken in the near future will produce positive results. This takes a full-round action (to contemplate the vision), and acts as an augury spell cast at your arcane caster level.

# WYRD VISIONS, IMPROVED - WYRD

Your wyrd visions are much more powerful.

**Prerequisites:** arcane caster level 7th, Wyrd Visions

**Benefit:** When activating your wyrd visions, you may instead gain the benefits of a commune spell. The question must be something about the future.

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