

unde**FEAT**able

The Collected Feats Soucebook

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TABLE OF CONTENTS

Accidents Happen [Fighter]	5	Brew Greater Potion [Item Creation] ...	14	Devious Scampering [Combat].....	23
Accurate Spells	5	Bronze Dragon's Shape Changing.....	14	Dimensional Shot.....	23
Additional Spell [General].....	5	Call Down the Heavens	14	Dirty Magical Shot	24
Against All Odds.....	5	Calls of the Wild [General].....	15	Dirty Shot.....	24
Aggressive Duelist's Stance [Combat]....	5	Carnie Performer.....	15	Disarming Expert [Fighter]	24
Agile Feint [Combat].....	5	Carpenter [Metamagic]	15	Disarming Riposte [Combat].....	24
Amazing Performer.....	5	Cautious Trapfinder	15	Disciple of Dragon Fear	24
Apprentice Magician.....	6	Channel Arcane Energies.....	15	Distracting Illusionist.....	24
Arboreal [General].....	6	Channelling Blast.....	15	Diverse Mastery	24
Arcane Battle Summoner.....	6	Channelling Bolt.....	16	Divine Arcana [Metamagic]	24
Arcane Discipline [General].....	6	Channelling Focus	16	Divine Gifting	25
Arcane Duality [General]	7	Channel Magic.....	16	Divine Magic	25
Arcane Insight [General]	7	Charlatan	16	Divine Protector [Paladin]	25
Arcane Kinetics [General]	7	Charm Arrow [General].....	16	Divine Shield	25
Arcane Multiplicity [General]	7	Child of the Wilderness [Druid]	16	Divine Truths of the Arcane	25
Arcane Shaper [Metamagic].....	7	Chromatic Dragon's Treachery.....	16	Domain Focus	25
Arcane Silence	7	Chronicler's Companion	17	Domain Mastery	25
Archer's Coup De Grace [General]	7	Chronicler's Familiar	17	Double Nock [Fighter, General]	26
Armor Focus [Fighter].....	8	Chronicler's Scroll.....	17	Draconic Attributes	26
Armor Piercing Shot [General].....	8	Cornered Rat [Combat].....	17	Dragon Disciple's Lair.....	26
Armor Specialization [Fighter].....	8	Claw Shaping [Combat]	17	Dragon Style [Combat].....	26
Armored Caster [General]	8	Cloaking Mystery	17	Dragon Wing Attacks [Combat]	26
Armored Mystic.....	8	Close Fighting [General]	18	Dragon Wing Shield [Combat].....	26
Arrow Stab [General]	8	Cold-Blooded Killer [Combat]	18	Dragonblood Spell [Metamagic]	26
Arrow Trip [General].....	9	Cold-Blooded Liar	18	Dreaded Shadowdancer	27
Arrows of Acid	9	Combat Momentum [Fighter]	18	Dreamchild [Druid].....	27
Assassin's Hex	9	Composure [General].....	19	Draining Strike [Combat]	27
Attuned [Druid].....	9	Confound the Caster	19	Drunken Charge [Combat].....	27
Aura of Courage [Paladin].....	9	Continual Elemental Sting.....	19	Drunken Demon [Monk]	28
Babau Bloodline	9	Copper Dragon's Trap Mastery	19	Duelist's Taunt [Combat].....	28
Back-To-Back Fighting [Combat]	9	Craft Fetish [Item Creation]	19	Dulcet Slumber	28
Balanced Blades [Fighter, General].....	10	Crippling Finesse [Combat].....	19	Eagle Claw Strike [General].....	28
Battle Priest.....	10	Critical Aim [Fighter, General].....	19	Ears of the Fox [General].....	28
Battle Spell [Metamagic].....	11	Critical Arrow Storm	20	Ear To The Ground [General].....	28
Bestial Challenge	11	Cruel Hunter	20	Eldritch Ally.....	29
Bind Spell [Metamagic].....	11	Crusade	20	Eldritch Battle Lore	29
Binding Shot	11	Cryptic Scribing [General]	20	Eldritch Performer	29
Bite Back [Combat]	11	Culinary Ashe [Item Creation]	20	Eldritch Slayer [Combat].....	29
Biting Performance	11	Dance of the Dead	20	Eldritch Strike [Combat].....	29
Black Dragon's Acid Tongue.....	12	Dance of Ether	20	Eldritch Survival [General]	29
Black Lotus Strike [Monk].....	12	Dance of Shadows and Mystery	21	Empathic [General].....	29
Blazing Aura	12	Dangerous Defense [Combat].....	21	Empowered Blood [Metamagic].....	30
Blessed Fury	12	Dark Fog Shot.....	21	Emulate the Legends	30
Blind Fury	12	Dazzling Strike	21	Emulate the Exalted Dead	30
Blinging Sound	12	Dead Shot [Fighter, General]	21	Enchant Arrow [General].....	30
Blistering Dragon Bite [Combat]	12	Deadly Draw [Fighter, Paladin].....	21	Endless Parrying [Combat].....	30
Blistering Dragon Breath [Combat]	13	Deadly Ki.....	22	Endless Tricky Spells.....	30
Blood Drinker	13	Deadly Riposte [Combat]	22	Enduring Performer	30
Blue Dragon's Imitating Voice	13	Deadly Surprise [Combat]	22	Energized Deadly Strike [Combat].....	31
Bonetti's Defense [Combat]	13	Death Blow [General].....	22	Energized Dragon Wing Attacks [Combat].....	31
Bottomless Pockets	13	Deeper Pockets	22	Energy Strike [Combat]	31
Brass Dragon's Sand Moving.....	13	Defender of the Faith [Paladin]	22	Enspelling Script.....	31
Break And Enter	13	Deviant Worshipper	22	Erratic Style [Combat].....	31
Breath of the Dragon [Monk].....	13	Devious Bloodline	23		

TABLE OF CONTENTS

Eternal Blood	31	Greater Dangerous Defense [Combat] ..	39	Improved Threatened Zone [General] ...	48
Enthralling Shot	32	Greater Devious Bloodline	40	Improved Trap Sense	48
Executioner's Blow [General]	32	Greater Eldritch Slayer [Combat]	40	Improved Trickster's Bond	48
Extreme Resiliency [Combat]	32	Greater Enspelling Script	40	Improved Vertical Walk [Monk]	49
Extend Aura of Courage [Paladin]	32	Greater Eye for Death [Combat]	40	Incomprehensible Caster	49
Extended Dragon Form	33	Greater Mount Specialization [Fighter] ..	40	Inspire Multiple Actions	49
Extra Animal Companion [General]	33	Greater Point-Blank Spells	40	Inspiring Deflection [Combat]	49
Extra Challenge	33	Greater Rogue's Mark [Combat]	40	Inspiring Killer [Combat]	49
Extra Impromptu Sneak Attack [Combat]	33	Greater Secret Script	41	Instant Ensemble	49
Extra Shadow Jumping	33	Greater Shadow Crafting	41	Instinctive Divine Magic	50
Extra Shadow Power	33	Greater Spell Synthesis	41	Instinctive Healing [Paladin]	50
Extra Spell Synthesis	33	Greater Spell Penetrating Strike [Combat]	41	Instinctive Shot [Fighter, General]	50
Extra Tricky Spells	33	Greater Spell Storing Bond	41	Interference [Fighter]	50
Eye for Death [Combat]	33	Greater Whispering Campaign	41	Invisible Spell [Metamagic]	50
Eye For Treasure	34	Grave Breaker	41	Iron Fist [General]	50
Eyes of the Dragon	34	Grave Performance	42	Iron Stature	50
Eyes of the Gods [General]	34	Greed of the Dragons	42	Ki Harness [Monk]	51
Eyes of the Tiger [Monk]	34	Green Dragon's Woodland Step	42	Ki Healing [Monk]	51
Failed Spell Recovery	34	Guiding Shot	42	Ki Reservoir [Monk]	51
False Death	34	Guild Assassin	43	Ki Survival [Monk]	51
False Pain [Combat]	34	Hand of Justice [Paladin]	43	Killing Shot [General]	51
Fatal Flourish [Combat]	35	Hawk Claw Strike [Combat]	43	Knight of Cups (Knightly)	51
Fanning Strike	35	Hawkeye Assassin	43	Knight of Pentacles (Knightly)	51
Favoured Weapon Focus	35	Healing Touch [Paladin]	43	Knight of Piety (Knightly)	51
Fey Blood [Druid]	35	Hidden Death [Combat]	44	Knight of Swords (Knightly)	51
Fey Magic [Druid]	35	Hidden Run [General]	44	Knight of Terra (Knightly)	52
Final Trick [Combat]	35	Holy Charge [Paladin]	44	Knight of Wands (Knightly)	52
First Blood [Combat]	35	Holy Knight	44	Knight's Bloodline	52
Fist of the Dragon [General]	36	Illusory Strike [Combat]	44	Knight's Familiar	52
Fist of the Gods [Paladin]	36	Imbue Lore	44	Knight's Focus	52
Flame Song	36	Immediate Attack [Paladin]	44	Know Terrain [General]	52
Flanking Horse [Fighter, Paladin]	36	Immediate Coup De Grace [General]	45	Know Their Weak Spots	53
Flexible Knowledge	36	Immediate Strike [General]	45	Knowledge of Terrain [General]	53
Flirtatious Fibber	36	Immediate Tactic Mastery	45	Last Ditch [Fighter, General]	53
Flow Like Water [General]	36	Impromptu Spell-Strike [Combat]	45	Lay of the Underworld	53
Flummox the Fighter [Combat]	36	Improved Arrow of Death	45	Legendary Pathfinding	53
Focused Affliction Lore	37	Improved Bow Casting	45	Legendary Shadow Master	53
Focused Resistance	37	Improved Coup De Grace [General]	45	Legends Between the Lines	54
Follow Thru [General]	37	Improved Enhanced Arrows	45	Liar's Lore	54
Form of Mixed Blood	38	Improved Hail of Arrows	46	Light Step [General]	54
Forked Channelling	38	Improved Hide in Plain Sight	46	Lightning Mount [Paladin]	55
Furious Reflexes	38	Improved Imbue Arrow	46	Liquid Healing [Monk]	55
Gardener [Metamagic]	38	Improved Magic Domain	46	Lesser Arcane Tricks	55
Ghost touch Spell [Metamagic]	38	Improved Mount	46	Lone Duelist [Combat]	55
Giant-Dueler [Combat]	38	Improved Paladin Mount [Paladin]	46	Lore of Afflictions	55
Give Ground [Combat]	38	Improved Pathfinding	46	Lore of Creation	55
Gnomish Tricks	39	Improved Protective Parry [Combat]	47	Lore of Evasion	55
Gold Dragon's Gem Detection	39	Improved Ranged Legerdemain	47	Lore of a Five Tongues	56
Grace of the Fey [Druid]	39	Improved Seeker Arrow	47	Lore of Good Health	56
Grappling Strike [General]	39	Improved Shadow Jump	47	Lore of the Dragons	56
Greater Accurate Spells	39	Improved Smite [Paladin]	47	Lore of Truth	56
Greater Aid	39	Improved Mount	47	Mage Harrower [Combat]	56
Greater Arcane Tricks	39	Improved Sneaky Familiar	48	Mage's Mishap	56
				Magic Thumb	57

TABLE OF CONTENTS

Manhunter.....	57	One Eye Open.....	66	Sheriff.....	74
Many Attack Arrows.....	57	Overpenetrate [Fighter, General]	66	Shadow Crafting.....	74
Many Magic Missiles.....	57	Palm Strike [General].....	66	Shadow Roll.....	74
Mark of the Fey [Druid].....	57	Paragon of the Faith.....	66	Shadow Srying.....	74
Martyrdom Healing [Paladin].....	57	Path of the Monkey [General].....	66	Shadow Tricks.....	74
Mask Aura.....	57	Pinpoint Accuracy [Fighter, General]	66	Shadowdancer's Companion.....	74
Master Deflection [Combat].....	58	Perfect Shot [Fighter, General]	66	Shadowdancer's Darkvision.....	75
Master Giant-Dueler [Combat].....	58	Piercing Arrows.....	67	Shadowdancer's Familiar.....	75
Master of Innuendo.....	58	Point-Blank Spells.....	67	Shadowy Critical [Combat].....	75
Master of Light and Shadow.....	58	Poisoner's Fortitude.....	67	Shadowy Mind.....	75
Master of Shadow Tricks.....	58	Postpone Spell [Metamagic].....	67	Shadowy Moves.....	75
Master Learner.....	58	Power Shot.....	67	Shadowy Spring Attack.....	75
Master Magician.....	58	Prodigy [Background].....	67	Shadowy Stalker.....	75
Master Mystic's Combined Spells.....	59	Prophetic Strike [Combat].....	68	Shatter Undead.....	76
Master of Invisibility.....	59	Protective Parry [Combat].....	68	Shield Charge [Fighter].....	76
Master of the Poisoned Strike		Pure of Heart [General].....	68	Shield Focus [Fighter].....	76
[Combat].....	59	Quick Parry [Combat].....	68	Shield Mount [Fighter].....	76
Master of the Unseen Spell.....	59	Quick Retrieval [Combat].....	68	Shield Specialization [Fighter].....	77
Master Poisoner.....	59	Quick Study [General].....	68	Shielded Caster [Combat].....	77
Master Shadow Caller.....	59	Quixotic.....	68	Shielding Strike [Combat].....	77
Mastery of Divination Metamagic.....	60	Rain of Deadly Strikes [Combat].....	69	Shocking Delivery.....	77
Masterful Epic Tales.....	60	Ranged Damage Master.....	69	Sight [General].....	77
Meat Shield.....	60	Ranged Death Attack [Combat].....	69	Silencing Shot.....	77
Mental Grace [Combat].....	60	Ranged Trip [General].....	69	Silent Deathbringer [Combat].....	77
Merciful.....	61	Ready Spell [Metamagic].....	69	Silly Dance Song.....	78
Merciless Killer [Combat].....	61	Recall Visions.....	69	Silver Dragon's Reflective Scales.....	78
Metamagic Mastery [General].....	61	Ready Spell, Greater [Metamagic].....	69	Single-Blade Style [Combat].....	78
Might Blows.....	61	Red Dragon's Fiery Aura.....	70	Sixth Sense [General].....	78
Mind-Confounding Strike [Combat].....	61	Reduce Spell [Metamagic].....	70	Sleeved Danger [Combat].....	78
Minor Spell Synthesis.....	61	Reflexive Shot [General].....	70	Slithering Strike.....	78
Mirror Performance.....	61	Remote Healing [Metamagic].....	70	Sly Defense [Combat].....	78
Monster Hunter.....	62	Remove Enchantment [Paladin].....	71	Snake Strike [General].....	79
Monster Tactics Lore.....	62	Remove Fear [Paladin].....	71	Sneaky Arcane Strikes [Combat].....	79
Mount of Choice [Fighter].....	62	Resist Elementalism [General].....	71	Sneaky Familiar.....	79
Mount Specialization [Fighter].....	62	Resist Fey [General].....	71	Spell Feint [Combat].....	79
Mounted Caster.....	62	Resistant Shapeshifter [Druid].....	71	Sociable Performer.....	79
Murderous Necromancy.....	62	Return Arrow [General].....	71	Song of the Beasts.....	79
Musical Mystic.....	63	Reverse Grapple [General].....	71	Song of the Shark.....	79
Musical Spellfuel.....	63	Roar of the Wyrn [Combat].....	71	Song of Supreme Invigoration.....	80
Musk [Druid].....	63	Rogue's Haunt.....	71	Spawn of the Shadows.....	80
Mystic Blood.....	63	Rogue's Mark [Combat].....	72	Spell Muddler.....	80
Mystical Epiphany.....	63	Ritualistic Action [General].....	72	Spell Parry [Combat].....	80
Mystical Fire.....	63	Running Strike [General].....	72	Spell Penetrating Strike [Combat].....	80
Mystical Foresight.....	63	Ruthless Opportunist [Combat].....	72	Spell Pierce [Combat].....	80
Mystic Priest.....	64	Scholar Priest.....	72	Spell School Specialization [General].....	81
Mystical Reflexes.....	64	Scholar's Stamina.....	72	Spell-Shattering Strike [Combat].....	81
Mystic's Familiar.....	64	Secret Script.....	72	Spell Storing Bond.....	81
Natural Archer [General].....	64	Secret Tongue.....	73	Spontaneous Divinations.....	82
Natural Arcana [Metamagic].....	64	Seer of Death.....	73	Stamp [Fighter, Paladin].....	82
Natural Mystic.....	64	Seething Stalker [Combat].....	73	Sticking [General].....	82
Natural Draconic Magic.....	65	Sense Corruption [Paladin].....	73	Street Mage.....	82
Necrotic Arrow.....	65	Serpent's Tooth.....	73	Strength of the Stag [General].....	82
Nose For Treachery.....	65	Shadow Priest.....	73	Strengthened Weapon Bond.....	82
Noble Duelist [Combat].....	65	Shattering Blow.....	74	Strike From The Shadows [Combat].....	83

TABLE OF CONTENTS

Strong-Willed Memory	83	Trickster's Bond.....	87	Animal Aspects.....	91
Stunning Dragon Bite [Combat].....	83	Triple Nock [Fighter, General]	87	Bear Aspect.....	91
Stunning Dragon Breath [Combat].....	83	Triple Strike	87	Bull Aspect.....	92
Substitute Spell Power.....	83	Tripping Riposte [Combat].....	88	Fox Aspect	92
Summon Greater Shadow	83	True Dragon Claws [Combat]	88	Raven Aspect	93
Summon Twin Shadows	83	True Musical Mystic.....	88	Salmon Aspect	93
Sunder Natural Weapon [General].....	84	True Natural Mystic	88	Serpent Aspect	93
Sundering Shot.....	84	True of Purpose [General]	88	Tiger Aspect.....	93
Superior Critical [Fighter, General].....	84	Truly Flexible Knowledge.....	89	Wolf Aspect.....	93
Suppressive Fire.....	84	Unseen Deathbringer [Combat].....	89	Cavalier Orders.....	94
Swift Shadow Jump	84	Unstoppable Spell [Metamagic]	89	Order of the Chimera.....	94
Swift Legerdemain.....	85	Variable Enhance Arrows	89	Order of the Citadel	94
Swords as a Shield [General]	85	Vendetta.....	89	Order of the Wolf.....	95
Terrible Angel of Death	85	Vengeful Death [Metamagic].....	89	Quest Objects.....	95
Terrifying Killer [Combat].....	85	Versatile Spell Energy	90		
Threaten Zone [Fighter, General]	85	Vertical Walk [Monk]	90		
Tiger Claw Strike [General]	85	Victor's Glory	90		
Trick the Trap.....	85	Walk Without Rhythm [General].....	90		
Touch of Purity	86	War Beast Caretaker [General].....	90		
Touché [Fighter]	86	War Beast Trainer [General].....	90		
Toxin Adaptation.....	86	War Rager	90		
Transforming Strike [Combat].....	86	Weapon Lore.....	90		
Trap Lore	86	Weight of Dreams [Monk].....	91		
Treasure Hunter	86	Weightless Step [Monk].....	91		
Treasure Lore	86	White Dragon's Ice Shaping.....	91		
Tricky Spell Mastery	87	Zephyr Shot.....	91		

THE FEATS

ACCIDENTS HAPPEN (FIGHTER)

The more opponents you fight, the more likely they are to injure each other.

Prerequisites: Dex 13+, Wis 13+, Combat Reflexes, Dodge, Interference, Mobility, base attack bonus +13.

Benefit: If the creature to which you have selected to apply the benefits of the Dodge feat attacks you in melee and misses, you may choose to force it to make an immediate extra attack against any other creature of your choice within its reach that also threatens you. This free attack is at the same attack bonus as the one that missed, and any effects that applied to the original attack against you remain in effect. This feat does not apply if the attack that missed was an attempt to disarm, grapple, sunder, or trip you, nor if it was an attack of opportunity you provoked. This attack counts as one of your attacks of opportunity for the round; you may use this feat no more than once per round, even if entitled to multiple attacks of opportunity per round.

ACCURATE SPELLS

Your spells are more difficult to dodge, especially when you surprise your opponents.

Prerequisites: Sneak attack +2d6, 3+ ranks in Spellcraft

Benefit: Add +1 to the Difficulty Class for all Reflex saves against spells you cast. Add an additional +1 to the Difficulty Class for targets who are flat-footed.

ADDITIONAL SPELL (GENERAL)

You are able to cast one additional spell per day.

Prerequisite: Caster level 1st or higher

Benefit: You can cast an additional spell of a spell level you are already able to cast. The spell level chosen must be lower than the highest spell level you can cast. (*For example, if the highest-level spell you can currently cast is 5th level, you may choose to gain one additional spell slot of any level from 1st to 4th when you gain this feat.*) Once the additional spell level is chosen, it cannot be changed.

Special: You may gain this feat more than once.

AGAINST ALLODDS

You can survive even against the direst of circumstances.

Prerequisites: Pathfinder chronicler level 3rd

Benefit: Once per day per three levels of pathfinder chronicler you possess, you can re-roll any saving throw and take the new result. You must choose to use this ability before learning whether the initial save was successful, and you must take the new result, even if it is worse. When you use this ability, you take 1 ability score damage to the key ability for the saving throw you re-rolled (*Constitution for Fortitude saves, Dexterity for Reflex saves, or Wisdom for Will saves*).

AGGRESSIVE DUELIST'S STANCE (COMBAT)

You can lower your defenses in order to improve your aggressive swordplay.

Prerequisites: Combat Expertise, duelist level 1st

Benefit: If you are wielding a light or one-handed piercing weapon and wearing light or no armor, you can take a -1 penalty to your Armor Class and Combat Maneuver Defense in order to gain a +2 bonus to your parry attack rolls, disarm and trip attempts, and attack rolls for attacks of opportunity. When you have attained 5 levels of the duelist class, the penalty increases to -2 and the bonus to +4. When you have attained 9 levels of the duelist class, the penalty increases to -3 and the bonus to +6. You must choose to use this feat before making an attack roll, and its effects last until your next turn.

AGILE FEINT (COMBAT)

You feint with skillful swordplay and agility rather than tricks and bluffs.

Prerequisites: Dex 15+, 7 or more ranks in Acrobatics, duelist level 3rd

Benefit: While wielding a light or one-handed piercing weapon, you may use your Acrobatics skill to feint in combat instead of the Bluff skill.

Normal: Normally you can only feint with the Bluff skill.

AMAZING PERFORMER

Your performances inspire awe and amazement, even from the hard to please. When you come into town, people line up and empty their purses to see your incredible performances.

Prerequisite: Bard Level 6th

Benefit: Whenever you are making a performance check to determine the quality of performance that you deliver in a show, you may add +5 to that check.

APPRENTICE MAGICIAN

You have carefully studied and practiced your magical abilities.

Prerequisites: Int 13+, Minor Magic rogue talent

Benefit: You may cast each of your 0-level spells gained through Minor Magic a number of times per day equal to 3 plus one-half of your rogue level, and the save DC for the spells increases by 1 for every 4 levels of rogue you possess.

Normal: You may cast each spell three times a day, and the save DC is equal to 10 + your Intelligence modifier.

ARBOREAL [GENERAL]

The character was literally born in the trees and wilderness. As a result, they are highly adept at avoiding falling damage.

Benefit: The character gains a +4 competence bonus to any Climb checks made to avoid falling damage.

ARCANE BATTLE SUMMONER

You can expend a spell to summon monstrous allies instead, and your summoning magic is more powerful.

Prerequisites: Augment Summoning, Spell Focus (Conjuration), eldritch knight level 1st

Benefit: You may expend an unused prepared spell in order to cast a summon monster spell of equal or lower level to the spell you expend. In addition, your caster level for summon monster spells increases by 1.

ARCANE DISCIPLINE [GENERAL]

Though your magic is more instinctual than a result of intense study you have been trained in magical theory and have benefited from your lessons.

Prerequisites: Prodigy, Ability to spontaneously cast spells

Benefit: You gain the ability to memorize spells into your daily spell slots, exactly as any caster who prepares spells may. However, once you have memorized a spell into a spell slot, that choice may not be changed until you next regain spells.

Should you choose, you may memorize a spell with a metamagic feat applied to it. Such spells do not have an increased casting time when cast in this way. Yet, as with any prepared spell, you may not apply additional metamagic feats spontaneously, nor may you swap any prepared spell for another if needed.



ARCANE DUALITY [GENERAL]

You may prepare your spells in such a way as to give you greater flexibility.

Prerequisites: Prodigy, Ability to prepare and cast spells

Benefit: When preparing spells, you may choose two spells of the same level, and memorize them into a single spell slot one level higher. You may then cast either one of these spells, but not both. The spell that is not cast is lost. For example, a 3rd-level wizard with this feat could memorize both magic missile and ray of enfeeblement using one of his 2nd-level spell slots. As soon as he casts one of the two spells from that slot, the other one fades away.

ARCANE INSIGHT [GENERAL]

You are able to learn a few additional spells.

Prerequisite: Ability to cast spells.

Benefit: You may add any two spells from your class spell list to your spells known or to your spellbook. These spells must be at least one level lower than the highest-level spell that you can currently cast. Once the spells have been chosen, they cannot be changed. You do not have to pay any scribing costs for these spells if you are scribing them into a spellbook.

Special: You may gain this feat more than once.

ARCANE KINETICS [GENERAL]

You can expend one of your spells to add an explosive quality to a thrown weapon.

Prerequisites: Base Attack Bonus +4, Any one metamagic feat, Ability to cast arcane spells

Benefit: As a swift action, you may expend one of your spells (*or spell slots*) of at least 1st level to “charge” a thrown weapon or projectile with arcane energy. (*The object is not considered a magic weapon due to this infusion.*) On a successful hit, the charged object does an extra 1d6 points of damage (*if the spell expended was a 1st through 3rd level spell*), 2d6 points of damage (*4th through 6th level*), or 3d6 points of damage (*7th through 9th level*). Whether the attack hits or misses, the charged object is destroyed by the release of arcane energy.

ARCANE MULTIPLICITY [GENERAL]

You may prepare your spells in such a way to cast multiple spells at once.

Prerequisites: Arcane Duality or Arcane Discipline, Caster level 9th or higher

Benefit: You may prepare two spells of the same level in a single spell slot 4 levels higher, allowing you to cast both spells at once. Casting the spells from the affected spell slot requires a full-round action. For example, you may prepare two magic missile spells in a single 5th-level spell slot, allowing you to cast both magic missiles with a single full-round action. You may not choose to cast only one of the spells from the affected slot; you must cast them both if you cast either of them.

You make all necessary decisions (*such as target*) separately for each spell, exactly as if you had cast them using two separate actions. Each spell must penetrate spell resistance individually, even if you cast them at the same target, and if a saving throw is required, all targets receive a separate saving throw against each spell.

If someone attempts to counterspell you when you are casting the dual spells, the counterspell attempt follows the normal rules, but only one of the two spells may be countered.

ARCANE SHAPER [METAMAGIC]

You can shape a prepared spell into another effect.

Prerequisite: Quicken Spell

Benefit: You can change any prepared spell into another spell that you know (*but do not necessarily have prepared*). The new spell must be at least two levels lower than the spell you are shaping.

ARCANE SILENCE

You are able to magically conceal sounds that you make.

Prerequisites: 12+ ranks in Stealth, arcane trickster level 5th

Benefit: You can magically conceal any sounds that you make for 1 round. Activating this ability is a free action and you may remain silenced for a number of rounds equal to your caster level. These rounds need not be consecutive. You may not use this ability and cast a spell requiring a verbal component during the same round.

ARCHER'S COUP DE GRACE [GENERAL]

You're an accomplished master of the bow capable of delivering killing shots from a distance.

Prerequisites: Point Blank Shot, Far Shot, Precise Shot.

Benefit: You may use a bow or crossbow to make coup de grace attempts against helpless opponents within 30 feet.

ARMOR FOCUS (FIGHTER)

Choose any specific type of armor, such as chain mail or full plate armor. You are more adept at moving when wearing that armor.

Prerequisites: Proficiency with selected armor.

Benefit: When wearing the selected armor type, the armor check penalty applied to your skills is reduced by 1. This reduction stacks with that granted by masterwork armor, but cannot reduce the total armor check penalty to less than 0. The maximum Dexterity bonus for that armor increases by 1 if the armor is medium or heavy armor. These benefits apply both to standard armor and to armors made of special materials, such as mithral or adamantine.

Special: You may take this feat multiple times; its effects do not stack. Each time you select this feat applies to a different armor type.

ARMOR PIERCING SHOT (GENERAL)

You've studied the armor of man long enough to have a remarkable understanding of its construction – and weaknesses – and use this knowledge to your advantage.

Prerequisites: Precise Shot, Craft (*armor*) 6 ranks

Benefit: As a full-round action you may study a distant foe's armor, searching closely for a weak spot. On your next turn, if you are uninterrupted, you may make a Perception check (*DC 15 + the armor bonus of your target's worn armor*); you gain a synergy bonus to this roll equal to one-half (*round up*) the number of ranks you possess in Craft (*armor*). If this Perception check is successful the armor bonus of your target's worn armor is reduced by one-half (*round down*) for a single attack with a bow or crossbow. Additionally, if the attack is successful, you gain a bonus to damage equal to the number of ranks you possess in Craft (*armor*).

The effects of this feat are limited to targets within 60-feet of your position.

ARMOR SPECIALIZATION (FIGHTER)

Choose one type of armor, such as chain mail, for which you have already selected the Armor Focus feat. You are better at using that armor's natural advantages to protect yourself.

Prerequisites: Proficiency with selected armor, Armor Focus with selected armor, fighter level 4th.

Benefit: When wearing the selected armor, the armor bonus granted to your Armor Class is increased by +2. This bonus requires activity on your part, and thus the increase is lost whenever you are denied your Dexterity bonus to

Armor Class. Because it is an increase in the armor bonus, it does not apply to incorporeal or touch attacks. You may also sleep in this armor without becoming fatigued or exhausted, regardless of its armor check penalty. This benefit applies both to standard armor and to armors made of special materials, such as mithral or adamantine.

Special: You may take this feat multiple times; its effects do not stack. Each time you select this feat applies to a different armor type for which you have learned Armor Focus.

ARMORED CASTER (GENERAL)

You have learned to reduce the arcane spell failure chance caused by wearing armor.

Prerequisites: Dex 15, Armor Proficiency (*heavy*), base Fortitude save +3.

Benefit: When wearing armor that you are proficient in, the arcane spell failure chance of your armor is reduced by 10 percent. This feat has no effect on the arcane spell failure chance caused by shields.

Special: You may not gain this feat more than once. However, its effects stack with arcane spell failure reductions from other sources.

ARMORED MYSTIC

You can sacrifice magical energy to gain a bonus to your defenses for a short period.

Prerequisites: 9 or more ranks in Spellcraft, mystic theurge level 3rd

Benefit: By sacrificing an uncast spell or unused spell per day (*for spontaneous casters*) you can gain a temporary insight bonus to your Armor Class and Combat Maneuver Defense. Activating this ability is a move action, and the bonus you gain is equal to the level of the sacrificed spell and it lasts a number of rounds equal to your mystic theurge level. You can use this ability once per day per three levels of mystic theurge you possess.

ARROW STAB (GENERAL)

You're experienced at turning an arrow or crossbow bolt into an effective melee weapon.

Prerequisite: Proficiency with any bow or crossbow.

Benefit: When pressed into melee combat you may fight with an arrow or crossbow bolt, treating the arrow or bolt as a Tiny weapon that inflicts 1d4 points of damage and has a x2 critical multiplier.

With a successful Bluff check (*DC 10 + opponent's Perception rank*) against an opponent that is within melee range you may feint firing the arrow or bolt and then at the last second attack with the arrow or bolt, gaining a +2 surprise bonus to your attack and damage rolls.

ARROW TRIP (GENERAL)

You are a master with the bow, capable of tripping opponents from a distance by firing arrows in front of them as they move.

Prerequisites: Precise Shot, base attack bonus +6

Benefit: You may make a trip attack with a bow or crossbow, as an immediate action, against any opponent that is moving. Your attack roll is treated as your Strength check for purposes of this maneuver – your opponent's Dexterity check (*Strength checks cannot resist a trip attempt made with this feat*) must exceed your attack roll or your opponent is tripped by the arrow attack.

This counts as an attack of opportunity attempt for you.

ARROWS OF ACID

When you raise your bow your foes expect to see arrows coming toward them. Their fear turns to pure dread as a volley of acidic missiles hurtle toward them, ready to eat away at their flesh and bone.

Prerequisite: Arcane Archer Level 2nd

Benefit: Instead of firing a normal arrow at an opponent, you may choose instead to fire an acid arrow at an opponent. The acid arrow works as the spell Acid Arrow, except that the range of the spell is determined by the range of your bow. You can use this ability a number of times per day equal to your level in Arcane Archer. This feat cannot be used in conjunction with your Hail of Arrows ability or the feat Many Shot.

ASSASSIN'S HEX

You can place a magical hex on your targets, making them easier to stalk.

Prerequisites: Int 13+, 5+ ranks in Spellcraft, assassin level 1st, ability to cast arcane mark

Benefit: By taking a full-round action you are able to discreetly place a magical hex on any target within 30 ft. This hex takes the form of your personal mark or guild mark, and must be placed somewhere on the body of the target that is visible to you. The mark persists for 24 hours and cannot be removed or dispelled. You may add your Intelligence bonus to any Perception and Stealth checks made against a creature you have hexed. In addition, you

are able to sense the direction of the hexed creature as long as it is within 1 mile per level of assassin you possess. This ability otherwise functions as locate creature, and your caster level for this effect is equal to your character level.

ATTUNED (DRUID)

You possess an uncanny knack for detecting danger in a wilderness environment.

Prerequisites: Alertness, Nature Bond

Benefit: Attuned is only effective in a wilderness setting and you receive a +2 bonus on initiative checks and retain your Dexterity bonus to Armor Class if you are caught flat-footed. In addition, you also receive a +2 dodge bonus to Armor Class against attacks of opportunity caused when you leave or move into a threatened area. This feat does not function wherever construction or settlement has replaced the natural surroundings.

AURA OF COURAGE (PALADIN)

You are shrouded in an aura of strength, giving your allies the will to fight on.

Prerequisites: Wis 15+, Cha 13+, Paladin level 5th+

Benefit: You provide a +4 morale bonus on saving throws against fear effects to all allies within 30 ft. If you are a paladin, this range extends to 60 ft.

BABAU BLOODLINE

Your assassin training has revealed a previously untapped aspect of your abyssal heritage: the acid-tainted blood of the babaus, demon assassins, flows through your veins.

Prerequisites: Cha 13+, abyssal bloodline, assassin level 1st

Benefit: Your assassin levels stack with your sorcerer levels for purposes of determining the power of the claws your abyssal bloodline grants you. Whenever you make a sneak attack with these claws, your sneak attack damage is considered acid damage. Additionally, any round in which you make a successful sneak attack with your claws does not count against the number of rounds per day that you may use the claws. Finally, instead of becoming flaming weapons at 11th level, the claws become acidic weapons and deal an extra 1d6 points of acid damage on a successful hit.

BACK-TO-BACK FIGHTING (COMBAT)

You can fight back-to-back with an ally, occupying the same space and protecting one another from attacks.

Prerequisites: Dex 15+, Dodge, Mobility



Benefit: You may occupy the same space in combat as a willing ally whose size category is not more than one larger or smaller than your own. While occupying the same space, neither character may be flanked, and each gains a +2 dodge bonus to AC and CMD. If either character takes a 5-foot step, the other character may move with them, but the two may not move together in this way more than 5 feet per round, and any other movement by either of the characters causes them to leave the shared space.

Special: If both characters possess this feat, the bonuses stack, and the characters may move together up to 10 feet per round.

Normal: You may not occupy the same space as an ally in combat.

BALANCED BLADES (FIGHTER, GENERAL)

You have learned to balance two weapons more precisely in your hands.

Prerequisites: Improved Two-Weapon Fighting, base attack bonus +9.

Benefit: Any one-handed weapon of your size category or smaller is treated as a light weapon for purposes of determining your penalties for fighting with two weapons. This means, for example, that you could fight with a long-

sword, a scimitar, or a rapier in each hand and only suffer the penalties for having a light weapon in your off hand. This greater balance does come at a price in terms of your ability to strike hard; you may not use the Power Attack feat when you are fighting in this fashion.

Normal: You suffer greater penalties when fighting with two weapons and wielding anything other than a light weapon in your off hand.

BATTLE PRIEST

You have spent time training in the arts of war to become a formidable warrior of the faith; this skill in battle has however come at the expense of your magical ability.

Prerequisite: Domains class feature, Cleric level 1st

Benefit: Whenever you receive a new spell level you can choose to sacrifice your domain slot (*losing the use of it permanently for that level*) and take a Combat feat instead. You must still meet the requirements for these feats as normal. This feat does not affect your domain powers.

Normal: Whenever a cleric gains a new spell level they automatically gain a domain spell slot.

Special: This feat can only be taken at 1st-level.

BATTLE SPELL (METAMAGIC)

You can cast a spell in such a way that you do not provoke attacks for doing so.

Prerequisites: Combat Casting, base attack bonus +4

Benefit: When you cast a battle spell, you do not provoke attacks of opportunity that you would normally provoke for casting a spell. A battle spell takes up a spell slot one level higher than the spell's actual level.

BESTIAL CHALLENGE

You mark out your prey for death and pursue them with an unflinching fury until either you or they are torn to pieces.

Prerequisites: Rage class feature.

Benefits: When raging, as a swift action you can issue a bestial challenge to any creature you can both see and be seen by. When making melee attacks against this challenged creature you gain a +1 moral bonus to hit and damage. When your base attack bonus reaches +4, and for every 4 points thereafter, this bonus increases by +1. The effects of the challenge last until either you or the challenged creature are reduced to -1 or fewer hit points. During the challenge you cannot attack any other creature or undertake any actions which are not either attacks against the creature or attempts to bring yourself into combat with the challenged creature. Finally, if you do kill your challenged opponent you must spend a full round tearing at their corpse to make sure that they are dead.

This feat can only be used once per rage.

BIND SPELL (METAMAGIC)

You can cast spells that are bound to a ranged weapon.

Prerequisites: Postpone Spell, Caster level 10th or higher

Benefit: A spell that has been affected by this feat may be cast on a ranged weapon with which the caster is proficient. It is not necessary for the caster to be using the weapon, nor does he even have to be holding it; he must be merely proficient in its use. (*In other words, the caster can cast the spell on a ranged weapon and then hand the weapon to someone else who actually fires it.*) The spell may also be cast as a normal spell, sacrificing the benefits of this feat. Any spell with a range of Personal cannot be used in conjunction with this feat.

A bound spell only lasts for one round inside the weapon, and if the weapon is not fired before the caster's next turn the spell is lost. If the weapon is fired, the first successful hit in the round discharges the bound spell. If no attack made with the weapon hits before the round ends, then the

spell is wasted. Only one character (*whether the caster or someone else*) may attempt to fire the weapon.

If an attack made with the weapon hits, the bound spell goes off. Single-target spells, rays, spreads, and bursts are centered on the target that was struck by the weapon. Cone effects are instead treated as a burst with a radius half their standard length. Multi-target spells where the caster chooses the targets (*such as slow*) are treated as single-target spells and only affect the creature struck by the weapon.

A bound spell uses up a spell slot four levels higher than the spell's actual level.

BINDING SHOT

Opponents hit by your arrows growl in agony as the sharp head pierces their sharp skin. As they are ready to draw their weapon and charge for an attack they realize that they have another problem. Magical bonds have sprouted from the arrow, binding both their arms and legs, not allowing them to move.

Prerequisite: Arcane Archer Level 3rd

Benefit: Whenever you attack a target you may choose to imbue your arrow with a binding power. If you hit with the attack, slender bands of magically enhanced cloth come out from the arrow's shaft and bind the target's arms and legs. The target is bound until they can make a ($DC\ 20 + 1/2\ your\ level\ in\ Arcane\ Archer$) Fortitude save on their turn to break the bonds. This feat can be used a number of times equal to your level in Arcane Archer divided by two (*rounded down*).

BITE BACK (COMBAT)

When a battle is looking grim, you lash out at the opponents who injure you.

Prerequisites: Cornered Rat, sneak attack +5d6

Benefit: After any attack reduces your hit points to one-quarter or fewer of their normal total, or after any attack damages you while your hit points are below this level, you may make a melee attack at your full attack bonus as an immediate action against the opponent who attacked you (*if they are in range of your attack*). You may only make one attack with this ability per round.

BITING PERFORMANCE

Your performances cause glittering, sharp gnashing teeth to appear on your allies' weapons, causing them to bite your enemies.

Prerequisite: Bard Level 1st

Benefit: Whenever you use your Bardic Performance, all weapons that your allies are wielding begin to glow red. On the tips of the weapons appears a large, grinning mouth filled with rows of sharp, glimmering teeth. Whenever an ally hits an enemy with his weapon, the mouth bites the opponent hit with the weapon for 1d6 extra damage.

BLACK DRAGON'S ACID TONGUE

You gain the black dragon's ability to speak with reptiles.

Prerequisites: Draconic bloodline (*must choose black dragon*), dragon disciple level 1st

Benefit: You gain the constant spell-like ability to speak with reptiles. This functions as speak with animals, but only with reptilian animals. In addition, you gain a +2 bonus to Diplomacy checks against reptiles and dragons.

BLACK LOTUS STRIKE [MONK]

Prerequisite: Ki Pool class feature, Monk Level 11th+

Benefit: By spending 3 points from his ki pool, you are able to empower your unarmed strikes with a poisonous energy. To use this feat, you must make a single unarmed attack as a standard action and you must declare you are using the feat before your attack roll. If successful with your unarmed strike, your opponent must make a Fortitude save ($DC\ 10 + \frac{1}{2}\ your\ level + Wis\ modifier$). If saving throw roll fails, the opponent suffers from the effects of the poison, black lotus extract. The opponent can be cured by successful saving throws and spells such as neutralize poison.

As long as there is at least 3 points in his ki pool, you can make use of this feat.

BLAZING AURA

Your aura is powerful even for one of the faithful, and is a beacon of faith to all who cross your path.

Prerequisite: Aura class feature

Benefit: For the purposes of detect spell and spell-like effects double your level when determining the strength of your aura. In addition a creature using a detect spell or spell-like effect on you must make a Will save against a Difficulty Class of $10 + your\ Charisma\ bonus$ or become Dazed of 1 round. Creatures with Hit Dice equal to or higher than yours are not affected by this ability.

Finally, when using the Intimidate skill on those of with an alignment directly opposed to your own (*i.e. Chaotic Evil if you are Lawful Good*) add a +2 moral bonus on your roll and when using the Diplomacy skill on those of the same alignment as you, add a +2 moral bonus to your rolls.

BLESSED FURY

You can channel your god's power into a divine rage that fills you with strength and vigour though leaves you drained afterwards.

Prerequisite: Channel energy class feature

Benefit: As a swift action you can expend a use of your channel energy ability to grant yourself a +2 enhancement bonus to both Strength and Constitution for 1 round. The increase to Constitution grants you 1 extra hit point per Hit Dice, but these disappear when the fury ends and are not lost first like temporary hit points. At 4th-level and every 4 levels there after you blessed fury lasts an addition round. Finally, once your blessed fury has finished you a considered fatigued for a numbers of rounds equal to the rounds spent in the fury.

BLIND FURY

When in a rage your animal instincts are sharpened allowing you to strike true against unseen foes.

Prerequisites: Rage class feature, Blind Fighting.

Benefits: When raging you can choose to make a single melee attack as a full round action using your full base attack bonus. If this attack is successful it ignores any chance to miss granted by the target creature's concealment. This feat can only be used once per rage.

BLINDING SOUND

When you cast a spell that affects an opponent's hearing, you're able to manipulate the sound waves to affect their sight as well.

Prerequisite: Bard Level 9th

Benefit: Whenever you cast a spell that deafens an opponent for a certain amount of time, that spell blinds the opponent for the same amount of time also. If a spell that you cast causes an opponent to be deafened for a certain amount of time if that opponent fails a saving throw, then that opponent is deafened and blinded for a certain amount of time if that opponent fails the saving throw.

BLISTERING DRAGON BITE [COMBAT]

Your dragon bite can also badly burn your opponents with fire or acid.

Prerequisites: Con 13+, dragon disciple level 6th, must have a fire or acid dragon type bloodline

Benefit: When you successfully deal fire or acid damage to an opponent with your bite attack, you can as a swift action require your target to make a Fortitude save ($DC\ 10 + your\ dragon\ disciple\ level + your\ Constitution\ modifier$). If the

target fails its saving throw, it continues to take 1d6 fire or acid damage (*as appropriate*) on its turn for 1 round per three dragon disciple levels you possess.

BLISTERING DRAGON BREATH [COMBAT]

Your fire or acid dragon breath inflicts hideous burns on the opponents it damages.

Prerequisites: Con 15+, dragon disciple level 6th, must have a fire or acid dragon type bloodline, Blistering Dragon Bite

Benefit: When you use your breath attack, creatures that fail their Reflex save and take damage must also make a Fortitude save (*against the same DC as the Reflex save DC of your breath weapon*). Creatures that fail this save continue to take 1d6 damage of the same energy type on their turn for 1 round per three dragon disciple levels you possess.

BLOOD DRINKER

You are a god of battle invigorated by the blood of your foes and the screams of the fallen.

Prerequisites: Rage class feature, 5th-level or higher.

Benefits: While raging you gain 1 temporary hit point whenever you inflict at least 10 points of damage on a single creature. This increases by 1 additional temporary hit point for every 5 levels beyond 5th-level to a maximum of 4 temporary hit points at 20th-level. These temporary hit points cannot bring your hit point total above its normal maximum (*plus any bonuses for increased Constitution*) and are lost as soon as your rage is ended.

BLUE DRAGON'S IMITATING VOICE

You gain the blue dragon's ability to imitate sounds.

Prerequisites: Draconic bloodline (*must choose blue dragon*), dragon disciple level 1st

Benefit: You can mimic any voice or sound you have heard by making a successful Bluff check against a listener's Sense Motive check. In addition, you gain a +2 bonus to Bluff checks when imitating another voice or sound.

BONETTI'S DEFENSE [COMBAT]

You are skilled at using difficult terrain to your defensive advantage in a fight.

Prerequisites: Dex 15+, duelist level 5th

Benefit: During any round in which you stand in or move through difficult terrain, until the beginning of your next turn you gain a +1 circumstance bonus to your Armor Class and Combat Maneuver Defense for every 3 levels of

duelist you have attained. This bonus also applies to your attack rolls when you attempt to parry attacks, and to your attacks of opportunity made using the riposte class feature.

BOTTOMLESS POCKETS

Your pockets seem to have no end of useful objects that you packed with you on your journey.

Prerequisites: Deeper Pockets, pathfinder chronicler level 8th

Benefit: You can carry up to 200 gp of unspecified equipment per class level using your deep pockets ability instead of the amount you could previously carry. Additionally, retrieving an item you specify at the time takes only a move action. You can also choose to pack your gear in only 30 minutes and still receive the +4 bonus to your Strength to determine your light encumbrance, or you can choose to take a full hour and receive a +8 bonus. Finally, your bonus to Sleight of Hand checks made to conceal small objects on your person increases from +4 to +8.

Normal: See the deep pockets ability and the Deeper Pockets feat.

BRASS DRAGON'S SAND MOVING

You gain the brass dragon's ability to move sand.

Prerequisites: Draconic bloodline (*must choose brass dragon*), dragon disciple level 1st

Benefit: Once per day as a standard action, you are able to magically move sand. This ability functions as move earth, but it only affects sand. Your caster level for this effect is equal to your arcane spellcaster level tied to the dragon disciple class.

BREAK/AND ENTER

Subtlety is not your style: you use brute force to disarm locks and traps.

Prerequisites: Str 13+, 3+ ranks in Disable Device

Benefit: You may use Strength as the key ability for Disable Device rather than Dexterity. When you do, if your check succeeds, you break the device and it cannot be re-locked or reset. You may not study a trap and bypass it without disarming it. In addition, as long as you have a weapon, you are not penalized for lacking thieves' tools.

Normal: Dexterity is the key ability for Disable Device.

BREATH OF THE DRAGON [MONK]

Prerequisite: Drunken Demon



Benefit: By spending 3 point from his ki pool, you gain the ability to ignite some of the alcohol within your body and spew it forth from your mouth as a free action. The flaming breath deals 3d12 points of fire damage to all within the 20-foot cone, or half damage to those who make a Reflex save (*DC 10 + the character's class level + the character's Con modifier*). Each time a character uses breath of flame, it consumes one drink's worth of alcohol from within his body. When you convert one drink of alcohol into a Breath of the Dragon, your ability scores change (+2 to *Intelligence and Wisdom*, -2 to *Strength or Constitution*) as if the duration of the alcohol's effect had expired.

As long as there is at least 3 point in his ki pool, you can make use of this feat.

BREW GREATER POTION [ITEM CREATION]

Prerequisites: Brew Potion, Caster level 7th or higher

Benefit: You may now use the Brew Potion feat to create potions of spells of up to 5th level. The costs and creation times are otherwise the same as the Brew Potion feat.

BRONZE DRAGON'S SHAPE CHANGING

You gain the bronze dragon's ability to change your shape.

Prerequisites: Draconic bloodline (*must choose bronze dragon*), dragon disciple level 1st

Benefit: Once per day as a standard action you are able to take the form of any animal or humanoid form as if using the polymorph spell. Your caster level for this effect is equal to your arcane spellcaster level tied to the dragon disciple class.

CALL DOWN THE HEAVENS

You can call on the powers of the heavens with your orations, and the barbarians you call are reminiscent of a heavenly host.

Prerequisites: Any good alignment, 10 or more ranks in Perform (*oratory*), pathfinder chronicler level 7th

Benefit: The barbarians you summon with your call down the legends and lay of the exalted dead class abilities gain the celestial creature template. Additionally, their attacks are considered good-aligned for purposes of overcoming damage reduction and they each possess 2 additional hit points per level of pathfinder chronicler you possess. Finally, the DC for evil creatures to resist your bardic music effects made with the Perform (*oratory*) skill increases by 2, or by 4 if the creatures are evil outsiders.

CALLS OF THE WILD (GENERAL)

You can communicate a brief message to another creature via mimicked animal calls.

Prerequisite: Handle Animal 8 ranks, Survival 8 ranks

Benefit: You can relay a brief message of less than one sentence to another creature that possesses this feat. To the untrained ear, the message sounds like the chirping of a bird or the cry of an animal; however anyone else with the feat can generally comprehend the message's contents. Extremely simple messages such as "come here" or "stay there" automatically succeed. More complex messages such as "two orcs approaching from the east" require Wisdom checks by both parties. Typical difficulty classes for such checks are provided below.

DC	Message
5	"Two orcs approaching"
10	"Two orcs approaching from the east"
15	"Two orcs and a bugbear leader approaching from the east"
20	"Two orcs and a bugbear leader sixty feet away and closing from the east."

As a general rule, add five to the message's difficulty class for every piece of detail, such as the creature type, species, direction, distance etc. For instance, the last message conveys four details, two orcs, bugbear leader, sixty feet and the east. Messages that convey more than four details automatically fail.

Failed messages are incomprehensible and automatically fail if the parties attempt to convey the same message again or a message with a difficulty class equal to or higher than the previous message.

GARNE PERFORMER

You work your way around a crowd when you perform, stealing coins and other small items from unwary listeners as you dazzle them with your artistic brilliance.

Prerequisite: Bard Level 1st

Benefit: Whenever you're performing in front of a crowd, you may make a sleight of hand check to pick the pocket of someone that's watching your performance. Instead of using the Sleight of Hand skill to do this you may use your performance skill in its place. If you have no ranks in Sleight of Hand but take this feat, you are treated as though you are trained in Sleight of Hand if you are trying to use it while performing.

CARPENTER (METAMAGIC)

Any spell that creates or manipulates non-living wood is cast as if you were two levels higher.

Prerequisites: Ability to cast wood shape.

Benefit: Whenever you cast a spell that alters, creates, magically enhances or manipulates wood or a wooden object, you cast the spell at your current level plus two. To qualify for the benefits of this feat, the spell cannot be cast on any non-wooden material.

Furthermore, the spell cannot affect any type of living wood such as a treant or a living tree. Spells that fall under these restrictions include liveoak, speak with plants, tree shape and tree stride. Examples of spells affected by this feat include changestaff, ironwood and warp wood.

CAUTIOUS TRAPFINDER

You study traps very carefully before attempting to disarm them.

Prerequisites: Trapfinding class feature, 5+ ranks in Disable Device

Benefit: You only accidentally trigger a trap when you fail your check by 10 or more, and you can bypass a trap without disarming it when you beat the trap's DC by 5 or more.

Normal: You trigger a trap when you fail your check to disarm it by 5 or more, and you can bypass a trap without disarming it if you beat the trap's DC by 10 or more.

CHANNEL ARCANES ENERGIES

Your studies of arcane magic have improved your ability to channel divine energy as you discover links between the divine and the arcane.

Prerequisites: Cha 15+, channel energy class feature, mystic theurge level 1st

Benefit: Whenever you use your channel energy class feature, you may sacrifice a prepared arcane spell or unused arcane spell slot (*for spontaneous casters*) in order to raise your cleric level for purposes of this channel energy attempt by 1 per level of the spell sacrificed. The save DC for any effects created by your channeling is also increased by 1 per level of the spell.

CHANNELLING BLAST

You can expend your divine channelling in a single devastating blast of negative or positive energy.

Prerequisite: Channel energy class feature

Benefit: As a full round action you can use your channel energy ability more than once in a round, combining the effects. At 1st-level you may combine two uses of your channel energy ability into a single effect, and then at 4th-level and every four levels thereafter you may add an additional use. Thus a 5th-level cleric could, as a full round action, expend three uses of her channelling into a single blast, healing or harming for 9d6. In all other respects, such as Will saves, range and resistances, a channel blast follows the normal rules for channelling energy.

Normal: Channel energy is a standard action that can only be used once a round.

CHANNELLING BOLT

You can focus your channelling into a single bolt allowing you to strike out against a single target at a greater range than normal.

Prerequisite: Channel energy class feature

Benefit: As a standard action you can choose to use your channel energy ability as targeted bolt rather than an area effect. Used in this way it becomes a ranged touch attack with a range of 100 ft. In all other respects the bolt functions as a use of your channel energy ability, inflicting or healing the normal amount of damage you are capable of and granting a Will saves as normal.

Normal: Channel energy has a 30 ft radius of effect.

CHANNELLING FOCUS

You have learnt how to siphon positive or negative energy from your channelling ability into spells that cause either heal or harm.

Prerequisite: Channel energy class feature

Benefit: As a swift action you can expend a channel energy use to double the effects of any cure wounds spell you cast, if you channel positive energy, or any cause wounds spell you cast if you channel negative energy. This effect applies only to spells you cast this round.

CHANNEL MAGIC

Such is your skill with channelling energy that you can boost any spell you cast with positive or negative energy making it more deadly.

Prerequisite: Channel energy class feature, Channelling Focus, Caster level 5th or higher

Benefit: As a swift action you can expend a channel energy use to increase the duration, area of effect or damage of any spell you cast by 50%; chosen when the

spell is cast. This effect applies only to spell you cast this round.

CHARLATAN

You are adept at swindling others by lying about the qualities of items.

Prerequisites: Cha 13+, 3+ ranks in both Appraise and Bluff

Benefit: When you lie about the qualities and/or properties of an item (*magical or otherwise*), you get a +4 bonus to your Bluff check. In addition, you may use Bluff as a Profession skill for purposes of earning an income for a week of dedicated work. However, you may not use Bluff to earn an income in the same place more than once per six months.

CHARM ARROW [GENERAL]

You are able to enhance arrows with mind affecting magic.

Prerequisite: Enhance Arrow as a class feature.

Benefit: When enhancing arrows you may choose to imbue charm magic into the arrow instead of an enhancement bonus. In place of your normal enhancement bonus the arrow casts charm person (*or charm monster, if appropriate*) on the target, after it suffers the arrow's regular damage. The charm person effect functions as if cast by a spellcaster of a level equal to your Intelligence modifier +3.

CHILD OF THE WILDERNESS [DRUID]

You are more adept at battling against feys.

Prerequisites: Druid level 2nd+, Survival 8 ranks

Benefit: You receive a +2 bonus to AC against all attacks made against you by feys, and you receive a +2 saving throw bonus against the spell-like abilities of feys. This bonus stacks with the Druid class feature to Resist Nature's Lure.

CHROMATIC DRAGON'S TREACHERY

You have acquired the treacherous abilities of the chromatic dragons whose blood flows through your veins.

Prerequisites: Dragon disciple level 1st, must have a chromatic dragon bloodline

Benefit: You gain a +2 bonus to Bluff and Intimidate checks. In addition, once per day per three dragon disciple levels you possess, you are able to take 10 on a Bluff or Intimidate check.

CHRONICLER'S COMPANION

Your animal companion continues to become more powerful and shares your resilience and determination.

Prerequisites: Nature bond or hunter's bond (*animal companion*) class feature, pathfinder chronicler level 2nd

Benefit: Every two levels of pathfinder chronicler you possess count as a level of a class which improves the abilities of your animal companion. For example, a druid 6/pathfinder chronicler 4 counts as having 8 levels of druid for purposes of calculating the animal companion's abilities. Additionally, the animal companion gains a +2 bonus to Survival checks and can gain the benefit of your live to tell the tale ability. Your animal companion's use of this ability counts against the number of times you can use it per day.

CHRONICLER'S FAMILIAR

Your familiar continues to advance in power and learns to speak new languages.

Prerequisites: Arcane bond (*familiar*) class feature, pathfinder chronicler level 2nd

Benefit: Every two levels of pathfinder chronicler you possess count as a level of a class which improves the abilities of your familiar. For example, a wizard 6/pathfinder chronicler 4 counts as having 8 levels of wizard for purposes of calculating the familiar's abilities. Additionally, when you take this feat and at each even level of pathfinder chronicler you attain, your familiar learns to speak a new language, even if it could not speak a language previously. If you wish, you can also choose to teach your familiar the languages that you create with the Secret Script and Secret Tongue feats by spending the appropriate amount of time teaching your familiar the languages.

CHRONICLER'S SCROLL

You are a master of scribing scrolls and can grant them additional bonuses.

Prerequisites: Scribe Scroll, 10 or more ranks in Profession (*scribe*), pathfinder chronicler level 5th

Benefit: Whenever you scribe a scroll using the Scribe Scroll feat, you can modify the scroll with any one of the following benefits: increase the DC to resist the spell on the scroll by 1; or increase the duration of a spell measured in rounds or rounds per caster level by 1 round per 2 levels of pathfinder chronicler you possess; or calculate the numerical effects of the spell (*other than duration*) which are dependent on caster level by adding one third of your pathfinder chronicler level to your caster level. These

benefits only work if you use the scroll yourself, and the monetary value of the scroll does not increase.

CORNERED RAT (COMBAT)

When you are seriously injured in battle, you go for the throat.

Prerequisite: Sneak attack class feature

Benefit: After any attack reduces your hit points to one-quarter or fewer of their normal total, your opponents are denied their Dexterity bonus to AC against your melee attacks for a number of rounds equal to the number of sneak attack dice you possess. This effect ends if your hit points rise above one-quarter of their normal total.

CLAW SHAPING (COMBAT)

You are able to alter your dragon claws to suit any situation.

Prerequisites: Cha 13+, claws bloodline power, dragon disciple level 3rd

Benefit: A number of times per day equal to your dragon disciple level plus your Charisma modifier, you can take a swift action to activate one of the following effects for 1 round: change your claws into silver or cold iron; cause your claws to deal 1d6 additional points of damage of your energy type on a successful hit; or elongate your claws to gain a +2 bonus to Climb checks or Intimidate checks. You may only use 1 effect per round.

CLOAKING MYSTERY

Your performance causes a magical cloud of dust to form around you, hiding you from your enemies while your Bardic Performance wreaks destruction upon them.

Prerequisite: Bard Level 6th

Benefit: Whenever you use your Bardic Performance, a bank of magical fog centered on you billows out to form a dark cloud with a radius of 10 feet. The cloud obscures all sight, including darkvision, beyond five feet, save your own. That is, everyone is affected by the fog except for you. While you're in this cloud you have total concealment (*50% chance to miss, attacker can't use slight to locate the object*). The cloud stays until your Bardic Performance ends, after which it dissipates.

Bardic Performance powers where allies or enemies must perceive you, such as inspire courage, work the same way even if the allies or enemies cannot see you.



CLOSE FIGHTING (GENERAL)

You've trained long and hard with allies, mastering your combat techniques when shoulder-to-shoulder with your allies.

Benefit: When adjacent to an ally that possesses the Close Fighting feat you gain a bonus to attack and damage rolls equal to one-half your ally's base attack bonus (*round down*).

COLD-BLOODED KILLER (COMBAT)

You quickly take advantage of helpless enemies and kill them in cold blood, banishing their souls just as if you had made a death attack.

Prerequisites: Assassin level 5th

Benefit: You add your assassin level to the Difficulty Class of Fortitude saving throws made to resist death when you coup de grace a victim. In addition, the effect of your true death class feature applies to creatures you slay with a coup de grace as well as those slain with a death attack, and you may also use the angel of death ability when you make a coup de grace in addition to when you make a death attack.

COLD-BLOODED LIAR

You are able to easily lie about death and killing.

Prerequisites: Cha 13+, 5+ ranks in Bluff, death attack class feature

Benefit: When you lie about death, killing, or your assignments as an assassin (*past, present, and future*), your lies are always considered "believable" for purposes of the circumstance penalty applied to your check, unless the lie would otherwise be considered "impossible," in which case you only have a -10 penalty. In addition, when you use innuendo to pass on a secret message about one of these topics, you get a +5 bonus to your Bluff check.

COMBAT MOMENTUM (FIGHTER)

Your attacks gain in power the as you cut through your enemies' ranks.

Prerequisites: Str 13+, Cleave, Great Cleave, Power Attack, base attack bonus +12

Benefit: If you deal a creature enough damage to drop a creature below 0 hit points in melee combat, you gain a cumulative +1 circumstance bonus to damage for all melee weapon attacks until the end of your current action.

COMPOSURE (GENERAL)

You've mastered the art of self-control and never let your true thoughts or feelings show.

Prerequisite: Perform (*Act*) 5 ranks, Sense Motive 8 ranks

Benefit: You gain a +2 competence bonus to ability checks, skill checks, and Will saves when someone attempts to force information from you.

CONFOUND THE CASTER

When you counter a spell, the you can confuse the thwarted caster.

Prerequisites: Cha 13+, Improved Counterspell, arcane trickster level 1st

Benefit: Whenever you successfully counter a spell, you may cause the caster of the countered spell to become confused for a number of rounds equal to your Charisma modifier (*minimum 1*). Your caster level for this effect is equal to your caster level. You may use this effect a number of times per day equal to your arcane trickster level.

CONTINUAL ELEMENTAL STING

Even after your initial strike, your opponents still feel the sting of your arrows. Your attack continues to char, shock, and freeze their skin until their breaths are taken from their bodies.

Prerequisite: Arcane Archer Level 6th

Benefit: Before you attack an opponent and decide to use either your Enchant Arrows (*Elemental*) or Enchant Arrows (*Elemental Burst*) ability, you may choose to have the damage that your arrows deal be ongoing damage. On a successful attack your arrow does the regular amount of damage. On your next turn, each target that is affected by Continual Elemental Sting must make a (*DC 20 + 1/2 your level in Arcane Archer*) or take damage as if they were hit by another arrow of the same type that you hit the target with before. The target continues to take damage until they make the save on your turn. You may use this ability a number of times per day equal to your level in Arcane Archer divided by two (*rounded down*).

COPPER DRAGON'S TRAP MASTERY

You gain the copper dragon's mastery of traps.

Prerequisites: Draconic bloodline (*must choose copper dragon*), dragon disciple level 1st

Benefit: You add half your dragon disciple level (*minimum +1*) to Craft (*traps*) checks and Perception checks made to locate traps, and you can also use Disable Device to disarm

magic traps as if you had the rogue's Trapfinding class feature. This feat does not grant you the other benefits of the Trapfinding class feature.

Normal: Normally only a rogue can use Disable Device to disarm magic traps.

CRAFT FETISH ITEM CREATION

You can create fetishes, items that contain spells you or another spellcaster can use.

Prerequisite: Spellcaster level 1st+.

Benefit: This feat works like Scribe Scroll, except it creates a fetish; an object of some type often a small doll; rather than a scroll. Like a scroll, the fetish is consumed after one use.

Special: Using a charm provokes an attack of opportunity and in all ways is just like reading a scroll.

CRIPPLING FINESSE (COMBAT)

Your precision is more important than your strength when you strike vital areas.

Prerequisites: Dex 15+, Weapon Focus (*light or one-handed piercing weapon*), duelist level 5th

Benefit: When you make a critical hit using a light or one-handed piercing weapon for which you have the Weapon Focus feat, you can use your Dexterity modifier in place of your Strength modifier when calculating the attack's damage.

CRITICAL AIM (FIGHTER, GENERAL)

You have become an expert marksman, enabling you to strike vulnerable spots with ruthless efficiency.

Prerequisites: Proficiency with a ranged weapon, Improved Critical, Weapon Focus, and Weapon Specialization with that ranged weapon, base attack bonus +11.

Benefit: When firing your chosen weapon, your critical multiplier is increased by one (*for example, a x3 critical multiplier becomes x4*).

Special: This feat may only be chosen with a ranged weapon. You may gain this feat more than once, choosing a different weapon for which you meet the prerequisites each time.

This effect does not stack with any other effect that increases the critical multiplier of a given weapon, but it does stack with the Improved Critical feat and other effects that increase a weapon's threat range (*though such effects still do not stack with each other*).

CRITICAL/ARROW/STORM

When you nock an arrow in your bow a tingling sensation comes over your fingers. You release the arrow as it soars through the air with magical energy, seeking out your target's weakest and most vital areas.

Prerequisite: Dex 19, Arcane Archer Level 7th

Benefit: When you use your hail of arrows ability, every arrow that strikes a target is automatically a confirmed critical hit.

CRUEL HUNTER

You are highly skilled at hunting and slaying your chosen enemies.

Prerequisites: Death attack, favored enemy, and track class features

Benefit: Your levels in assassin stack with levels in classes which grant the track class feature for purposes of determining your bonus to Survival checks to find and follow tracks. In addition, when you prepare to make a death attack against a creature that is a favored enemy, you need only take a move action each round to study your target.

GRUSADE

Kill them all, and let the gods sort them out.

Prerequisites: Vendetta feat; Demanding Challenge class feature (Cavalier 12th level)

Benefit: Expend all remaining uses of Challenge for the day. All opponents within 20 feet who can see and hear you are affected by your Challenge. At 18th level, this increases to 30 feet.

CRYPTIC SCRIBING [GENERAL]

In an attempt to hide their spellbooks many wizards have learned how to hide their spells in other various types of written works.

Prerequisites: Int 13+, Knowledge (*Arcana*) 5 ranks

Benefit: You can encode a spell within any written work, which is then treated as a spellbook. A spell hidden in such a way requires double the page count (*which can be reduced to the standard 1 page per spell level through the Efficient Study feat*) and requires you to succeed on a Knowledge (*Arcana*) check ($DC\ 15 + \text{spell level}$).

If you possess the Scribe Scroll feat, you may also encode scrolls within written works. This requires an additional day and a successful Knowledge (*Arcana*) check ($DC\ 20 + \text{spell level}$) in addition to the normal costs for scribing the scroll.

You gain a +2 bonus on your Knowledge (*Arcana*) checks when detecting or deciphering any other character's encoded spell or scroll.

Special: Any spellcaster may recognize an encoded spell by making an opposed Knowledge (*Arcana*) check against the original Knowledge (*Arcana*) check result of the caster who encoded the spell. A character who successfully encodes a spell can always read his own encoded spells without requiring a roll. If a character has reason to believe that a particular written work contains an encoded spell, he may take 10 on his Knowledge (*Arcana*) checks.

CULINARY/ASHE ITEM CREATION

This feat is sometimes called "upside-down cooking" is the ability to trap magical powers within common food items, alchemical or herbal drinks. The enchanted foods are magically protected from spoilage, and retain their magic indefinitely until used.

Prerequisites: Brew Potion, spellcaster level 3rd+

Benefit: This feat functions exactly like Brew Potion, except that the caster can make the potion appear as any sort of food desired including magical breads, cheeses, or meats, dry goods, fruit, gels, soups or stews and even pastes. The limits of this feat are left to the imagination of the player and the DM.

DANCE OF THE DEAD

Your movements and rhythm has the power to enervate all that watch you, including the dead!

Prerequisite: Bard Level 12th

Benefit: When using your Bardic Performance, you have the power to raise the dead as undead creatures. Dead creatures within a 50 foot radius of you are affected. Some dead creatures within a 50 foot radius are immediately enervated and are temporarily brought back from the dead under your control for as long as you are using your Bardic Performance.

Undead that you raise carry out any verbal commands that you give them to the best of their ability. When you end your Bardic Performance, the undead creatures return to their catatonic states. The number of hit dice worth of undead you can temporarily raise with this feat is equal to one-third of your Bard level (*rounded down*).

DANCE OF ETHER

Your amazing performance allows you to become ethereal!

Prerequisite: Bard Level 15th

Benefit: With this feat you can choose to be ethereal while using your Bardic Performance. You gain the bonuses and damage reduction granted to those that are ethereal. When you end your Bardic Performance and you're using this feat you are no longer ethereal.

DANCE OF SHADOWS AND MYSTERY

You are able to perform a special dance while within a shadowy area which creates your choice of one of several different supernatural effects.

Prerequisites: 8 or more ranks in Perform (*dance*), shadowdancer level 3rd

Benefit: While you are located in an dimly lit (*or darker*) area, as a standard action, you are able to begin dancing to initiate any one of several different magical effects. This effect lasts as long as you continue to dance and remain within a dimly lit area, and you can maintain it each round as a free action. You can use this ability a total number of rounds per day equal to twice your shadowdancer level. You may choose from the following effects: gain 5% concealment per level of shadowdancer you possess; cause a single target chosen when the ability is initiated to become confused (*as confusion*) unless it makes a successful Will save (*which it may remake each round in order to break the effect*); gain a 5 foot enhancement bonus to your speed for each level of shadowdancer you possess; double the range of your darkvision; create a mirror image of yourself (*as with the mirror image spell*); or gain a +1 bonus to Stealth checks for each level of shadowdancer you possess. Your caster level for this effect is equal to your shadowdancer level, and the Difficulty Class of any saving throws made against these effects is equal to 10 + your shadowdancer level + your Charisma modifier.

DANGEROUS DEFENSE (COMBAT)

When fighting defensively, your parry attempts are still made with your maximum skill.

Prerequisites: Combat Expertise, duelist level 5th

Benefit: Any parry attempts you make do not suffer the normal penalty that applies to your attacks when fighting defensively or using Combat Expertise. The penalty still applies to your attacks of opportunity made using the riposte ability in a round in which you are fighting defensively.

Normal: Normally all of your attacks suffer a -4 penalty when you fight defensively and a penalty of at least 1 when you use Combat Expertise.

DARK FOG SHOT

Your arrows have the ability to cause thick billowing smog to form around your target and those that are close by. You smile in glee as your targets struggle to strike you back while you pick them off without any trouble at all.

Prerequisite: Arcane Archer Level 3rd

Benefit: Before you shoot an arrow, you can choose to imbue it with Dark Fog power. If this attack is successful, a billowing cloud of smoke with a radius of 20 feet to extends outward from the arrow. Those that try to attack from inside the cloud suffer a penalty of -2 to hit because of the dark smoke. Those outside of the cloud of smoke attacking a target that is inside the smoke cloud suffers no to hit penalty. You can use the benefit from this feat a number of times equal to one-half of your level in Arcane Archer (*rounded down*).

DAZZLING STRIKE

Your combat expertise with your chosen weapon bedazzles your foes. Their eyes go wide as your steel dances over them, causing their lifeblood to spill to the ground.

Prerequisite: Fighter Level 4th

Benefit: When you successfully strike a foe, that foe must immediately make a DC 15 will save or be dazed until the end of your next turn. This feat affects all creatures, save undead.

DEAD SHOT (FIGHTER, GENERAL)

You are a skilled marksman and have learned to hit targets who are hiding behind cover.

Prerequisites: Point Blank Shot, Precise Shot, Dexterity 13+, Base Attack Bonus +4 or higher

Benefit: When using a ranged weapon against a target taking advantage of cover, the target is considered not to have cover and gains no AC bonus because of cover.

Special: This feat does not stack with other feats or abilities that lend modifiers to hit targets behind cover.

DEADLY DRAW (FIGHTER, PALADIN)

You are able to execute a powerful slicing attack as you remove your sword from its scabbard.

Prerequisites: Base attack bonus +7, Quick Draw

Benefit: If your weapons are not yet drawn you may, as your first action in any combat, draw your weapon and execute an attack action against any target within reach of you at the time you draw your weapon. In order to use this feat, drawing an attacking must be the first action you take

in the combat – you may not move or perform any other actions until your use of Deadly Draw is complete. The attack executed with this feat receives a +5 insight bonus to the attack roll as your training allows you to strike with startling precision.

DEADLY KI

Your ki power can be used to improve your deadly skills.

Prerequisites: Wis 13+, death attack and ki pool class features

Benefit: By spending 1 point from your ki pool, you can use any one of the following effects: increase the length of time a victim of your death attack remains paralyzed by 1 round; move up to half your speed as a swift action or draw a weapon as a free action during any round that you have also studied a potential death attack victim; increase the amount of time you have remaining in which to make a death attack after you have finished studying your victim by 1 round; or gain a +2 bonus to Stealth or Perception for 1 round.

DEADLY RIPOSTE (COMBAT)

You can make an extremely deadly riposte if you parry your opponent's attack with exceptional skill.

Prerequisites: Duelist level 9th

Benefit: Once per day when you parry an attack and beat the attacker's roll by 10 or more, if you elect to make a riposte following the parry, you can choose before making the attack roll to make the attack into a deadly riposte. If the attack successfully damages your opponent, they must make a Fortitude save (*DC 10 + your duelist level + your Intelligence modifier*) or die. If your attack misses or deals no damage, this ability is wasted with no effect.

DEADLY SURPRISE (COMBAT)

When you take up an unorthodox weapon in combat, you attack with surprising lethality.

Prerequisites: Catch Off-Guard, sneak attack class feature

Benefit: The first attack you make using each improvised weapon in a battle denies your opponent of their Dexterity bonus to AC (whether or not they are armed). In addition, your sneak attack damage from attacks with improvised weapons increases by 1d6.

DEATH BLOW (GENERAL)

Choose one type of weapon, once per day you're able to pierce an enemy's defenses, inflicting mortal damage.

Prerequisite: Improved Critical (*identical weapon type*), Base attack bonus +12

Benefit: When using the weapon you selected, any critical strike deals a number of points of damage equal to two times your Strength bonus. This damage is in addition to any other damage the strike inflicts.

Special: You can gain Death Blow multiple times. The effects do not stack. Each time you take the feat, it applies to a new type of weapon.

DEEPER POCKETS

Your pockets and packs contain even more trinkets and valuable objects that you can whip out at a moment's notice.

Prerequisites: Pathfinder chronicler level 4th

Benefit: You can carry up to 150 gp of unspecified equipment per class level using your deep pockets ability. Additionally, retrieving an item you specify at the time takes only a standard action. You can also choose to pack your gear in only 30 minutes and still receive the +4 bonus to your Strength to determine your light encumbrance, or you can choose to take a full hour and receive a +6 bonus. Finally, your bonus to Sleight of Hand checks made to conceal small objects on your person increases from +4 to +6.

Normal: See the deep pockets ability for its normal functions.

DEFENDER OF THE FAITH (PALADIN)

You have been blessed as a protector of life, guarding others and yourself against the ravages of the undead.

Prerequisites: Dex 13+, Wis 13+, Combat Reflexes, Paladin level 1st+

Benefit: If you are not flat-footed when an adjacent undead opponent's melee attack roll misses you or an adjacent ally by a margin equal to your base attack bonus times two, you may immediately take an attack of opportunity against that undead opponent.

DEVIAN'T WORSHIPPER

You have a skewed world view and have either rationalised the nature of your god, or worship an aspect of him, in a way that conforms to your own philosophy. Needless to say, others find you odd and have trouble understanding your reasoning.

Prerequisite: Cleric level 1st or higher

Benefit: You can have any alignment, regardless of the alignment of your god. Using your god's favoured weapon, casting spells from his domains and using his domain powers have no negative effects on your alignment. However, all your other actions, including the use of aligned spells which are not part of your domains will affect your alignment as normal.

Normal: Your alignment can only be one step removed from your god along either the good/evil axis or the law/chaos axis.

Special: Those with this feat are unlikely to be part of their god's organised religion and will probably be hunted or reviled by members of their own faith for their warped outlook. This feat can only be taken at 1st-level.

DEVIOUS BLOODLINE

You continue to gain spells from your sorcerous bloodline as you advance your skills in trickery.

Prerequisites: Sorcerer bloodline class feature, arcane trickster level 1st

Benefit: Your levels in arcane trickster stack with your sorcerer levels for purposes of determining which bloodline spells you know.

DEVIOUS SCAMPERING (COMBAT)

You move through obstacles more quickly than your opponents expect.

Prerequisites: Dex 15+, Nimble Moves, sneak attack class feature

Benefit: After moving through difficult terrain, your next melee attack during the same turn denies your opponent of their Dexterity bonus to AC. Your opponent is not denied their Dexterity bonus if you were already adjacent to the opponent before moving.

DIMENSIONAL SHOT

A force of unspeakable power rests within your arrows. Your foes' greatest fear isn't the sting of your missile, but whether they'll survive the cruel and harsh places where your arrows can send them.

Prerequisite: Arcane Archer Level 10th

Benefit: Once per day, you can choose to imbue your arrow with dimensional power. If you hit with this attack, on top of the normal damage your target receives the target must make a ($DC\ 20 + \text{your Arcane Archer level}$) Will save. If the target fails the save, then that target disappears from the current plane of existence that she is on, and reap-



pears on any plane, other than the one the target was on, when this ability was used on her.

DIRTY MAGICAL SHOT

Your level of dirty ranged fighting has extended to the realm of spellcasting. Whenever an opponent has his back turned to you, you know how to manipulate the magic in your arrow to target his weak point, doing severe amounts of damage.

Prerequisite: Arcane Archer Level 8th

Benefit: This feat works exactly the same way as the Dirty Shot feat, except that spell arrows that attack an enemy from behind do double the normal amount of damage.

DIRTY SHOT

You love to fight dirty from a long range. When an opponent's back is turned to you, you know how to hit them just right to cause them large amounts of pain.

Prerequisite: Arcane Archer Level 2nd

Benefit: Whenever you attack an opponent that has their back turned to you with an arrow and hit, your arrow does twice the normal amount of damage. This includes all types of damage except spell damage.

DISARMING EXPERT (FIGHTER)

You are an expert at disarming.

Prerequisites: Int 13+, Combat Expertise, Improved Disarm, base attack bonus +7.

Benefit: If you roll a natural 20 during an attempt to disarm a foe, your disarm attempt succeeds, regardless of the final modified attack roll of your foe.

DISARMING RIPOSTE (COMBAT)

You are skilled at disarming your opponents when you parry and counterattack.

Prerequisites: Int 13+, Combat Expertise, Improved Disarm, riposte class feature

Benefit: When you successfully parry an opponent's attack and make an attack of opportunity against the opponent, if you choose to try to disarm your opponent, you gain a +1 bonus to your Combat Maneuver Bonus per three levels of duelist that you possess. If you successfully disarm your opponent, you may choose to have their weapon land in any square within 10 feet of you.

DISCIPLE OF DRAGON FEAR

You are almost as terrifying as a true dragon.

Prerequisites: Cha 13+, Dragon disciple level 5th

Benefit: Whenever you use your breath weapon or claw attacks or fly over an opponent, you may take a swift activation to scare opponents within 30 feet. Opponents within that range must make a Will save (*DC 10 + your dragon disciple level + your Charisma modifier*) or become shaken for 1 round per level of dragon disciple you possess. Creatures with 5 or more Hit Dice fewer than you become frightened instead. Creatures that are subjected to this effect become immune to it for 24 hours.

DISTRACTING ILLUSIONIST

You are skilled at diverting your opponents' attention with your illusions.

Prerequisites: Cha 13+, sneak attack class feature, able to cast at least two illusion spells

Benefit: Whenever one of your opponents fails a Will saving throw against an illusion spell you cast, they lose their Dexterity bonus to AC against your attacks for a number of rounds equal to your Charisma modifier.

DIVERSE MASTERY

With your ability to learn quickly, you immediately gain knowledge in a number of different areas.

Prerequisites: Instant mastery (*loremaster secret*), Int 13+

Benefit: When you take this feat you gain 4 skill ranks which you may spend on any skills. These skill points are in addition to any others you gain normally and are spent just like any other skill points. You may not put more ranks into any given skill than you are normally allowed.

Normal: Normally you gain skill points only from gaining levels or Hit Dice.

DIVINE ARCANA (METAMAGIC)

You are able to imbue an arcane spell with holy or unholy energy.

Prerequisites: Channel energy class feature, mystic theurge level 1st

Benefit: A Divine Arcana is an arcane spell that you have imbued with divine energy so as to become holy or unholy (*depending on whether you channel positive or negative energy*). The Difficulty Class to resist a spell imbued with such energy increases by 2 for creatures that do not share the alignment of the spell (*good for holy spells or evil for unholy spells*) or by 4 for creatures with the opposite alignment. The Difficulty Class does not change for creatures which share the spell's alignment. A Divine Arcana spell

must be an arcane spell and it uses up a spell slot 2 levels higher than the spell's actual level.

DIVINE GIFTING

You have forged a special bond with your god and in times of great need you can call upon him to grant you spells outside of the normal rituals of your faith.

Prerequisite: Cleric level 3rd or higher

Benefit: You can pray to recover spells before you would normally be able to. However if you do so you cannot pray for spells for at least a full 24 hours and may not use this feat again until you have had a full 8 hours rest. So, for example if you normally pray for spells at dawn you can instead pray immediately, following all the normal rules for praying for spells. However, you will then not receive spells again for at least 24 hours.

Normal: A divine spell caster recovers her spells at a set time each day regardless of whether or not they rest.

DIVINE MAGIC

You have mastered one of the spells gifted to you by your god, until its use is like second nature.

Prerequisite: Domains class feature, Cleric level 7th or higher

Benefit: Choose one of your 1st-level domain spells to gain as a spell-like ability. You can then use this ability just as if you were casting the spell a number of times a day equal to 3 + your Wisdom bonus. You can still memorise the spell as normal and retain your 1st-level domain slot.

Special: You may take this feat twice, once for each of your two 1st-level domain spells.

DIVINE PROTECTOR (PALADIN)

You are blessed with additional magical aid.

Prerequisites: Wis 15+, Paladin level 4th+

Benefit: You may choose anyone clerical domain from among your deity's list of domains. You now have access to this domain as a cleric. You gain an additional spell per day that may only be chosen from this list of spells.

You gain the granted power of the domain and access to the first 4 levels of spells.

DIVINE SHIELD

You can sheath yourself in a nimbus of power fashioned from raw positive or negative energy.

Prerequisite: Channel energy class feature.

Benefit: As a standard action you can expend a use of your channel energy ability to create a shield around yourself of positive or negative energy – depending on which kind you normally channel. This shield lasts for a number of rounds equal to your level. During this time any creature striking you with a melee attack will take 1d6 points of damage, as long as they would normally be harmed by your channeling. Creatures are also permitted a Will save as normal to reduce this damage by half. Creatures can also touch you as a standard action to be healed for 1d6 points of damage if they would normally be healed by your channeling. This damage or healing increases to 2d6 at 5th-level, and then by an additional 1d6 for every 5 levels thereafter, to a maximum of 5d6 at 20th-level.

Normal: Channel energy

Special: You can use this feat again while your divine shield is still active to increase its duration by a number of rounds equal to your level.

DIVINE TRUTHS OF THE ARCANE

You can sacrifice divine magical energy in order to gain insights into magical arcana and spells.

Prerequisites: 5 or more ranks in Knowledge (*religion*), 5 or more ranks in Spellcraft, mystic theurge level 1st

Benefit: By sacrificing an uncast divine spell that you had prepared, you are able to gain a bonus to a Knowledge (*arcana*) or Spellcraft skill check equal to twice the level of the spell sacrificed, or a bonus equal to the level of the spell sacrificed to a single caster level check that you make in order to penetrate a creature's spell resistance. Using this ability is a swift action, and you may use it a number of times per day equal to one half of your mystic theurge level (*minimum 1*).

DOMAIN FOCUS

With prayer and practice you have become more deadly with your domain spells, making their effects harder to resist for your foes.

Prerequisite: Domains class feature.

Benefit: Add +1 to the Difficulty Class for all saving throws against spells from your domains. This also increases the Difficulty Class for saving throws against domain powers.

DOMAIN MASTERY

Through ceaseless prayer and adherence to the tenants of your faith you have gained a greater connection to the power of your god and the special blessings he bestows upon his faithful.

Prerequisite: Domains class feature, domain focus.

Benefit: Once a day you can cast any memorised domain spell without losing it from memory. In addition when preparing domain spells you can use a higher level slot to memorise a domain spell of a lower level. So for example a cleric could use his 3rd-level domain spell slot to memorise a 1st or 2nd level domain spell.

DOUBLE NOCK (FIGHTER, GENERAL)

You have practiced nocking and firing two arrows at once, without either shooting yourself in the hand or sending both arrows flying wild with each shot.

Prerequisites: Dexterity 15+, Point Blank Shot, Rapid Shot

Benefit: As a move equivalent action you can nock two arrows to your bow instead of one. In this way, your next attack with your bow will fire both arrows at your target. You make an attack roll with each of these arrows, with each attack suffering from a -5 circumstance penalty on the attack roll.

DRACONIC ATTRIBUTES

Your most basic attributes become even more like a dragon's.

Prerequisite: Dragon disciple level 2nd

Benefit: When you take this feat, choose Strength, Constitution, or Intelligence. That score increases by 2. Your Dexterity decreases by 2. This increase is gained as if through level advancement.

Special: You may take this feat more than once. Each time, choose a different ability score to increase. You may not increase the same score more than once with this feat.

DRAAGON DISCIPLE'S LAIR

You are very comfortable and alert in your chosen lair.

Prerequisites: Dragon disciple level 1st, must have a lair

Benefit: Choose a specific lair, such as a series of caves, a building, or a grove, which you make your home, just like a true dragon. While in this lair, you gain a bonus to Perception checks and initiative rolls equal to 1/2 your dragon disciple level (*minimum +1*) and you cannot be caught flat-footed. In addition, the DC of Perception checks made to discover any objects you hide in your lair increases by the same amount.

DRAAGON STYLE (COMBAT)

You overpower your opponent in combat with your sheer fighting supremacy.

Prerequisite: Improved Unarmed Strike, base attack bonus +6

Benefit: To use this feat, you must make a single unarmed attack as a standard action. If this unarmed attack hits, you deal damage normally, and the target must make a Fortitude saving throw (*DC 10 + 1/2 your character level + your Wis modifier*). If the save fails, the target is considered prone.

DRAAGON WING ATTACKS (COMBAT)

You have learned to attack with your draconic wings.

Prerequisites: Str 15+, wings bloodline power, dragon disciple level 5th

Benefit: You gain the ability to attack with your draconic wings during rounds in which you have grown your claws. The wings are treated as secondary natural weapons, allowing you to attack with them at a -5 penalty along with your other attacks. These attacks deal 1d4 points of damage (*1d3 if you are small*) plus 1/2 of your Strength modifier.

Normal: Normally your draconic wings grant you the ability to fly, but not to attack.

DRAAGON WING SHIELD (COMBAT)

You are able to use your mighty wings as a protective shield.

Prerequisites: Str 15+, wings bloodline power, dragon disciple level 5th, Dragon Wing Attacks

Benefit: During any round in which you have activated your claws and take a full-attack action, you can choose not to attack with your wings. If you do, you instead gain a shield bonus to Armor Class equal to 1/2 your dragon disciple level for 1 round.

DRAAGONBLOOD SPELL (METAMAGIC)

Your draconic blood allows you to be even more versatile with your spontaneous spells.

Prerequisite: Dragon disciple level 3rd

Benefit: Only a spontaneously-cast arcane spell can be cast as a dragonblood spell. You can apply any one of the following effects to a dragonblood spell at the time that you cast it: calculate the spell's caster-level dependent properties (*including any Spell Resistance rolls*) as if you were 1 level higher; change the energy damage dealt by a spell to damage of your energy type; increase the damage dealt by a spell which deals your energy type's damage by +1 per dragon disciple level; or increase the saving throw DC of the spell by 1. A dragonblood spell uses up a spell



slot one level higher than the spell's actual level. This feat may not be applied to the same spell more than once.

DREADED SHADOWDANCER

You are truly terrifying when you are in the shadows, able to frighten your enemies with ease.

Prerequisites: 5 or more ranks in Intimidate, Cha 15+, shadowdancer level 3rd

Benefit: While in dimly lit (*or darker*) areas, you gain a bonus to Intimidate checks equal to one-half your shadowdancer level. In addition, once per day you are able to cause all creatures within 10 feet per three levels of shadowdancer you possess to make a successful Will save or become frightened for 1 round per shadowdancer level. The DC of this saving throw is 10 + your shadowdancer level + your Charisma modifier, and you can only use this ability while in dimly lit (*or darker*) areas. This is a mind-affecting effect.

DREAMCHILD DRUID

You bind your being to the magical essence of the woodlands, gaining aspects of fey creatures.

Prerequisites: Druid level 5th+, Survival 10 ranks, Fey Blood

Benefit: You are immune to magical compulsions that affect humanoids like charm person and dominate person.

DRAINING STRIKE (COMBAT)

When you imbue your weapon with arcane energy, you can expend necromantic power to drain the life energy from your targets.

Prerequisites: Arcane Strike, Spell Focus (Necromancy), eldritch knight level 1st

Benefit: When you activate your Arcane Strike feat, you can expend an unused necromancy spell that you have prepared or a spell slot of a level in which you know at least one necromancy spell (for spontaneous casters). If you do, each time you successfully damage an opponent with an attack until your arcane strike ability ends on your next turn, you gain a number of temporary hit points equal to the level of the spell expended. This temporary hit points last for 1 minute per level of eldritch knight you possess.

DRUNKEN CHARGE (COMBAT)

Due to your intoxicated state, you can make charge attacks at unusual angles that startle your opponents.

Prerequisite: Ki Pool class feature, Drunken Demon

Benefit: Under the effects of the feat Drunken Demon, you can charge as normal up to twice his speed, but it does not need be in a straight line. In addition, if your movement through threatened squares provokes attack of opportunity, make a DC 15 Acrobatic check to negate the attack of opportunity.

As long as you are under the effects of the feat Drunken Demon, you can make use of this feat.

DRUNKEN DEMON (MONK)

The excesses of the drinking alcohol release a hidden power and strength inside of you.

Prerequisite: Ki Pool class feature

Benefit: Because of your Ki Pool, your body tolerates alcohol substance like wine, ale or other type of alcohol in a different manner than other people. As a move action you can drink a bottle of wine, tankard of ale or equivalent amount of alcohol. For each bottle or tankard of alcohol drunk, they will reduce their Wisdom and Intelligence by 2 points each, but increase either their Strength or Constitution (*character's choice*) by 2 points. A character may benefit from a number of drinks equal to half their class level. The duration of both the penalty and the bonus is a number of rounds equal to the character's monk level + 3.

As long as there is at least 1 point in his ki pool, you can make use of this feat.

DUELIST'S TAUNT (COMBAT)

You can strike fear into your opponents with your excellent swordplay.

Prerequisites: 5+ ranks in Intimidate, parry class feature

Benefit: Whenever you successfully parry or make an attack of opportunity with a light or one-handed piercing weapon, you can make an Intimidate check to demoralize the target of your parry or attack as a swift action. You may only use this ability against a given opponent once per round.

Normal: Demoralizing an opponent is normally a standard action.

DULCET SLUMBER

Your Bardic Performance causes all foes that hear or see it to feel a sense of drowsiness wash over them, causing their mind to drift slowly into unconsciousness.

Prerequisite: Bard Level 3rd

Benefit: When you are using your Bardic performance all enemies within 30 feet of you must make a will save whose DC modifier equals 10 plus one-half of your bard level (*rounded down*). Enemies that fail the save fall into a magical slumber. Those that are put to sleep in this way can be woken up but it takes a full round to do so.

As long as you are using your Bardic Performance this affect persists. When your performance ends all enemies under this affect are allowed to make a new saving throw to end the affect. Each round those affected make new saving throws, adding one to their saving throw for each round after the Bardic Performance ended. Allies are unaffected by Dulcet Slumber.

EAGLE CLAW STRIKE (GENERAL)

Your unarmed strike can pierce flesh with ease like a spear.

Prerequisites: Improved Unarmed Strike, base attack bonus +4

Benefit: To use this feat, you must make a single unarmed attack as a standard action. If you successfully strike your opponent with an unarmed strike, you can choose to do piercing damage instead with your improved unarmed strike.

EARS OF THE FOX (GENERAL)

Your sense of hearing is extremely keen.

Benefit: The character receives a +2 bonus to Perception checks and can make a Perception check with a -5 penalty to rouse from sleep upon hearing a menacing or otherwise loud noise.

EAR TO THE GROUND (GENERAL)

By lying down and placing your ear to the ground you are able to identify the location and distance of creatures in contact with the ground.

Benefit: As a full-round action you may lie down on the ground and by then placing your ear on the ground automatically detect the location of any creature in contact with the ground to a range of 30 ft.

Special: Wearing a helmet or anything that covers your ears automatically negates this ability. You may take this feat multiple times, each time after the first adding 10 ft. to its range to a maximum range of 60 ft.

EFFICIENT STUDY (GENERAL)

You are adept at taking quick notes, and can save space in spellbooks.

Benefit: When scribing spells into a spellbook, you may treat each spell as one level lower for determining page counts. Other spellcasters who do not also have the Efficient Study feat suffer a –5 penalty on their Spellcraft checks made to understand your spellbook.

Special: This feat may be taken as a bonus feat by wizards any time they qualify to take a bonus feat.

ELDRITCH/ALLY

When you are in great danger, you can quickly summon a monster to aid you.

Prerequisites: Arcane Battle Summoner, Augment Summoning, Spell Focus (Conjuration), eldritch knight level 4th

Benefit: Whenever an effect causes your Hit Points to be reduced to one quarter or fewer of their normal maximum amount, you can expend an unused spell slot as an immediate action in order to cast a summon monster spell of equal or lower level to the spell you expend. You do not provoke attacks of opportunity and do not need to use any spell components, unless the spell has costly material components, in which case the components are expended and they must be at hand.

ELDRITCH BATTLE LORE

You have expert knowledge of dangerous arcane creatures and magic.

Prerequisites: 7+ ranks in Knowledge (arcana) and Spellcraft, eldritch knight level 1st

Benefit: You gain a +1 bonus per level of eldritch knight you possess to all Knowledge (arcana) checks made about dangerous creatures and magical things, including harmful spells and dangerous magical events. In addition, once per day per three levels of eldritch knight you possess, you can re-roll a Spellcraft check made to identify a spell as it is being cast. You must choose to re-roll before learning the outcome of the roll and you must take the newer roll even if it is worse.

ELDRITCH PERFORMER

Your eldritch knight training is closely tied with your musical training.

Prerequisites: Bardic performance class feature, eldritch knight level 1st

Benefit: Your eldritch knight levels stack with your bard levels for purposes of determining the number of times per day that you can use your bardic performance abilities. In addition, every even level of eldritch knight that you attain

(2nd, 4th, etc.) counts as a bard level for purposes of determining which performance abilities you can use and how powerful your performances are.

ELDRITCH SLAYER [COMBAT]

Your spellcasting ability briefly becomes more powerful after you slay an opponent with a weapon.

Prerequisite: Eldritch knight level 1st

Benefit: Whenever one of your attacks with a melee or ranged weapon (not with a spell) causes your target to drop below 0 hit points, your caster level increases by 1 for the next spell you cast before the end of your next turn. If you bring multiple targets below 0 hit points during a round, this effect stacks with itself, increasing your caster level by 1 for each target. If you do not cast a spell before the end of your next turn, this bonus ends with no effect.

ELDRITCH STRIKE [COMBAT]

You can cause your arcane strike to be more powerful by expending magical energy.

Prerequisites: Arcane Strike, eldritch knight level 1st

Benefit: When you use Arcane Strike, you may choose to expend an uncast spell or spell slot (for spontaneous casters) in order to deal more damage with your attacks. Your attacks deal an additional +1 damage per level of the spell you expended. You can use this ability once per day per level of eldritch knight you possess.

ELDRITCH SURVIVAL [GENERAL]

You are able to survive otherwise deadly injuries by supplementing your life force with arcane energy.

Prerequisite: Caster level 3rd or higher

Benefit: When an attack would reduce you to 0 or fewer hit points, you can instantly expend one of your spell slots for the day as a free action to reduce the damage. You suffer one less hit point of damage per spell level thus expended. The character may only do this once per day and cannot expend more than one spell slot at a time.

EMPATHIC [GENERAL]

You sense the feelings of those around you.

Prerequisites: Wis 13+ or Cha 13+, Sense Motive 6 ranks

Benefit: You gain a +2 bonus to all Sense Motive checks and Diplomacy checks. In addition, you gain a +1 competence bonus to initiative checks.

EMPOWERED BLOOD (METAMAGIC)

You magic can be fueled with your own blood, increasing its potency.

Prerequisites: Druid level 1st+

Benefit: Prior to casting a spell, you may wound yourself to feed the magical energies you unleash. You may suffer 3 points of damage (*which cannot be prevented in any way*) to generate one of the following effects.

- The target's spell resistance is reduced by two.
- The spell DC is increased by 2.
- The spell deals +1 damage.

You may deal damage to your target in multiples of 3 to generate these effects, up to a number of times equal to 1 + your Constitution bonus (*if any*).

Special: A spell need not be prepared ahead of time as an empowered blood spell in order to take advantage of this feat.

EMULATE THE LEGENDS

You gain the ability to emulate the legends of old, gaining great prowess and bloodlust in battle.

Prerequisites: Pathfinder chronicler level 7th

Benefit: Once per day you are able to fly into a bloodlust reminiscent of the legends you have heard of. Your Strength score increases to 18 (*if it is lower than 18*) and your base attack bonus becomes equal to your Hit Dice. Your Constitution score also temporarily increases by 4: see the description of the barbarian's rage class feature for the behavior of this Constitution score increase. These benefits last for a number of consecutive rounds equal to your pathfinder chronicler level.

EMULATE THE EXALTED DEAD

When you emulate the legends of old, you gain abilities reminiscent of the exalted dead.

Prerequisites: Emulate the Legends, pathfinder chronicler level 10th

Benefit: When you use the ability granted by the Emulate the Legends feat, you also gain the following benefits: a 50% miss chance; an additional +2 bonus to your Constitution score; the ability to fly with a speed of 30 feet and good maneuverability, using either your Fly skill check bonus or a bonus equal to your pathfinder chronicler level, whichever is higher; and finally, you gain the appearance of a spectral warrior, and any enemy that beholds you must succeed at a Will save or become shaken until you regain

your normal appearance (*DC 15 + your Charisma modifier*).

ENCHANT ARROW (GENERAL)

You may transfer spell energy to an arrow or bolt, creating a temporary magical weapon.

Prerequisite: Ability to cast arcane or divine spells

Benefit: As a swift action you may enchant a readied arrow or loaded crossbow bolt. One prepared spell is immediately lost and the arrow or bolt gains an enchantment bonus equal to the level of the lost spell +1 (*limit +5*). The arrow or bolt is treated as magical ammunition for all intents and purposes.

ENDLESS PARRYING (COMBAT)

You are able to parry as many attacks as you would normally be able to make.

Prerequisites: Combat Reflexes, Quick Parry, parry class feature

Benefit: You can elect not to take any number of the attacks you would make using a full attack action, and instead reserve them to attempt to parry multiple attacks. You can only attempt to parry any given attack one time, and you can choose which attack that you have set aside to use for each parry attempt. (*You do not need to use your best attack first.*)

Normal: Normally you are only able to reserve one attack from each full attack action in order to make a parry attempt.

ENDLESS TRICKY SPELLS

You are able to conceal nearly all of your spellcasting.

Prerequisites: Tricky spells class feature, Extra Tricky Spells, 15+ ranks in Stealth

Benefit: You can use your tricky spells class feature a number of times per day equal to twice your arcane trickster class level instead of the normal amount.

ENDURING PERFORMER

When using your Bardic Performance, you have a longevity that most bards envy you for. By the time most are exhausted from their performances, you're still going as strongly as you were when you first started.

Prerequisite: Bard Level 6th

Benefit: For every level of bard you gain after you take this feat, instead of being able to use your Bardic Performance for 2 additional rounds per level, you are

able to use it for 3 additional rounds per level. Additional rounds of Bardic Performance cannot be gained retroactively.

ENERGIZED DEADLY STRIKE [COMBAT]

You can imbue your death attacks with magical energy.

Prerequisites: Int 13+, 5+ ranks in Spellcraft, Arcane Strike, assassin level 1st, ability to cast arcane spells

Benefit: When you make a death attack which has been modified by the Arcane Strike feat, you may choose to convert the attack's sneak attack damage to energy damage of a specific type, such as fire or cold damage. If your target has a vulnerability against the chosen energy type, the save DC to resist the death attack increases by 2. You may use this ability a number of times per day equal to your Intelligence modifier. In order to convert the damage to energy damage of a given type, you must know or have written in your spellbook at least one spell which deals damage of that type, though you need not have the spell prepared.

ENERGIZED DRAGON WING ATTACKS [COMBAT]

Your wing attacks deal energy damage in addition to their normal damage.

Prerequisites: Str 15+, wings bloodline power, Dragon Wing Attacks, dragon disciple level 5th

Benefit: Your wing attacks deal an additional 1d6 points of damage of your energy type on a successful hit.

ENERGY STRIKE [COMBAT]

When you imbue your weapon with arcane energy, you can expend evocation power to deal energy damage instead of normal damage.

Prerequisites: Arcane Strike, Spell Focus (Evocation), eldritch knight level 1st

Benefit: When you activate your Arcane Strike feat, you can expend an unused evocation spell that you have prepared or a spell slot of a level in which you know at least one evocation spell (for spontaneous casters). If you do, choose an energy type. All of the normal damage dealt by your attack becomes damage of that energy type. In addition, your attack deals 1 additional damage of that type per level of the spell expended. These effects last until your arcane strike ability ends on your next turn.

ENSPELLING SCRIPT

You can cause those who don't understand your secret writing to suffer from various magical effects.

Prerequisites: Int 15+, 7 or more ranks in Linguistics and Spellcraft, pathfinder chronicler level 3rd

Benefit: When you write something using your secret language, you can spend an extra hour enchanting the writing so that the first person to try to read it who does not understand it suffers from a harmful magical effect. You choose the effect from the following list at the time of writing: the reader takes 1d6 damage per level of pathfinder chronicler you possess; or the reader is stunned for 1 round per level; or the reader takes a -2 penalty to all mental ability scores for 1 minute per level; or the reader's attitude towards you improves by 1 step for 1 minute per level. Each effect can be resisted by a successful Will save with a DC equal to 10 + your pathfinder chronicler level + your Intelligence modifier. Your caster level for these effects is equal to your pathfinder chronicler level. The magic fades after a single creature that does not understand the script attempts to read it, whether or not their saving throw is successful.

ERRATIC STYLE [COMBAT]

You can adopt a strange, erratic fighting style which confuses your opponents.

Prerequisites: Dex 13+, 5+ ranks in Perform (*Dance*), duelist level 1st

Benefit: As a move action you can enter into an erratic fighting style which reduces your speed by 10 feet and gives you a -2 penalty to Armor Class, but causes your opponents to lose their Dexterity bonus to Armor Class against your attacks. You can continue to use this ability as a swift action each round once you have started, and you can use it for a number of rounds per day equal to twice your duelist level. The rounds need not be consecutive. In addition, while using this ability, you can use your Perform (*Dance*) skill in place of an attack roll once per round when you attempt to parry an attack.

ETERNAL BLOOD

Your lifespan has been extended by your draconic heritage.

Prerequisite: Dragon disciple level 5th

Benefit: When you take this feat, increase the maximum limit of each of your age categories by 20 years for purposes of determining when you accumulate physical ability score penalties. Your mental ability scores still increase at the normal age. (*For example, a human who has taken this feat will become middle-aged when she becomes 55 years old rather than 35 years old, but when she turns 35 she still increases her mental ability scores by 1.*) In addition, you cannot be aged by magical effects.

Special: You may take this feat up to one time per level of dragon disciple you possess. Its effects stack.

ENTHRALLING SHOT

Your missiles have the power to make even the most powerful, antagonizing creature that faces you your loyal slave. You are able to turn your foes against each other, and even cause them to destroy themselves.

Prerequisite: Arcane Archer Level 8th

Benefit: Before you attack with your bow, you may choose to imbue your arrow with enthralling power. If you hit with that arrow then your target must make a (*DC 20 + Your Level in Arcane Archer*) Will save or be dominated. A dominated target will carry out any task that is given to it, beginning on your next turn after it has been enthralled. If you give the dominated target an order that drastically goes against its nature, such as killing itself or attacking one of their allies, they are allowed to make another saving throw with a +5 bonus to their Will Save. A failed saving throw means that the target carries out the action. A target can be dominated this way for a number of hours equal to your level in Arcane Archer, after which the affects wear off.

EXECUTIONER'S BLOW (GENERAL)

You lash out during battle, slashing your opponent's neck, stabbing through the eye, or striking another vital area.

Prerequisites: Improved Coup de Grace, Power Attack

Benefit: Once per day, with any melee weapon and as a full-round action, you may make a coup de grace attempt on an opponent as if that opponent was helpless.

EXTREME RESILIENCY (COMBAT)

You keep going long after you should be out of the fight.

Prerequisites: Con 13+, Resiliency rogue talent

Benefit: When you gain temporary hit points from the resiliency rogue talent, you gain twice as many as your rogue level and they last a number of minutes equal to your rogue level.

Normal: You gain a number of temporary hit points equal to your rogue level and they last for 1 minute.

EXTEND AURA OF COURAGE (PALADIN)

By concentrating, you can extend the area affected by your aura of courage.

Prerequisite: Aura of courage ability

Benefit: As a standard action, you may make a Concentration check. The DC for this check is equal to



the desired size of your aura of courage – for example, an aura twenty feet in radius would be DC 20. If the check succeeds, you may maintain this expanded aura as long as you concentrate.

EXTENDED DRAGON FORM

You can choose to force yourself to remain in the form of a dragon for a longer period of time.

Prerequisite: Dragon disciple level 7th

Benefit: Whenever you take the shape of a dragon using a form of the dragon spell (*of any level*), you may choose to double the duration of the spell when you cast it. However, if you do, you must remain in the form of a dragon for the full doubled duration of the spell. You are unable to dismiss it.

EXTRA ANIMAL COMPANION [GENERAL]

You have an additional animal companion.

Prerequisites: Nature Bond (*Animal Companion*), Druid level 5th+

Benefit: You gain an additional animal companion. This animal companion may be the same type as your first or completely different.

Special: You can gain this feat multiple times. Each time you may choose another animal companion.

EXTRA CHALLENGE

You may challenge additional times per day.

Prerequisite: Challenge class feature

Benefit: You may challenge 2 additional times per day.

Special: You may take Extra Challenge multiple times. Its effects stack.

EXTRA IMPROMPTU SNEAK/ATTACK [COMBAT]

You can make impromptu sneak attacks more often.

Prerequisite: Arcane trickster level 7th

Benefit: You can make an impromptu sneak attack 2 additional times per day.

EXTRA SHADOW JUMPING

You are able to jump through the shadows more often each day.

Prerequisites: Shadowdancer level 4th

Benefit: The total amount of distance that you are able to jump each day using your shadow jump ability increases

by 10 feet per level of shadowdancer you possess, to a total of 420 feet at 10th level of shadowdancer. These additional feet of distance may be used normally or in conjunction with the Improved Shadow Jump and Swift Shadow Jump feats in order to jump more quickly.

EXTRA SHADOW POWER

You may use your shadow evocation abilities one additional time per day.

Prerequisites: Shadowdancer level 8th

Benefit: You may use your shadow power class feature to create a shadow evocation effect one additional time per day.

Normal: Normally a shadowdancer is able to use the shadow power ability once per day at 8th level and twice per day at 10th level.

EXTRA SPELL SYNTHESIS

You are able to use your spell synthesis ability more than once per day.

Prerequisites: 16 or more ranks in Spellcraft, Mystic theurge level 10th

Benefit: You are able to use your spell synthesis ability one additional time per day.

Normal: Normally you are only able to use the spell synthesis ability once per day.

Special: You may take this feat more than once.

EXTRA TRICKY SPELLS

You can hide your spellcasting more often than normal.

Prerequisites: Tricky spells class feature, 10+ ranks in Stealth

Benefit: You can use your tricky spells class feature a number of times per day equal to your arcane trickster class level instead of the normal amount.

EYE FOR DEATH [COMBAT]

You are able to visualize your victim's imminent death, reducing the amount of time needed to study them before making a death attack.

Prerequisites: 9+ ranks in Perception, death attack class feature

Benefit: You need only study your victims for 2 rounds before being able to make a death attack against them. If you do not launch the attack within 4 rounds of completing the study, 2 new rounds of study are required. If you

choose to study your victim for 3 rounds instead of 2, you may increase the DC of the saving throw to resist the death attack by 1.

Normal: You must study your victim for 3 rounds and make the attack within 3 rounds of completing the study.

EYE FOR TREASURE

Your knowledge of treasures allows you to easily distinguish the most valuable item in a group and determine the auras of magical items.

Prerequisites: Int 13+, 5+ ranks in Appraise

Benefit: When you make an Appraise check to determine the most valuable item in a treasure hoard, you may do so as a free action, and you receive a +4 bonus to the check. If your check is successful, you determine whether or not the object is magical, and if it is non-magical, you determine its value.

In addition, when you are able to determine that an item is magical, you also determine the strongest magical aura (*or auras*) that the item possesses.

Normal: Determining the most valuable item in a treasure hoard takes 1 full-round action and you must make a separate check to appraise it. You may not determine magical auras with the Appraise skill.

EYES OF THE DRAGON

Your vision improves further, becoming even more like a dragon's.

Prerequisite: Dragon disciple level 5th

Benefit: You are able to see four times as well as a human in dim light: increase the radius of dim light sources when calculating how far you can see. In addition, you gain darkvision to a range of 20 feet. If you already have darkvision, increase its range by 20 feet. Finally, you gain a +2 bonus to Perception checks as long as you are able to see.

EYES OF THE GODS [GENERAL]

Your faith allows you to spot undead without fail.

Prerequisites: Wis 13+, cleric or paladin level 3rd+

Benefit: You may use divination spells, such as detect undead or true seeing, to detect resurrected or reincarnated characters.

EYES OF THE TIGER [MONK]

You can strike fear in your opponents just by your mere presence.

Prerequisite: Ki Pool class feature

Benefit: Because of your Ki Pool, you gain a +4 bonus on Intimidate checks and can demoralize all opponents within 60 feet as a move action and long as they can clearly see and hear you.

As long as there is at least 1 point in his ki pool, you can make use this feat.

FAILED SPELL RECOVERY

When your armor causes you to fail at casting a spell, you do not lose the spell or spell slot and can use it again later.

Prerequisites: Arcane Armor Training, Arcane Armor Mastery, Armor Proficiency, Medium, caster level 9th

Benefit: When you fail to cast a spell as the result of an arcane spell failure roll, you do not lose the spell or spell slot. You still fail to cast the spell and the action you used to cast it is wasted, but you can attempt to cast the spell again later.

Normal: Normally when you fail to cast a spell as a result of an arcane spell failure roll, you lose the spell.

FALSE DEATH

You can cause your victims to appear dead while actually remaining alive.

Prerequisites: Int 13+, true death class feature

Benefit: When you successfully make a death attack against a creature and choose to paralyze it, the creature remains helpless for a number of hours equal to your assassin level. During this time, they appear dead and cannot take any actions, though they are still able to perceive their immediate surroundings. A creature that studies the victim for a full minute and makes a successful Perception check (**DC 20 + your assassin level + your Intelligence modifier**) is able to determine that the victim is paralyzed but not dead.

FALSE PAIN [COMBAT]

You pretend to be more hurt than you truly are in order to gain an advantage over your opponents.

Prerequisites: 5+ ranks in Bluff, duelist level 2nd

Benefit: When you attempt to feint or parry against an opponent that has successfully damaged you within the last round, you gain a +1 bonus to your Bluff check or parry attack roll. This bonus increases to +2 if you are below 50% of your maximum Hit Points, to +3 if you are below 75% of your maximum Hit Points, and to +4 if you are below 90% of your maximum Hit Points.

FATAL FLOURISH (COMBAT)

Your swift attacks with a single blade are difficult for your opponents to follow.

Prerequisites: Single-Blade Style, Weapon Finesse, 5+ ranks in Bluff

Benefit: When you use Bluff to feint in combat while wielding a light blade in one hand and not wielding a weapon or shield with your other arm, you get a +2 bonus on your Bluff check and, if the feint is successful, your critical threat range is doubled (*e.g., from 19-20 to 17-20*) for your next attack. This ability does not stack with other abilities which improve your critical threat range.

FANNING STRIKE

With your blade you are able to conjure a gale force around yourself, protecting you from your enemies and damaging the ones that are foolish enough to strike you.

Prerequisite: Fighter Level 6th

Benefit: Once per day, as a free action, you are able to swing your weapon around in a circle, causing a shell of wind to form around you for a number of combat rounds equal to your fighter level divided by three (*rounded down*). This shell provides three benefits. First it grants you concealment (*20% chance to miss you*). Any foe that attempts to strike you is buffeted by the winds and takes d6 damage. Also, any foe that strikes you must make a DC 15 Fortitude save or fall to the ground.

Special: You may take this feat multiple times to use its ability more than once per day. The number of times you may use it equal the number of times you take the feat.

FAVOURED WEAPON FOCUS

You are in tune with the mystic properties and divine nature of your god's favoured weapon and when in your hands it is so much more than a simple blade, bow or bludgeon.

Prerequisite: Cleric level 1st or higher, Weapon Focus in your god's favoured weapon

Benefit: When wielding your god's favoured weapon you can reroll the damage dice on a successful hit, though you must accept the second result. Addition dice from such sources as sneak attack, magical properties or spells are never rerolled.

In addition your god's favoured weapon counts as a divine focus for the purposes of casting spells.

FEY BLOOD (DRUID)

You have fey blood running in your veins.

Prerequisites: Cha 13+, Druid level 1st

Benefit: When determining bonus spells by spell level and maximum spell level known, you may use your highest ability score in place of the appropriate one. In addition, the saving throw DC for all your spells is increased by 1.

Special: This feat can only be chosen at 1st level.

FEY MAGIC (DRUID)

Your magic is rooted in illusion, but still potent to those without fey blood.

Prerequisites: Cha 15+, Druid level 4th+, Fey Blood

Benefit: Your magic draws upon the power of the fey. Fey magic, although rooted in illusionary glamor, is powerful and difficult to resist. All spells you cast are considered Illusion (*Glamour*) spells in addition to any other spell type. Non-fey creatures targeted by your spells make saving throws (*if any*) as willpower saves. Due to the strength of your Fey Blood, the saving throw DC of your spells is increase by 4. On a successful save, however, the effect is negated, no matter the terms of the spell.

This bonus stacks with other DC spell increases.

Special: You can gain this feat multiple times. Each time you gain this feat, your spell DC increases by 2.

FINAL TRICK (COMBAT)

You always have one last trick up your sleeve.

Prerequisites: Arcane trickster level 3rd, resiliency rogue talent

Benefit: When you activate your resiliency rogue talent to gain temporary hit points, you may also activate any 1 of the following spell effects for a duration of 1 round per 3 caster levels: invisibility; haste; levitate; or protection from energy. Your caster level for these effects is equal to your caster level. In order to use any of the effects listed you must know the spell or have it scribed in your spellbook, but you need not have it prepared.

FIRST BLOOD (COMBAT)

When you score first blood against an opponent, the wound continues to bleed.

Prerequisite: Precise strike class feature

Benefit: Whenever you successfully damage an opponent that has not yet taken damage in a battle, if you deal precise strike damage, it is considered hit point bleed damage instead of normal damage. Creatures that are immune to your precise strike damage do not take any bleed damage, and this effect only works if you have not

yet taken damage from that opponent in the encounter. As normal, the precise strike damage is equal to your duelist level and you must strike with a light or one-handed piercing weapon.

FIST OF THE DRAGON [GENERAL]

You have learned to harness the power inside to deliver powerful unarmed strikes.

Prerequisites: Improved Unarmed Strike, base attack bonus +6 or higher.

Benefit: If you successfully strike your opponent with an unarmed strike, roll two dice, taking the better result.

FIST OF THE GODS [PALADIN]

The holy force of the gods flows through you, touching you as a true warrior of the faith.

Prerequisites: Wis 13+, Eyes of the Gods, Paladin level 3rd+.

Benefit: You may use you channel positive energy on resurrected and reincarnated characters as if they were undead. In addition, characters may use their smite ability against resurrected and reincarnated characters or targets.

FLAME SONG

As you inspire your allies in battle, your body erupts into flame, charring any opponent that dares to strike you.

Prerequisite: Bard Level 1st

Benefit: When you begin your Bardic Performance, your body erupts into orange flame. These fires don't harm you; however they can be harmful to an opponent. If an opponent strikes and hits you with a melee weapon, the flames form a tendril and lash out at the foe, causing 1d4 fire damage. This effect continues as long as you're using your Bardic Performance. When you end your Bardic Performance, the flames dissipate and you return to normal.

FLANKING HORSE [FIGHTER, PALADIN]

You are so well-trained in fighting from your horse that you are able to effectively flank a target while mounted – without the need for an ally on the target's opposite side.

Prerequisites: Mounted Combat, Riding Skill 10 ranks and base attack bonus +6 or higher

Benefit: Whenever you are mounted, your horse is able to distract a medium-size or smaller opponent to such a degree that your target is considered flanked against any attacks which you or the mount make. Your horse may not

move more than a 5 foot step during any round in which a target is virtually flanked in this way.

Normal: A target is normally only flanked when two or more opponents are on opposite sides of the target.

FLEXIBLE KNOWLEDGE

Each day you are able to focus on particular fields of knowledge while ignoring others.

Prerequisites: Int 17+, loremaster level 5th

Benefit: Each day when you prepare spells, you may move any number of ranks you possess in your Knowledge skills into other Knowledge skills in which you already have at least 1 rank. You may not place more ranks into a given skill than you are normally allowed. These ranks remain in these Knowledge skills until you once again study spells and choose how to focus your Knowledge.

Normal: Normally your skill ranks remain permanently in the skills you have chosen.

FLIRTATIOUS FIBBER

You easily deceive those who are attracted to you.

Prerequisites: Cha 13+, 3+ ranks in Bluff

Benefit: When you use Bluff to fool a target who is physically or romantically attracted to you, you get a +4 bonus to your check, and you reduce the penalties associated with the believability of the lie by 50% (e.g., from -5 to -2 or from -20 to -10).

FLOW LIKE WATER [GENERAL]

Your body is extremely supple and difficult to grasp.

Prerequisite: Escape Artist 5 ranks

Benefit: You gain a +4 bonus to Escape Artist checks when used to break a grappling pin. In addition, you suffer only a -2 penalty to AC while pinned by an opponent.

Normal: While a character is pinned, he takes a -4 penalty to his AC against opponents other than the one pinning him.

FLUMMOX THE FIGHTER [COMBAT]

When you dodge an attack of opportunity, you can confuse your would-be assailant.

Prerequisites: Dex and Cha 13+, Dodge, arcane trickster level 1st

Benefit: When an opponent makes an attack of opportunity against you and misses, you may cause the attacker to become confused for a number of rounds equal to your



Charisma modifier (*minimum 1*). Your caster level for this effect is equal to your caster level. You may use this effect a number of times per day equal to your arcane trickster level.

FOCUSED AFFLICTION LORE

You choose one specific field of knowledge and the maladies encompassed by it, and by focusing on that field, you are able to use your knowledge exclusively to resist those maladies.

Prerequisites: Skill Focus (*any knowledge skill*), lore of true stamina (*lore master secret*), Int 13+

Benefit: When you take this feat, choose one Knowledge skill which you have improved with the Skill Focus feat. Whenever you make a Fortitude save to resist an effect encompassed by that Knowledge skill, you may use your Knowledge skill check in place of your Fortitude save bonus to resist the effect. For example, Knowledge (*arcana*) would allow you to resist effects created by dragons, constructs, and magical beasts in this way. Refer to the Knowledge skill list for the topics covered by each knowledge skill.

Special: You may take this feat more than once. Each time, it applies to a new Knowledge skill which you have improved with the Skill Focus feat.

FOCUSED RESISTANCE

At the beginning of each day, you focus on resisting the mental attacks of one type of creature that you have knowledge of, and your resistance against these attacks is strengthened.

Prerequisites: Wis 15+, secrets of inner strength (*lore master secret*)

Benefit: At the beginning of each day, when you prepare spells, you may also choose one creature type that is covered under a Knowledge skill which you possess at least 7 ranks in. For the next 24 hours, you gain a +1 bonus per two levels of lore master you possess to Will saving throws made to resist effects caused by creatures of that type (*for example, spells they cast and their special attacks*). You may choose a different creature type each day when you prepare spells, but you may not change that creature type until you have rested a full 8 hours and once again prepare spells.

FOLLOW THRU (GENERAL)

You may pursue those who attempt to flee your grasp.

Prerequisites: Sticking

Benefit: When an opponent moves out of your threatened area, you may immediately make a Reflex save (*DC equal*

to opponent's *Dexterity* score). If successful, you may immediately take a 5-foot step toward the opponent to keep him in your threatened area. Effectively, if he moves again, he has moved twice through your threatened area.

FORM OF MIXED BLOOD

You are able to take the form of a dragon of another bloodline.

Prerequisites: Dragon form class feature, dragon disciple level 7th

Benefit: When you take the shape of a dragon using your dragon form class feature, you are able to become a dragon of any type. However, the duration of the spell is half as long as it normally is.

Normal: Normally you are only able to assume the form of a dragon of your bloodline with the dragon form ability.

FORKED CHANNELLING

Your skill with channelling energy is such that you can create separate tendrils of power simultaneously; both harming and healing at the same time.

Prerequisite: Channel energy class feature, Cleric level 3rd or higher

Benefit: When you channel energy you can choose to split your dice between healing and damage. So for example a 5th-level cleric channelling energy with a channel energy of 3 dice could choose to either have 1 dice inflict damage and 2 dice heal wounds or vice versa. In all other respects channel energy remains the same when using this feat.

Normal: When using channel energy a character must choose to either inflict damage or heal wounds.

FURIOUS REFLEXES

You can channel your rage into increasing your speed and agility rather than your strength.

Prerequisites: Rage class feature.

Benefits: When entering a rage you can choose to gain a +4 for moral bonus to *Dexterity* instead of a +4 moral bonus to *Strength*. In all other respects your rage functions as normal.

Normal: When a barbarian rages he gains a +4 moral bonus to *Strength* and *Constitution* and a +2 moral bonus to *Will* saves. He gains 2 additional hit points per Hit Dice and suffers a -2 to his Armour Class. He cannot use any *Charisma*, *Dexterity* or *Intelligence* based skills (*except Acrobatics, Fly, Intimidate or Ride*) or any ability that requires patience or concentration.

GARDENER (METAMAGIC)

All plant-based spells are cast as if you were two levels higher.

Prerequisites: Ability to cast control plants.

Benefit: Whenever you cast a spell that alters, controls, creates, repels or summons a living plant, you cast the spell at your current level plus two. This feat has no affect on spells that transmute or manipulate wood. Spells influenced by this feat include control plants, diminish plants, entangle and plant growth. Spells such as warp wood and wood shape do not receive the benefits of this feat because they alter the properties of non-living plant material.

GHOST TOUCH SPELL (METAMAGIC)

You know how to cast spells that affect both material and ethereal creatures with equal strength.

Prerequisite: Knowledge (*Planes*) 10 ranks

Benefit: Casting a spell augmented with this feat causes the spell to manifest in the Ethereal Plane as well as the Material Plane. This causes it to affect all incorporeal and ethereal creatures in the area of effect in addition to all material creatures in the area of effect. This metamagic feat cannot be applied to summoning spells.

A ghost spell takes up a spell slot one level higher than normal.

GIANT-DUELER (COMBAT)

You are skilled at parrying foes that outmatch you in terms of size.

Prerequisites: Dex 15+, parry class feature

Benefit: When you attempt to parry an attack made by a creature of a larger size category, you only suffer a -2 penalty to your attack roll for each size category that the attacker is larger than you. In addition, when you successfully parry a such an attack, you gain a +1 bonus per size category that the attacker is larger to your next melee attack roll made within 1 round against that creature.

Normal: Normally you suffer a -4 penalty to your parry attack roll for each size category that the attacker is larger than you.

GIVE GROUND (COMBAT)

You let your opponents pull off their combat maneuvers against you in order to trick them into thinking you have let down your defenses.

Prerequisites: Dex 15+, Duelist level 6th

Benefit: You can choose to allow your opponents to automatically succeed with the combat maneuvers they make against you. When you do, you gain a +1 bonus per three levels of duelist you possess on all parry and riposte attack rolls made against that opponent until the end of the opponent's next turn.

GNOMISH TRICKS

You have learned even more tricks during your life as a gnome.

Prerequisites: Cha 13+, gnome, arcane trickster level 1st

Benefit: Twice per day you can use any one of the following spell-like abilities: animate rope; disguise self; grease; hypnotism; or hold portal. The caster level for these effects is equal to your level. The saving throw DC for these spells is equal to 11 + your Charisma modifier.

GOLD DRAGON'S GEM DETECTION

You gain the gold dragon's ability to detect gems.

Prerequisites: Draconic bloodline (*must choose gold dragon*), dragon disciple level 1st

Benefit: Twice per day as a standard action you are able to magically detect gems. This ability functions as locate object, except it can only be used to locate gemstones. Your caster level for this effect is equal to your arcane spellcaster level tied to the dragon disciple class.

GRACE OF THE FEY (DRUID)

Fey blood makes you swift and graceful, providing you an unnatural combat sense with fey weapons.

Prerequisites: Dex 15+, Cha 15+, Druid level 1st

Benefit: You are proficient with the longsword or rapier as well as the short bow, longbow, short composite bow, and long composite bow. If you are already proficient with these weapons you gain a +1 bonus to attack rolls with them.

Special: This feat can only be chosen at 1st level.

GRAPPLING STRIKE (GENERAL)

You are an expert wrestler, able to subdue your opponents with painful arm locks and holds.

Prerequisites: Str 13+, Improved Unarmed Strike, Improved Grapple, Lightning Reflexes

Benefit: To use this feat, you must make a single unarmed attack as a standard action and you must declare you are using the feat before your attack roll. If successful with your unarmed strike, you may attempt a grapple as a free

action without provoking an attack of opportunity. Once a grapple successfully, you may take action as normal starting the next round, following the standard rules for grappling.

GREATER ACCURATE SPELLS

Your spells are even more difficult to dodge.

Prerequisites: Sneak attack +3d6, 5+ ranks in Spellcraft

Benefit: Add +1 to the Difficulty Class for all Reflex saves against spells you cast. Add an additional +1 to the Difficulty Class for targets who are flat-footed. These bonuses stack with the bonuses from Accurate Spells.

GREATER AID

You offer great assistance to your allies, giving them a chance to succeed even when they would otherwise fail.

Prerequisites: Pathfinder chronicler level 5th

Benefit: When you use the aid another action, you can grant your ally the ability to re-roll the check and take the newer result. They must choose to re-roll before learning the results of their original roll, and they must take the newer result, even if it is worse. You may use this ability twice per day at 5th level of pathfinder chronicler and one additional time per day at 7th level and 9th level.

GREATER ARCANE TRICKS

You know a few more potent magical tricks.

Prerequisites: Int 13+, Major Magic and Minor Magic rogue talents, Lesser Arcane Tricks, rogue level 5th

Benefit: You may cast one 3rd-level spell from the following list per day: keen edge, major image, secret page, and shrink item. Your caster level for these spells is equal to your rogue level. The save DC is equal to 13 + your Intelligence modifier.

GREATER DANGEROUS DEFENSE (COMBAT)

Even while putting all your efforts towards defense, you are able to parry and counter one of your opponents' attacks.

Prerequisites: Combat Expertise, Dangerous Defense, duelist level 7th

Benefit: Once per round while you are taking a total defense action, you can elect to parry an attack directed at you or an adjacent ally as if you had elected not to take one of your attacks. The parry uses your normal attack bonus. If the parry is successful, you may attempt a riposte with a -4 penalty to the attack roll. You still cannot make other attacks of opportunity.

Normal: Normally you cannot make attacks, parry attempts, or attacks of opportunity while taking a total defense action.

GREATER DEVIOUS BLOODLINE

Your bloodline becomes even more pronounced as you become more devious.

Prerequisites: Sorcerer bloodline class feature, arcane trickster level 3rd, Devious Bloodline

Benefit: Your levels in arcane trickster stack with your sorcerer levels for purposes of determining the power of your bloodline powers. Only your actual sorcerer levels are used to determine which powers you possess.

GREATER ELDRITCH SLAYER (COMBAT)

You can recover a spell you just cast by slaying an opponent with a weapon.

Prerequisites: Eldritch Slayer, eldritch knight level 5th

Benefit: If one of your attacks with a melee or ranged weapon (not with a spell) causes your target to drop below 0 hit points, you may immediately recover one spell or spell slot that you used this round or in the previous round (but not earlier). You may use this ability once per day per 3 levels of eldritch knight you possess.

GREATER ENSPELLING SCRIPT

You can create even more powerful effects with your secret writing.

Prerequisites: Int 17+, 11 or more ranks in Linguistics and Spellcraft, pathfinder chronicler level 6th

Benefit: This feat functions as Enspelling Script, except that if you spend an additional hour (*for a total of two extra hours*) enchanting your writing, you may choose from one of the following effects instead of the Enspelling Script effects: the reader takes 168 damage per level of pathfinder chronicler you possess; or the reader is knocked unconscious; or the reader is affected as by a charm monster spell that you cast on them for 1 minute per level; or the reader believes a false, alternate message is written rather than the actual text. This message can be no longer than the true text written.

GREATER EYE FOR DEATH (COMBAT)

You need hardly any time at all to study your targets before making a death attack.

Prerequisites: 11+ ranks in Perception, Eye for Death, death attack class feature

Benefit: You need only study your victims for 1 round before being able to make a death attack against them. If you do not launch the attack within 4 rounds of completing the study, 1 new round of study is required. You may increase the DC of the saving throw to resist the death attack by 1 for each additional round you choose to study your opponent, to a maximum of +2 from 3 total rounds of study.

GREATER MOUNT SPECIALIZATION (FIGHTER)

Choose one type of mount, such as heavy warhorse or griffon, with which you have learned the Mount Specialization feat. You are specially trained to fight from the back of such a creature.

Prerequisites: Mounted Combat, Mount Specialization, Ride skill, fighter or paladin level 12th.

Benefit: You gain a +2 bonus to all weapon damage rolls while mounted on the type of creature chosen. Your mount also gains a +2 bonus to its damage rolls while you are riding it.

Special: You may take this feat multiple times; its effects do not stack. Each time you select this feat applies to a different type of creature with which you have learned the Mount Specialization feat.

GREATER POINT-BLANK SPELLS

Your close-range spells are even more difficult to resist.

Prerequisites: Point-Blank Shot, Point-Blank Spells, 5 ranks in Spellcraft

Benefit: Add +1 to the Difficulty Class for all saving throws made by targets of your ranged spells who are within 30 feet of you when you cast the spell. This bonus stacks with the bonus from Point-Blank Spells.

GREATER ROGUE'S MARK (COMBAT)

Foes you mark with your magic suffer even more from the wounds you inflict.

Prerequisites: Ability to cast arcane mark, sneak attack +4d6, Rogue's Mark

Benefit: In addition to the benefits from Rogue's Mark, your critical threat range increases by 1 for every 2 dice in sneak attack you possess when you attack foes you have marked (*e.g., it increases from 19-20 to 16-20 with 6d6 sneak attack*). This ability does not stack with other abilities which improve your critical threat range.

GREATER SECRET SCRIPT

Your invented written languages are much more difficult to decipher by those who do not know the script.

Prerequisites: Int 15+, 9 or more ranks in Linguistics, pathfinder chronicler level 3rd

Benefit: Any written languages that you have invented by taking the Secret Script feat become much more difficult for others to decipher. The DC of the Linguistics check to decipher these languages is increased by 10 and the checks take twice the amount of time as normal. Even those who use magic (*such as comprehend languages*) to attempt to decipher the script must make an Intelligence check with DC equal to 10 + your pathfinder chronicler level in order to understand the script, thanks to its deceptive nature.

GREATER SHADOW CRAFTING

You can create even more powerful areas of darkness, and you are able to see normally in the dark areas you create with magic.

Prerequisites: 7 or more ranks in Spellcraft, shadowdancer level 5th

Benefit: This feat functions as Shadow Crafting, except that you may also create the effects of a deeper darkness spell once per day per 2 levels of shadowdancer you possess. Additionally, you are able to see normally within any areas of darkness that you create with the darkness and deeper darkness spells that you create with Shadow Crafting. Finally, once per week you are able to make a single instance of a darkness spell permanent by performing a ritual lasting 10 minute. Your caster level for these effects is still equal to your shadowdancer level.

GREATER SPELL SYNTHESIS

You have reached the pinnacle of magical power, and your ability to synthesize spells from two sources is even more powerful than before.

Prerequisites: 17 or more ranks in Spellcraft, Mystic theurge level 10th

Benefit: When you use your spell synthesis ability, any target affected by both of the spells takes an additional -2 penalty on saves made against the spells (*for a total of -4*) and you receive an additional +2 bonus on caster level checks made to overcome spell resistance with these two spells (*for a total of +4*). If you cast at least one arcane spell and one divine spell within the last two rounds, these bonuses increase by 2, to -6 and +6.

GREATER SPELL PENETRATING STRIKE [COMBAT]

Prerequisites: Arcane Strike, Penetrating Strike, Spell Penetration, base attack bonus +7

Benefit: As Penetrating Strike, except that the bonus to level checks continues to increase by 2 for each successful attack imbued with Arcane Strike made against the target. The bonus still goes away at the end of the turn following the round in which you used Arcane Strike if you have not yet cast a spell on the target.

GREATER SPELL STORING BOND

You are able to store multiple spells in your bonded weapon and choose which one to cast when you strike an opponent.

Prerequisites: Arcane bond (bonded weapon), Weapon Focus (bonded weapon's type), Spell Storing Bond, eldritch knight level 5th

Benefit: You are able to store 1 additional spell per 3 additional levels of eldritch knight you possess in your arcane bonded weapon, to a maximum of 4 spells at 10th level of eldritch knight (or 5 if the weapon is enchanted as a spell storing weapon). When you successfully strike and damage a creature with it, you choose which stored spell to cast. You can only cast two stored spells from the same weapon per day: the other spells remain stored but cannot be used until the next day. You still can only cast one spell from the weapon per attack.

GREATER WHISPERING CAMPAIGN

Your whispering campaigns are more believable and their effects last longer.

Prerequisites: Cha 15+, 10 or more ranks in Perform (*oratory*), pathfinder chronicler level 5th

Benefit: The DC to resist the effects caused by your whispering campaign ability increases by 2. Additionally, you are considered to have 3 more levels of pathfinder chronicler than you actually do for purposes of determining your caster level for these effects and their duration. Finally, once per week, you can choose to shift attitudes two steps instead of one step when you denounce or promote a particular target to others.

GRAVE BREAKER

Even death cannot quiet your raging soul.

Prerequisites: Rage class feature, Constitution 15 or higher.

Benefits: You can enter a rage when disabled or dying. If your temporary hit points gained from raging would then

raise your hit points to 0 or above you may then function as normal without penalties for being staggered or fatigued. This feat does not however stop hit points loss due to dying and you must still check each round to see if you continue to lose hit points or stabilise. When your rage ends you will lose your temporary hit points as normal possibly resulting in death.

Normal: Characters that are disabled or dying are unconscious and cannot take any actions.

GRAVE PERFORMANCE

Your Bardic Performance is so powerful that it can affect those that have gone to the grave.

Prerequisite: Bard Level 6th

Benefit: Your Fascinate, Suggestion, Dirge of Doom, and Frightening Tune, Bardic Performance abilities can affect undead.

GREED OF THE DRAGONS

Your lust for treasure matches the legendary greed of the dragons.

Prerequisite: Dragon disciple level 1st

Benefit: You add half your dragon disciple level (*minimum +1*) to Knowledge checks made about treasure and to Appraise checks. In addition, whenever you are in the presence of at least 1,000 gp worth of coins and gems per dragon disciple level you possess, you may add this bonus to your Perception checks and Initiative rolls. You also add this bonus to any Will saves made against magical compulsion effects which attempt to force you to part with your possessions.

GREEN DRAGON'S WOODLAND STEP

You gain the green dragon's ability to move through natural foliage.

Prerequisites: Draconic bloodline (*must choose green dragon*), dragon disciple level 1st

Benefit: You can move through any sort of foliage at full speed without taking damage or suffering impairment. Areas of foliage that have been magically manipulated affect you normally. In addition, you gain a +2 bonus to Survival checks.

GUIDING SHOT

When your lost and don't know which way to go you never fear. Through your connection with the arcane, you are able to know precisely where you want to go. By firing an



arrow into the air, you can be directed toward any location on the planet.

Prerequisite: Arcane Archer Level 1st

Benefit: Three times per day, you can fire an arrow straight into the air and name a location. After the location is named, the arrow will turn and point in the direction of the named location before falling back down to the ground.

GUILD ASSASSIN

You have guild connections which allow you to procure information and black market items with ease.

Prerequisites: Assassin level 1st, membership in an assassins' guild or criminal guild

Benefit: When you choose this feat, choose an appropriate guild in which you are a member. As long as you have reasonable access to that guild's resources (*such as by being in the appropriate city or able to find a contact*), you are able to procure poisons and other alchemical items at nine-tenths of their market price without needing to haggle. In addition, you are able to make Appraise and Knowledge (local) checks with a bonus equal to your level in assassin by speaking with your guild contacts. Even when you do not have direct access to your guild's resources, you make such checks with a bonus equal to one-third of your assassin level (*minimum +1*).

HAND OF JUSTICE (PALADIN)

You are an important leader of the church and an archon of justice.

Prerequisites: Cha 13+, 6+ ranks in Diplomacy skill, 10+ ranks in Knowledge (*religion*) skill, Leadership, Paladin level 13th+.

Benefit: You are among the highest ranking of clerics. A number of benefits come from this station. You gain a +2 divine bonus to Charisma. So long as you hold this station, the benefit remains.

You gain the paladin ability to smite once per day. However, this smite can be delivered to anyone that is not from your alignment or who have violated the tenets of the church.

You gain one additional domain, spell per day, of any level that you can cast. In addition, choose one permutation of detect chaos/evil/good/law. A servant of a true neutral god may choose two. You may now cast this spell at will.

Lastly, when casting inflict spells increase the damage dealt by your Strength bonus (*if any*) and when casting cure spells increase the damage healed by your Charisma

bonus (*if any*). Your Strength bonus and Charisma bonus may exceed the normal maximum of the spell.

Special: Each church has its own rituals and rites regarding the archon of justice. You and the DM should work out the specific requirements (*go on a quest, endure a week without food, etc.*). In addition, some churches have only one archon and someday someone is going to want your job.

The archon of justice has many mundane responsibilities as well, from overseeing festivals and religious celebrations to maintaining the records, churches and shrines of his faith. The archon is responsible primarily to his faith and god.

The smite ability granted by this feat stacks with the paladin ability to smite.

HAWK CLAW STRIKE (COMBAT)

You may snatch a weapon from your opponent while fighting with intense fury of the hawk.

Prerequisites: Improved Unarmed Strike, Improved Disarm, base attack bonus +6

Benefit: To use this feat, you must make a single unarmed attack as a standard action and you must declare you are using the feat before your attack roll. If successful with your unarmed strike, your opponent must make a Reflex save ($DC\ 10 + \frac{1}{2}\ your\ level + Wis\ modifier$). If saving throw roll fails, the opponent is considered to be disarmed. If the opponent rolls a natural 1 on the save, you may keep the weapon in your hand. You may attempt a Hawk Claw Strike once per round.

HAWKEYE ASSASSIN

You are able to study your potential victims from great distances while you have assumed the form of a bird of prey.

Prerequisites: Wis 13+, death attack and wild shape class features

Benefit: While you taken the form of a bird of prey using wild shape, you are able to study your potential death attack victims from a distance of up to ten times your fly speed, even if your victim has partial cover or concealment (*but not total cover or concealment*). When you charge (*dive*) to attack a target you have studied, double your base fly speed.

HEALING TOUCH (PALADIN)

Your compassion and willingness to cure others allows you to channel more energy for healing.

Prerequisite: Wis 13, Lay on Hands ability, Heal 1 rank.

Benefit: You can add your Heal skill ranks to the amount of hit points you can cure in a day with your lay on hands ability.

Normal: A paladin can heal 1d6 hit points of damage for every two paladin levels she possesses.

Special: These additional points can also be used to damage undead.

HIDDEN DEATH [COMBAT]

When you have successfully hidden a weapon, you are able to make a death attack even while in plain sight of your target.

Prerequisites: Dex 15+, Quick Draw, death attack and hidden weapons class features, base attack bonus +7

Benefit: If you have hidden a weapon on your person using Sleight of Hand and your opponent believes you are unarmed and weaponless, you may still make a death attack against the opponent if you make the attack in the same round that you draw the weapon. You must still study your opponent prior to attempting the attack.

Normal: Normally a death attack fails if your target is aware of your presence.

HIDDEN RUN [GENERAL]

You are a fleeting shadow, nearly invisible even as you rush past opponents.

Prerequisites: Dex 13+, Acrobatics 6 ranks, Stealth 6 ranks

Benefit: You may move up to your normal speed with no penalty to your Stealth check.

HOLY CHARGE [PALADIN]

You pray to the gods to guide your weapon when charging.

Prerequisite: Mounted Combat, Spirited Charge; Channel positive energy

Benefit: Once per day when using the charge action while mounted, you can deal triple damage with a melee weapon or four times normal damage with a lance.

Normal: Mounted charges deal double damage with melee weapons and triple damage with lances.

Special: If the character has another feat or ability, or performs an action that multiplies damage, the factors are added, not multiplied. For example, a character with the Holy Charge feat that scores a critical hit with a lance does not double the quadruple damage, but instead multiplies the original damage by five.

HOLY KNIGHT

You are a divine warrior for your faith, favoured in combat by your god and destined to lead the righteous into battle.

Prerequisite: At least 1 class level in both cleric and paladin.

Benefit: You count both cleric and paladin as favoured classes as long as you are both a cleric and paladin of the same god.

Normal: Characters can only choose a single favoured class.

ILLUSORY STRIKE [COMBAT]

When you imbue your weapon with arcane energy, you can expend illusory power to become blurry.

Prerequisites: Arcane Strike, Spell Focus (Illusion), eldritch knight level 1st

Benefit: When you activate your Arcane Strike feat, you can expend an unused illusion spell that you have prepared or a spell slot of a level in which you know at least one illusion spell (for spontaneous casters). If you do, you gain 10% concealment per level of the illusion spell expended until your arcane strike ability ends on your next turn.

IMBUE LORE

You are able to temporarily pass imbue someone else with your knowledge of a particular subject.

Prerequisites: Int 15+, Skill Focus (*see benefit*), lore-master level 5th

Benefit: By spending one minute tutoring another creature with an Intelligence score of at least 3, you can grant that creature the ability to make Knowledge skill checks with a single Knowledge skill which you have improved with the Skill Focus feat. They may make these skill checks with your skill ranks and Intelligence modifier or their own, combining the higher value of each, and with their own miscellaneous modifiers (*such as from magic*) except for those modifiers granted by your Skill Focus feat, which they benefit from. They are able to retain this benefit for a number of days equal to your loremaster level, after which point their knowledge of the topic reverts to its original state.

IMMEDIATE ATTACK [PALADIN]

The mount charges out of heaven.

Prerequisite: Divine Bound (*Mount*)

Benefit: The mount may make a charge or full attack in the round in which it was called. Furthermore, it gains an

additional +2 bonus to all attack and damage rolls made in this round.

IMMEDIATE COUP DE GRACE [GENERAL]

You are fast to take advantage of a situation, attacking a helpless opponent swiftly and decisively, without hesitation.

Prerequisites: Lightning Reflexes, Base attack bonus +6

Benefit: You may make a coup de grace attack as an immediate action.

Normal: Making a coup de grace attack is a full-round action.

IMMEDIATE STRIKE [GENERAL]

As soon as you snatch an opponent's weapon from his hands – through a disarm maneuver – you may immediately attack that opponent with the same weapon.

Prerequisite: Int 13+, Combat Expertise, Improved Disarm

Benefit: When you successfully disarm an opponent when you are unarmed, effectively taking the opponent's weapon away, you may make one melee attack against that opponent as an immediate action any time before your next turn.

IMMEDIATE TACTIC MASTERY

You are able to quickly study a foe's tactics and gain immense knowledge in how to evade its attacks.

Prerequisites: Int 15+, dodge trick (*loremaster secret*), loremaster level 4th

Benefit: Once per day as a full-round action, you can study a foe that you are able to see in combat. For the remainder of the day, you gain a +1 dodge bonus to Armor Class and Combat Maneuver Defense per 2 levels of loremaster you possess against all attacks made by that foe. You can use this ability one additional time per day when you attain 8 levels of loremaster.

IMPROMPTU SPELL-STRIKE [COMBAT]

When you sneak attack opponents, you can also assault them with magic.

Prerequisites: Int 13+, Quicken Spell, impromptu sneak attack class feature

Benefit: When you make a successful sneak attack against an opponent, by taking a swift action you can cast on the target any touch-range spell of 3rd level or lower that you have prepared (*it need not be prepared as a Quicken*

Spell). You may use this ability a number of times per day equal to your Intelligence modifier, but no more than once per round.

IMPROVED ARROW OF DEATH

You are feared by even the most powerful creatures, for one sting from your arrows can leave any being lifeless at your feet. Before facing you, many of your opponents utter a prayer to their God, knowing that they will probably be with them soon.

Prerequisite: Arcane Archer Level 10th

Benefit: This feat allows you to use your arrow of death once more per day.

IMPROVED BOW CASTING

Prerequisite: Arcane Archer Level 7th

Benefit: Once per day, if you fire two arrows at once using the multi-shot feat, then you may imbue both arrows, using your Imbue Arrow ability along with the benefit from this feat, with a spell. When you imbue the arrows in this manner both spells are expended and “loaded” into the arrows. You are able to cast both spells into the arrows and fire them off as a standard action.

IMPROVED COUP DE GRACE [GENERAL]

Your combat experience and knowledge of opponent's weak points enables you to deliver faster, more effective coup de grace attacks.

Prerequisites: Combat Expertise, Heal 8 ranks

Benefit: Attempting a coup de grace attack does not provoke an attack of opportunity. If your target survives your coup de grace attack he must make a Fortitude save (*DC 15 plus damage dealt*) or die.

Normal: Attempting a coup de grace attack provokes an attack of opportunity. If your target survives the attack he must make a Fortitude save (*DC 10 plus damage dealt*) or die.

IMPROVED ENHANCED ARROWS

You have greater control over the damaging abilities of your ranged bow attacks, changing the type of damage that you deal almost at a whim. Your opponents are weary, for they know that you can target their weakness in an instant!

Prerequisite: Arcane Archer Level 3rd

Benefit: Every time this feat is taken, you are able to change the elemental, elemental burst, and aligned properties of your Enhance Arrows ability one more time per day.

Special: This feat can be taken more than once.

IMPROVED HAIL OF ARROWS

Armies cower before you. When large numbers of enemies get close to you, you are able to unleash a flurry of arrows upon all of them that will have them all sleeping peacefully in their graves.

Prerequisite: Arcane Archer Level 6th

Benefit: Each time that you take this feat, you are able to use your hail of arrows ability once more per day.

Special: You can take this feat more than once.

IMPROVED HIDE IN PLAIN SIGHT

You are able to hide in plain sight even while further away from shadows than normal.

Prerequisites: 6 or more ranks in Stealth, Shadowdancer level 1st

Benefit: You are able to hide in plain sight as long as you are within 20 feet of an area of dim light, plus 5 feet per 2 levels of shadowdancer you possess beyond the first (25 feet at level 3, 30 feet at level 5, and so on, to a maximum of 40 feet at level 9). For every 5 feet away you are from the shadows beyond the first 10 feet, you suffer a -1 penalty to your Stealth check.

IMPROVED IMBUE ARROW

Your arrows are able to carry with them more arcane might. Injured targets of an arrow that was imbued with an area spell are dismayed when another area spell goes off, sending them closer to an early grave, if they weren't already there.

Prerequisite: Arcane Archer Level 5th

Benefit: Once per day, when you use your imbue arrow ability to imbue an arrow with a spell, you may choose to instead imbue that arrow with two spells and fire it off as a standard action. When you imbue an arrow in this manner, both spells are expended and "loaded" into the arrow. Whenever the arrow makes impact with a target, both spells take affect simultaneously.

IMPROVED MAGIC DOMAIN

Your gifts granted by your religious focus on magic are improved by your arcane power.

Prerequisites: Cha or Int 13+ (*see special*), magic cleric domain, mystic theurge level 1st

Benefit: You can use your hand of the acolyte ability an additional number of times per day equal to your Charisma

or Intelligence modifier (*see special*), and you add this bonus to your attack roll in addition to your Wisdom modifier. Additionally, your levels in classes which grant arcane spellcasting count as levels in cleric for purposes of determining the number of times per day you can use your dispelling touch ability and your caster level for the ability.

Special: Your primary arcane spellcasting ability (*Int for wizards, Cha for sorcerers and bards*) must be 13 or higher, and determines the bonuses granted by this feat.

IMPROVED MOUNT

You may select a more powerful creature for your mount.

Prerequisites: Cavalier level and size (see table below)

Benefit: You gain a new mount as long as you meet the level and size criteria. In cases of numbers separated by slashes, the first is for small-size characters and the second is for medium. See the table on following page for the full list of mounts.

While dragons, dragonnes, griffons, nightmares, pegusi and unicorns are capable of being used as mounts, they have above animal intelligence and therefore must be recruited as cohorts under the Leadership feat (Pathfinder Core Rules, p. 129 and Pathfinder Bestiary, p. 316).

Special: Without this feat a medium cavalier may only select a camel or a horse as a mount, and a small cavalier may only select a pony or a wolf (if 4th level, a boar or dog is also permitted.)

IMPROVED PALADIN MOUNT [PALADINI]

Your mount is stronger than normal.

Prerequisite: Divine Bound (*Mount*)

Benefit: Your special mount granted by divine bound has higher scores than a normal mount for a character of your level. Add one extra hit dice, +2 natural armor class, +1 Strength adjustment and +1 Intelligence to the mount's scores.

IMPROVED PATHFINDING

Your ability to find paths in even the wildest of regions is unmatched.

Prerequisites: 5 or more ranks in Survival, pathfinder chronicler level 4th

Benefit: The bonus granted by your pathfinding ability to Survival checks made to avoid getting lost and to Intelligence checks made to escape a maze spell increases by +1 per 2 levels of pathfinder chronicler you possess. In addition, you can choose to use the "highway" overland

IMPROVED MOUNT

Animal	Level	Character Size	Animal	Level	Character Size
Anklyosaurus (dinosaur)	1st/ 7th	Small/ Medium	Herd Animal, Aurochs	1st/ 7th	Small/ Medium
Axe Beak	1st/ 4th	Small/ Medium	Hippogriff	4th	Medium
Bat, Dire	1st/ 7th	Small/ Medium	Hyena	4th	Small
Badger	4th	Small	Lizard, Monitor	7th	Small
Bear	4th	Small	Pteronodon (dinosaur)	1st/ 7th	Small/ Medium
Brachiosaurus (dinosaur)	1st/ 7th	Small/ Medium	Rhinoceros	1st/ 7th	Small/ Medium
Cat, Big (Lion or Tiger)	7th	Small	Roc	1st/ 7th	Small/ Medium
Dolphin *	1st	Small	Shark *	4th	Small
Dolphin, Orca *	1st/ 7th	Small/ Medium	Squid *	1st	Small
Eel, Moray *	1st/ 7th	Small/ Medium	Stegosaurus (dinosaur)	1st/ 7th	Small/ Medium
Elasmosaurus (dinosaur) *	1st/ 4th	Small/ Medium	Triceratops (dinosaur)	1st/ 7th	Small/ Medium
Elephant	1st/ 4th	Small/ Medium	Tyrannosaurus Rex (dinosaur)	1st/ 7th	Small/ Medium
Frog, Giant	4th	Small	Wolf	7th	Medium
Goblin Dog	4th	Small			

* Aquatic campaigns only.

movement modifier instead of “road or trail” even when in trackless terrain, whether on foot or mounted, at no penalty. However, the DC of the Survival check to extend this benefit to others is 20, and you can only extend it to one companion per two class levels.

IMPROVED PROTECTIVE PARRY (COMBAT)

You are a master at deflecting blows aimed at your allies.

Prerequisites: Dex and Int 15+, parry class feature, Protective Parry

Benefit: As Protective Parry, except you gain a +2 bonus to your attack roll when you attempt to parry an attack made against an adjacent ally instead of suffering a -4 penalty, and if your parry is successful, the +1 bonus to your ally’s armor class lasts for a number of rounds equal to your duelist level or until that ally ceases being adjacent to you. The bonus does not return if the ally later becomes adjacent to you again.

IMPROVED RANGED LEGERDEMAIN

Your ranged legerdemain is practically a form of art.

Prerequisites: Ranged legerdemain class feature, 7+ ranks in Disable Device and Sleight of Hand

Benefit: You can use Disable Device and Sleight of Hand at a range of 50 feet. Working at a distance does not increase the normal skill check DC, and you can take 10 on the check if you would normally be able to do so. You can manipulate objects weighing 10 pounds or less.

Normal: You can use Disable Device and Sleight of Hand at a range of 30 feet with the ranged legerdemain class feature. The skill check DC increases by 5 and you cannot

take 10 on the check. The manipulated object must weigh 5 pounds or less.

IMPROVED SEEKER ARROW

Your foes can run but they can’t hide. Even well hidden opponents cannot escape your devilish arrows, who would follow your foes to the ends of the earth.

Prerequisite: Arcane Archer Level 6th

Benefit: With this feat, you are able to use your Seeker Arrow ability twice more per day.

IMPROVED SHADOW/JUMP

You are able to shadow jump more quickly by exerting more effort and can gain the benefit of various effects whenever you jump.

Prerequisites: 6 or more ranks in Perform (*dance*), shadowdancer level 4th

Benefit: When you use your shadow jump ability, you may expend an additional 10 feet of distance beyond the distance that you are actually jumping in order to jump as a move action instead of a standard action. Additionally, whenever you use your shadow jump ability, you may choose to benefit from one of the following effects for one round by expending an additional 10 feet: gain a 5% miss chance per level of shadowdancer you possess; gain a +1 bonus to Armor Class and Combat Maneuver Defense per 2 levels of shadowdancer you possess; or gain a +1 bonus to attack rolls per 3 levels of shadowdancer you possess.

IMPROVED SMITE (PALADIN)

Your righteousness brings down those who oppose you.

Prerequisite: Base attack bonus +3, Smite Evil



Benefit: Your smite ability deals +1d6 holy damage for every three levels in the pertinent class. Example: A 3rd level paladin deals +1d6 damage, while a 10th level one deals +3d6.

IMPROVED SNEAKY/FAMILIAR

Your familiar has learned even more from your stealth and tricks in combat.

Prerequisites: Arcane bond (*familiar*) and impromptu sneak attack class features, sneak attack +3d6, Sneaky Familiar

Benefit: Your familiar gains an additional +2 bonus to Stealth checks. In addition, when you make an impromptu sneak attack, the next time your familiar attacks the target, the target loses its Dexterity bonus to AC against your familiar's attack. This benefit only applies if the familiar attacks the target within a number of rounds equal to your level in arcane trickster.

IMPROVED THREATENED ZONE (GENERAL)

You consummate skill with ranged weapons allows you to threaten a larger area.

Prerequisites: Base Attack Bonus +15 or higher, Dexterity 19+, Threaten Zone

Benefit: This feat increases the range you can threaten with ranged weapons using the Threaten Zone feat by 10 feet.

IMPROVED TRAP SENSE

Your ability to avoid dangerous traps also improves your ability to discover and disarm them.

Prerequisites: Wis 13+, trap sense class feature

Benefit: You add your trap sense bonus to Perception checks made to locate traps as well as Disable Device checks made to disable them.

Normal: Your trap sense bonus is only added to Reflex saves made to avoid traps and to AC against attacks made by traps.

IMPROVED TRICKSTER'S BOND

You may perform even more tricks with your bonded object.

Prerequisites: Cha 15+, arcane bond (*bonded object*) class feature, arcane trickster level 5th

Benefit: Add the following abilities to those you may use while wearing or wielding your bonded object as described by the Trickster's Bond feat: teleport (*as dimension door*)

up to 15 feet; re-roll a Disable Device or Sleight of Hand check and use the new result; become invisible (*as invisibility*) for a number of consecutive rounds equal to your Charisma modifier; or increase the caster level of an illusion spell you cast by 2. You may now use the abilities granted by these feats up to four times per day.

Normal: With the Trickster's Bond feat you may use your abilities up to twice per day.

IMPROVED VERTICAL WALK (MONK)

You can walk greater distances on vertical surfaces.

Prerequisites: Dex 15+, Dodge, Vertical Walk, Monk level 11th+

Benefit: Each round, you may walk up to 30 ft. on a vertical surface, before landing on the ground again. This 30 ft. may be horizontal or vertical, so long as you do not exceed your base movement for the round. Moving across a vertical surface provokes an attack of opportunity, just as any horizontal surface does.

INCOMPREHENSIBLE CASTER

Your modified spells are impossible to analyze and greatly confuse other spellcasters.

Prerequisites: Cha 13+, tricky spells class feature, 1 or more metamagic feats

Benefit: When you cast a tricky spell or any spell that has been modified by a metamagic feat, your opponents are unable to determine which spell you are casting, even with a successful Spellcraft check. Any auras that these spells leave are also impossible to analyze: they register as magical auras of indeterminate type and strength. If another caster attempts to identify such a spell as you cast it, they are denied their Dexterity bonus to Armor Class for one round.

INSPIRE MULTIPLE ACTIONS

You can inspire actions in multiple allies at once.

Prerequisites: Cha 15+, 10 or more ranks in Perform (*oratory*), pathfinder chronicler level 6th

Benefit: When you use your bardic music ability to inspire another ally to take an extra move or standard action, you can use up additional uses of bardic music (*up to 1 additional use per level of pathfinder chronicler you possess*) to inspire additional allies to take action. Each additional action costs 1 more use of bardic music than the previous action you inspire. For example, inspiring 3 actions at once uses up 6 uses of bardic music: 1 use for the first, 2 for the second, and 3 for the third. You cannot inspire the same

ally to take more than 1 additional action: you must choose different allies.

INSPIRING DEFLECTION (COMBAT)

When you parry your opponents' attacks, you raise the morale of yourself and your allies.

Prerequisites: Cha 13+, parry class feature

Benefit: Whenever you successfully parry an attack, you can take a swift action to give yourself and the ally you defended (*if you parried an attack which targeted an ally*) a +2 morale bonus to saving throws against fear, attack rolls, and damage rolls for 1 round per level of duelist you possess. This bonus ends if you attempt to parry an attack and fail. You can use this ability a number of times per day equal to 3 + your Charisma modifier.

INSPIRING KILLER (COMBAT)

Your death attacks are inspirational to your allies.

Prerequisites: Cha 13+, death attack and inspire courage class features

Benefit: Whenever you successfully slay or paralyze an opponent with a death attack, you may begin to inspire courage as a free action. This inspire courage effect lasts for a number of rounds equal to your assassin level and does not count against your daily bardic music limit or require you to take any actions to maintain. After this duration has expired you must use bardic music as normal to extend the duration.

INSTANT ENSEMBLE

Your regular performances have an extra planar pull to them. Beings from other planes hear your music and immediately want to join you.

Prerequisite: Bard Level 5th

Benefit: When you are doing a non magical performance in front of a crowd, you may call upon extra planar beings to join you in your performance. The beings summoned can be any being that lives on the outer planes. The summoned beings can sing, dance, perform comedy, play an instrument, or anything else that you wish. All summoned beings come with any instruments or equipment needed to carry out their role in the performance. For example, if you wanted the summoned being to play the harmonica while you sang, the summoned being comes with a harmonica.

All of the being summoned are not threatening and will not cause any harm. They've only come to perform. Whenever your performance ends they'll take their leave. The human-

oids summoned must be of small enough size to fit inside wherever you're performing. For example if you are performing in a bar you can't summon a large number of singing, extra planar dragons.

The number of beings summoned is equal to one half your bard level (*rounded down*).

INSTINCTIVE DIVINE MAGIC

You are able to cast a number of your divine spells spontaneously using your spontaneous arcane spellcasting ability.

Prerequisites: Cha 15+, mystic theurge level 1st, must cast prepared divine spells and spontaneous arcane spells

Benefit: When you take this feat, choose a number of spells on your divine spellcasting class list equal to your Charisma modifier. When you use your combined spells class feature, you are able to cast these spells spontaneously using your arcane spellcasting ability even if you did not prepare them that day. The spells still take up a spell slot one level higher than normal and you still are limited as to the level of spell that you are able to cast with this ability.

Special: This feat may be taken multiple times. Each time you take this feat, choose new spells.

INSTINCTIVE HEALING [PALADIN]

You can heal yourself when unconscious.

Prerequisite: Con 13, Lay on Hands ability

Benefit: When you are below 0 hit points, but successfully roll to stabilize, your lay on hands ability activates and spends one Lay on Hands attempt on you.

Special: If you have the Diehard feat, this feat is automatically triggered.

INSTINCTIVE SHOT [FIGHTER, GENERAL]

You are one with your bow, enabling you to make difficult shots as if they were routine.

Prerequisites: Base attack bonus +6, Point-Blank Shot, Weapon Focus with chosen bow

Benefit: Choose a ranged weapon. When using that type of ranged weapon, you can apply double your Wisdom bonus (*if any*) to negate attack penalties due to range. You do not gain an actual bonus to hit; if the doubled Wisdom modifier is greater than the range penalty, the excess is discarded.

Special: You may gain this feat multiple times. Its effects do not stack; each time you gain this feat, it affects a different ranged weapon.

INTERFERENCE [FIGHTER]

The more opponents you fight, the more likely they are to get in each other's way.

Prerequisites: Dex 13+, Dodge, Mobility.

Benefit: When you are not flat-footed, you gain a +1 dodge bonus to your Armor Class for every two opponents within 5 feet that are threatening you (*maximum bonus of +4 if you are completely surrounded*).

INVISIBLE SPELL [METAMAGIC]

You can cast spells that cannot be seen.

Prerequisite: 7+ ranks in Stealth

Benefit: A spell modified by this feat is invisible. All of the spell's magical visual effects can only be seen by viewers who can otherwise see invisible things. Even creatures and objects created or summoned by the spell are invisible. This increases the Difficulty Class of Spellcraft checks made to identify the spell as it is being cast to 20 + spell level. Any mundane effects of the spell, such as damage that it causes or any permanent changes made to other creatures or objects, can still be seen normally. (*e.g., a wall of stone summoned by the spell is invisible, but the modifications made by stone shape can be seen normally.*) Spells which depend on visual effects, such as many illusions, cannot be modified by this feat. An invisible spell uses up a spell slot two levels higher than the spell's actual level.

IRON FIST [GENERAL]

Your fists can punch through wood, steel and even stone.

Prerequisites: Str 15+, Toughness

Benefit: When attempting to sunder or smash an object, the objects hardness is reduced by your Strength modifier. With this feat, you cannot choose to deal subdual damage with your fists.

IRON STATURE

Your physic is legendary and impressive even by the standards of your robust peers.

Prerequisites: 1d12 Hit Dice.

Benefits: When you gain a new level and make your roll for hit points you may use 2d6 (*adding the results together*) rather than 1d12. Rolling for new hit points in this way does not increase your total Hit Dice, but simply increases the chances of gaining a higher result.

Normal: Barbarians roll 1d12 per Hit Dice to determine their hit points.

KI HARNESS (MONK)

You are able to use the naturally occurring ki in the world around you to a limited degree. While you must still provide most of the ki energy yourself, the small amount you siphon from your environment adds up over time.

Prerequisite: Con 14+, Ki Pool class feature

Benefit: You gain additional ki points equal to your Constitution modifier.

KI HEALING (MONK)

Owning mastery over your own internal energies and familiarity with their healthy patterns, you are able to heal your ki more rapidly than others.

Prerequisites: Ki Pool class feature

Benefit: Your ki pool is replenished for every four hours of rest or meditation.

Normal: The ki pool is replenished each morning after 8 hours of rest or meditation; these hours do not need to be consecutive.

KI RESERVOIR (MONK)

Your mastery over ki is so great you are actually able to use more ki than should be possible. While others are limited by their physical body, your ki knows no such constraints.

Prerequisite: Con 14+, Ki Pool class feature, Ki Harness

Benefit: The number of points in your ki pool is equal to your monk level + his Wisdom modifier.

Normal: The number of points in a monk's ki pool is equal to 1/2 his monk level + his Wisdom modifier.

KI SURVIVAL (MONK)

The universe around you provides all the energy you will ever need. So much so that, in times of great need, you can survive without food or water by fuelling your body with raw ki. Doing so prevents your own ki from replenishing, but allows you to continue on when others perish.

Prerequisite: Ki Pool class feature

Benefit: Each day you go without food and/or water, you suffer no penalties as long as you expend 1 ki point from your ki pool. Until you have proper food and water, however, your ki does not replenish when you rest.

KILLING SHOT (GENERAL)

You aim and concentrate on the perfect shot. One arrow, one kill.

Prerequisite: Base Attack Bonus +12 or higher, Perfect Shot

Benefit: When you make an attack using the Pinpoint Accuracy ability or feat, the critical threat range on the weapon you are using is increased by 2.

KNIGHT OF CUPS (KNIGHTLY)

Intuitive and soothing, you can read and manipulate emotions like a master tactician, seeking to avoid violence through dialogue whenever possible.

Prerequisites: Challenge class feature; Good alignment; Cha 13

Benefit: You may expend two uses of your Challenge ability to calm emotions, as per the spell, using one-half your cavalier level (rounding up) as your caster level. DC to resist is 10 + cha bonus + 1/2 cavalier level. This is an extraordinary ability.

Special: You may only possess 1 Knightly feat.

KNIGHT OF PENTACLES (KNIGHTLY)

Pragmatic and industrious, you believe in teamwork and the rewards which come from it.

Prerequisites: Challenge class feature; Lawful alignment; Int 13

Benefit: You may expend a use of your Challenge ability to use your Tactician ability to grant your allies a teamwork feat one additional time per day.

Special: You may only possess 1 Knightly feat.

KNIGHT OF PIETY (KNIGHTLY)

You are a paragon of chivalry and holiness, and your dedication to these twin virtues bolsters you in your time of need.

Prerequisites: Challenge class feature; Smite Evil class feature

Benefit: You may convert a use of Smite Evil into a Challenge, and a Challenge into a Smite Evil.

Special: You may only possess 1 Knightly feat.

KNIGHT OF SWORDS (KNIGHTLY)

Duplicitous and violent, you are a rogue element upon both battlefield and court, leaving chaos and confusion in your wake.

Prerequisites: Challenge class feature; Evil alignment; Str 13

Benefit: You may expend a use of your Challenge ability to give yourself a bonus to Bluff and Intimidate equal to half your cavalier level (rounding up). This bonus lasts for 1 minute, plus 1 additional minute at 5th level and for every 5 levels thereafter.

Special: You may only possess 1 Knightly feat.

KNIGHT OF TERRA (KNIGHTLY)

Tough and resilient, your dedication to the land and all living things has imparted to you a fraction of the earth's durability.

Prerequisites: Challenge class feature; Neutral alignment; Knowledge (Nature) 5 ranks or Wild Empathy class feature; Con 13

Benefit: You may expend a use of your Challenge ability to heal yourself a number of hit points equal to your cavalier level.

Special: You may only possess 1 Knightly feat.

KNIGHT OF WANDS (KNIGHTLY)

Incorrigible and irrepressible, you believe in living life to its fullest, consequences be damned.

Prerequisites: Challenge class feature; Chaotic alignment; Dex 13

Benefit: You may expend a use of your Challenge ability to give yourself a luck bonus to all saving throws equal to half your cavalier level (rounding up). This bonus lasts for 1 round, plus 1 additional round at 5th level and for every 5 levels thereafter.

Special: You may only possess 1 Knightly feat.

KNIGHT'S BLOODLINE

Your eldritch knight training continues to advance some of the power of your bloodline and further blends your arcane and martial talents: you are descended from a line of great arcane warriors.

Prerequisites: Arcane bloodline, eldritch knight level 1st

Benefit: Your levels in eldritch knight stack with your levels of sorcerer for purposes of determining the power of your arcane bond and metamagic adept abilities (but not any other bloodline abilities). In addition, whenever you gain a bonus combat feat, you may instead choose to learn a metamagic feat in place of a combat feat.

KNIGHT'S FAMILIAR

Your familiar grows in power and abilities as you increase your eldritch knight level.

Prerequisites: Arcane bond (familiar) class feature, eldritch knight level 1st

Benefit: Your levels in the eldritch knight class stack with levels in classes which grant the arcane bond (familiar) class feature for purposes of determining the power of your familiar. In addition, when you take this feat, increase one of your familiar's physical ability scores by 2. Treat this increase as a normal ability score increase gained through level advancement.

Normal: Eldritch knight levels do not normally improve your familiar.

KNIGHT'S FOCUS

You are able to cast spells even while faced with the worst possible conditions.

Prerequisites: Iron Will, eldritch knight level 2nd

Benefit: You gain a +4 bonus to all concentration checks made to resist losing a spell due to taking damage, grappling, vigorous or violent motion, weather conditions, or entanglement. This bonus does not apply when you attempt to cast a spell defensively.

KNOW TERRAIN (GENERAL)

You know how best to use the terrain to your advantage during combat.

Prerequisites: Int 15, Survival 4 ranks.

Benefit: You gain an understanding of the terrain features on any battlefield, provided they are not hidden from your view or magically obscured. You do not gain any special ability to detect illusionary terrain, concealed pits, or other non-obvious hazards.

You can automatically identify squares that will cost extra movement to pass through, evaluate the degree of cover provided by any object or natural obstacle, and determine the shortest path between any two points on the battlefield. Furthermore, your refined understanding of the use of terrain and positioning in combat grants you an additional +1 circumstance bonus on melee attacks you make from higher ground, giving you a total bonus of +2 on such attacks.

You gain a +2 insight bonus on Acrobatics checks that have been made more difficult because of rubble, wet or icy surfaces, and similar natural obstructions. This does not apply to temporary hazards created by spells; for example, you do not gain the bonus when moving through an area under the effect of a grease spell, because that effect has nothing to do with the terrain.

KNOW THEIR WEAK SPOTS

You have intimate knowledge of the weak spots of creatures of a specific type, allowing you to deal more damage to them with your attacks.

Prerequisites: Int 13+, Skill Focus (*any Knowledge skill*), weapon trick (*lore master secret*), lore master level 3rd

Benefit: When you take this feat, choose one type of creature (*such as undead*) encompassed by a Knowledge skill which you have improved with the Skill Focus feat. You gain a +1 bonus to weapon attack rolls against creatures of that type. In addition, each time you successfully strike a creature of that type with a weapon attack (*but not with a spell*), your attack deals an additional 1d6 damage per three levels of lore master you possess.

Special: You may take this feat more than once. Each time, it applies to a different creature type.

KNOWLEDGE OF TERRAIN (GENERAL)

Prerequisites: Int 13+, Survival 6 ranks

Benefit: Choose a terrain type. You gain a +1 competence bonus to Bluff, Perception, Sense Motive, and Survival checks while in that terrain. You also gain this bonus to melee weapon damage rolls and ranged weapon damage rolls up to 30 ft. This bonus damage does not apply to creatures immune to critical hits. Terrain types include:

Type	Example
Desert	Sand dunes
Forest	Woodlands, jungles
Hill	Foothills
Marsh	Swamp, bog
Mountains	Alpine reaches
Plains	Farmland
Underground	Caverns, dungeons

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take this feat, it applies to a new terrain type.

LAST DITCH FIGHTER (GENERAL)

You can pull off one last shot as your enemies rush in to fight you.

Prerequisites: Point Blank Shot, Rapid Shot, Combat Reflexes, Fast Draw

Benefit: You can take a single attack with your in-hand ranged or thrown weapon against a charging opponent when he comes within ten feet of you. If you take this attack, it counts against your normal number of attacks of

opportunity that round, and you lose your Dexterity bonus to AC for the rest of the round.

LAY OF THE UNDERWORLD

You can call on the powers of hell and the abyss with your orations, and the barbarians you call are reminiscent of a fiendish host.

Prerequisites: Any evil alignment, 10 or more ranks in Perform (*oratory*), pathfinder chronicler level 7th

Benefit: The barbarians you summon with your call down the legends and lay of the exalted dead class abilities gain the fiendish creature template. Additionally, their attacks are considered evil-aligned for purposes of overcoming damage reduction and each attack they make deals 1 additional point of fire damage per level of pathfinder chronicler you possess. Finally, the DC for good creatures to resist your bardic music effects made with the Perform (*oratory*) skill increases by 2, or by 4 if the creatures are good outsiders.

LEGENDARY PATHFINDING

Your ability to find your way through the wilderness is legendary, even supernatural.

Prerequisites: 10 or more ranks in Survival, pathfinder chronicler level 5th

Benefit: Once per week, you are able to gain the benefits of the find the path spell to navigate your way through an area of wilderness (*but not a dungeon, urban area, or a plane that is not your native plane*). Your caster level for this effect is equal to your pathfinder chronicler level. When you attain 8 levels in the pathfinder chronicler prestige class, you are able to use this ability one additional time per week. When you attain 10 levels in pathfinder chronicler, you are able to use this ability without being restricted to wilderness areas.

LEGENDARY SHADOW MASTER

Your ability to defend yourself and make deadly attacks while in the shadows is legendary.

Prerequisites: Shadowdancer level 10th

Benefit: The benefits granted by your shadow master ability improve to the following while you are in an area of dim light: DR 15/-; a +4 luck bonus on all saving throws; and your target is blinded for 2d6 rounds whenever you score a critical hit against a target located in an area of dim light. In addition, your caster level for all shadow spells and any spell or effect which creates or manipulate areas of darkness increases by 2.

LEGENDS BETWEEN THE LINES

When you read something, you can glean a great deal of additional information about the subject of the writing, making correct conclusions by reading between the lines.

Prerequisites: Int 15+, 7 or more ranks in Linguistics, pathfinder chronicler level 3rd

Benefit: Whenever you read a written work about a particular topic, if you make a Knowledge check about the subject of the writing within 24 hours of having read the work, you gain an additional bonus to the Knowledge check equal to your pathfinder chronicler level (*above and beyond any bonus you may receive from having read the work*). The written work must be at least one page long and must have been written by someone in possession of knowledge that you do not possess. You can only benefit from each source in this way once, and you cannot stack bonuses from multiple sources. If the writing is composed largely of false information, you must make a DC 15 Sense Motive check in order to gain the bonus. Additionally, you are able to create written works which grant Knowledge skill check bonuses to others who read them. Anyone who reads a written work at least 1 page long that you authored gains a bonus equal to your pathfinder chronicler level to the next Knowledge skill check they make within 24 hours about the subject of the writing. Any given creature can only benefit from reading a given work once.

LIAR'S LORE

You are able to lie extremely well about a chosen field of knowledge, using your extensive knowledge in place of your ability to bluff.

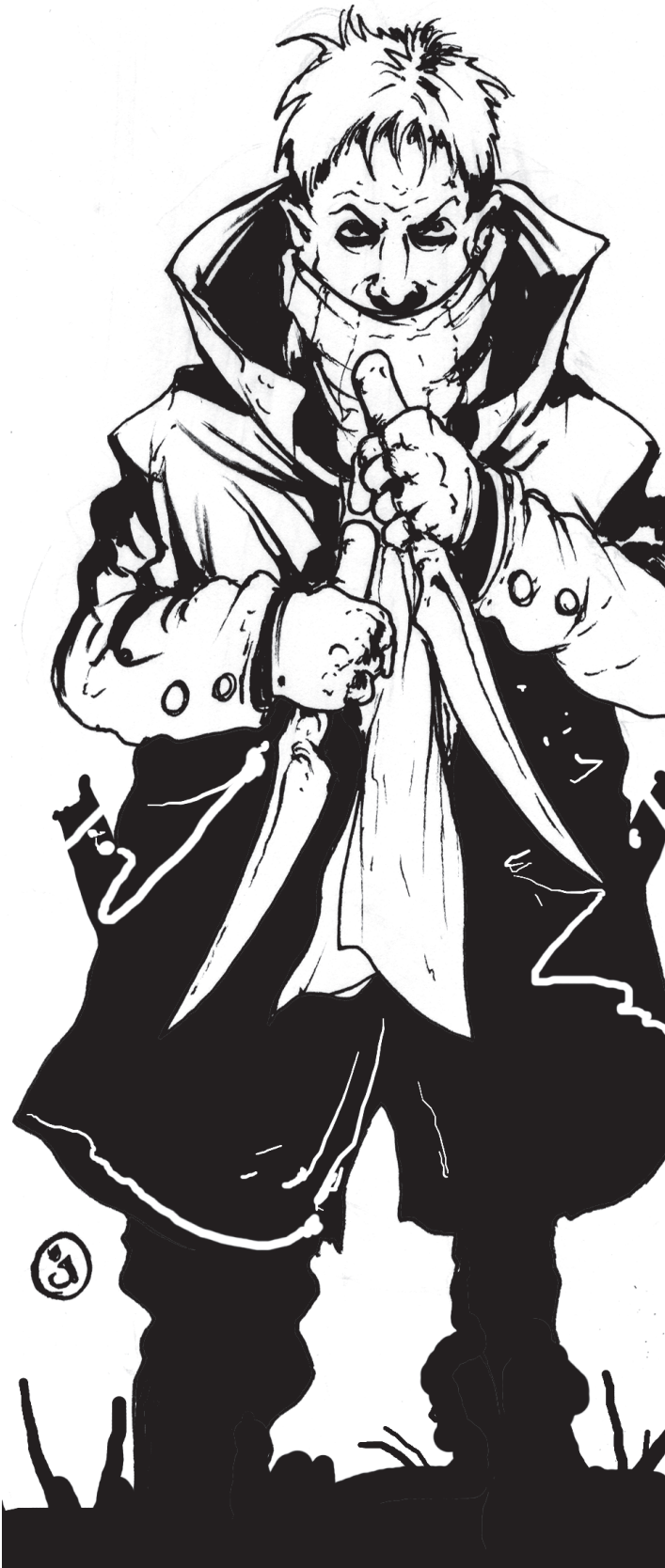
Prerequisites: Int 13+, Skill Focus (*any Knowledge skill*), loremaster level 3rd

Benefit: When you take this feat, choose any one Knowledge skill which you have improved with the Skill Focus feat. Whenever you wish to lie about a topic which is encompassed by this Knowledge skill, you may use the Knowledge skill in place of the Bluff skill to oppose your opponent's Sense Motive skill check. All normal modifiers for the lie's believability apply to this check.

LIGHTSTEP (GENERAL)

You walk gently on the ground and leave little evidence of your passage.

Benefit: You are treated as two size categories smaller for the purposes of determining the DC of Survival checks made to track you. Thus, a Medium creature is treated as Tiny, increasing the DC to +2, while a Huge creature is treated as Medium, with no penalty or bonus to the check. In addition, you gain a +2 bonus to Stealth checks.



LIGHTNING MOUNT [PALADIN]

You are able to leap into the saddle of your horse without thought, landing in the saddle by instinct.

Prerequisite: Mounted Combat

Benefit: Mounting or dismounting a mount is a free action for you, provided you start adjacent to your mount.

Normal: It normally requires a move equivalent action to mount or dismount a horse.

LIQUID HEALING [MONK]

Prerequisite: Drunken Demon

Benefit: By spending 1 point from his ki pool, you gain the ability to convert a single alcoholic drink that has been ingested into a potion of cure serious wounds. This is a standard action that does not provoke an attack of opportunity. For this feat to work, you must be under the effects of the feat, Drunken Demon. When you convert one drink of alcohol into one dose of the potion, your ability scores change (+2 to *Intelligence and Wisdom*, -2 to *Strength or Constitution*) as if the duration of the alcohol's effect had expired. This ability can be used up to three times per day.

As long as there is at least 2 points in his ki pool, you can make use of this feat.

LESSER ARCANETRICS

You have a few more magical tricks up your sleeve.

Prerequisites: Int 12+, Minor Magic rogue talent, rogue level 3rd

Benefit: You may cast one 2nd-level spell from the following list per day: blur, cat's grace, knock, and minor image. Your caster level for these spells is equal to your rogue level. The save DC is equal to 12 + your Intelligence modifier.

LONE DUELIST [COMBAT]

You are adept at fending off multiple foes at once.

Prerequisites: Dex 15+, duelist level 2nd

Benefit: Whenever you are being threatened in melee by more than one opponent, you gain a +1 dodge bonus to Armor Class and Combat Maneuver Defense for each opponent beyond the first, up to +1 per two levels of duelist you possess. A condition that makes you lose your Dexterity bonus to Armor Class also makes you lose the benefits of this feat.

LORE OF AFFLICTIONS

You use your various fields of knowledge to resist afflictions and other harmful effects on your body.

Prerequisites: Int 13+, lore of true stamina (*loremaster secret*)

Benefit: Whenever you need to make a Fortitude save to resist a harmful effect, you may first make a Knowledge skill check using a Knowledge skill related to the effect. This check uses the same DC as the Fortitude save. If your Knowledge check is successful, you gain a +4 bonus on your Fortitude save to resist the effect. If the same effect causes you to make another Fortitude save at a later time, another Knowledge check is required. A Knowledge skill is "related" for purposed of this feat if it covers the type of creature or event which caused the effect you are trying to resist. For example, Knowledge (religion) would help you to resist attacks made by undead *creatures* or gods, while Knowledge (*nature*) would help you to resist the effects of weather or attacks made by plants. Refer to the Knowledge skill list for the topics covered by each knowledge skill.

LORE OF CREATION

You have mastered the method of crafting a particular type of item and it takes you less time to craft those items.

Prerequisites: Any one item creation feat, loremaster level 6th

Benefit: When you take this feat, choose any one magic item creation feat you have. You gain a +3 bonus to Craft skill checks you make while crafting items to be enchanted with that feat. In addition, items you craft to be enchanted take one half as long as normal to craft and one half as long as normal to enchant. They still take up the full amount of other resources to craft and you must still meet the normal requirements for crafting each item.

LORE OF EVASION

You use your various fields of knowledge to hone your reflexes and evade the attacks of your enemies.

Prerequisites: Int 13+, secret knowledge of avoidance (*loremaster secret*)

Benefit: Whenever you are about to make a Reflex save to resist an attack that normally deals half damage on a successful save, you may first make a Knowledge skill check using a Knowledge skill related to the effect. This check uses the same DC as the Reflex save. If your Knowledge check is successful, you instead take no damage on a successful save and only half damage even on a failed save. For example, Knowledge (*arcana*) allows you to avoid the breath weapons of dragons, constructs,

and magical beasts. Refer to the Knowledge skill list for the topics covered by each knowledge skill.

LORE OF A FIVE TONGUES

You have great control over your linguistic mind and are able to quickly learn many new languages and focus on one of them to understand each day.

Prerequisites: Int 17+, 5 or more ranks in Linguistics, loremaster level 4th

Benefit: When you take this feat, choose five new languages that you do not already know but have been exposed to at least once in the past. You immediately learn these languages; however, you are only able to speak and understand one of the languages per 3 levels of loremaster you possess on any given day. The languages you understand are chosen whenever you prepare spells and cannot be changed until you rest for 8 hours and prepare spells again. The other languages are still in your memory but cannot be accessed until that time.

LORE OF GOOD HEALTH

Your vast knowledge in different fields has also taught you many secrets of good health.

Prerequisites: Secret health (*loremaster secret*) or Toughness, loremaster level 1st, Int 13+

Benefit: You gain 2 additional hit points for every Knowledge skill you have in which you possess 7 or more ranks. If you possess 14 or more ranks in a given Knowledge skill, you gain 2 more additional hit points. You gain 2 additional hit points whenever you later attain 7 or 14 ranks in a knowledge skill.

Special: If you later drop below 7 or 14 ranks in a Knowledge skill, you lose the hit points granted by this feat for your ranks in that skill.

LORE OF THE DRAGONS

You are well-versed in the history, culture, and habits of dragons.

Prerequisites: Int 13+, bardic knowledge class feature, dragon disciple level 1st

Benefit: You gain a +2 bonus to all Knowledge skill checks made about dragons, whether the check is about a specific dragon, a dragon type, or dragons in general. You also gain a +2 bonus to Bluff, Diplomacy, and Sense Motive checks made against dragons, and a +2 bonus to Appraise checks made to appraise a dragon's treasure.

Metallic Dragon's Diplomacy

You have acquired the diplomatic abilities of the metallic dragons whose blood flows through your veins.

Prerequisites: Dragon disciple level 1st, must have a metallic dragon bloodline

Benefit: You gain a +2 bonus to Diplomacy and Sense Motive checks. In addition, once per day per three dragon disciple levels you possess, you are able to take 10 on a Diplomacy or Sense Motive check.

LORE OF TRUTH

You are able to detect falsehoods with your knowledge rather than your social cunning.

Prerequisites: Int 15+, loremaster level 1st

Benefit: Whenever you wish to detect whether someone is lying, if they are speaking about a topic which is encompassed by a knowledge skill in which you possess 7 or more ranks, you may use that Knowledge skill in place of the Sense Motive skill in order to determine whether or not they are lying. This Knowledge check is opposed by the suspected liar's Bluff check and all normal modifiers for the lie's believability apply. If you beat the liar's check by 5 or more, you also determine whether or not the liar knows the truth about the topic they are speaking of, or whether they are merely fabricating something without knowledge of the truth.

MAGE HARROWER (COMBAT)

You are trained to take advantage of spellcasters while they are distracted by their own spells.

Prerequisites: Int 13+, sneak attack class feature

Benefit: When you attack an enemy who is casting or concentrating on a spell of a level equal to or less than the number of sneak attack dice you possess, you gain a bonus to your attack roll equal to the number of sneak attack dice, to a maximum of +5. (*e.g., 3d6 sneak attack grants +3 to attack if the spell is 3rd level or lower, while 7d6 sneak attack grants +5 to attack if the spell is 7th level or lower.*) The attack does not need to be a sneak attack for the bonus to apply.

You gain the same bonus to Stealth checks made to hide from opponents who are concentrating to maintain spells (*regardless of spell level*).

MAGE'S MISHAP

Mages fear casting their spells at you. For they know that once they do, without even lifting a finger, you are able to attack back!

Prerequisite: Arcane Archer Level 2nd

Benefit: Whenever a spellcaster casts a spell that includes you as a target, a number of times per day equal to 1/2 your level in Arcane Archer (*rounded down*), an arrow from your quiver disappears and reappears 5 feet away from the caster and flies toward her. Make a normal roll to hit. If successful, the arrow hits the target and does damage.

If the arrow is nonmagical, it receives the same enhanced arrow abilities that it would have received if you had fired it.

MAGIC THUMB

You have a knack for activating magic items even if you don't know how they work.

Prerequisites: Cha 15+, 3+ ranks in Use Magic Device

Benefit: When you attempt to activate a magic item blindly with the Use Magic Device skill, you get a +2 bonus on your check and you only suffer a mishap if you fail by 15 or more. If you have seen the item activated or used before, you get an additional +4 bonus on the check. Once you have activated an item yourself, you learn how it works and no longer need to activate it blindly.

Normal: You suffer a mishap if you fail by 10 or more and you must continue to activate an item blindly even after having activated it before.

MANHUNTER

They can run from you, but they can't hide.

Prerequisites: Order of the Wolf

Benefit: You gain a +2 feat bonus to Diplomacy, Perception, Sense Motive and Survival checks made to find the person (humanoid) for whom you are questing. In addition, Knowledge (Local) is a class skill for you.

MANY/ATTACK/ARROWS

A foe attacked by one of your arrows is shocked when the arrow pulls itself out of him and readies itself to attack again!

Prerequisite: Arcane Archer Level 1st

Benefit: Whenever you successfully hit an opponent with a ranged bow attack, you can choose to have the arrow that hit your foe to pull itself out of her, and attack another target, including the target that you just hit, within a 50 foot radius. You can use the ability that this feat grants a number of times per day equal to 1/2 your level in Arcane Archer (*rounded down*). All attacks happen in the same combat round that you fired the arrow.

MANY/MAGIC/MISSILES

Your enemies are amazed, and then are in severe pain, when you hold out your bow and instead of arrows, many small, white missiles of force are unleashed on your foes.

Prerequisite: Arcane Archer Level 6th

Benefit: Whenever you use your many shot ability, instead of firing arrows at all enemies that are in range, you hold your bow out and command magic missiles to hit your enemies instead. You don't need to know the spell magic missile in order to gain the benefit from this feat. In lieu of an arrow hitting your targets, two magic missiles strike each foe. As with the spell magic missile, the magic missiles never miss. The range of the bow that you are wielding, not the range of the spell magic missile, determines what targets are in range.

MARK OF THE FEY (DRUID)

You have been marked by the fey, although such a blessing is not without its price.

Prerequisites: Cha 13+, Druid level 1st

Benefit: You may add your Charisma bonus to all saving throws against spells or spell-like effects. However, you do not gain this bonus against fey opponents.

Special: This feat can only be chosen at 1st level.

MARTYRDOM HEALING (PALADIN)

You can channel your own life force out through your hands.

Prerequisite: Cha 13, Diehard, Lay on Hands ability

Benefit: You may expend your own hit points to provide healing when using lay on hands; the exchange rate is three hit points for one point of healing. For example, if you deal 30 points of damage to yourself, you may heal another character of 10 points of damage.

Normal: A paladin can heal 1d6 hit points of damage for every two paladin levels she possesses.

Special: These additional points can also be used to damage undead.

MASK/AURA

You have learnt through careful practise to diminish your aura, hiding its power and making it more difficult to detect.

Prerequisite: Aura class feature, Caster level 5th or higher

Benefit: As a swift action you can mask your aura for 1 round. For the purposes of detect spells and spell-like

effects you are considered not to have the aura class feature.

Normal: Your level determines the strength of your aura when targeted by detect spells and spell-like effects.

Special: Masking your aura only hides its strength but does not change its alignment.

MASTER DEFLECTION (COMBAT)

You can lower your defenses to redirect an opponent's attack to another target.

Prerequisites: Dex 17+, duelist level 8th

Benefit: Once per round when you successfully parry an opponent's attack, you can choose to have the attack target an adjacent opponent. The attack uses the same attack rolled that was rolled against your parry attempt, with a -4 penalty. If it beats the new target's Armor Class, it damages the target normally. When you use this ability, you suffer a -2 penalty to your Armor Class for 1 round.

MASTER GIANT-DUELER (COMBAT)

Larger foes are no worry to you, as you are an expert at parrying their attacks.

Prerequisites: Dex 17+, parry and riposte class features, Giant-Dueler

Benefit: When you attempt to parry an attack made by a creature of a larger size category, you no longer suffer a penalty to your attack roll for each size category that the attacker is larger than you. In addition, if the parried attack was a melee attack, you are able to make a riposte even if the attacker is not within your reach.

Normal: Normally you are only able to make a riposte if the attacker is within reach.

MASTER OF INNUENDO

You are an expert at crafting secret messages which are difficult for unintended recipients to decipher.

Prerequisite: Deceitful

Benefit: When you use Bluff to deliver a secret message, you get a +5 bonus to your check, and the DC of the Sense Motive check for unintended recipients to decipher the message increases by an additional 5.

Normal: The DC to decipher secret messages is equal to your Bluff check.

MASTER OF LIGHT AND SHADOW

You have great control over magically created light and darkness, even that which you did not create yourself.

Prerequisites: 7 or more ranks in Spellcraft, shadowdancer level 3rd

Benefit: Once per day per shadowdancer level you possess, you may dispel any and all magically created light and darkness effects within 10 feet per level of shadowdancer you possess. This ability functions as the dispel magic spell and your caster level for this effect is equal to twice your shadowdancer level. Once per day you may choose to only affect either magically created light or magically created darkness with a single use of this ability.

MASTER OF SHADOW TRICKS

You are able to use your illusion powers more and they are more effective while located in the shadows.

Prerequisites: Shadowdancer level 6th

Benefit: You are able to use your shadow illusion class ability a number of times per day equal to your shadowdancer level instead of the normal amount. In addition, whenever you create an illusion spell which is located in an area of dim light, the Difficulty Class of the Will save (if any) to resist the spell or recognize it as real is increased by 1 per 3 levels of shadowdancer you possess.

Normal: Normally you can use your shadow illusion ability once per day per two levels of shadowdancer you possess.

MASTER LEARNER

You immediately master a skill which you recently began studying.

Prerequisites: Instant mastery (*loremaster secret*), Skill Focus (*see benefit*), Int 15+, loremaster level 3rd

Benefit: When you take this feat, choose a skill which you used the instant mastery secret to learn your initial ranks in and which you have improved with the Skill Focus feat. By taking this feat you immediately gain enough ranks in the skill to increase it to your current maximum number of ranks, just as if you had spent skill points on it.

MASTER MAGICIAN

You have mastered your magical abilities.

Prerequisites: Int 15+, Major Magic and Minor Magic rogue talents, Apprentice Magician

Benefit: You may cast each of your 1st-level spells gained through Major Magic a number of times per day equal to 2 plus one-third of your rogue level, and the save DC for the spells increases by 1 for every 4 levels of rogue you possess.

Normal: You may cast each spell twice a day, and the save DC is equal to 11 + your Intelligence modifier.

MASTER MYSTIC'S COMBINED SPELLS

You have certain spells which, when cast using an alternative spellcasting ability, are more powerful.

Prerequisites: 10 or more ranks in Spellcraft, mystic theurge level 3rd

Benefit: When you take this feat, choose a number of spells that you can cast equal to your mystic theurge level. Whenever you cast one of these spells using your combined spells class feature to cast it with one of your other spellcasting classes, the spell is considered to be heightened (*as the Heightened Spell metamagic feat*) to the level of spell slot that was used to cast it. Alternatively, you may choose to cast or prepare these spells using the same level of spell slot from another spellcasting class, rather than a spell slot 1 level higher than the spell. Whenever you gain a level in mystic theurge, you may add 1 more spell to this group. (*The number of spells you can cast in this way will always be equal to your mystic theurge level.*)

Normal: Normally when you use the combined spells ability, you must use a spell slot 1 level higher than the spell you are casting.

MASTER OF INVISIBILITY

You are able to maintain your invisibility against opposing magic.

Prerequisites: 15+ ranks in Spellcraft and Stealth, arcane trickster level 9th

Benefit: While you are invisible, if anything attempts to reveal you by using a spell or magical ability which specifically counteracts invisibility (*such as invisibility purge or see invisibility*), you may make a caster level check ($DC\ 11 + \text{the effect's caster level}$) in order to remain unaffected and undetected by the effect for one round per arcane trickster level. This feat does not counteract general antimagic effects such as dispel magic and detect magic.

MASTER OF THE POISONED STRIKE (COMBAT)

You are skilled at inflicting deep wounds which make your poisoned attacks more difficult to resist.

Prerequisites: 9+ ranks in Craft (*alchemy*), Master Poisoner, poison use and sneak attack class features

Benefit: When you make a successful sneak attack with a poisoned weapon and your opponent becomes poisoned, you may increase the number of successful saving throws needed to cure the poison by 1.

MASTER OF THE UNSEEN SPELL

Spells which you conceal from your opponents are more devastating.

Prerequisites: Int 17+, 12+ ranks in Spellcraft and Stealth, arcane trickster level 9th

Benefit: When you apply the Invisible Spell, Silent Spell, or Still Spell feat to a spell you cast which deals hit point damage, you may add your sneak attack damage to the damage dealt by the spell. If the spell allows a saving throw to negate or reduce the damage, the sneak attack damage is also affected. The damage is of the same type as that dealt by the spell. You may use this effect a number of times per day equal to your Intelligence modifier.

Special: Using the tricky spells class feature does activate this effect. However, this effect does not stack with the surprise spells class feature.

MASTER POISONER

You are a skilled poisoner, able to craft potent poisons and use fewer resources while crafting them.

Prerequisites: 7+ ranks in Craft (*alchemy*), poison use class feature

Benefit: When you finish crafting a poison using the Craft (*alchemy*) skill, you may apply one of the following effects to the poison: increase the Fortitude save DC of the poison by 1; increase the frequency of a poison measured in rounds by 1 round; or cause the poison to deal 1d6 hit point damage (*lethal or nonlethal*) in addition to its normal effects each time an afflicted creature fails its saving throw against the poison. Alternatively, you may recover one-tenth of the cost of material goods you spent crafting the poison.

MASTER SHADOW CALLER

You are able to use your shadow conjuring powers more and they are more effective while located in the shadows.

Prerequisites: Shadowdancer level 6th

Benefit: You are able to use your shadow call class ability a number of times per day equal to your shadowdancer level instead of the normal amount. In addition, whenever you use a shadow conjuration or greater shadow conjuration spell and its effects are located at least partially in an area of dim light, its effects are considered 5% more real and 5% more likely to work per level of shadowdancer you possess. **Normal:** Normally you can use your shadow illusion ability once per day at 4th level and one additional time per day per 2 additional levels of shadowdancer



you possess, and the effects of the spell are 20% real (*for shadow conjuration*) or 60% real (*for greater shadow conjuration*).

MASTERY OF DIVINATION METAMAGIC

You can more easily apply a chosen metamagic feat to your divination spells.

Prerequisites: 12 or more ranks in Knowledge (*arcana*), newfound arcana (*lore master secret*), Spell Focus (*divination*), at least 1 metamagic feat

Benefit: When you take this feat, choose any one metamagic feat. When you apply that feat to divination spells, the spell uses a spell slot 1 level lower than the modified spell would usually use. (*For example, your Quickened divination spells now use up spell slots 3 levels higher than normal instead of 4 levels higher than normal.*)

MASTERFUL EPIC TALES

You are quicker to scribe epic tales, and they are more effective, being easier to use and lasting longer.

Prerequisites: 10 or more ranks in Profession (*scribe*), pathfinder chronicler level 6th

Benefit: The epic tales that you scribe with your epic tales and greater epic tales class abilities retain their super-

natural potency twice as long as normal (*2 days per class level*) and require only 30 minutes to inscribe instead of an hour. Additionally, they require only a standard action to activate instead of a full-round action, and their duration is increased to 1 minute per 3 levels of pathfinder chronicler you possess.

Normal: See the epic tales class feature.

MEAT SHIELD

As a fighter, you see it as your duty to stand between your foes and the weaker members of your party. When the enemy gets close to your other party members, you place yourself in the way, fighting hard to keep the foe at bay.

Prerequisite: Fighter Level 3rd

Benefit: When you are within 10 feet of an ally, you get an Armor Class bonus equal to one-third of your fighter level (*rounded down*). When you're within 5 feet of an ally the bonus goes to one-half of your fighter level (*rounded down*).

MENTAL GRACE (COMBAT)

You are able to focus and ignore distractions while in a battle.

Prerequisite: Duelist level 4th

Benefit: While you are in combat and wearing light armor or no armor and not using a shield, you gain a +4 bonus to Will saves against mind-affecting effects and to Perception and Sense Motive checks made against your opponents. This bonus begins when you make an attack and ends if you have not attacked within a number of rounds equal to your duelist level.

MERCIFUL

You know the value of mercy, and do not have to slay your opponents to defeat them.

Prerequisites: Non-evil alignment, Challenge class feature

Benefit: All of your weapons may deal nonlethal damage to the target of your challenge. In addition, Heal is a class skill for you.

MERCILESS KILLER [COMBAT]

You are quick to bring death to your helpless enemies.

Prerequisite: Sneak attack +5d6

Benefit: You only need to take a standard action to deliver a coup de grace, and when you do, you deal 1 extra point of damage per die of sneak attack you possess.

Normal: Delivering a coup de grace takes a full-round action.

METAMAGIC MASTERY [GENERAL]

Prerequisites: Knowledge (*Arcana*) 10 ranks, Spellcraft 10 ranks, Caster level 10th, any three metamagic feats

Benefit: Choose one metamagic feat that you already know. The level cost of that metamagic feat is reduced by one (*to a minimum of +1*). For example, using Metamagic Mastery on the Maximize Spell feat would allow you to cast a maximized fireball as a 5th level spell, instead of the normal 6th level spell slot it would take (+2 *spell levels* instead of +3 *spell levels*).

Special: This feat may not applied to metamagic feats that have a variable level cost, such as Heighten Spell.

MIGHT BLOWS

You use your weapon in an unorthodox manner, sweeping it around your head in great arcs and making use of every part.

Prerequisites: Rage class feature.

Benefits: When raging any melee weapon you wield counts as one size category larger than it actually is for

determining damage dice. Otherwise it functions as normal. This does not increase your weapon's reach.

MIND-CONFOUNDING STRIKE [COMBAT]

When you imbue your weapon with arcane energy, you can expend enchanting power to confound the minds of your targets.

Prerequisites: Arcane Strike, Spell Focus (Enchantment), eldritch knight level 1st

Benefit: When you activate your Arcane Strike feat, you can expend an unused enchantment spell that you have prepared or a spell slot of a level in which you know at least one enchantment spell (for spontaneous casters). If you do, any foe struck by one of your arcane strike-imbued attacks has a 50% chance to lose any action that they attempt, +5% per level of the enchantment spell expended, until your arcane strike ability ends on your next turn.

MINOR SPELL SYNTHESIS

You are able to synthesize lesser magic and cast multiple spells from different sources at the same time.

Prerequisites: 10 or more ranks in Spellcraft, mystic theurge level 3rd

Benefit: You can cast two spells, one from each of your spellcasting classes, as a full-round action. Both of the spells must have a casting time of no more than one standard action and they must have the same casting time. Additionally, the spells must be no higher than 2nd level. You can make any decisions concerning the spells independently. You can use this ability a number of times per day equal to one third of your mystic theurge level, in addition to the spell synthesis ability you gain upon attaining 10th level of mystic theurge.

MIRROR PERFORMANCE

You are able to sing and dance, moving your body and altering your voice in such a way that you can redirect magical affects based on sight and sound to other targets, even back upon the caster creating the affect!

Prerequisite: Bard Level 12th

Benefit: Along with your ability to use your Bardic Performance to use Countersong and Distraction, you can also use your Bardic Performance to reflect a magical affect based on sight or sound from one target to another.

If you are within 30 ft. of where the magical effect is located, you can use Mirror Performance to redirect the magical effect to another target. To do this, use your Bardic Performance, then make a saving throw against the effect

as if you were being affected by the magic. You may use your perform skill instead of your normal saving throw bonus to make the save if it's higher. If you succeed on the save you may move the magical effect from the target that it's affecting to another target of your choice.

You may use this feat any number of times, however you may only try to reflect an affect once.

MONSTER HUNTER

You are adept at tracking and slaying your quarry.

Prerequisites: Order of the Wolf

Benefit: You gain a +2 feat bonus to Perception and Survival checks to find the creature for which you are questing, and a +1 feat bonus to damage rolls when fighting it. In addition, Knowledge (Nature) and Knowledge (Arcana) are class skills for you.

MONSTER TACTICS LORE

You have studied the attack methods of a particular type of creature, allowing you to better evade their attacks.

Prerequisites: Int 13+, Skill Focus (*any Knowledge skill*), dodge trick (*loremaster secret*)

Benefit: When you take this feat, choose one type of creature (*such as undead*) encompassed by a Knowledge skill which you have improved with the Skill Focus feat. You gain a +1 dodge bonus to Armor Class and Combat Maneuver Defense per three levels of loremaster you possess against all attacks made by creatures of that type.

Special: You may take this feat more than once. Each time, it applies to a different creature type.

MOUNT OF CHOICE [FIGHTER]

Choose a specific mount, such as "Happy, my pet griffon" or "Solosar, my gold dragon ally." You have mastered the art of fighting in perfect cooperation with this creature.

Prerequisites: Mounted Combat, Mount Specialization with the type of creature selected, Greater Mount Specialization with the type of creature selected, Ride skill, fighter or paladin level 15th.

Benefit: You gain a +2 bonus to all Ride and Handle Animal skill checks with regards to the specific creature chosen. If you begin combat already mounted, you may roll Initiative twice (*adding your Initiative bonus to one roll and that of your mount to the other*) and use the higher of the two rolls as your Initiative score.

Normal: Mounts act on their rider's Initiative, even if the mount has a higher Initiative modifier.

Special: After learning this feat, whenever your fighter or paladin level increases, you may choose to switch the benefit to a different creature (*you must still meet all the prerequisites for that new mount*). You may not select this feat more than once.

MOUNT SPECIALIZATION [FIGHTER]

Choose one type of mount, such as heavy warhorse or griffon. You are specially trained to fight from the back of such a creature.

Prerequisites: Mounted Combat, Ride skill, fighter or paladin level 6th.

Benefit: You gain a +1 bonus to all weapon attack rolls while mounted on the type of creature chosen. Your mount also gains a +1 bonus to its attack rolls while you are riding it.

Special: You may take this feat multiple times; its effects do not stack. Each time you select this feat applies to a different type of creature.

MOUNTED CASTER

You are able to easily cast spells while mounted.

Prerequisites: 4+ ranks in Ride

Benefit: You never need to make concentration checks to cast a spell due to vigorous motion caused by riding a moving mount.

Normal: Normally you must succeed at a concentration check (DC 10 + the level of the spell) or lose the spell when you attempt to cast a spell while riding a moving mount.

MURDEROUS NECROMANCY

Your death attacks cause your victims to become your undead servants.

Prerequisites: 7+ ranks in Spellcraft, death attack and true death class features, ability to cast animate dead

Benefit: When you slay a creature with a death attack, you can cause that creature to immediately reanimate (*as if you cast animate dead on it*) by making a successful Spellcraft check with a DC equal to 10 plus the creature's HD. You do not need to have the spell prepared for this effect to occur, but you do need to either know the spell or have it scribed into your spellbook (*for arcane casters*) or have it on your spell list (*for divine casters*) and be high enough level to cast it. Undead created with this ability do count against the total HD of undead you are able to control, but you may control an additional 2 HD of undead with animate dead per level of assassin you possess.

MUSICAL MYSTIC

Your study of the divine has given you inspiration for your performances as well as additional mystical powers.

Prerequisites: Wis 13+, bardic performance class feature, mystic theurge level 1st

Benefit: Your levels in mystic theurge count as levels of bard for purposes of determining how many times you are able to use your bardic performance ability per day and what type of action it takes to begin a bardic performance. In addition, once per day you can use your bardic performance ability to imitate the effects of a detect chaos, detect evil, detect good, or detect law spell. It lasts as long as you continue to perform. Your caster level for this effect is equal to your bard caster level, and the save DC is equal to 11 + your Wisdom modifier.

MUSICAL SPELLFUEL

By sacrificing your use of a spell, you're able to extend the use of your Bardic Performance.

Prerequisite: Bard Level 1st

Benefit: You may sacrifice any number of spells at any time to increase the number of rounds that you're able to use your Bardic Performance for the day. This increase is equal to one half of the spell level that you sacrificed (*rounded down*).

MUSK DRUID

The character naturally produces a musk that makes him seem more charismatic to others.

Prerequisites: Druid level 4th+

Benefit: Once per day the character can produce a faint musk that adds a +2 racial bonus to all of her Charisma-based skills for 10 minutes. The bonus does not apply if his is interacting with a construct, elemental, ooze, plant, undead, or vermin.

MYSTIC BLOOD

Your mysticism serves to bring out your magical bloodline and makes your bloodline spells more versatile and powerful.

Prerequisites: Wis 13+, bloodline class feature, mystic theurge level 1st

Benefit: Your levels in mystic theurge count as levels of sorcerer for purposes of determining which bonus bloodline spells you know. Additionally, you may prepare and cast your sorcerous bloodline spells using your divine spellcasting ability without using up a spell slot one level higher than normal. Finally, your levels in all divine spell-

casting classes are added to your sorcerer caster level when casting spells from your sorcerous bloodline, regardless of whether you prepared them or cast them spontaneously.

MYSTICAL EPIPHANY

You can sacrifice unused magical power to have an epiphany and better perform a task.

Prerequisites: Mystic theurge level 3rd

Benefit: You are able to sacrifice uncast spells or spell slots (*for spontaneous casters*) in order to gain a bonus to a skill check that you are making. Sacrificing the spells is part of the action of making the skill check and you must choose to sacrifice them before you roll the check. You can sacrifice any number of spells, and you gain a bonus to your skill check equal to the total level of the spells sacrificed, to a maximum of +1 per level of mystic theurge you possess. If you sacrifice spells totaling more than this amount, the extra benefit is lost.

MYSTICAL FIRE

You can harness any of your unspent magical energy to become a deadly flame.

Prerequisites: 12 or more ranks in Spellcraft, mystic theurge level 4th

Benefit: By sacrificing an uncast spell or unused spell per day (*for spontaneous casters*), you can make a ranged touch attack against a single target which deals 1d6 damage per level of the spell sacrificed. This attack counts as a ray and deals fire damage. This ability takes a standard action, and you may use it a number of times per day equal to one half of your mystic theurge level. If the spell sacrificed was a divination spell you had prepared, it deals an additional +1 point of damage per level of the spell sacrificed.

MYSTICAL FORESIGHT

As you prepare your spells, you wisely save a spell slot which you are able to quickly fill later with a spell you need.

Prerequisites: 9 or more ranks in Spellcraft, mystical theurge level 3rd

Benefit: When you prepare your spells for the day, you may leave a spell slot that you would normally use to prepare a spell empty. Later that day, as a full-round action you can fill the slot with any spell that you would normally have been able to prepare in it. You may then cast that spell as if it had been prepared all along.

Normal: Normally filling your unused spell slots takes a long period of rest rather than a full-round action.

MYSTIC PRIEST

You are more schooled in the arts of magic than war and have given up time in the sparring yard for time communing with your god on the nature of magic.

Prerequisite: Cleric level 1st

Benefit: You gain an additional memorisation slot for each spell level. In exchange for this increase in power you start with no armour or shield proficiencies and the only weapons you are proficient in are the club, dagger, heavy crossbow, light crossbow, and quarterstaff. You are also proficient in your god's favoured weapon.

Normal: Clerics receive Light Armour Proficiency, Medium Armour Proficiency, Shield Proficiency and Simple Weapon Proficiency as bonus feats at 1st-level.

Special: This feat can only be taken at 1st-level.

MYSTICAL REFLEXES

You can instantly sacrifice magical energy in order to gain a bonus to your reflex save.

Prerequisites: 9 or more ranks in Spellcraft, mystic theurge level 2nd

Benefit: As an immediate action, by sacrificing an uncast spell or unused spell per day (*for spontaneous casters*) you can gain a bonus to a Reflex save. The bonus is equal to the level of the sacrificed spell and applies to the next single Reflex save that you make. Alternatively, you can sacrifice a spell as a move action and gain a bonus equal to one-third of the level of the spell to all of the Reflex saving throws you make within a number of rounds equal to your mystic theurge level.

MYSTIC'S FAMILIAR

Your familiar continues to gain in power as you advance your mystical talents, and it gains the ability to use some minor divination magic.

Prerequisites: Wis 13+, Arcane bond (*familiar*) class feature, mystic theurge level 1st

Benefit: Your levels in the mystic theurge class count as levels of a class which continue to advance the power of your familiar. Additionally, your familiar gains the ability to cast spells from the following list a number of times per day equal to your Wisdom modifier: detect magic, detect chaos, detect evil, detect good, detect law, and true strike. The save DC is equal to 10 + your Wisdom modifier + the level of the spell.

NATURAL ARCHER (GENERAL)

You have come to terms with the tenets of your faith and can use an archaic bow, reflecting your naturalist and primitive nature.

Prerequisites: Dex 13+, Wis 13+, Druid level 1st+

Benefit: You gain Martial Weapon Proficiency (*longbow*) and Martial Weapon Proficiency (*shortbow*). You do not gain proficiency with the composite version of these weapons however.

Normal: Druids are proficient with the following weapons: club, dagger, dart, quarterstaff, scimitar, scythe, sickle, shortspear, sling, and spear.

NATURAL ARCANA (METAMAGIC)

You imbue an arcane spell with the neutral energy of nature.

Prerequisites: Nature bond class feature, mystic theurge level 1st

Benefit: A Natural Arcana is an arcane spell that you have imbued with divine energy so as to become a neutrally aligned spell. The Difficulty Class to resist a spell imbued with such energy increases by 2 for creatures that have one non-neutral alignment (*such as a creature that is neutral good*) or by 4 for creatures with two non-neutral alignments (*such as a creature that is lawful evil*). The Difficulty Class does not change for creatures which are neutral. A Natural Arcana spell must be an arcane spell and it uses up a spell slot 2 levels higher than the spell's actual level.

NATURAL MYSTIC

You are a student of matters both arcane and natural, and your studies of their relations improve your bonds to the natural world.

Prerequisites: Cha or Int 13+ (*see special*), nature bond and wild empathy class features, mystic theurge level 1st

Benefit: Your levels in mystic theurge count as levels of druid for purposes of determining the power of your nature bond and wild empathy class features. In addition, once per day you may sacrifice a prepared spell or unused spell slot (*for spontaneous casters*) from your arcane spellcasting class in order to spontaneously cast a summon nature's ally spell as with the spontaneous casting ability of the druid.

Special: Your primary arcane spellcasting ability (*Int for wizards, Cha for sorcerers and bards*) must be 13 or higher.

NATURAL DRACONIC MAGIC

Your draconic bloodline magic is easier for you to cast.

Prerequisite: Dragon disciple level 3rd

Benefit: You can cast your draconic bloodline bonus spells without somatic or verbal components, just as if you were using the Silent Spell and Still Spell feats, though these spells do not take up a higher-level spell slot.

NECROTIC ARROW

Your arrows not only have the ability to destroy your foes, but they can also reanimate them as your allies. Your foes can only look on in terror as the man that was formerly their comrade-in-arms is now an undead creature attacking them!

Prerequisite: Arcane Archer Level 3rd

Benefit: Whenever you strike a killing blow against an enemy, once per week, you can automatically resurrect the newly dead enemy as an undead creature on that combat round. The undead creature is completely loyal to you and will follow any commands that you give it. The creature is ready to take orders the round after it is raised. The type of creature that you can raise depends on your level of arcane archer. At Arcane Archer levels 3 and 4 you can raise a Medium Skeleton, at 5 and 6 you can raise a Medium Zombie, at 7 and 8 you can raise a Ghoul, and at 9 and 10 you can raise a Ghast.

NOSE FOR TREACHERY

You are adept at noticing deception and pretending that you have not caught on.

Prerequisite: Wis 13+, 3+ ranks in Diplomacy

Benefit: You get a +4 bonus to Perception checks made to notice disguises and Sense Motive checks made to discern lies and secret messages. When you determine that someone is attempting to deceive you, you get a +5 bonus to any Bluff check you make to pretend that you have not seen through their deception.

NOBLE DUELIST (COMBAT)

You are a high-society duelist and know how to fight against nobles.

Prerequisites: 6+ ranks in Knowledge (*Nobility*), duelist level 1st

Benefit: You gain a +3 bonus to your Initiative rolls when beginning a battle with a noble or member of a ruling class, in addition to all Charisma-based skill checks made against such opponents during combat. With 12 or more ranks in Knowledge (*Nobility*), this bonus increases to +6.



ONE EYE OPEN

You sleep with one eye open.

Prerequisites: Wis 13+, Alertness

Benefit: You may make Perception checks while sleeping without penalty.

Normal: The DC for Perception checks made while asleep increases by 10.

OVERPENETRATE (FIGHTER, GENERAL)

Your arrows and bolts can cleave through your target and strike a second foe.

Prerequisites: Base Attack Bonus +6 or higher, Point Blank Shot, Power Attack

Benefit: If you cause a creature to drop with a missile attack from a piercing weapon (*crossbow, or bow for example*), such as by reducing it to 0 or fewer hit points, the arrow penetrates through your target and potentially strikes a second target. You may immediately make another ranged attack at the same attack bonus as your killing shot at an enemy directly behind the dropped target. The new target must be directly behind the original target relative to your position, and must be directly adjacent to the initial target. You may use this ability once per round.

PALM STRIKE (GENERAL)

The power of your inner self is enough to keep your enemies at bay.

Prerequisites: Str 13, Improved Unarmed Strike, Power Attack, base attack bonus +6 or higher

Benefit: To use this feat, you must make a single unarmed attack as a standard action. If this unarmed attack hits, you deal damage normally, and the target's is pushed back 5 feet unless it makes a Fortitude saving throw (*DC 10 + 1/2 your character level + your Wis modifier*).

PARAGON OF THE FAITH

You have a reputation among the faithful as a staunch protector of the church and blessed guardian of the faith.

Prerequisite: Cleric level 7th or higher, Leadership.

Benefit: Whenever your personal cohort or dedicated followers of your god are within 30 ft of you, and can hear your voice, they gain a +1 moral bonus on attack rolls and saves versus fear effects. At 12th-level, and then every 4 levels thereafter, this bonus increases by +1, to a maximum of +4 at 20th-level.

In addition to this effect you gain a +2 circumstance bonus on all Charisma checks and Charisma based skills when dealing with followers of your god.

PATH OF THE MONKEY (GENERAL)

You can climb walls quickly, without losing your footing.

Prerequisites: Climb 5 ranks, Acrobatics 5 ranks

Benefit: You do not lose their Dexterity bonus to AC when climbing. In addition, you may add your Dexterity bonus to your Climb checks in addition to Strength.

PINPOINT ACCURACY (FIGHTER, GENERAL)

You have learned to take your time with the most important ranged attacks to make sure that you hit your intended target.

Prerequisites: Point Blank Shot, Precise Shot, Dexterity 13+

Benefit: You may spend a full-round action, during which you do nothing but aim at a target with a ranged weapon, and receive a +2 bonus to your attack roll on that target the next round with the ranged weapon. (*You may aim for up to three consecutive rounds, or your Wisdom bonus in rounds, whichever is less, gaining a maximum of +6 to the attack roll on the fourth round.*)

Firing after aiming requires use of the full attack action, in which you gain all benefits at your highest attack bonus, but only make a single attack. If you are threatened or attacked while aiming, all modifiers from this feat are lost until you are able to start over.

PERFECT SHOT (FIGHTER, GENERAL)

Your mastery of ranged weapons allows you to take that extra moment needed in the thick of combat to make each and every shot count to the utmost.

Prerequisites: Base Attack Bonus +6 or higher, Pinpoint Accuracy, Point Blank Shot, Weapon Focus (*ranged weapon*)

Benefit: When making a full attack action, you may sacrifice your additional attacks in order to make a single attack with your full attack bonus. If this attack hits, it deals an additional 1d4 damage per iterative attack you would normally be allowed. For example, an ranger with a +13 Base Attack Bonus hits using this feat. Normally she could make three attacks in a round (*at +13, +8 and +3*), and therefore she deals +2d4 damage using her deadly shot.

Special: This feat may be taken a second time, increasing the additional damage to +1d6 instead of +1d4.

PIERCING ARROWS

The heads of your arrows are especially sharp. They are able to pierce through even the toughest hides, exoskeletons, and even the scales of a dragon!

Prerequisite: Arcane Archer Level 5th

Benefit: Arrows that you fire ignore three points of damage reduction.

Special: This feat can be taken multiple times, which allow the affects to stack. For example if you took this feat three times, arrows that you fire ignore nine points of a target's damage resistance.

POINT-BLANK SPELLS

Your close-range spells are more difficult to resist.

Prerequisites: Point-Blank Shot, 3 ranks in Spellcraft

Benefit: Add +1 to the Difficulty Class for all saving throws made by targets of your ranged spells who are within 30 feet of you when you cast the spell. This bonus only applies to saving throws made against the spell before your next turn.

POISONER'S FORTITUDE

Your exposure to poisons has increased your fortitude.

Prerequisites: 5+ ranks in Craft (*alchemy*), assassin level 2nd

Benefit: Your save bonus against poison from the assassin class also applies to all other Fortitude saves you make. This bonus temporarily ceases to apply if you have not been exposed to a poison within 1 day per assassin level you possess.

POSTPONE SPELL (METAMAGIC)

You can cast spells that take effect a few seconds after casting.

Prerequisite: Knowledge (*Arcana*) 9 ranks

Benefit: Spells enhanced with this feat take effect on the caster's initiative on the following round. Spells that require a target must fulfill all normal requirements to achieve that target during casting. Range, line of sight, line of effect, etc. must be established as normal for the spell as it is being cast, and must remain valid when the spell goes off. If any target leaves the spell's maximum range after being successfully targeted when the spell is cast, then the spell fails to affect that target. Saving throws and spell resistance rolls, if any, are made when the spell goes off, not when it is cast.

A postponed spell has its normal magical aura, as if it were an ongoing spell. It can be dispelled by dispel magic before it takes effect and its target(s) will avoid all effects. Magical or mundane precautions taken after the casting, but before the spell's trigger, will provide full protection as if they were taken before the spell was cast. For example, suppose that the target of a postponed scorching ray makes a Spellcraft check and recognizes his danger. He casts a prepared protection from elements (*fire*) before the effects of the scorching ray are felt, and enjoys the full protection of the spell even though it was cast after the scorching ray.

All the caster's decisions must be made during the initial casting. Spells that require the caster to concentrate in order to maintain their effects may not be used in conjunction with this feat.

Effects that occur in a series, such as the initial damage and arcing damage of a chain lightning spell, do not begin until the spell takes effect. In the case of a postponed chain lightning, the initial target would take damage if it was still within range, then the spell would arc to the nearest applicable targets. If some of the creatures who were originally in range to be extra targets have moved away before the spell goes off, while other creatures have moved into range, the spell's additional targets are chosen randomly (*except for original targets who have remained in range*). If the original target had moved out of range of the chain lightning before it went off, then the entire spell would fail.

Postponed spells take up a slot two levels higher than the modified spell's actual level.

POWER SHOT

Your muscles ripple with magical energy when you pull back the string on your bow. With stunning force your arrow charges its way toward your target, awaiting to deliver a devastating blow.

Prerequisite: Str 15, Arcane Archer Level 1st

Benefit: Whenever you hit an enemy with an arrow, apply twice your strength bonus to the damage roll instead of the normal amount.

PRODIGY (BACKGROUND)

You were born with an inherent understanding of some of the powers of the world around you.

Prerequisite: Caster level 1st

Benefit: Once per day, you may increase your caster level by 2 for all purposes relating to a single spell you cast. This does not increase the spell's casting time. You may not exceed the normal maximum damage dice of the spell

by means of this ability. This ability may only be used on whichever class you had at character creation.

PROPHETIC STRIKE [COMBAT]

When you imbue your weapon with arcane energy, you can expend divination power to detect your targets' weaknesses.

Prerequisites: Arcane Strike, Spell Focus (Necromancy), eldritch knight level 1st

Benefit: When you activate your Arcane Strike feat, you can expend an unused divination spell that you have prepared or a spell slot of a level in which you know at least one divination spell (for spontaneous casters). If you do, each time you successfully damage an opponent with an attack until your arcane strike ability ends on your next turn, you become aware of one weakness the creature possesses (such as an energy vulnerability or the type of weapon that bypasses the creature's damage reduction) per level of the illusion spell expended.

PROTECTIVE PARRY [COMBAT]

You are skilled at deflecting blows aimed at your allies.

Prerequisites: Dex and Int 13+, parry class feature

Benefit: You no longer suffer a -4 penalty when you attempt to parry an attack made against an adjacent ally. In addition, if you successfully parry an attack made against an adjacent ally, that ally gains a +1 bonus to Armor Class for 1 round as long as they remain adjacent to you.

Normal: Normally you suffer a -4 penalty when you attempt to parry an attack made against an adjacent ally.

PURE OF HEART [GENERAL]

Your intentions remain pure even when confronted with the most evil temptations.

Prerequisite: Good alignment, Wis 13+.

Benefit: You are immune to any magic or effect that would change your alignment from good to neutral or evil. If a mind-affecting power would force you to act against your alignment, you gain an additional saving throw with a +4 bonus. Also, you enjoy a +1 competence bonus to all saving throws against spells with the evil descriptor and against the special abilities of creatures with the evil descriptor. If you are about to willingly commit a non-good act, the Games Master may warn you of the consequences and you must succeed at a Will save (*DC 10 + character's level*) to continue with that course of action.

QUICK PARRY [COMBAT]

You can parry even when you only have time for a single attack.

Prerequisites: Combat Reflexes, parry class feature

Benefit: When you take only a single attack action, you can elect not to make the attack and reserve it to parry an attack instead.

Normal: Normally you can only set aside an attack and reserve it to parry if you are taking a full attack action.

QUICK RETRIEVAL [COMBAT]

You can quickly snatch up dropped weapons and parry an attack of opportunity made against you.

Prerequisites: Dex 15+, Quick Draw, duelist level 4th

Benefit: You only need to use a swift action to pick up a light or one-handed piercing weapon that is not on your person, such as after you have been disarmed or when you are caught unprepared for combat. You still provoke attacks of opportunity when you do so, but you can choose to attempt to parry one attack of opportunity made against you whenever you pick up a weapon in this way. This counts as one of your own attacks of opportunity for the round.

Normal: Normally picking up a weapon is a move action that provokes attacks of opportunity and you cannot parry these attacks.

QUICK STUDY [GENERAL]

You are a quick study.

Prerequisites: Int 13+.

Benefit: The time it takes you to learn and scribe new spells is halved. In addition, you gain a +2 circumstance bonus on the Spellcraft checks made to learn and scribe new spells into your spellbook.

Special: Wizards may take Quick Study as a bonus feat when they have a bonus feat available from their class features.

QUIXOTIC

You are mildly deranged, but the odd workings of your brain have some benefits.

Prerequisites: None

Benefit: You have a mild case of schizophrenia, and suffer from constant hallucinations that render you unable to determine reality from fantasy (Pathfinder GameMastery Guide, p. 251). You do not have to make a Will save when

in stressful situations to avoid becoming confused, but you suffer all other affects of the insanity. Additionally, you are incapable of disbelieving illusions. In return for this, you are immune to all forms of fear (magical or otherwise) as well as all compulsion-based enchantments.

Special: Consult with your GM before taking this feat.

RAIN OF DEADLY STRIKES (COMBAT)

You can deliver a devastating flurry of attacks against unwary opponents when wielding two weapons.

Prerequisites: Dex 15+, sneak attack class feature, Two-Weapon Fighting

Benefit: While wielding two weapons, whenever you successfully deal sneak attack damage to an opponent, every following successful attack you make against that opponent until the beginning of your next turn deals an additional 1d6 sneak attack damage. This bonus increases with multiple successful sneak attacks (*e.g., after making two successful sneak attacks, your next attack deals +2d6 damage*).

RANGED DAMAGE MASTER

You are able to tap far into the power of the arcane and imbue your nonmagical arrows with a wide range of damage types, guaranteeing that you'll be able to do the kind of damage the hurts your enemies the most.

Prerequisite: Arcane Archer 5th

Benefit: When you use your Enhance Arrows (*Elemental*) ability, you have a wider range of elemental themes that you can choose from. Along with the flaming, frost, and shock themes, you now have access to acid, sonic, positive, and negative damage.

RANGED DEATH ATTACK (COMBAT)

By studying your opponent twice as long as normal, you are able to make a death attack with a ranged weapon.

Prerequisites: 11+ ranks in Perception, death attack class feature

Benefit: If you study a potential death attack victim for 6 rounds, you are able to make a death attack against the victim using a sneak attack with a ranged weapon that successfully deals damage. As normal, the target must be within 30 ft. in order for the attack to be a sneak attack.

Special: You may not use this ability in conjunction with abilities which reduce the number of rounds that you must spend studying your victim.

Normal: Normally you must use a melee weapon to make a death attack.

RANGED TRIP (GENERAL)

You shoot for the knees, taking down or at least stumbling your targets.

Prerequisites: Base Attack Bonus +8 or higher, Dexterity 17+, Precise Shot

Benefit: You may make a trip attack using a ranged weapon by targeting the opponent's knees, ankles or other critical points on his legs. This attack is resolved as a standard missile attack with a -4 circumstance penalty on the attack roll, and deals normal damage for the attack, in addition it initiates a trip attack, as if the tripping attacker was a small-sized creature for the purpose of resolving the attack.

READY SPELL (METAMAGIC)

You can cast a spell as a swift action.

Prerequisites: Quicken Spell, Knowledge (*Arcana*) 15 ranks, Spellcraft 15 ranks

Benefit: You can prepare a spell with a range of Personal or Touch and a casting time of 1 standard action or less to be cast as a swift action. To do so, the spell must be targeted on yourself, and all variables and options for the spell must be chosen at the time of preparation.

A readied spell uses up a spell slot 2 levels higher than the spell's actual level. You may not have more than one readied spell in memory at a time, nor can this metamagic feat be applied to spontaneously-cast spells.

RECALL VISIONS

Once per day you are able to recall a divination spell you have cast.

Prerequisites: Spell Focus (*divination*), loremaster level 5th, ability to cast prepared spells

Benefit: Once per day as a standard action, you are able to recall any one divination spell you had prepared and then cast that day. This spell is then prepared again, just as if it had not been cast. The spell may be of any level and it is recalled with the same metamagic feats applied to it during its first casting.

READY SPELL, GREATER (METAMAGIC)

Prerequisites: Quicken Spell, Ready Spell

Benefit: This feat works exactly like Ready Spell does, save that you may cast the prepared spell as an immediate action instead of as a swift action. You may still only have one readied spell prepared at any time.



A greater readied spell takes a spell slot 4 levels higher than the spell's actual level.

RED DRAGON'S FIERY AURA

You gain the red dragon's ability to surround yourself in a fiery aura.

Prerequisites: Draconic bloodline (*must choose red dragon*), dragon disciple level 1st

Benefit: Once per day as a swift action, you can surround yourself in an aura of intense heat. All creatures within 5 feet of you take 1d6 points of fire damage when you activate the aura and at the beginning of your turn. This aura lasts for a number of rounds equal to your dragon disciple level plus your Charisma modifier (*minimum 1*).

REDUCE SPELL [METAMAGIC]

You gain amazing control over your spells area of effect.

Prerequisite: Enlarge Spell

Benefit: You can alter a burst, emanation, line, or spread shaped spell to decrease its area. Any numeric measurements of the spell's area are reduced by 50% (rounded down, but to a minimum of 5 feet in any dimension). Spells that do not have an area of one of these four sorts are not affected by this feat.

A reduced spell uses up a spell slot two levels higher than the spell's actual level.

REFLEXIVE SHOT [GENERAL]

You react quickly to danger, firing an arrow before anyone involved in an encounter can react.

Prerequisites: Improved Initiative, Lightning Reflexes, Base attack bonus +4.

Benefit: If you have a missile weapon drawn and ready when you encounter a foe you may make a single attack before rolling for initiative. If your target is flat-footed you gain a circumstance bonus to damage equal to your base attack bonus.

REMOTE HEALING [METAMAGIC]

You can cure others at a distance.

Prerequisite: Heal 8 ranks, Spellcraft 8 ranks

Benefit: You can use any spell or ability that channels positive energy to restore hit points as a ray, rather than a touch effect. The ray's range is 5 feet, plus 5 feet per Wisdom modifier. The healing effect is undisturbed in any other way. If the ray targets an undead creature, treat it as a ranged touch attack. A spell so altered is cast as one spell level higher.

REMOVE ENCHANTMENT [PALADIN]

You can enhance the strength of your healing power to target magical ailments.

Prerequisite: Channel positive energy, Paladin level 12th+

Benefit: You can use six Lay On Hands attempts to channel positive energy into a cure disease spell or spell-like ability or to convert into a break enchantment spell. You make a caster check as normal to cancel a single enchantment, transmutation, curse or petrification.

REMOVE FEAR [PALADIN]

You can free others from the shackles of terror.

Prerequisite: Aura of courage ability

Benefit: By touching a character who is affected by a fear effect, you give them the chance to make a second saving throw against the fear effect. Resolve this second chance exactly like the first saving throw against the fear effect. If the second roll fails, a paladin cannot use this feat on the same individual for 24 hours.

RESIST ELEMENTALISM [GENERAL]

Your belief shields you and sustains you in face of the fury of the elements.

Prerequisites: Con 13+, Wis 15+, druid level 9th+

Benefit: You are permanently blessed with Damage Resistance 5/- against magical elemental effects. In addition, you gain a +4 divine bonus to all saving throws against acid, cold, electricity, fire, and sonic damage, whether from a magical or natural source.

RESIST FEY [GENERAL]

You are naturally resistant to the powers of the fey.

Prerequisite: Wis 13+

Benefit: You gain a +4 bonus to all saving throws against effects generated by fey.

RESISTANT SHAPESHIFTER [DRUID]

Your draw on your inner magic and can resist forces that would normally end your wild shape form prematurely.

Prerequisites: Ability to wild shape, Con 15+

Benefits: When confronted with a dispel effect or anti-magic effect that would end your wild shape, you can attempt to retain your form with a Concentration check (DC 20). In an antimagic field, the character must make this check every round until he leaves the area of effect.

RETURN ARROW [GENERAL]

When you grab an opponent's arrow from the air – and if you have a bow in hand – you may immediately fire it.

Prerequisite: Dexterity 18+, Snatch Arrow

Benefit: As long as you have a bow in hand, you may immediately fire a snatched arrow back at the attacker at a –2 attack penalty. This is a free action.

REVERSE GRAPPLE [GENERAL]

When grappled by an opponent, you can immediately reverse the situation.

Prerequisites: Improved Grapple, Improved Unarmed Strike, Bluff 6 ranks.

Benefit: When resisting a grapple, the instant your opponent wins the initial grapple check, you may make a Bluff check against your opponent's Sense Motive. If you succeed, you reverse the situation and have managed to successfully grapple your opponent. You may not use this feat on grapple attempts that you initiate.

ROAR OF THE WYRM [COMBAT]

You can unleash a mighty roar which pushes opponents away from you.

Prerequisites: Con 15+, dragon disciple level 4th

Benefit: As a full-round action you are able to roar loudly and make a bull-rush attempt against either each creature adjacent to you or a single target within 5 feet per dragon disciple level. You do not move as with a normal bull rush, you do not provoke attacks of opportunity, and you must cause your opponents to move directly away from you. You use your normal Combat Maneuver Bonus for this ability, with a bonus equal to your Constitution score. You may use this ability once per day per three dragon disciple levels you possess.

ROGUE'S HAUNT

You are very familiar with a particular place.

Prerequisites: Sneak attack class feature, 3+ ranks in both Perception and Stealth

Benefit: Choose a specific geographical area, such as a neighborhood or series of caverns, which you know well. While in this area, you gain a +2 bonus to Perception and Stealth checks, as well as attack rolls during surprise rounds. The DC to follow your tracks in this area increases by 4.

ROGUE'S MARK (COMBAT)

When your attacks catch foes off guard, you place a magical mark upon them which makes your attacks more deadly.

Prerequisites: Ability to cast arcane mark, sneak attack +2d6

Benefit: When you successfully deal sneak attack damage to an opponent, that opponent becomes marked by your arcane mark for a number of rounds equal to the number of dice you possess in sneak attack. When you attack an opponent who has been marked in this way, your weapon bypasses any damage reduction that your opponent possesses and your critical threat multiplier increases by 1 (e.g., from x2 to x3). You may only mark each individual opponent in this manner once per day, and this use of arcane mark does count against the number of times you may cast the spell per day (*if applicable*).

RITUALISTIC ACTION (GENERAL)

The character knows special rituals for almost everything, and when he takes the time to perform them, they ensure that the gods smile upon him.

Benefit: Whenever the character takes 20 on a check, he can also perform a special ritual to ensure success. This grants him a +1 morale bonus to that check only; thus, when he takes 20, it becomes 21.

RUNNING STRIKE (GENERAL)

You attack opponents as you run past them.

Prerequisites: Dexterity 17+

Benefit: When running in a straight line you may make a single melee attack against any opponent that you move past during your run – you may move both before and after this attack. Attempting a Running Strike during your turn reduces your running speed to three times your speed (*two times your speed if you're in heavy armor*).

RUTHLESS OPPORTUNIST (COMBAT)

You are quick to take advantage of opponents who have been injured in melee, surprising them with your ruthless attacks.

Prerequisite: Opportunist advanced rogue talent

Benefit: When you use the Opportunist talent to make an attack of opportunity, your target is denied its dexterity bonus to AC against the attack.

SCHOLAR PRIEST

You have taken to the path of the scholar, learning the history and nature of your world but leaving behind more martial pursuits.

Prerequisite: Cleric level 1st

Benefit: You gain an additional 2 skill points each level and count all Knowledge skills as class skills. In exchange for this increase in knowledge you start with no armour or shield proficiencies.

Normal: Clerics receive Light Armour Proficiency, Medium Armour Proficiency and Shield Proficiency as bonus feats at 1st-level.

Special: This feat can only be taken at 1st-level.

SCHOLAR'S STAMINA

Your vast intellect grants you greater stamina and health.

Prerequisites: Secret health (*lore master secret*) or Toughness, loremaster level 1st, Int 13+

Benefit: Whenever you recover hit points by resting, you recover 2 additional hit points per point of Intelligence modifier you possess. In addition, whenever you gain a level of the loremaster class, you use your Intelligence modifier in place of your Constitution modifier to determine your bonus hit points at that level. When you take this feat, retroactively apply this change to any previous levels of the loremaster class you have attained. Changes to your Intelligence modifier affect hit points from these Hit Dice just as changes to your Constitution modifier affect hit points from your other Hit Dice. For example, if your Intelligence modifier decreases by 1, your maximum hit points decrease by 1 per level of loremaster you possess until your Intelligence modifier is restored to its normal level.

SECRET SCRIPT

You create a secret written language which only you and those you teach know how to read and write.

Prerequisites: Int 13+, 5 or more ranks in Linguistics, pathfinder chronicler level 1st

Benefit: You invent a secret written language which only you have the ability to understand. The language is complete and able to get across any ideas that you could with normal writing. You can teach the language to another creature with an Intelligence score of 10 or more by spending 8 hours per day instructing them for a number of days equal to 10 minus your pathfinder chronicler level. A creature with Intelligence less than 10 requires twice that amount of time, and a creature with Intelligence less than 3

cannot learn the language. The language can be deciphered normally by those with the Linguistics skill: otherwise it is not possible to understand except through magic.

Special: You may take this feat multiple times. Each time, you invent a new written language.

SECRET TONGUE

You create a secret spoken language which only you and those you teach know how to speak.

Prerequisites: Int 15+, 7 or more ranks in Linguistics, pathfinder chronicler level 2nd

Benefit: You invent a secret spoken language which only you have the ability to understand. The language is complete and able to get across any ideas that you could with normal speech. You can teach the language to another creature with an Intelligence score of 10 or more by spending 8 hours per day instructing them for a number of days equal to 10 minus your pathfinder chronicler level. A creature with Intelligence less than 10 requires twice that amount of time, and a creature with Intelligence less than 3 cannot learn the language.

Special: You may take this feat multiple times. Each time, you invent a new spoken language.

SEER OF DEATH

Scrying on your opponents gives you great insight into how to slay them.

Prerequisites: Ability to cast one or more divination (*scrying*) spells, death attack class feature

Benefit: When you use a scrying spell on a creature, you can study that creature as if you were preparing to make a death attack against them. For each minute you spend studying the creature, you may reduce the amount of time needed to study the target when you encounter them by 1 round. Studying the creature for 3 rounds thus enables you to make a death attack against it in the future without needing to study it beforehand. This benefit fades after a number of days equal to your assassin level. If you study the target more than 3 minutes, for each additional minute you spend studying, you are able to determine one of the following facts about the target: its vulnerabilities (*such as fire or cold damage*); its immunities; its Spell Resistance; its senses (*such as darkvision*); or its Damage Reduction. You may only learn one of these facts per 2 levels of assassin you possess (*minimum 1*).

SEETHING STALKER (COMBAT)

Your rage does not alert your victims to your presence, and serves to aid in your ruthless killing.

Prerequisites: Death attack and rage class features

Benefit: You are able to enter into and maintain a rage without making any unnecessary noise which would alert your victims to your presence. You are also able to concentrate well enough while raging to study opponents for purposes of making death attacks against them. During any round that you spend raging in addition to studying your victim, you gain a +4 bonus to Stealth checks. This bonus lasts as long as you continue raging, even after you stop studying your victim. If you are raging while you make a death attack, you may add your Strength modifier to the saving throw DC of the death attack rather than your Intelligence modifier.

Normal: Normally you are unable to concentrate well enough to study victims while raging.

SENSE CORRUPTION (PALADIN)

You can sense evil.

Prerequisites: Wis 13+, Paladin level 4th+

Benefit: Paladins with this feat, double the range of their detect evil class ability to 120 ft.

SERPENT'S TOOTH

Your words are tinged with poison. Enemies on the receiving end of your musical onslaught feel deadly poison from your slurs crawl into their veins.

Prerequisite: Bard Level 3rd

Benefit: When you use your Bardic Performance, you may infect a number of enemies equal to your bard level divided by 2 (*rounded down*) with a poison. Each target of this ability makes a DC save equal to 10 plus your bard level. If they fail the save they are infected with the poison.

SHADOW PRIEST

Your order favours the art of killing with stealth and you have received training in their deadly ways.

Prerequisite: Domain class feature

Benefit: You gain the sneak attack class feature as if you were a rogue of equal to your current level. In exchange for your specialised training you permanently lose the ability to cast any domain spells and no longer have a domain spell slot for each spell level. You retain your other domain powers as normal.

Special: This feat can only be taken at 1st-level.

SHATTERING BLOW

You can deliver terrible shattering blows so strong that they smash your own weapon to pieces but also inflict grievous harm upon your foes.

Prerequisites: Rage class feature, Power Attack.

Benefits: While raging you may make a single melee attack as a full round action using your full base attack bonus. If you hit, your weapon is destroyed and no longer usable, regardless of its hardness, special abilities or remaining hit points. However you also automatically score a critical threat, which you may then roll as normal to confirm, with a second successful attack roll.

Normal: When you roll a natural 20 (*or lower natural number depending on your weapons critical threat range*) you can potentially score a critical hit if you succeed on a second attack against the target creature.

SHERIFF

You are the law.

Prerequisites: Order of the Lion; Leadership feat

Benefit: You gain all the rights and privileges of the chief law enforcer of your lord's domain, including the ability to violate those laws in the service of the greater good. You are answerable only to your sovereign for your actions. In addition, your cohorts and followers (gained from the Leadership feat) are your posse and are similarly deputized to enforce the law.

SHADOW CRAFTING

You are able to create magical areas of darkness.

Prerequisites: 5 or more ranks in Spellcraft, shadowdancer level 3rd

Benefit: Once per day per level of shadowdancer you possess, you are able to imitate the effects of a darkness spell. Your caster level for this effect is equal to your shadowdancer level.

SHADOW ROLL

When you make a defensive roll while in the shadows, you are able to use your masterful dancing ability to evade attacks and you may use the ability an additional time that day.

Prerequisites: 10 or more ranks in Perform (*dance*), shadowdancer level 5th

Benefit: When you use your defensive roll ability to avoid an otherwise lethal attack while you are in a dimly lit (*or darker*) area, you may make a Perform (*dance*)

check in place of a Reflex saving throw (*DC equal to the damage dealt*) in order to lessen the effects of the attack. Additionally, you may use defensive roll one time per day while within a dimly lit area without it counting against your normal use of the defensive roll ability that day. Other than these effects, the defensive roll acts normally.

SHADOW SCRYING

You are able to scry on your summoned shadow companion for a limited duration each day.

Prerequisites: 7 or more ranks in Spellcraft, Shadowdancer level 4th

Benefit: For a total duration of 1 minute per day per level of shadowdancer you possess, you are able to scry on your summoned shadow companion (*as with the scrying spell*). Your companion forgoes making its saving throw, except that if your shadow companion is within a dimly lit area the range of your senses beyond the shadow increases by 50%. Your caster level is equal to your shadowdancer level.

SHADOW TRICKS

Your illusion spells are extremely potent when cast trickily.

Prerequisites: Cha 13+, Spell Focus (*Illusion*), tricky spells class feature

Benefit: When you cast an illusion spell using the tricky spell class feature, you may either increase your caster level for that spell by a number of levels equal to your Charisma modifier or increase the Difficulty Class of the Will saving throw to resist the spell by the same amount. If the spell has the shadow descriptor and only has a partial effect if disbelieved (*e.g. shadow evocation*), the spell is considered 20% more real.

SHADOWDANCER'S COMPANION

Your animal continue becomes stronger and more attuned to the shadows, as you are.

Prerequisites: Nature bond or hunter's bond (*animal companion*) class feature, shadowdancer level 2nd

Benefit: Every two levels of shadowdancer you possess count as a level of a class which improves the abilities of your animal companion. For example, a ranger 6/shadowdancer 4 counts as having 8 levels of ranger for purposes of calculating the animal companion's abilities. Additionally, the animal companion gains a +2 bonus to Stealth checks and can gain the hide in plain sight ability (*identical to your shadowdancer ability of the same name*).

SHADOWDANCER'S DARKVISION

You are able to see more clearly while you are near shadowy areas.

Prerequisites: 6 or more ranks in Perception, shadowdancer level 2nd

Benefit: As long as you are within 10 feet of a dimly lit area, the range of your darkvision doubles and you gain a +1 bonus to Perception checks per 2 levels of shadowdancer you possess.

SHADOWDANCER'S FAMILIAR

Your familiar continues to advance in power and can use minor shadow magic.

Prerequisites: Arcane bond (*familiar*) class feature, shadowdancer level 2nd

Benefit: Every two levels of shadowdancer you possess count as a level of a class which improves the abilities of your familiar. For example, a wizard 6/shadowdancer 4 counts as having 8 levels of wizard for purposes of calculating the familiar's abilities. Additionally, your familiar is able to use any one of the following magical effects once per day: radiate darkness from itself to a radius of 20 feet (*as the darkness spell*); gain a +4 bonus to Stealth for 1 minute per level of shadowdancer you possess; or become invisible (*as invisibility*) for 1 round per level of shadowdancer you possess. The familiar's caster level for these effects is equal to your shadowdancer level.

SHADOWY CRITICAL COMBAT

Your critical hits are more effective while you attack from the shadows.

Prerequisites: Dex 15+, shadowdancer level 5th

Benefit: Whenever you score a critical hit while both you and your target are within a dimly lit (*or darker*) area, you gain a +2 bonus to your attack roll to confirm the critical hit and the damage multiplier increases by 1 (*for example, from x2 to x3*).

SHADOWY MIND

While you are in the shadows, your mind becomes nearly impenetrable.

Prerequisites: Iron Will, shadowdancer level 7th

Benefit: While you are in a dimly lit (*or darker*) area and you are affected by an enchantment or illusion spell, you may make a saving throw every round in order to shake off the effects of the spell. You may make a number of saving throws each day against these types of effects in this way equal to your shadowdancer level. (*Your first additional*

saving throw made the round after being affected by an enchantment spell does not count as it is made with your slippery mind ability.)

SHADOWY MOVES

Your graceful dancing and dodging while in shadowy areas allows you to deceive opponents that gang up on you and follow those who attempt to step away.

Prerequisites: Dex 15+, 8 or more ranks in Perform (*dance*), shadowdancer level 5th

Benefit: While you are in a dimly lit (*or darker*) area, whenever you would normally be flanked by your opponents, instead you are considered to be flanking each of them thanks to your ability to move quickly and gracefully through the shadows. Additionally, whenever an opponent that is adjacent to you while in a dimly lit area attempts to take a 5-foot step, you may immediately choose to make a 5-foot step as well, as long as the step is towards the opponent that moved and your movement is not otherwise impeded.

SHADOWY SPRING ATTACK

You are able to strike quickly from the shadows and then move quickly back into hiding.

Prerequisites: Dex 13+, Dodge, Mobility, Spring Attack, base attack bonus +6, shadowdancer level 1st

Benefit: Whenever you use the Spring Attack ability and you begin and end your move (*before and after the attack*) within dimly lit (*or darker*) areas, you may immediately make a Stealth check as a free action in order to hide from your opponents. Additionally, you gain a +1 bonus to the attack roll made during your Spring attack per 3 levels of shadowdancer you possess (*minimum +1*).

SHADOWY STALKER

You are more adept at noticing things and stalking your prey in the shadows.

Prerequisites: Wis 11+, shadowdancer level 2nd

Benefit: You gain a bonus equal to your shadowdancer level to Perception checks made in dimly lit (*or darker*) areas, as well as Survival checks made to track creatures while in such conditions. In addition, you are not penalized as normal for attempting to track creatures while suffering from conditions of poor visibility, such as in fog or on moonless nights. Finally, you gain a +2 bonus to initiative checks made while in dimly lit (*or darker*) areas.

SHATTER UNDEAD

With a powerful strike, you are able to crush undead to rubble. With a mighty crash a skeleton shatters into powder, or with a thunderous thrust, you can reduce a vampire to a bleeding pulp.

Prerequisite: Fighter Level 4th

Benefit: Whenever you make an attack roll against an undead creature, if you roll a natural 20, and you have three hit dice more than the creature, then the creature is automatically destroyed.

SHIELD CHARGE (FIGHTER)

Choose one type of shield with which you have learned Shield Focus. You have mastered using that shield to protect yourself while charging.

Prerequisites: Str 13+, Improved Shield Bash, Shield Focus with selected shield, proficiency with selected shield.

Benefit: You suffer no penalty to your Armor Class when charging while wielding the selected shield. You also gain a +2 increase to the shield bonus granted to your Armor Class against any attacks of opportunity made during your charge by the creature you are charging.

Special: You may take this feat multiple times; its effects do not stack. Each time you select this feat applies to a different shield type for which you have learned Shield Focus.

SHIELD FOCUS (FIGHTER)

Choose one type of shield: buckler, light, heavy, or tower. You are more skilled at keeping the shield's weight from interfering with you movement.

Prerequisites: Proficiency with selected shield.

Benefit: While wielding the selected shield, the armor check penalty applied to your skills as a result of that shield is reduced by 1. This reduction stacks with that granted by a masterwork shield, but cannot reduce the total armor check penalty below 0. You may ready a shield for which you have learned Shield Focus as a free action. These benefits apply both to standard shields and to shields made of special materials, such as mithral or darkwood.

Special: You may take this feat multiple times; its effects do not stack. Each time you select this feat applies to a different shield type.

SHIELD MOUNT (FIGHTER)

You are adept at protecting the life of your mount with your shield.



Prerequisites: Mounted Combat, proficient with shields.

Benefit: While mounted and wielding a shield, your mount gains the same shield bonus to its Armor Class that you do (*including increases due to Shield Specialization*).

SHIELD SPECIALIZATION [FIGHTER]

Choose one type of shield, such as bucklers, for which you have already selected the Shield Focus feat. You are better at blocking attacks with that type of shield.

Prerequisites: Proficiency with selected shield, Shield Focus with selected shield, fighter level 4th.

Benefit: While wielding the selected shield, the shield bonus granted to your Armor Class is increased by +2. This bonus requires activity on your part, and thus the increase is lost whenever you are denied your Dexterity bonus to Armor Class. Because it is an increase in the shield bonus, it does not apply to incorporeal or touch attacks. This benefit applies both to standard shields and to shields made of special materials, such as mithral or darkwood.

Special: You may take this feat multiple times; its effects do not stack. Each time you select this feat applies to a different shield type for which you have learned Shield Focus.

SHIELDED CASTER [COMBAT]

You are skilled at casting spells and not losing the benefits of your buckler.

Prerequisites: Shield Proficiency, Shield Focus, ability to cast spells

Benefit: While wearing a buckler, when you cast a spell with somatic components using your shield arm, you do not lose the buckler's AC bonus.

Normal: Normally when you cast a spell with somatic components using your shield arm while wearing a buckler, you lose the buckler's AC bonus until your next turn.

SHIELDING STRIKE [COMBAT]

When you imbue your weapon with arcane energy, you can expend abjuring power to increase your defenses.

Prerequisites: Arcane Strike, Spell Focus (Abjuration), eldritch knight level 1st

Benefit: When you activate your Arcane Strike feat, you can expend an unused abjuration spell that you have prepared or a spell slot of a level in which you know at least one abjuration spell (for spontaneous casters). If you do, your Armor Class and Combat Maneuver Defense increase by 1 for each level of the abjuration spell

expended until your arcane strike ability ends on your next turn.

SHOCKING DELIVERY

Your Bardic Performance causes a large bastard sword crackling with electrical power to appear in front of you.

With a mere thought you can move this sword and attack enemies.

Prerequisite: Bard Level 1st

Benefit: When you use your Bardic Performance, other than your usual powers, you can manifest a large bastard sword created out of pure electricity in front of you.

This sword can move within a 30 foot radius of you and make one attack per round on an enemy in range. On a successful hit, the sword deals 1d10 electric damage. The sword has a bonus to hit and damage equal to one-third your bard level (*rounded down*). The sword stays in existence for the duration of your Bardic Performance.

SIGHT [GENERAL]

You can view the invisible world, just as well as the physical.

Prerequisite: Wis 13+

Benefit: You may sense incorporeal spirits within 60 ft. of your position with a successful Perception check (*DC 20*). This ability works just as detect evil, detect magic or detect undead and requires a round of concentration to activate.

SILENCING SHOT

Your arrows are the bane of spellcasters of all types. Once goaded by one of your arrows, the words of power that could unleash devastating spells upon you and your allies are silenced by your arrow.

Prerequisite: Arcane Archer Level 4th

Benefit: Whenever you use your bow to attack, you can choose to add a silencing power to the attack. If the attack hits, along with the normal damage, the target must make a (*DC 20 + 1/2 your level in Arcane Archer*) or be silenced for a number of rounds equal to 1/2 your level in Arcane Archer.

SILENT DEATHBRINGER [COMBAT]

You are skilled at remaining unnoticed and surprising your opponents even after slaying one of them.

Prerequisite: 11+ ranks in Stealth, death attack and quiet death class features

Benefit: Whenever you kill a creature using your death attack during a surprise round, you get a +4 bonus to the Stealth check you make in order to escape notice by those in the vicinity. If combat begins within 1 round per three assassin levels you possess, opponents who failed to notice you are considered flat-footed against you in the first round of combat, even if they act before you, and you get a +2 bonus to your Initiative roll.

SILLY DANCE SONG

Your song causes those that hear it to get up and move to the beat...whether they want to or not!

Prerequisite: Bard Level 6th

Benefit: Whenever you use your Bardic Performance, choose a number of enemies that you're facing equal to one-third your bard level (*rounded down*). Those that you choose start to dance and flail about uncontrollably to the rhythm of your tune (*no save*). The targets of this feat get a -2 to armor class and a -5 to reflex saves. Any armor bonus the target receives because of a shield he holds is negated.

SILVER DRAGON'S REFLECTIVE SCALES

You gain the silver dragon's ability to reflect spells that target you.

Prerequisites: Draconic bloodline (*must choose silver dragon*), dragon disciple level 1st

Benefit: Once per day as an immediate action you can attempt to reflect a spell that targets you.

You must choose to make the attempt before making any saving throws against the spell. You gain spell resistance equal to 10 + your dragon disciple level against the spell, and if the spell fails to penetrate your spell resistance by 5 or more, it is reflected. If the check fails by 4 or less, the spell is merely wasted. This ability otherwise functions as spell turning. If you already have spell resistance from another source, use whichever value is higher, but you may still only reflect a spell once per day.

SINGLE-BLADE STYLE (COMBAT)

You are skilled at fighting with a single one-handed blade.

Prerequisite: Weapon Finesse

Benefit: While wielding a light blade (*such as a rapier or dagger*) in one hand and not wielding a weapon or shield with your other arm, you gain a +1 bonus to melee attack rolls, damage rolls, and AC.

SIXTH SENSE (GENERAL)

You have an uncanny sense for detecting invisible or non-corporeal creatures.

Prerequisites: Wis 13+, Alertness, The Sight

Benefit: When an incorporeal or invisible creature comes within 30 ft. of you, the DM makes a secret Perception check (*DC 25*). If this check is successful, you sense the creature's presence. This does not require any concentration, however you do not know its location or nature. You simply feel that something or someone is watching you. Once it is determined that something is there, you may use The Sight feat to determine its location.

In addition, whenever someone spies your location you may make a Spot check (*DC 30*) to notice them.

SLEEVED DANGER (COMBAT)

You keep a small blade up your sleeve and when you are disarmed, you quickly draw it and attack your opponent.

Prerequisites: Dex 13+, 3+ ranks in Stealth, Quick Draw, duelist level 2nd

Benefit: When you are disarmed of a light or one-handed piercing weapon, as an immediate action you can draw a light piercing weapon which you have concealed on your person using the Stealth skill and make an attack against the opponent that disarmed you. This attack denies the opponent of its Dexterity bonus to Armor Class. In addition, when you draw a light or one-handed piercing weapon for the first time in combat, you gain a +2 bonus to the next attack roll you make within 1 round of drawing the weapon.

SLITHERING STRIKE

You leave your foes in awe with your superior movement in combat. Enemies can only watch in astonishment as you dance around them, readying the strike that'll end their lives!

Prerequisite: Fighter Level 4th

Benefit: Whenever you successfully strike an opponent, as a free action, you may move 5 feet in any direction that you choose, including away from your opponent, without invoking an attack of opportunity.

SLY DEFENSE (COMBAT)

You use your intelligence and guile to avoid your opponents' maneuvers.

Prerequisites: Int 15+, canny defense class feature

Benefit: When wearing light or no armor, not using a shield, and wielding a melee weapon, you add your canny defense bonus to your Combat Maneuver Defense in addition to your Armor Class. You still lose these bonuses if you are caught flat-footed.

Normal: Normally your canny defense bonus applies only to your Armor Class.

SNAKE STRIKE [GENERAL]

You can move in quickly to strike, catching your opponent off guard, using your momentum to trip him up.

Prerequisites: Int 13, Combat Expertise, Improved Feint, Base attack bonus +6

Benefit: You can make a Bluff check to feint in combat as a swift action.

Normal: Feinting in combat is a standard action.

SNEAKY/ARCANE STRIKES [COMBAT]

Your ability to strike stealthily improves your magical strikes.

Prerequisites: Arcane Strike, sneak attack class feature

Benefit: Your levels in classes which grant the sneak attack ability count as increasing your caster level for purposes of determining the bonus you receive from the Arcane Strike feat. A class which both grants sneak attack and increases your caster level is not counted twice. (*i.e., a Wizard 3/Rogue 3/Arcane Trickster 4 counts as caster level 10 for Arcane Strike.*) In addition, during a round in which you have activated the Arcane Strike feat, your sneak attacks deal an extra +1d6 damage.

SNEAKY/FAMILIAR

Your familiar has learned to imitate your stealthy attacks.

Prerequisites: Arcane bond (*familiar*) class feature, sneak attack +2d6

Benefit: Your familiar gains a +2 bonus to Stealth checks and gains the sneak attack class feature at 1 fewer dice than you possess. (*e.g., if you have sneak attack +4d6, your familiar has sneak attack +3d6.*)

SPELL FEINT [COMBAT]

You are able to trick your opponents into believing you are casting a spell in order to surprise them with an attack instead.

Prerequisites: Int 13, 5+ ranks in Bluff and Spellcraft, arcane trickster level 3rd

Benefit: By expending an unused 1st-level or higher spell (*or spell per day for spontaneous casters*) when you feint an opponent, you gain a bonus to your Bluff check equal to the level of the spell expended. If the feint is successful, your attack deals an additional +1d6 sneak attack damage per three levels of the spell expended (*minimum +1d6*), and your opponent cannot make attacks of opportunity against you when you cast real spells for the duration of the encounter.

SOCIABLE PERFORMER

As you perform you are able to talk to the people you're performing for, picking up valuable information in the process.

Prerequisite: Bard Level 1st

Benefit: When you perform in front of a crowd of any size, you can add half of your perform skill (*rounded down*) to your gather information skill and make a gather information check to learn anything useful that's been happening in the surrounding area.

SONG OF BEASTS

By singing a special song, you are able to call upon animals in the surrounding area to help you in a task.

Prerequisite: Bard Level 3rd

Benefit: By singing a special song, you are able to call upon the non-magical animals in the area to do your bidding. The number of Hit Dice worth of animals you are able to summon are equal to the number of levels you have in bard divided by two (*rounded down*). Note that this only works if non-magical animals are in your area.

The type of animal summoned depends on the area you're in. For example in a swamp you'd be more likely to summon a crocodile, or in a city you'd be more likely to summon horses, dogs, cats, mice and the like.

SONG OF THE SHARK

When you begin your Bardic Performance, three blue shark fins crackling with electricity burst from the ground and begin swimming around you. A foolhardy foe intent on attacking you is in for a shocking surprise when a shark leaps out of the ground to deliver a powerful electrical bite.

Prerequisite: Bard Level 6th

Benefit: When you begin your Bardic Performance, three large blue shark fins crackling with electricity burst from the ground and swim around you. As long as you continue your Bardic Performance, these three fins circle around you. If a foe hits you with a melee attack, one of the blue

sharks jumps out of the ground and bites the foe, dealing 1d8 points of electric damage. The effect lasts until you end your Bardic Performance, after which these sharks burrow back underground.

SONG OF SUPREME INVIGORATION

Your performances inspire others to continue on, even when they've been pushed to their limit.

Prerequisite: Bard Level 15th

Benefit: When you use your Bardic Performance, any ally that falls below 0 hit points automatically stabilizes and doesn't have to make Constitution checks to stop losing more hit points. All allies you affect with this feat can choose to be disabled rather than unconscious.

While you use your Bardic Performance, all allies that are below 0 hit points are staggered. These allies can perform move actions or any action that isn't strenuous and not cause themselves further harm. However if they do something strenuous or perform a standard action on their round they lose 1 hit point. If that ally's negative hit point value falls below their constitution score, they die.

When you end your Bardic Performance, all allies that are still below 0 hit points that were affected by this feat become unconscious.

SPAWN OF THE SHADOWS

You may create ephemeral shadows which do your bidding from those you slay while in the shadows.

Prerequisites: Shadowdancer level 6th

Benefit: Whenever you slay an opponent while you and the opponent are within a dimly lit (*or darker*) area, you may create an undead shadow to serve you. This creature is created as if through a create undead spell, except it is a shadow instead of one of the normal undead that may be created with this spell, and the shadow is destroyed automatically after 1 minute per shadowdancer level has elapsed, if it has not already been destroyed. Your caster level for this effect is equal to your shadowdancer level, and you may use this ability once per day per 3 levels of shadowdancer you possess.

SPELL MUDDLER

You can counter spells with your magical sleight of hand.

Prerequisites: 10+ ranks in Sleight of Hand, Improved Counterspell, ranged legerdemain class feature

Benefit: When an opponent within range of your ranged legerdemain ability casts a spell while you have a readied action to counter their spell, you can make a Sleight of

Hand check ($DC\ 20 + \text{the spell's level}$) to counter the spell instead of identifying the spell and countering it with your own spell. If this check fails, you may not choose to counter with a spell instead.

Normal: You can counter a spell by making a Spellcraft check to identify it and casting the same spell.

SPELL PARRY (COMBAT)

You can make a parry and riposte against an opponent who attempts to cast a spell.

Prerequisites: Int 15+, 3+ ranks in Spellcraft, duelist level 5th

Benefit: When you have elected to reserve one of your attacks to make a parry attempt, if an opponent within reach attempts to cast a spell, you can use your parry to attempt to parry the spell. You make a parry attack roll with a -4 penalty opposed by the opponent's concentration check. If your roll is greater than the caster's concentration check, the opponent loses the spell, and you can make a riposte against the caster. You can attempt to parry even if your opponent successfully casts defensively.

Normal: Normally you can only parry and riposte attacks made against you.

SPELL PENETRATING STRIKE (COMBAT)

Your arcane strikes increase your ability to penetrate your target's spell resistance if your attack damages it.

Prerequisites: Arcane Strike, Spell Penetration, base attack bonus +5

Benefit: Whenever you successfully damage an opponent using an arcane strike, you gain a +2 bonus to your level check to beat that target's spell resistance using the next spell you cast on them. If the spell does not allow spell resistance, this ability has no effect. Multiple successful arcane strikes do not increase this bonus, and the bonus goes away at the end of your next turn if you have not yet cast a spell on the target.

SPELL PIERCE (COMBAT)

When you disrupt an opponent's spell with an attack or counterspell, you cause that opponent to lose an additional spell slot.

Prerequisites: Disruptive, Improved Counterspell, 5+ ranks in Spellcraft, eldritch knight level 1st

Benefit: Whenever you cause an opponent to lose a spell by disrupting it with an attack or by countering it, the opponent loses an additional unused spell or spell slot (for spontaneous casters) of equal level to the disrupted spell.



If they have no unused spells of an equal level, they lose a spell slot 1 level lower than the disrupted spell, and so on if they have no remaining spells of that level. They cannot lose a spell slot of a higher level than the disrupted spell, even if they have no remaining spell slots of a lower level.

SPELL SCHOOL SPECIALIZATION [GENERAL]

Prerequisite: Spell Focus (*any*), Spellcraft 15 ranks

Benefit: Add +1 to your caster level when casting spells from the school of magic you selected when you took the Spell Focus feat.

Special: If you possess the Spell Focus feat more than once then you may gain this feat more than once. Each time you gain this feat you must choose a different school of magic for which you have the Spell Focus feat.

SPELL-SHATTERING STRIKE [COMBAT]

You strike at the exact right moment to interrupt your opponent's spell, causing it to backfire and disrupt nearby spellcasting.

Prerequisites: Int 15+, Mage Harrower, sneak attack +4d6

Benefit: When you successfully interrupt an opponent's spell with a physical attack (*not a spell or continuous damage*), the spell backfires, causing a small burst of

energy which affects all creatures within five feet of the caster (*including the caster*). Any creature caught within the burst who is concentrating on a spell must make a concentration check ($DC\ 10 + \text{the spell's level} + \text{the number of sneak attack dice you possess}$) to maintain the spell. In addition, any creature caught within the burst who attempts to cast a spell within the next round must make a concentration check (*same DC as above*) or lose the spell.

SPELL-STORING BOND

You are able to use your arcane bonded weapon to store a spell as with a spell storing weapon.

Prerequisites: Arcane bond (bonded weapon), Weapon Focus (bonded weapon's type), eldritch knight level 1st

Benefit: You are able to use your arcane bonded weapon as a spell storing weapon. If the weapon is normally a spell storing weapon or becomes enchanted as such, you can store two spells in it at a time and choose which spell to cast when you successfully strike and damage a creature with it. You can only cast one stored spell from the same weapon per day: the other spell remains stored but cannot be used until the next day.

SPONTANEOUS DIVINATIONS

You can spontaneously cast certain divination spells you know.

Prerequisites: Spell Focus (*divination*), loremaster level 2nd, able to cast prepared spells

Benefit: When you take this feat, choose a number of divination spells that you can cast (*either by having it in your spellbook or having it on your divine spell list*) equal to your loremaster level. You are able to cast each of these spells spontaneously by expending a spell slot of equal or higher level than the spell you choose to cast. Each time you gain a level in loremaster you may add 1 additional divination spell to those that you can cast spontaneously in this way.

STAMP (FIGHTER, PALADIN)

You are able to guide your horse's attacks much more effectively than other mounted combatants are. When engaged in melee, your horse may rear and smash its fore-hooves down upon a target which is medium-sized or smaller.

Prerequisite: Mounted Combat

Benefit: As one of your attack actions for the round, you may order your horse or mount to rear and slam its hooves into a target that is adjacent to the horse. If the attack succeeds, it causes normal damage and the target must make a successful Strength check equal to the horse or mount's attack roll. If the Strength check fails, the target is knocked prone. If the Strength check succeeds, however, the horse or mount is unbalanced and the individual must immediately make a Riding check (*DC 15*) to remain mounted; in addition, the horse or mount may not move for the remainder of this round and may only move one-half its normal movement in the following round.

STICKING (GENERAL)

You are trained to read your foe's moves, anticipating his next action

Prerequisites: Improved Unarmed Strike, Lightning Reflexes

Benefit: You gain a +4 competence bonus to your CMD.

STREET MAGE

Your rogue and arcane training complement one another.

Prerequisites: 3 ranks in Spellcraft and Stealth, rogue level 1st, arcane spellcaster level 1st

Benefit: Choose one arcane spellcasting class. Your caster level for that class increases by one for each level in the

rogue class you possess, up to a maximum of 3 higher than your actual spellcaster level. In addition, when you become able to cast 3rd-level spells with an arcane spellcasting class, your sneak attack damage increases by +1d6.

Special: If you have fewer than 3 rogue levels when you take this feat, and later take additional rogue levels, your caster level continues to increase. This increased caster level only benefits the power of the spells you cast: for all other purposes, such as qualifying for feats, your caster level is still equal to your actual spellcaster level. This feat has no effect on which spells you know or how many you can cast per day.

STRENGTH OF THE STAG (GENERAL)

You gain short bursts of energy, allowing you to run and fight longer than normal.

Prerequisites: Con 13+, Great Fortitude

Benefit: Once per day, you may gain a temporary boost of energy. When this feat is invoked, you gain 1d4 temporary hit points for each point of Constitution bonus. These temporary hit points last for 10 minutes per point of Constitution.

Special: You can gain this feat multiple times. Each time, you may use this feat an additional time per day. You may not take this feat more times that you have points of Constitution bonus.

STRENGTHENED WEAPON BOND

Your bond with your arcane bonded weapon is greater, allowing you to use it for spellcasting even while not wielding it and providing a small bonus while you are.

Prerequisites: Arcane bond (bonded weapon), eldritch knight level 1st

Benefit: As long as you are carrying your arcane bonded weapon on your person, you do not need to make a concentration check to cast a spell while you are not wielding it. This effect also allows you to cast a spell while holding a two-handed arcane bond weapon. In addition, while you are wielding your arcane bond weapon and you cast a spell, you gain a +1 bonus to level checks made to beat spell resistance.

Normal: Normally if you are not wielding your arcane bond weapon, you must make a concentration check when you attempt to cast a spell. It is normally not possible to wield a two-handed arcane bond weapon at the same time as casting a spell.

STRIKE FROM THE SHADOWS [COMBAT]

You use the cover of darkness to great advantage in combat.

Prerequisites: 3+ ranks in Stealth, sneak attack class feature

Benefit: When you make a sneak attack in an area of dim light against characters without darkvision or the ability to see in darkness, you gain a +1 bonus to your attack roll and your sneak attack damage increases by 1d6. In areas of total darkness, this bonus increases to +2 to attack and 2d6 extra damage. With 10 or more ranks in Stealth, these bonuses double. You must still be able to see your opponents in order to sneak attack them, either by attacking from a dark area into a lit area, or through the ability to see in darkness.

STRONG-WILLED MEMORY

Your memory of things which test your will is strong, allowing you to better resist them in the future.

Prerequisites: Wis 13+, secrets of inner strength (*lore-master secret*)

Benefit: Whenever you make a Will save, whether or not your save is successful, you gain a +1 bonus to Will saves made to resist that effect (*for example, a specific spell or type of attack, regardless of the creature that creates the effect*) until the next time you rest. This bonus stacks if you are subjected to the same type of effect more than once during this period, to a maximum of +1 per level of lore-master you possess.

STUNNING DRAGON BITE [COMBAT]

Your dragon bite can also stun your opponents with cold or electricity.

Prerequisites: Con 13+, dragon disciple level 6th, must have a cold or electricity dragon type bloodline

Benefit: When you successfully deal cold or electricity damage to an opponent with your bite attack, you can as a swift action require your target to make a Fortitude save (*DC 10 + your dragon disciple level + your Constitution modifier*) or become stunned for 1 round. You can use this ability a number of times per day equal to your dragon disciple level. A target that succeeds with its saving throw becomes immune to this ability for 24 hours.

STUNNING DRAGON BREATH [COMBAT]

Your cold or electric dragon breath can also stun the opponents it damages.

Prerequisites: Con 15+, dragon disciple level 6th, must have a cold or electricity dragon type bloodline, Stunning Dragon Bite

Benefit: When you use your breath attack, creatures that fail their Reflex save and take damage must also make a Fortitude save (*against the same DC as the Reflex save DC of your breath weapon*) or become stunned for 1 round.

SUBSTITUTE SPELL POWER

You may sacrifice one spell in order to increase the difficulty to resist another that you are casting.

Prerequisites: 12 or more ranks in Spellcraft, mystic theurge level 5th

Benefit: When you cast a spell, you may sacrifice a higher level uncast spell or unused spell per day (*for spontaneous casters*) in order to increase the Difficulty Class of the saving throws to resist spell that you are casting. The spell's Difficulty Class increases to what would have been the DC of the spell that you sacrificed, even if it was calculated using a different ability score (*i.e., if you sacrifice an arcane spell to make a divine spell more powerful*). Alternatively, you may sacrifice a lower level spell as you are casting a spell in order to increase the Difficulty Class of the spell by 1. You gain no benefit from sacrificing an orison or cantrip.

SUMMON GREATER SHADOW

The shadow companions you can summon are more powerful and resilient.

Prerequisites: Cha 13+, shadowdancer level 3rd

Benefit: The shadows you summon with your summon shadow class feature gain the following improvements: an additional +4 bonus to Will saves made to halve the damage from positive channeled energy; total hit points equal to three quarters of your total rather than half; and an additional +1 Strength damage per four shadowdancer levels you possess when it successfully damages a creature with its incorporeal touch. Additionally, if the shadow is destroyed or dismissed, you are able to replace it after 20 days rather than 30, as normal.

SUMMON TWIN SHADOWS

You are able to split your summoned shadow companion into two separate beings.

Prerequisites: Cha 15+, shadowdancer level 5th

Benefit: By performing a ritual which takes one minute to complete, you are able to split your shadow companion that you summoned with the summon shadow class

feature into two separate shadows. Each of these creatures possesses one half of the hit points (*both maximum and current*) that your single shadow companion normally possesses. Otherwise, they are identical to the original shadow companion. They are able to communicate intelligibly with you as well as with each other. If one of them is destroyed, you are unable to perform this ritual again until a number of days equal to 15 minus your shadowdancer level have passed, and your remaining shadow companion's maximum hit points remain at one-half their usual amount until this time has elapsed.

Normal: Normally you are only able to summon one shadow companion at a time with this class ability.

SUNDER NATURAL WEAPON [GENERAL]

You have experienced many battles against wild animals and vicious monsters that fight with claws and fangs. You've learned a few special moves that allow you to cripple a creature's natural attacks.

Prerequisites: Str 13+, Knowledge (*Nature*) 4 ranks, Survival 4 ranks, Improved Sunder, Power Attack

Benefit: When fighting a creature of large or greater size that fights with natural weapons, such as claws, a bite attack, or a bludgeoning tail, you may choose to partially cripple one of those attacks. When you score a critical hit against such a creature, you may choose to inflict a -4 penalty to one of the creature's natural attacks and a -2 to its damage rather than deal extra damage. This penalty lasts until the creature is healed to its maximum hit points.

SUNDERING SHOT

Your arrows are a bane to warriors clad in heavy armor. With a mighty force your missiles are able to shatter the thickest and strongest piece of armor with one, well placed shot.

Prerequisite: Arcane Archer 5th

Benefit: Whenever you fire one of your arrows, you may choose to target a suit of armor that the target is wearing or a shield that the target is carrying and imbue your arrow with a sundering power. Make a normal roll to hit as if you were making a standard bow attack. If you hit, roll a d20. If that roll is equal to or higher than the armor or shield's hardness, the armor or shield shatters and becomes worthless. Each time this feat is taken, an arcane archer can use this ability once. This ability cannot be used in conjunction with the hail of arrows ability or the Many Shot feat. This feat cannot be used to destroy a target's natural armor, for example Sundering Arrow cannot destroy a dragon's scales or a Bulette's natural hide.

Special: This feat can be taken more than once.

SUPERIOR CRITICAL FIGHTER [GENERAL]

You have learned how to strike at vital areas, increasing the power of your critical hits.

Prerequisites: Greater Weapon Focus, Improved Critical, and Weapon Specialization with the chosen weapon.

Benefit: On a confirmed critical hit with your chosen weapon, you deal an extra +1d10 points of damage for each point of the weapon's critical multiplier.

For example, a weapon with a x2 critical multiplier deals +2d10 points of damage, a weapon with a x3 critical multiplier deals +3d10 points of damage, and so forth. As extra dice of damage, these bonus dice are not themselves multiplied by the critical hit.

Special: This feat may only be chosen with a melee weapon. You may gain this feat more than once, choosing a different weapon for which you meet the prerequisites each time.

SUPPRESSIVE FIRE

You are able to masterfully launch a hail of arrows at a group of foes and pacify them long enough for your allies to get within range and begin mercilessly attacking them.

Prerequisite: Arcane Archer Level 6th

Benefit: When you use your hail of arrows ability, you can choose to have all of the targets in range to fall prone in order to avoid the onslaught of coming arrows. The targets take no damage from your hail of arrows, however those targets stay prone and miss their next two combat turns. After this turn they get up and fight as normal. Successfully hitting the target with an arrow still does damage, however a foe does not have to be hit by an arrow to suffer the effects of Suppressive Fire. Allies that are in range of Suppressive Fire are not affected by it.

SWIFT SHADOW/JUMP

You can jump through shadows nearly instantaneously.

Prerequisites: Improved Shadow Jump, 8 or more ranks in Perform (*dance*), shadowdancer level 6th

Benefit: When you use your shadow jump ability, you may expend an additional 20 feet of distance beyond the distance that you are actually jumping in order to jump as a swift action instead of a standard action. You also may still choose to jump as a move action by expending only 10 additional feet of distance beyond the distance you are jumping, as with the Improved Shadow Jump feat.

SWIFT LEGERDEMAIN

You are able to speedily escape from bonds and perform sleight of hand.

Prerequisites: Dex 15+, 3+ ranks in both Escape Artist and Sleight of Hand

Benefit: Making an Escape Artist check to escape from rope bindings, manacles, or other restraints (*except a grapple*) requires only 1 full-round action. Additionally, you may perform Sleight of Hand checks as move actions with no penalty.

Normal: Attempting to escape from restraints requires 1 minute of work, and performing Sleight of Hand checks as move actions incurs a -20 penalty.

WORDS AS A SHIELD [GENERAL]

You are adept at using your swords as a shield during combat.

Prerequisites: Weapon Focus (*any sword*), Two-Weapon Fighting

Benefit: When wielding a sword in each hand you gain a +2 shield bonus to AC, as you employ the swords to defend yourself. Your combat abilities are unaffected.

TERRIBLE ANGEL OF DEATH

Your attempts to banish the souls of those you slay are never wasted, and you gain temporary vigor when you do so.

Prerequisites: Angel of death class feature

Benefit: If you declare the use of your angel of death ability and miss with your attack or the target successfully saves against the death attack, your angel of death ability is not wasted and you may attempt to use it again. In addition, when you successfully slay a creature with a death attack imbued by the angel of death ability, you gain temporary hit points equal to 10 + the HD of the creature slain.

TERRIFYING KILLER [COMBAT]

You inspire fear in those who witness you kill.

Prerequisites: 5+ ranks in Intimidate, death attack class feature

Benefit: Whenever you successfully slay or paralyze an opponent with a death attack, you may take a swift action to inspire fear in one ally of that opponent within 30 feet who witnessed you make the attack. That creature must make a Will saving throw (*DC equal to the DC to resist the death attack*) or become shaken for a number of rounds

equal to your assassin level. If the creature has 5 or fewer hit dice, it becomes frightened instead.

THREATEN ZONE [FIGHTER, GENERAL]

Your speed and accuracy with a ranged weapon is great enough to threaten an area around you.

Prerequisites: Base Attack Bonus +9 or higher, Last Ditch

Benefit: When wielding a ranged weapon, you threaten an area up to 20 feet away as if you had reach, being able to flank and deal attacks of opportunity to opponents within that area with a ranged weapon.

TIGER CLAW STRIKE [GENERAL]

Your unarmed strike can slash flesh with ease like a sword.

Prerequisites: Improved Unarmed Strike, base attack bonus +4

Benefit: To use this feat, you must make a single unarmed attack as a standard action. If you successfully strike your opponent with an unarmed strike, you can choose to do slashing damage instead with your improved unarmed strike.

TRICK THE TRAP

You are able to meddle with traps so they behave the way you desire.

Prerequisites: Int 13+, trapfinding and trap sense class features, ranged legerdemain

Benefit: When you discover a trap with a successful Perception check you are able to discern precisely how the trap is triggered. While this knowledge does not allow you to bypass or disarm the trap without making the usual Disable Device check, it does allow you to purposefully trip the trap by hand or using your ranged legerdemain ability. You do not need to make a skill check to trip the trap in this manner. If you do make a successful Disable Device skill check as you trip the trap (*DC equal to the trap's usual Disable Device DC*), you are able to modify the trap with 1 of the following effects, plus 1 for every 5 points by which you beat the DC: increase or decrease the saving throw DC or the trap's attack modifier by 2; increase the damage dealt by the trap, if applicable, by 2d6; increase the area the trap effects by one 5-foot square; or cause the trap to go off 2d4 rounds later instead of immediately.

Special: You must have 5 or more ranks in Spellcraft to modify magical traps.

TOUCH OF PURITY

You are especially dedicated to your god's teachings and are extremely difficult to subvert even with the use of magic.

Prerequisite: Cleric level 7th or higher, Wisdom 15 or greater

Benefit: If you are the subject of any kind of charm or compulsion spell or spell-like ability that would make you either act against your alignment or against followers of your own god you may make two saving throws and choose the highest one.

TOUCHÉ (FIGHTER)

You may attack a foe after disarming him.

Prerequisites: Int 13+, Combat Expertise, Disarming Expert, Improved Disarm, base attack bonus +11.

Benefit: If you make a successful disarm attempt, you immediately get a melee attack against that opponent as if you hadn't used your attack for the disarm attempt, using the same attack bonus. This additional attack may not be a trip, disarm, or sunder attempt.

TOXIN ADAPTATION

Your body quickly adapts to toxins, especially if you willingly expose yourself to them.

Prerequisites: Great Fortitude, 5+ ranks in Craft (*alchemy*)

Benefit: When you make a Fortitude save to resist poison, you become immune to future doses of that poison for 24 hours. Additionally, if you voluntarily expose yourself to a poison which you craft yourself, you get a +2 bonus on your Fortitude saves to resist the dose, and you become immune to that type of poison for a number of days equal to your ranks in Craft (*alchemy*). In either case, you become immune to future doses whether your saving throws succeed or fail.

TRANSFORMING STRIKE (COMBAT)

When you imbue your weapon with arcane energy, you can expend transmutation power to enhance one of your ability scores.

Prerequisites: Arcane Strike, Spell Focus (Transmutation), eldritch knight level 1st

Benefit: When you activate your Arcane Strike feat, you can expend an unused transmutation spell that you have prepared or a spell slot of a level in which you know at least one transmutation spell (for spontaneous casters). If you do, each time you strike and deal damage to an opponent before your arcane strike ability ends on your

next turn, you may choose to temporarily increase one of your physical ability scores by 1 until the ability ends, to a maximum of 1 increase per level of the spell expended. You may choose to increase a different ability score with each successful attack, and you may choose to increase the same score more than once.

TRAP LORE

By studying traps you have become better able to spot and avoid them.

Prerequisites: Int 13+, 7 or more ranks in Knowledge (*dungeoneering*), secret knowledge of avoidance (*lore-master secret*), loremaster level 3rd

Benefit: Whenever you would make a Perception check to notice a trap, you can use Knowledge (*dungeoneering*) to notice the trap instead. In addition, you gain a +1 bonus per three levels of loremaster you possess to Reflex saves made to avoid traps and Armor Class against attacks made by traps.

Normal: Normally traps are spotted using the Perception skill.

TREASURE HUNTER

You are skilled at tracking down treasures lost to history.

Prerequisites: Order of the Wolf

Benefit: You gain a +2 feat bonus to Appraise, Bluff, Perception, and Sense Motive checks to find the treasure for which you are questing. In addition, Appraise is a class skill for you.

TREASURE LORE

Your knowledge of treasures allows you to quickly identify them and even use them.

Prerequisites: Int 15+, 13 or more ranks in Knowledge (*arcana*), greater lore (*loremaster class feature*)

Benefit: Whenever you examine a magical item, you may make a Knowledge (*arcana*) check prior to making your Spellcraft check. This check has the same Difficulty Class as the Spellcraft check. If the Knowledge (*arcana*) check is successful, your Spellcraft check to attempt to identify the item takes only a single standard action. In addition, you may use Knowledge (*arcana*) in place of the Use Magic Device skill when you attempt to use an item that you have identified or otherwise have intimate knowledge of (*but not when you attempt to use an item blindly*).

Normal: Normally identifying a magical item takes 3 rounds.

TRICKY SPELL MASTERY

You are able to quickly modify your mastered spells when you cast them trickily.

Prerequisites: Spell Mastery and one or more metamagic feats, tricky spells class feature, wizard level 1st

Benefit: Whenever you cast a spell that you have mastered with the Spell Mastery feat as a tricky spell, you may spontaneously apply a single metamagic feat (*other than Silent Spell or Still Spell*) you have to that spell. You may not apply a metamagic feat which would normally raise the level of the spell greater than the highest level of spell that you can cast. (*When applied with the tricky spells ability, Silent Spell and Still Spell do not increase the level of the spell.*)

TRICKSTER'S BOND

You may perform various tricks with your bonded object.

Prerequisites: Cha 13+, arcane bond (*bonded object*) class feature, arcane trickster level 1st

Benefit: Twice per day you may use any one of the following abilities as a swift action as long as you are wearing or wielding (*as appropriate*) your bonded object: add your Charisma modifier to a Disable Device or Sleight of Hand check; make your bonded object invisible for one hour (*or until dismissed*); use the Stealth skill even while being observed for a number of consecutive rounds equal to your Charisma modifier; or inflict a -2 penalty to an opponent's Will saving throw against an illusion spell you cast.

TRIPLE NOCK (FIGHTER, GENERAL)

You have mastered the double nock to the point that you can (*almost accurately*) nock and fire three arrows at once.

Prerequisites: Base Attack Bonus +15 or higher, Dexterity 19+, Bow Mastery, Double Nock

Benefit: As a move-equivalent action you can nock three arrows to your bow instead of one. In this way, your next attack with your bow will fire all three arrows at your target. You make an attack roll with each of these arrows, with each attack suffering from a -5 circumstance penalty on the attack roll.

TRIPLE STRIKE

You can focus mental energy into your weapon, causing two golden weapons in its likeness form to your left and right. When you swing at a foe the other weapons swing also, threatening your opponent with three times the attack power.



Prerequisite: Fighter Level 9th

Benefit: Once per day, you can focus your energy into your weapon and cause two magical weapons that are golden, non-magical replicas of your own, to form to your left and right. When you strike with your weapon these weapons strike also. Make an attack roll for each of these weapons after you make an attack roll for your own. The golden weapons last until for one combat round. Once the combat round in which you enact this feat is over, the weapons shimmer and disappear.

The weapons that are formed using this feat are non-magical. Even if you use a magical weapon, the golden weapons that are formed are not. The golden weapons use your attack bonus and strength bonus as a bonus to hit, and your strength bonus as a bonus to damage. When using Cleave or Great Cleave, the weapons attack the target of your Cleave or Great Cleave as well.

TRIPPING RIPOSTE [COMBAT]

You are skilled at tripping your opponents when you parry and counterattack.

Prerequisites: Int 13+, Combat Expertise, Improved Trip, riposte class feature

Benefit: When you successfully parry an opponent's attack and make an attack of opportunity against the opponent, if you choose to try to trip your opponent, you gain a +1 bonus to your Combat Maneuver Bonus per three levels of duelist that you possess. If you successfully trip your opponent, you may choose to have them fall prone in any square adjacent to you.

TRUE DRAGON CLAWS [COMBAT]

Your claws become a permanent part of your anatomy.

Prerequisites: Cha 13+, claws bloodline power, dragon disciple level 3rd

Benefit: You are no longer limited in the number of rounds you can use your claws to attack per day. They are a permanent part of your anatomy: however, they do not impede your movement or dexterity in any way. In addition to being useful in combat, the claws grant you a +2 bonus to Climb checks.

Special: You must still activate your bite and wing attacks, if you have them, as you would normally activate your claw attacks, and you are still limited in the number of times per day you may do so.

Normal: Normally you can use your claws for a number of rounds per day equal to 3 + your Charisma modifier.

TRUE MUSICAL MYSTIC

Your study of the divine has given you great inspiration for your performances and great mystical powers.

Prerequisites: Wis 15+, bardic performance class feature, mystic theurge level 3rd

Benefit: Your levels in all classes which grant the ability to cast divine spells count as levels of bard for purposes of determining how many times you are able to use your bardic performance ability per day and what type of action it takes to begin a bardic performance. In addition, once per day you can use your bardic performance ability to imitate the effects of a scrying spell. Your divine focus is the only focus needed for this casting. The spell lasts as long as you continue to use your bardic performance. Your caster level for this effect is equal to your bard caster level, and the save DC is equal to 14 + your Wisdom modifier. Otherwise the spell functions normally.

TRUE NATURAL MYSTIC

Your studies of nature and arcana are one and the same, further improving your bonds with nature.

Prerequisites: Cha or Int 15+ (*see special*), nature bond and wild empathy class features, mystic theurge level 3rd

Benefit: Your levels in all classes which grant the ability to cast arcane spells count as levels of druid for purposes of determining the power of your nature bond and wild empathy class features. For example, a druid 3/wizard 3/mystic theurge 3 counts as a 9th level druid for these purposes, including determining which domain spells the druid possesses (*if the druid's nature bond is in that form*) and determining the druid's caster level when casting these domain spells. Additionally, you may sacrifice a spell from your arcane spellcasting class to spontaneously cast a summon nature's ally spell (*as with the Natural Mystic feat*) one additional time per day.

Special: Your primary arcane spellcasting ability (*Int for wizards, Cha for sorcerers and bards*) must be 15 or higher.

TRUE OF PURPOSE [GENERAL]

You have a strong code of conduct and stick to it against any contrary judgment.

Prerequisite: Lawful alignment, Wis 13+.

Benefit: You are immune to any magic or effect that would change your alignment from lawful to neutral or chaotic. If a mind-affecting power would force you to act against your alignment, you gain an additional saving throw with a +4 bonus. Also, you enjoy a +1 competence bonus to all saving throws against spells with the chaotic descriptor and

against the special abilities of creatures with the chaotic descriptor. If you are ever about to willingly commit an unlawful act, the Games Master may warn you of the consequences and you must succeed at a Will save (*DC 10 + character's level*) to continue with that course of action.

TRULY FLEXIBLE KNOWLEDGE

Each day you are able to completely alter your areas of expertise and other skills, enabling yourself to focus perfectly on the tasks ahead of you.

Prerequisites: Int 19+, Flexible Knowledge, loremaster level 8th

Benefit: This feat functions exactly as Flexible Knowledge, except that it allows you to move skill ranks each day to and from all skills in which you already possess at least 3 ranks.

UNSEEN DEATHBRINGER [COMBAT]

You are able to very skillfully remain unnoticed even while attempting to slay a victim.

Prerequisites: 13+ ranks in Stealth, Silent Deathbringer, death attack, hide in plain sight and quiet death class features

Benefit: Whenever you attempt a death attack while hiding in plain sight, if you miss with your attack, you are able to remain unnoticed. If your attack hits, you are able to use Stealth to avoid detection with your quiet death ability as normal, and you may do so whether the victim lives or dies from your attack.

Special: You do not gain the other benefits of the Silent Deathbringer feat unless you slay your target.

Normal: Normally opponents might detect your attack if you miss, and you may only use quiet death if you slay a victim during the surprise round.

UNSTOPPABLE SPELL [METAMAGIC]

An unstoppable spell cannot be countered and is less hindered by spell resistance and effects which might cause you to lose your concentration.

Benefit: An unstoppable spell cannot be countered by another spellcaster even if they successfully identify the spell and cast an appropriate counterspell. A caster who attempts to counter this spell by casting another spell simply loses that spell. In addition, with an unstoppable spell you gain a +2 bonus to level checks made to beat your targets' spell resistance, as well as all concentration checks made to keep from losing the spell. An unstoppable

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

VARIABLE ENHANCE ARROWS

Your outlook on life doesn't hamper your power as an archer. You are able to manipulate the powers of good and evil and wield that power through your arrows, delivering devastating attacks to those on both sides of the moral spectrum.

Prerequisite: Arcane Archer Level 9th

Benefit: Whenever you choose an alignment quality to give a nonmagical arrow that you fire using your Enhance Arrows (aligned) ability, you may choose any of the alignment qualities to give your arrow regardless of your alignment.

VENDETTA

Those who are foolish enough to cross you suffer the full extent of your fury.

Prerequisites: Challenge class feature; Base Attack Bonus +6

Benefit: As a move action, you may shift the target of your Challenge to another enemy who has dealt damage to you in the current combat. If the Challenge has expired due to the death or defeat of its previous target then this ability does not apply.

VENGEFUL DEATH [METAMAGIC]

Your soul is spiteful against those that would seek to cause you suffering or send you into the afterlife. You know how to make those that would end your life suffer one last stroke of vengeance in the hopes that they would perish for their transgression.

Prerequisites: Caster level 10th or higher, any other metamagic feat

Benefit: You may prepare any spell as your Vengeful Death spell. Once prepared, the Vengeful Death spell is "held in reserve" and you cannot regain or refill that spell slot. Spontaneous spell casters may still designate a spell to be a Vengeful Death spell, essentially losing a spell of that level. The Vengeful Death spell is tied to your life force (*or intellect in the case of undead casters*). If you are ever taken to -10 hit points or below (*or 0 hit points in the case of undead*), the Vengeful Death spell immediately triggers. It is centered or targeted upon the creature that struck the killing blow. The target is entitled to the normal saving throw for the spell (*if any*) but suffers a -2 penalty on the save as the spell is augmented by the energy of your death.

VERSATILE SPELL ENERGY

Whenever you sacrifice magical energy for another effect, you can gain a temporary boon.

Prerequisites: 11 or more ranks in Spellcraft, mystic theurge level 4th

Benefit: Whenever you sacrifice an uncast spell that you have prepared or an unused spell slot (*for spontaneous casters*) in order to gain some other effect, such as casting a different spell spontaneously or gaining the benefit of a feat, you may choose to benefit from any one of the following effects: gain 1 temporary hit point per level of the spell sacrificed; heal yourself of 1 point of damage per two levels of the spell sacrificed; gain a +1 bonus to attack and damage rolls for 1 round per two levels of the spell sacrificed; or gain a +1 bonus to your next saving throw made within 1 round per level of the spell sacrificed. Bonuses granted by this feat to the same type of roll do not stack if they overlap.

VERTICAL WALK (MONK)

You can walk short distances on vertical surfaces.

Prerequisites: Dex 15+, Dodge, Monk level 6th+

Benefit: Each round, you may walk up to 10 ft. on a vertical surface, before landing on the ground again. This 10 ft. may be horizontal or vertical, so long as you do not exceed your base movement for the round. Moving across a vertical surface provokes an attack of opportunity, just as any horizontal surface does.

VICTOR'S GLORY

After winning a battle, you are more charismatic in the eyes of those who witnessed your victory.

Prerequisites: Cha 13+, duelist level 1st

Benefit: Whenever you win a battle, you gain a +1 bonus to all Charisma-based skill checks made against anyone who witnessed any part of the battle for 1 day per level of duelist you possess. This bonus increases to +2 when you have attained 4th level of the duelist class, +3 at 7th level, and +4 at 10th level. The bonus is doubled and lasts twice as long as normal if you fought the battle alone, without allies.

WALK WITHOUT RHYTHM (GENERAL)

You can disguise your footfalls so that they are harder to detect.

Prerequisite: Light Step

Benefit: The special quality tremorsense does not work against you. Thus, a purple worm cannot detect you simply

because you are moving within 60 ft. of it. The creature must instead detect you through normal means. In addition, you gain a +2 bonus to your Stealth checks. This bonus stacks with that from the feat Light Step and any other feat that grants a similar bonus (*such as Stealthy*).

WAR BEAST CARETAKER (GENERAL)

Animals that you train learn to ignore distractions and better resist spells. In the face of strange supernatural opponents, they keep their resolve.

Prerequisites: Handle Animal 4 ranks, Nature Bond (*Animal Companion*)

Benefit: With three weeks of training and a successful Handle Animal check (*DC 20*) you can grant a beast under your tutelage a +2 competence bonus on all saving throws and a +4 competence bonus against mind-affecting attacks and spells.

WAR BEAST TRAINER (GENERAL)

You are skilled in training animals to fight beside you. You grant them improved abilities in combat, and they fight better with armed warriors than other trained beasts.

Prerequisites: Handle Animal 6 ranks, Nature Bond (*animal companion*)

Benefit: With three weeks of training and a successful Handle Animal check (*DC 20*), you can grant an animal you train gain +2 competence bonus to any Handle Animal trick they might do and Weapon Focus with one of its natural attacks.

WAR RAGER

You are trained to fight and rage in heavy armours, shrugging off their weight and fighting on regardless.

Prerequisites: Heavy Armour proficiency, Barbarian 1st-level or higher.

Benefits: You may use your fast movement class feature even when wearing heavy armour, though not if you are carrying a heavy load. In addition any other barbarian abilities or class features restricted by heavy armour do not apply to you.

Normal: A barbarian cannot use his fast movement when wearing heavy armour.

WEAPON LORE

You have studied the use of a particular type of weapon and you are better able to fight with it and against it.

Prerequisites: Int 13+, weapon trick (lore master secret), lore master level 3rd

Benefit: When you take this feat, choose one group of weapons listed under the “weapon training” fighter class feature. You gain a +1 bonus per 3 levels of loremaster you possess to attack rolls made with weapons in that group. In addition, you gain a +1 bonus to Armor Class against attacks made with weapons in that group (*though this bonus does not increase*).

WEIGHT OF DREAMS (MONK)

By entering a meditative trance or dream state, you can see things beyond this world.

Prerequisites: Wis 15+, Ki Pool class feature, Monk level 8th+

Benefit: By spending 3 points from his ki pool, you may cast Contact Other Plane, equal to your monk level. You may use this ability equal to your monk levels.

As long as there is at least 3 points in his ki pool, you can make use this feat.

WEIGHTLESS STEP (MONK)

You can make yourself light enough to walk without your weight triggering traps or even on water.

Prerequisites: Dex 16+, Ki Pool class feature, Monk level 9th+

Benefit: Because of your Ki Pool, you no longer trigger traps and hazards that are activated by weight. So long as you are moving at least 5' per round, the surface you are walking on considers you weightless. You may walk across snow without breaking the crust, trapdoors without falling and even water of any depth. If you do not move for one full round, your weight has its full impact where you stand with all appropriate implications.

As long as there is at least 1 point in his ki pool, you can make use of this feat.

WHITE DRAGON'S ICE SHAPING

You gain the white dragon's ability to shape ice.

Prerequisites: Draconic bloodline (*must choose white dragon*), dragon disciple level 1st

Benefit: Once per day as a standard action, you are able to shape ice and snow. This ability functions as stone shape, but can only target ice and snow, not stone. Your caster level for this effect is equal to your arcane spellcaster level tied to the dragon disciple class.

ZEPHYR SHOT

Your missiles carry with them the power of the zephyr. Enemies goaded with your arrows are thrown backward

by magical winds that can send them into an even more hazardous situation.

Prerequisite: Arcane Archer Level 4th

Benefit: Before your attack, you can choose to have your arrow carry with it the power of a Zephyr. If you hit with this attack, along with the normal amount of damage, your opponent must make a ($DC\ 20 + 1/2\ your\ level\ in\ Arcane\ Archer$) Will save or be pushed 20 feet backward. Any extra damage the enemy incurs from crashing into a wall, falling off of a cliff, or some other resulting mishap, occurs as normal. Each time this feat is taken, you may use this special ability a number of times per day equal to your level in arcane archer divided by two (*rounded down*).

ANIMAL ASPECTS

When a barbarian rages he taps into an inner core of animalist fury making him stronger, tougher and more deadly in combat. Some barbarians can use this inner core of rage in other ways, such as to channel the spirits of animals; often linked to the heritage of their tribe or the totems of their clan. These Animal Aspects, as they are known, allow a barbarian to gain a different set of benefits when he rages, usually associated with a particular animal.

When a barbarian character uses his rage ability he can, if he has an Animal Aspect feat, choose to gain the benefits of that feat in place of all the normal benefits of raging. Using an Animal Aspect feat in this way completely replaces the normal bonus to Strength, Constitution (*including corresponding bonus hit points*) and Will saves, as well as any penalties, such as the reduction to Armour Class and restrictions on skill use. In all other respects the rage ability remains the same, such as how often it may be used and fatiguing the barbarian after use.

Any Rage Powers a barbarian might have are unaffected and function normally when using an Animal Aspect feat.

A barbarian may choose as many Animal Aspect feats as they like using their feat slots as normal. However, when raging a barbarian may only benefit from a single Animal Aspect at a time, chosen when the rage begins, in place of the normal benefits of raging.

BEAR ASPECT

The bear is powerful and stubborn spirit which refuses to die even when dealt grievous wounds.

Prerequisites: Rage class feature, Constitution 15 or higher.

Benefits: When you rage you gain a +8 moral bonus to Constitution. This increase to Constitution grants you an extra 4 hit points per Hit Dice, but these disappear when



the rage ends and are not lost first like temporary hit points. In addition, the barbarian is immune to the effects of being staggered for the duration of his rage.

Normal: When a barbarian rages he gains a +4 moral bonus to Strength and Constitution and a +2 moral bonus to Will saves. He gains 2 additional hit points per Hit Dice and suffers a -2 to his Armour Class. He cannot use any Charisma, Dexterity or Intelligence based skills (*except Acrobatics, Fly, Intimidate or Ride*) or any ability that requires patience or concentration.

Special: You may only use one Animal Aspect at a time.

BULLASPECT

The bull represents strength in many primitive cultures; it is a spirit which uses raw power to get its way, crushing those who oppose it beneath its hoofs.

Prerequisites: Rage class feature, Strength 15 or higher.

Benefits: When you rage you gain a +8 moral bonus to Strength. You also count as one size category larger than you are when attempting the Bull Rush or Over Run combat manoeuvres. You do however suffer -2 to Armour Class, and cannot use any Charisma, Dexterity or Intelligence based skills (*except Acrobatics, Fly, Intimidate or Ride*) or any ability that requires patience or concentration.

Normal: When a barbarian rages he gains a +4 moral bonus to Strength and Constitution and a +2 moral bonus

to Will saves. He gains 2 additional hit points per Hit Dice and suffers a -2 to his Armour Class. He cannot use any Charisma, Dexterity or Intelligence based skills (*except Acrobatics, Fly, Intimidate or Ride*) or any ability that requires patience or concentration.

Special: You may only use one Animal Aspect at a time.

FOXASPECT

The fox is a cunning and slippery spirit adept at fleeing, hiding and evading its foes to fight another day.

Prerequisites: Rage class feature.

Benefits: When you rage you add an addition 30ft to your base speed and do not provoke attacks of opportunity as long as all you do is withdraw. In addition you gain a +4 moral bonus to Stealth checks. Once your rage ends however you are exhausted rather than fatigued.

Normal: When a barbarian rages he gains a +4 moral bonus to Strength and Constitution and a +2 moral bonus to Will saves. He gains 2 additional hit points per Hit Dice and suffers a -2 to his Armour Class. He cannot use any Charisma, Dexterity or Intelligence based skills (*except Acrobatics, Fly, Intimidate or Ride*) or any ability that requires patience or concentration.

Special: You may only use one Animal Aspect at a time.

RAVEN/ASPECT

The raven is a canny spirit with keen senses and an almost supernatural ability to detect danger.

Prerequisites: Rage class feature, Wisdom 12 or higher.

Benefits: When you rage you gain a +6 moral bonus to Perception and the ability to check to notice hidden doors or traps whenever you pass within 10 feet of them, whether or not you are actively looking. Finally if you have low-light vision or dark vision either as part of your racial abilities or as a Rage Power its range is doubled.

Normal: When a barbarian rages he gains a +4 moral bonus to Strength and Constitution and a +2 moral bonus to Will saves. He gains 2 additional hit points per Hit Dice and suffers a -2 to his Armour Class. He cannot use any Charisma, Dexterity or Intelligence based skills (*except Acrobatics, Fly, Intimidate or Ride*) or any ability that requires patience or concentration.

Special: You may only use one Animal Aspect at a time.

SALMON/ASPECT

The salmon is a stubborn animal and strong swimmer, its determination and perseverance are near legendary in the wild.

Prerequisites: Rage class feature, 5th-level or higher.

Benefits: When you rage you gain a swimming movement of 30ft. In addition, you gain the ability to breathe water as the spell Water Breathing. Finally you can leap up to 30ft out of water, which may if you choose be straight up.

Normal: When a barbarian rages he gains a +4 moral bonus to Strength and Constitution and a +2 moral bonus to Will saves. He gains 2 additional hit points per Hit Dice and suffers a -2 to his Armour Class. He cannot use any Charisma, Dexterity or Intelligence based skills (*except Acrobatics, Fly, Intimidate or Ride*) or any ability that requires patience or concentration.

Special: You may only use one Animal Aspect at a time.

SERPENT/ASPECT

The serpent is a deadly spirit filled with poison and hatred for lesser creatures combined with lightning fast reactions and pitiless speed.

Prerequisites: Rage class feature.

Benefits: When you rage your natural attacks (*bite, hands etc*) become poisonous with potency equal to Black Adder Venom. In addition you gain a +4 moral bonus to Initiative checks. The venomous nature of the spirit however

prohibits you from using the Diplomacy skill and imposes a -4 all Charisma tests.

Normal: When a barbarian rages he gains a +4 moral bonus to Strength and Constitution and a +2 moral bonus to Will saves. He gains 2 additional hit points per Hit Dice and suffers a -2 to his Armour Class. He cannot use any Charisma, Dexterity or Intelligence based skills (*except Acrobatics, Fly, Intimidate or Ride*) or any ability that requires patience or concentration.

Special: You may only use one Animal Aspect at a time.

TIGER/ASPECT

The tiger is a powerful hunter and fierce fighter feared throughout the wilds by all lesser animals.

Prerequisites: Rage class feature, 7th-level or higher.

Benefits: When you rage you grow razor sharp claws. These claws count as light weapons (*meaning you are considered armed when using them*) and inflict 1d6 points of slashing damage. They also give you a +4 circumstance bonus to any Climb skill checks. In addition creatures with the Animal subtype with an intelligence of 3 or less are naturally afraid of you and will keep their distance, unless compelled or attacked by you or your allies. Finally, your tiger's pride prohibits you from using the Bluff or Stealth skills and you may not use the withdraw manoeuvre when in combat.

Normal: When a barbarian rages he gains a +4 moral bonus to Strength and Constitution and a +2 moral bonus to Will saves. He gains 2 additional hit points per Hit Dice and suffers a -2 to his Armour Class. He cannot use any Charisma, Dexterity or Intelligence based skills (*except Acrobatics, Fly, Intimidate or Ride*) or any ability that requires patience or concentration.

Special: You may only use one Animal Aspect at a time.

WOLF/ASPECT

The wolf spirit is a powerful totem of the forest, running swiftly through the woods and working with its brothers to bring down larger prey.

Prerequisites: Rage class feature.

Benefits: When you rage you gain an addition 10ft of movement to your base speed, as long as you are wearing light or no armour. In addition you gain, and grant, a +3 flanking bonus (*rather than a +2*) when flanking a foe and can make 1 additional attack of opportunity each round. This ability stacks with such feats as Combat Reflexes. Finally you gain the ability to howl as a standard action,

granting allies within 60ft a +1 moral bonus to hit and saves versus fear effects for 1 round.

Normal: When a barbarian rages he gains a +4 moral bonus to Strength and Constitution and a +2 moral bonus to Will saves. He gains 2 additional hit points per Hit Dice and suffers a -2 to his Armour Class. He cannot use any Charisma, Dexterity or Intelligence based skills (*except Acrobatics, Fly, Intimidate or Ride*) or any ability that requires patience or concentration.

Special: You may only use one Animal Aspect at a time.

CAVALIER ORDERS ORDER OF THE CHIMERA

This order is exclusive, eclectic, and extremely odd, as it is composed solely of summoners who have chosen to adopt the trappings and mannerisms of cavaliers and ride their eidolons into battle as armored knights. It appeals mainly to halflings and gnomes, as their small size allows them to ride their eidolons at 1st level, but larger riders are not unknown. It is generally treated with disdain by cavaliers of other orders, who see the Order of the Chimera as farcical and insulting, and not a true order. Cavaliers of this order are only too happy to demonstrate their combat prowess, and more than one has left the field of honor victorious after answering a challenge made by a purist.

Prerequisites: Summoner class level 1; eidolon one size larger than the summoner with the Mount evolution

Edicts: The cavalier must always ride his eidolon into battle and fight alongside it (dismounting during battle to fight on foot is allowed, however.) He must never allow it to face danger while he remains in safety. He is not allowed to ride any mount other than his eidolon.

Challenge: Whenever an Order of the Chimera cavalier issues a challenge, his eidolon receives a +1 morale bonus on all attack rolls against the target of his challenge so long as the cavalier remains mounted upon it. This bonus increases by +1 for every four levels the cavalier possesses.

Skills: An Order of the Chimera cavalier adds Acrobatics (Dex) and Spellcraft (Int) to his list of class skills. In addition, he gains the Arcane Strike feat for free.

Order Abilities: A cavalier that belongs to the Order of the Chimera gains the following abilities as he increases in level:

Right Makes Might (Ex): At 2nd level, the cavalier adds one-half his class levels (rounding down) to his summoner

levels, but only to determine the base statistics of his eidolon. Spells known, spells per day, saving throw, base attack bonus, and other special abilities are unaffected.

Warrior Mage (Ex): At 8th level, the cavalier gains the Arcane Armor Training feat. If this feat is already known, then Arcane Armor Mastery is gained instead.

We Ride As One (Su): At 15th level, the cavalier gains the Life Bond summoner class feature.

ORDER OF THE CITADEL

Cavaliers who join the Order of the Citadel dedicate themselves to the defense of a single thing, be it a location, person, or object. They do not do it for any greater reason such as personal glory (Order of the Cockatrice), loyalty to a sovereign (Order of the Lion), mercy (Order of the Shield), faith (Order of the Star) or chivalry (Order of the Sword); instead, they do it from a simple desire to defend something valuable or defenseless. While this is usually something inherently precious, sometimes it is utterly mundane and perhaps even random, like a bridge, cross-roads, or mountain pass. Whatever they choose to protect, in nearly all cases it is either immobile, hidden, or fortified. If the object of devotion is a person, she could as easily be the cavalier's prisoner as she could be his lover or ward.

Edicts: Cavaliers of the Order of the Citadel take meaning from the sheer act of custodianship. Once they have sworn to defend something, they must set a duration or a goal at which time the devotion ends: "I will protect you until you reach your destination," "I will keep you here until you love me," and "I will guard this pass until I die" are all legitimate claims of devotion. They may not allow the object of their protection out of their sight, unless they themselves have barricaded it or hidden it away, and even in that instance they may not be more than 100 feet from it at any time.

A cavalier whose object of devotion is lost or destroyed, or who abandons it before the goal is reached, must seek atonement (as per the spell) before regaining the use of his order abilities. After atonement, a new object of devotion can be declared, or the cavalier may re-dedicate himself to a previous object (assuming it has not been lost or destroyed.) Until this happens, the cavalier does not have access to order abilities.

Challenge: Whenever an Order of the Citadel cavalier issues a challenge, he receives a +1 dodge bonus to his Armor Class for as long as he is within 30 feet of his object of devotion. This bonus increases by +1 for every four levels the cavalier possesses.

Skills: An Order of the Citadel cavalier adds Knowledge (Engineering) and Knowledge (Geography) to his list of class skills. In addition, he may make Knowledge (Engineering) skill checks untrained. If he has ranks in the skill, he receives a bonus on the check equal to ½ his cavalier level (minimum +1) as long as the check involves his object of devotion.

Order Abilities: An Order of the Citadel cavalier gains the following abilities as he increases in level.

Stand Your Ground (Ex): At 2nd lvl, the cavalier adds his Wisdom modifier (if positive) to his CMB and CMD when within 30 feet of his object of devotion or its place of hiding.

What's Mine is Mine (Ex): At 8th lvl, the cavalier either gains a +20 insight bonus to all combat maneuvers directed towards the object of devotion (if that object is a person or an item), or does not suffer any terrain disadvantages (if that object is a location).

You Shall Not Pass (Ex): At 15th lvl, the cavalier gains DR 2/-.

ORDER OF THE WOLF

Cavaliers who join the Order of the Wolf devote their lives to hunting something, whether it is a legendary creature (Sir Pellinore and his hunt for the Questing Beast), a fabled treasure (the Knights of the Round Table and their quest for the Holy Grail), or a notorious person (Sir Guy of Gisbourne and Robin Hood). These cavaliers have sworn an oath upon their honor never to rest until what they have sought is finally within their possession. They typically work alone, though small groups of cavaliers hunting the same object are not unknown (and often frighteningly effective.)

Edicts: The cavalier must ever remain mindful of his quest and cannot neglect any opportunity to further his agenda. He may not willingly stay in any one location longer than a fortnight unless he believes the object of his quest to be in the same location. Neither money nor glory can convince him to stay once he has caught scent of his prey. Once his prey is in sight, he will stop at nothing to seize it. He cannot retreat, nor willingly allow the prey to escape; it is victory or death. After completing his quest, the cavalier must swear a new quest within a week's time.

Challenge: Whenever an Order of the Wolf cavalier issues a challenge, he receives a +1 morale bonus to all skill rolls as long as the target of his challenge stands directly between him and the object of his quest (or is the object itself). This bonus increases by +1 for every four levels the cavalier possesses.

Skills: An Order of the Wolf cavalier adds Perception (Wis) and Survival (Wis) to his list of class skills. In addition, he may make Knowledge skill rolls that pertain to the object of his quest, even if he is untrained. If he has ranks in the skill, he receives a bonus on the check equal to ½ his cavalier level (minimum +1) as long as the check involves his quarry.

Order Abilities: An Order of the Wolf cavalier gains the following abilities as he increases in level.

Stalker (Ex): At 2nd lvl, the cavalier's armor check penalties for Acrobatics, Climb, Ride, and Stealth rolls are reduced by his level.

Pack Mentality (Ex): At 8th lvl, all other Order of the Wolf members, including the cavalier's mount, are considered to possess all teamwork feats that the cavalier possesses as long as they are within 30 feet.

Relentless (Sp): At 15th lvl, the cavalier's hunting senses have become so keen that he may expend a use of the challenge ability to grant himself True Seeing, as the spell.

QUEST OBJECTS

An Order of the Wolf PC poses an interesting situation to a Game Master: how do I integrate the quest into my campaign? There are two routes you may take.

The first and easiest option is to present a series of quests that are no harder to complete than a standard adventure. In fact, the completion of these quests could be the entire point of an adventure – defeat the bandit king, recover a lost treasure, slay the dragon terrorizing the countryside. As the PCs increase in ability, so do the perils of each quest.

The other option is to integrate the quest into an overall campaign, with the culmination of the quest an integral part of the campaign itself. A Game Master who takes this option would do well to emulate serialized movies and television shows with season-long story arcs, having the completion of certain adventures result in a necessary step to achieving the larger goal. A quest arc might begin with the party searching for a clue to the location of a dungeon, wherein lies a mythical weapon, which is necessary to overcome the creature who bars the way to the final hiding place of the quest object.

Finally, do not forget that for every Grail knight and dragon slayer, there are equally determined manhunters, and not all of them are of good alignments. Player Characters have a tendency to make powerful enemies, and an evil Order of the Wolf cavalier who hounds their steps would make an excellent recurring villain.