

# 80 AWESOME FEATS

## ... AND 2 CRAPPY ONES

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Below is a collection of more than 82 feats for your Pathfinder Roleplaying Game characters or opponents to take. The selection of a feat is one of the simplest ways that a player or game master has to differentiate their characters or non-player characters.

## Types of Feats

While most of the feats presented here are general, and have no special rules governing them, some feats have a category associated with them that involves special rules. This category is listed after the feat name. The following types of feats can be found in this chapter.

## Critical Feats

Critical feats modify the effects of a critical hit by inflicting an additional condition on the victim of the critical hit. Characters without the Critical Mastery feat can only apply the effects of one critical feat to an individual critical hit. Characters with multiple critical feats can decide which feat to apply after the critical hit has been confirmed.

## Combat Feats

Any feat designated as a combat feat can be selected as a fighter's bonus feat. This designation does not restrict characters of other classes from selecting these feats, assuming they meet the prerequisites.

## Metamagic Feats

Metamagic feats allow spellcasters to modify and change their spells, granting them new powers and effects. Such spells generally take up a higher-level spell slot than the normal spell.

## Psionic Feats

Psionic feats are available only to characters and creatures with the ability to manifest powers or with a reservoir of psionic power. (In other words, they either have a power point reserve or have psi-like abilities.)

Because psionic feats are supernatural abilities—a departure from the general rule that feats do not grant supernatural abilities—they cannot be disrupted in combat (as powers can be) and generally do not provoke attacks of opportunity (except as noted in their descriptions). Supernatural abilities are not subject to power resistance and cannot be dispelled; however, they do not function in areas where psionics is suppressed, such as a null psionics field. Leaving such an area immediately allows psionic feats to be used.

Many psionic feats can be used only when you are psionically focused; others require you to expend your psionic focus to gain their benefit. Expending your psionic focus does not require an action; it is part of another action (such as using a feat). When you expend your psionic focus, it applies only to the action for which you expended it.

## Teamwork Feats

Teamwork feats grant large bonuses, but they only function under specific circumstances. In most cases, these feats require an ally who also possesses the feat to be positioned carefully on the battlefield. Teamwork feats provide no bonus if the listed conditions are not met. Note that allies who are paralyzed, stunned, unconscious, or otherwise unable to act do not count for the purposes of these feats.



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## Totem Feats

Totem feats can be selected by any character that has made peaceful contact with an animal spirit or who reveres the natural world. Druids, rangers and barbarians are the most common classes to adopt these feats although some oracles and witches do as well.

A character can activate a totem a number of times per day equal to one-fourth their character level plus their Charisma modifier (minimum 1). When triggered as a swift action, the character calls into them the essence of an animal spirit for a number of rounds equal to 3 plus his Constitution modifier. In addition, each totem feat carries skill bonus relevant to the totem animal.

Each totem carries a taboo that must not be broken. If the character acts in a way that offends his animal spirit, he loses access to the benefit provided by the feat until he completes an act of atonement in the form of a minor task or quest. A character can have a number of totem feats equal to their Charisma modifier.

## Abundant Magic

Your arcane talents come from a deeper well than most.

**Prerequisites:** Cha 13, a racial magic trait that grants spell-like abilities

**Benefit:** Select a number of spell-like abilities equal to your Charisma modifier, each spell-like ability selected can be used an additional time per day. You may only select a spell-like ability once with this feat.

## Air Dragon (Metamagic)

Air magic runs through your blood and you are able to quickly call upon its magic.

**Prerequisites:** Air subtype, Dragon type, caster level 10+

**Benefit:** You gain the ability to cast spells with the air descriptor as a swift action instead of a standard action. You may not cast another spell in the same round as you use a swift air spell.

## Aligned Claws

Your sense of legality and morality extends through all things.

**Prerequisites:** Wis 15, natural weapons, base attack bonus +6

**Benefit:** Your natural weapons are considered magic and to possess either a moral alignment (evil, good) or legal alignment (chaos/law) for the purpose of overcoming damage reduction.

**Special:** You may select this feat twice, when selected twice you possess both a moral and a legal alignment and gain a +1 enhancement bonus to your natural weapon attacks.

## Aligned Lay on Hands

Only the truly deserving receive the full extent of your healing powers.

**Prerequisites:** Cha 13, lay on hands class feature

**Benefit:** When you use your lay on hands ability to heal a good creature of hit point damage, you heal an extra number of hit points equal to your Charisma modifier. You may not use this feat when healing yourself.

## Animal Reflexes

You are able to move through the environment like an agile animal.

**Benefit:** You may use your Dexterity modifier in place of Strength for Climb and Swim checks.

## Ape (Totem)

The great ape is territorial and aggressive

**Benefit:** While channelling the Ape, you are treated as Large for any effect that grants a benefit as well as providing you with 10 ft. reach. In addition, you gain a +2 bonus to all Knowledge (geography) checks.

**Taboo:** Shy. Apes are not comfortable in large groups and will never sleep in a common area containing more than four others.

## As Papa Always Says

You are able to provide advice on any topic and your breadth of knowledge assists allies.

**Prerequisites:** Skill Focus (in two knowledge skills)

**Benefit:** You can use Aid Another using one of your Knowledge skills to grant a +2 bonus to the skill checks of allies regardless of what skill their check is in.

**Table 1: Feats**

Feats	Prerequisites	Benefits
Abundant Magic	Cha 13, a racial magic trait	Increase a number of spell-like abilities uses by 1 each
Aligned Claws	Wis 15, natural weapons, base attack bonus +6	Natural weapons treated as magic and aligned
Aligned Lay on Hands	Cha 13, lay on hands class feature	Lay on hands heals additional damage from good creatures
Animal Reflexes	—	Use your Dexterity modifier for Climb and Swim
As Papa Always Says	Skill Focus (any two)	Use Knowledge skills to Aid Another for any skill.
Badger Style*	Improved Unarmed Attack, Small size	Deal an additional +1d4 unarmed damage against larger opponents
Beast Senses	Barbarian, druid or ranger	Gain the scent ability
Breach	Swim speed	Use Swim to jump from the water
Brutal Slash*	Critical Focus, base attack bonus +15	Strike a flat-footed opponent with a coup de grace
Burst the Bonds	Str 15, Escape Artist 5 ranks	Break bonds as your escape.
Catch Them With A Back-swing*	Base attack bonus +1, wielding a spear	Make a second attack with the blunt end if your primary attack fails.
Chakra Strike	Critical Focus, 8 <sup>th</sup> level monk	Deny access to a magical item on a critical hit
Channel Bolt	Channel energy 5d6	Channel energy as a 60 ft. line
Channelled Defense	Channel energy 3d6	Grant a +4 bonus to recover a failed saving throw
Channelled Insight	Channel energy	Gain a +4 insight bonus to one skill for 1 minute
Channelled Offense	Channel energy 4d6, Weapon Focus (deity's favored weapon)	Gain +1 per four levels enhancement bonus on weapons for 1 minute
Comrade in Arms*	—	Add your base attack bonus instead of Charisma to Diplomacy with warriors
Construct Critical*	Critical Focus, Improved Sunder, Base attack bonus +13	You can apply critical feats against constructs
Crane Strike	Weapon focus, ki pool	Deal unarmed damage in place of the weapon's base damage
Cunning Maneuver*	—	Add Wisdom modifier to one type of combat maneuver
Death From Afar*	Deadly Aim, Far Shot, Greater Weapon Specialization (crossbow)	Coup de grace on a critical hit with a crossbow
Dilettante	—	Once per day use a trained skill you do not possess
Divert Damage*	4th level fighter	Use your armor to absorb dealt damage
Divine Strike	Ability to cast divine spells	+1 damage and weapons are considered magic

Duck and Cover*	Stealth 5 ranks, Stealthy	Hide immediately after making a ranged attack
Dwarven Resilience	Dwarf	Reroll a failed poison save
Elixir Mixer	Alchemist	You can create elixirs with Spellcraft
Entangling Critical*	Critical Focus, base attack bonus +12	Tangle foes in a damaging net tangle
Expert Cast*	Exotic Weapon Proficiency (net), Dex 15	No penalty for throwing a net into melee combat
Expert Weaver	Craft (net making) 5 ranks	Increase the DC and hit points of nets you create
Far Cast*	--	Throw nets twice as far
Favored Combat Maneuver	Favored enemy class ability	Add +1/2 favored enemy bonus to CMB; do not suffer attacks of opportunity for manoeuvres against favored enemies
Focused Rage	Base attack bonus +1, no levels of barbarian	+4 Dexterity and Wisdom for a limited time
Greater Expertise*	Int 13, Savvy Reserve	Gain an insight bonus to AC when using Savvy Reserve
Improved Orc Ferocity	Orc, orc ferocity racial trait	Use orc ferocity 2/day; use orc ferocity to cancel numerous conditions
Improved Ray Shield*	Dex 17, Ray Shield	Send a ray attack back at its caster with your shield
Improved Weapon Finesse*	Weapon Finesse, Base attack bonus +6	You may apply your Dexterity modifier to the damage of finesse weapons instead of Strength
Kick-up Weapon*	Perform (juggle) 5 ranks	Kick a loose weapon into your hands and attack
I Remember This One!	Gnome	identify any potion, tonic or poison previously sampled
Inner Vitality	--	Add Charisma modifier to Fortitude instead of Constitution modifier
Mine! Not Yours!	Ability to cast arcane mark	Lay a magical booby trap on arcane marked items
Quick Cover*	Shield Focus, Tower Shield Proficiency	Gain improved cover from a tower shield as a move action
Psionic Strike	Ability to manifest psionic powers	+1 damage and weapons are considered magic (psionic)
Pouncing Dragon	Dragon, Fleet, Reckless Offense	Dragon gains pounce
Push Forward	Dwarf, Endurance, favored terrain class feature	Ignore difficult terrain in favored terrain
Righteous Stare	Cha 13, Intimidate 5 ranks, good aligned, able to cast divine spells	When demoralizing evil foes, roll twice and keep the better result
Savvy Resolve*	Int 13, Combat Expertise	Add Combat Expertise bonus to your saving throws
Sculpt Spell	--	+4 to Spellcraft DC to identify spells
Slip the Trap*	Dex 15, Dodge	Cause on flanker to attack another

Spell Trigger Combat*	Improved spell combat class ability	Use spell trigger items during spell combat attacks
Spotter*	Perception 5 ranks	Aid another with ranged attacks
Strength in Steel*	--	+4 to resist fear while armed
Sweeping Strike*	Int 13, Greater Trip, Improved Trip, Improved Unarmed Strike	Make an unarmed strike against a tripped opponent
Swift Shift	Wildshape class ability	Shift using wildshape as part of a move action
Tearing Bite	Improved Natural Attack (bite), Weapon Focus (bite)	Bite attacks deal 1d4 bleed
Technical Prodigy	--	One craft skill's maximum ranks is increased by 2
The Only Tool You Need*	Proficiency with spear	Use you spear to gain +2 Acrobatics to jump and +2 Escape Artist to escape a grapple
There. All Fixed	Craft (mechanical) 5 ranks, Master Craftsman	Restores 1d4 unstable magical charges
To the Hilt*	Power Attack, base attack bonus +1	Drive a piercing weapon into a foes body on a critical hit
Warrior Mage	Ability to cast arcane spells, Weapon Focus (any)	+1 CMB with weapons and +2 concentration checks for defensive casting
Watch Your Back	--	Add Wisdom modifier to initiative instead of Dexterity modifier
Weapon Kata*	Weapon Focus (any manufactured melee), flurry of blows class ability	Flurry with selected weapon
When In Doubt, Give It A Whack	Craft (machines) 5 ranks or Repair 5 ranks	Add your Charisma modifier to Craft or Repair checks
Whirling Axe	Weapon Focus (greataxe)	Gain an AC bonus during a full attack action with greataxe

### Metamagic Feats

### Prerequisites

### Benefits

Air Dragon	Air subtype, dragon type, caster level 10th	Cast air spells as swift actions
Earth Dragon	Earth subtype, dragon type, caster level 10th	Cast earth spells as swift actions
Fire Dragon	Fire subtype, dragon type, caster level 10th	Cast fire spells as swift actions
Wand Mastery	Caster level 3rd	Activate wands swiftly for two charges
Water Dragon	Water subtype, dragon type, caster level 10th	Cast water spells as swift actions

### Teamwork Feats

### Prerequisites

### Benefits

Coordinated Reaction	Improved Initiative	Allies within 15 ft. are not flat-footed in the first round of combat if you are not flat-footed
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Totem Feats	Prerequisites	Benefits
Ape	—	Size treated as Large with reach while channelling; +2 Knowledge (geography)
Auroch	—	Access to Improved Bull Rush while channelling; +2 Intimidate
Badger	—	Access to badger's blood rage ability while channelling; +2 Diplomacy
Bat	—	Access to blindsense 40 ft. while channelling; +2 Perception
Bear	—	Access to Improved Grapple while channelling; +2 Swim
Firefoot Fennec	—	Ability to reroll on failed saving throw while channelling; +2 Stealth
Gar	—	Access to swim 30 ft while channelling; +2 Intimidate
Giant Gecko	—	Access to +10 ft. speed while channelling; +2 Climb
Hawk	—	Access to a +4 bonus to attack and damage with ranged attacks while channelling; +2 Perception
Hippopotamus	—	Access to Diehard while channelling; +4 Stealth in water
Razorcrow	—	Access to Critical Focus while channelling; +2 Survival
Snapping Turtle	—	Access to Lunge while channelling; +2 Knowledge (nature)

## Auroch (Totem)

The great bull spirit is physically powerful and intimidating.

**Benefit:** While channelling the Auroch, you are treated to as though you have the Improved Bull Rush feat. In addition, you gain a +2 bonus to all Intimidate checks.

**Taboo:** Abandoning Allies. Auroch are herd animals. In times of danger they will never abandon their allies.

## Badger (Totem)

The badger spirit is tenacious but friendly.

**Benefit:** While channelling the Badger, you gain access to the blood rage special ability of the badger. In addition, you gain a +2 bonus to all Diplomacy checks.

**Taboo:** Combat Ready. Badgers do not take kindly to intimidation or threats and are quick to respond with violence.

## Badger Style (Combat)

Some like the badger are devastating combatants. Gnome monks adapted the teachings of the badger to a martial combat style and have taught this form to

others.

**Prerequisites:** Improved Unarmed Attack, Small size

**Benefit:** When fighting foes that are one or more sizes larger than you are, you add +1d4 damage to all unarmed strikes.

## Bat (Totem)

The reclusive bat possesses great insight into the natural world.

**Benefit:** While channelling the Bat you gain blindsense 40 ft. In addition, you gain a +2 bonus to Perception checks.

**Taboo:** Nocturnal. Bats are nocturnal hunters. You must never engage in combat in bright sunlight.

## Bear (Totem)

Bear is a tenacious grappler who hunts on land and in water.

**Benefit:** While channelling the Bear you gain Improved Grapple. In addition, you gain a +2 bonus to Swim checks.

**Taboo:** Fresh Meat. Bear will eat most living things but they are not scavengers. You may not eat pre-served food.



## Beast Senses

Your time among the animals has sharpened your senses.

**Prerequisite:** Barbarian, druid or ranger

**Benefit:** You gain the scent ability.

## Breach

You break the surface of the water and glide into the air.

**Prerequisite:** Swim speed.

**Benefit:** You can make a Swim check in place of an Acrobatics check to jump as long as you start your turn in a body of water.

## Brutal Slash (Combat)

You strike with such incredible ferocity and speed that you can slay foes with a single strike.

**Prerequisites:** Critical Focus, base attack bonus +15

**Benefit:** In the first round of combat, as a standard action (or as part of a charge), you may make a combat maneuver check against a flat-footed opponent. If the maneuver succeeds, this action is treated as a coup de grace attack with your melee attack, but if it fails the attack is lost.

## Burst The Bonds

Your ability to escape holds, grapples, pins and other restraints is beyond a normal person's ability.

**Prerequisites:** Str 15, Escape Artist 5 ranks

**Benefit:** You may add your Strength modifier to Escape Artist checks to escape a grapple or from restraints such as nets and ropes. If successful the object is considered broken.

## Catch Them With A Backswing (Combat)

Just because you miss with one end doesn't mean you can't try with the other.

**Prerequisites:** Base attack bonus +1, must be wielding a spear in both hands.

**Benefit:** When you miss with the primary attack with your spear you can make a second attack with the spear's blunt end at a -2 penalty. For each attack after the first you make in the same round with the spear's blunt end, you take a cumulative -2 penalty to your attack roll.

## Chakra Strike

You sever an opponent's connection to his magical gear

**Prerequisites:** Critical Focus, 8th level monk

**Benefit:** On a successful critical hit, you may select one chakra point (belt, body, chest, eyes, feet, hands, head, headband, neck, ring, shoulders or wrist). Any magic item attuned to that location on the opponent becomes suppressed for a number of rounds equal to your Wisdom modifier (minimum 1 round).

## Channel Bolt

You can shape your channeled energy into a bolt of divine power.

**Prerequisite:** Channel energy 5d6

**Benefit:** When you channel energy, you can shape it into a 60 ft. line that is 5 ft. wide instead of a 30 ft. radius burst.

## Channelled Defense

You draw upon your channel energy in times of peril to protect you.

**Prerequisite:** Channel energy 3d6

**Benefit:** When you have failed a saving throw, you can spend a use of your channel energy to grant yourself a +4 bonus to the failed roll to potentially turn it into a successful save.

## Channelled Insight

You draw upon your channel energy to enhance your skills.

**Prerequisite:** Channel energy

**Benefit:** As a swift action, you can spend a use of your channel energy to grant yourself a +4 insight bonus to one skill. This bonus lasts one minute.

## Channelled Offense

You draw upon your channel energy to enhance your prowess in combat.

**Prerequisite:** Channel energy 4d6, Weapon Focus (deity's favored weapon)

**Benefit:** As a swift action, you can spend a use of your channel energy to grant your weapon an enhancement bonus to attacks and damage equal to 1/4 your cleric level. The weapon gains the ability to bypass one type of alignment-based damage reduction (based on the alignment of your deity). This benefit lasts for one minute.

## Comrade in Arms (Combat)

Your skill as a warrior impresses other fighting men.

**Benefit:** Instead of your Charisma modifier (if any) you add your base attack bonus to Diplomacy checks made when dealing with other characters who possess at least one level in either barbarian, cavalier, fighter, paladin or ranger.

## Construct Critical (Combat)

Even artificial objects are vulnerable to your brutal attacks.

**Prerequisites:** Critical Focus, Improved Sunder, base attack bonus +13.

**Benefit:** You can apply one critical feat you know against a construct if you score a critical against the construct.

**Special:** When applying this feat, the construct is not immune to effects such as bleed or stunning.

## Coordinated Reaction (Combat, Teamwork)

You are able give your allies early warning of danger.

**Prerequisite:** Improved Initiative

**Benefit:** All allies within 30 ft. can use your initiative roll to determine if they are flat-footed in the first round of combat; they still act on their own initiative. Additionally, when within 30 ft. of others with this feat you gain a +2 insight bonus to initiative.

## Crane Strike

Your weapon of choice is an extension of yourself.

**Prerequisites:** Weapon Focus, ki pool

**Benefit:** You may expend 2 ki points as a swift action to deal your unarmed damage instead of your weapon's damage for one round, until the start of your next turn. The weapon must be one for which you have the Weapon Focus feat. All other properties of the attack are unchanged (overcoming damage reduction, critical threat range, etc.).

## Cunning Maneuver (Combat)

Your insight into combat maneuvers exceeds your physical conditioning.

**Benefit:** Select one combat maneuver. For this maneuver you may add your Wisdom modifier as well as your Strength modifier to the CMB.

**Special:** You may select this feat multiple times but must select a new maneuver each time.

## Death From Afar (Combat)

You can kill from a distance with a single bolt.

**Prerequisites:** Deadly Aim, Far Shot, Greater Weapon Specialization (crossbow)

**Benefit:** If you score a critical hit against a flat-footed opponent with a crossbow you can treat this attack as a coup de grace. The creature must make a Fort save (DC + damage dealt) or die.

**Special:** This feat cannot be applied to creatures immune to critical hits.

## Dilettante

You have a breadth of knowledge and skill, but lack the depth of an expert.

**Benefit:** Once per day you may attempt any trained skill in which you possess no ranks. The attempt is made with a bonus equal to one-half your character level plus the applicable ability modifier.

## Divert Damage (Combat)

You make your armor work harder than most.

**Prerequisite:** 4th fighter level

**Benefit:** When an attack against you deals hit point damage while you are wearing armor, you can have your armor absorb a portion of the damage. You can divert to your armor up to twice your fighter level in hit points from one attack. The damage to your armor ignores the armor's hardness and is not modified based on the type of attack.

**Special:** If the attack damage you divert to your armor originated from a critical hit, your armor takes double the amount of damage you divert.

## Divine Strike

You draw upon your divine power to enhance your weapons with magical energy.

**Prerequisite:** Ability to cast divine spells.

**Benefit:** As a swift action, you can imbue your weapons with a fraction of your divine power. For 1 round, your weapons deal +1 damage and are treated as magic for the purpose of overcoming damage reduction. For every five caster levels you possess, this bonus increases by +1, to a maximum of +5 at 20th level.



## Duck and Cover (Combat)

You strike from out of thin air and disappear just as quickly.

**Prerequisites:** Stealth 5 ranks, Stealthy

**Benefit:** When you hide immediately after making a ranged attack against a target at least 10 feet away that is not aware of your presence you take a -10 penalty to your Hide check.

**Normal:** You take a -20 penalty on your Hide check to conceal yourself after the shot.

## Dwarven Resilience

Your hardiness makes it difficult for poison to affect you.

**Prerequisite:** Dwarf

**Benefit:** If you fail a save against an injury or ingested poison, you can reroll your saving throw once to negate the poison.

## Earth Dragon (Metamagic)

Earth magic runs through your blood and you are able to quickly call upon its magic.

**Prerequisites:** Earth subtype, Dragon type, caster level 10+

**Benefit:** You gain the ability to cast spells with the earth descriptor as a swift action instead of a standard action. You may not cast another spell in the same round as you use a swift earth spell.

## Elixir Mixer

Your knowledge of alchemy allows you to concoct elixirs.

**Prerequisite:** Alchemist.

**Benefit:** You can create any elixir with a successful Spellcraft check without having to meet the item's construction requirements. You still need to pay for the construction costs.

## Entangling Critical (Combat)

You can aim for just the right spot.

**Prerequisites:** Critical Focus, base attack bonus +12

**Benefit:** When you score a critical hit with a net, your opponent's limb or other vulnerable body part becomes tightly wrapped in the net's strands. As long as the creature is entangled it takes 1d8 points of damage each round. Creatures immune to critical hits do not take extra damage from this feat.

## Expert Cast (Combat)

You can throw a net into combat without hampering allies.

**Prerequisites:** Dex 15, Exotic Weapon Proficiency (net)

**Benefit:** You can throw a net into melee combat without taking a -4 penalty.

## Expert Weaver

You can make nets of superior quality and strength.

**Prerequisite:** Craft (net making) 5 ranks

**Benefit:** A net you weave has a number of hit points equal to your ranks in Craft (net making) and is burst on DC 30 Strength check. When you wield this net, entangled creatures add another 2 to the DC of concentration and Escape Artist checks for every 5 ranks you possess in Craft (net making).

## Far Cast (Combat)

Your proficiency at winding and throwing a net allows you to throw it farther than normal.

**Benefit:** When you throw a net you double its range increment.

## Favored Combat Maneuver

You have studied the combat tactics of your enemies so closely, and have perfected a few tricks they haven't seen.

**Prerequisite:** Favored enemy class feature.

**Benefit:** Choose one of your favored enemy types. You add half your favored enemy bonus to your CMB when trying a combat maneuver against that enemy type. Additionally, you do not draw attacks of opportunity for attempting combat maneuvers against that enemy type.

**Special:** You can gain this feat multiple times. Its effects do not stack. Each time you take this feat, it applies to a new favored enemy type.

## Fire Dragon (Metamagic)

Fire magic runs through your blood and you are able to quickly call upon its magic.

**Prerequisites:** Fire subtype, Dragon type, caster level 10+

**Benefit:** You gain the ability to cast spells with the fire descriptor as a swift action instead of a standard action. You may not cast another spell in the same round as you use a swift fire spell.

## Firefoot Fennec (Totem)

The lucky fox is quick and stealthy.

**Benefit:** While channelling Firefoot Fennec, you may reroll one failed saving throw each round. In addition, you gain a +2 bonus to all Stealth checks.

**Taboo:** Confinement. Firefoot fennecs are always on the move and are uncomfortable in closed quarters or imprisonment.

## Focused Rage

Your anger is a controlled fury rather than a wild explosion.

**Prerequisites:** Base attack bonus +1, can not possess levels in barbarian or any class that grants rage or a rage-like ability.

**Benefit:** Once per day you can enter a focused rage as a free action. You temporarily gain a +4 to Dexterity and a +4 to Wisdom. While in a focused rage you may use skills or abilities that require patience and concentration, including sneak attacks and finesse fighting. You can use any feat you might possess. A focused rage lasts for a number of rounds equal to 3 + your newly improved Wisdom bonus. You may voluntarily end a focused rage at any time. You may not enter a focused rage if you are under the effect of a *rage* spell.

## Gar (Totem)

Gar are aggressive, predatory fish.

**Benefit:** While channelling the Gar you gain a swim speed of 30 ft. In addition, you gain a +2 bonus to all Intimidate checks.

**Taboo:** Scavenging. Gar hunt for fresh food and will not scavenge for non-living meals.

## Giant Gecko (Totem)

The climbing lizards is known for its bursts of speed and scaling walls with ease.

**Benefit:** While channelling the Giant Gecko you gain a +10 ft. enhancement bonus on your base speed. In addition, you gain a +2 bonus to all Climb checks.

**Taboo:** Travelling at Night. Giant geckos love sunlight and warmth. Travel at night is forbidden.

## Greater Expertise (Combat)

You fight cautiously, but hard hard to hit.

**Prerequisites:** Int 13, Savvy Reserve

**Benefit:** When you use Savvy Reserve, you gain an insight bonus to AC equal to your dodge bonus to AC from Combat Expertise.

**Special:** You cannot use this feat while wearing armor.

## Hawk (Totem)

The aerial predator misses nothing with its piercing gaze.

**Benefit:** While channelling the Hawk you gain a +4 insight bonus to attack and damage rolls with ranged weapons. In addition, you gain a +2 bonus to all Perception checks.

**Taboo:** Selfish. A hawk will feed itself first and never share food if it is hungry.

## Hippopotamus (Totem)

The ill-tempered hippopotamus is hard to kill and stealthy in water.

**Benefit:** While channelling the Hippopotamus you gain the Diehard feat. In addition, you gain a +4 bonus to Stealth checks in the water.

**Taboo:** Territorial. Hippopotamus will not allow others beyond their mate to sleep within 15 ft. of them.

## Improved Orc Ferocity

You are able to fight your way through all sorts of impairments

**Prerequisites:** Orc, orc ferocity trait

**Benefit:** You can use your orc ferocity racial trait twice per day. Additionally, this trait can be used to negate a confused, cowering, dazzled, fascinated, fatigued, frightened, nauseated, shaken, sickened, staggered, or stunned condition.

## Improved Ray Shield (Combat)

You are skilled at deflecting ray attacks with your shield.

**Prerequisites:** Dex 17, Ray Shield

**Benefit:** You must be using a light, heavy or tower shield to use this feat. Once per round when you would deflect a ray and take no damage from it, you can reflect the attack back upon the attacker using the same attack value. Your shield suffers the full effects of the spell or effect, if applicable.

## Improved Weapon Finesse (Combat)

Your natural agility allows you to cut deeper with each stroke of your blade.

**Prerequisites:** Weapon Finesse, base attack bonus +6

**Benefit:** You may apply your Dexterity modifier to the damage of weapons that you wield using Weapon Finesse instead of your Strength modifier.

## Kick-Up Weapon (Combat)

Kick a weapon into your hands to strike at foes.

**Prerequisite:** Perform (Juggle) 5 ranks\*

**Benefit:** As a standard action you may kick an untended weapon within your reach into your hands and attack a threatening opponent. The opponent who threatens you is considered flat-footed for the purpose of this attack.

\* If your campaign does not use Perform (Juggle) as a skill, you could use Quick Draw as a prerequisite.

## I Remember This One!

Gnomes can remember potions and tonics once tasted.

**Prerequisite:** Gnome

**Benefit:** You can automatically identify any potion, tonic or poison you have tasted at least once before by sipping it.

## Inner Vitality

Your force of personality also manifests in your physical resilience.

**Benefit:** You add your Charisma modifier instead of your Constitution modifier to Fort saves

## Mine! Not Yours!

You protect your gear with magical booby-traps.

**Prerequisite:** Must be able to cast *arcane mark*

**Benefit:** You can charge a number of use-activated items equal to your Charisma bonus (minimum 1) with a 1d4 magical boobytrap. This is triggered by anyone attempting to use the item without your permission. It cannot be disarmed by Disable Device or found with Perception. You must mark the item with an *arcane mark* ahead of time. The charge lasts 24 hours but can be reset each day.

**Special:** You may take this feat multiple times to increase the number of items by 1 and the damage done by an additional 1d4.

## Quick Cover (Combat)

You are quick to avoid attacks with your tower shield.

**Prerequisites:** Shield Focus, Tower Shield Proficiency

**Benefit:** You can gain improved cover from a tower shield as move action. To do so, choose one edge of your square. Improved cover grants you a +8 shield bonus to AC and Reflex saves against attacks and effects that pass through the chosen edge of your square. You are not subject to, nor can you make, opportunity attacks through the chosen edge of your square. These bonuses last until the beginning of your next turn. The bonus from this feat does not stack with your standard shield bonus. Apply enhancements to AC from your shield normally.

## Psionic Strike (Psionic)

You draw upon your psionic reserves to enhance your weapons with magical energy.

**Prerequisite:** Ability to manifest psionic powers.

**Benefit:** As a swift action, you can imbue your weapons with a fraction of your psionic power. For 1 round, your weapons deal +1 damage and are treated as magic (or psionic – depending on your campaign rules) for the purpose of overcoming damage reduction. For every five manifester levels you possess, this bonus increases by +1, to a maximum of +5 at 20th level.

## Pouncing Dragon

You can spring upon foes quickly and rend them to bits.

**Prerequisites:** Dragon type, Fleet, Reckless Offense

**Benefit:** You can pounce as an additional special ability

## Push Forward

You are able to soldier through the most difficult of terrain.

**Prerequisites:** Dwarf, Endurance, favored terrain class feature.

**Benefit:** You can ignore the increased movement costs due to difficult terrain in your favored terrain.

## Razorcrow (Totem)

The black killer is known for its tenacious spirit and striking with deadly force.

**Benefit:** While channelling the Razorcrow you are treated to as though you have the Critical Focus feat. In addition, you gain a +2 bonus on all Survival checks.

**Taboo:** Sharing Food. A razorcrow does not share food.

## Righteous Stare

Backed by power of a deity, your glare makes evil creatures cower.

**Prerequisites:** Cha 13, Intimidate 5 ranks, good aligned, able to cast divine spells.

**Benefit:** Once per day, as a free action, when making an Intimidate skill check to demoralise an evil creature, you can roll two dice and take the higher result.

## Savvy Reserve (Combat)

You can greatly increase your defenses at the expense of your accuracy.

**Prerequisites:** Int 13, Combat Expertise

**Benefit:** When you use Combat Expertise you gain an insight bonus to your saving throws equal to your dodge bonus to AC from Combat Expertise.

**Special:** You cannot use this feat while wearing armor.

## Sculpt Spell

You know how to change unimportant aspects of a spell to mask the spell's intent.

**Benefit:** You can manipulate the appearance of a spell you cast, changing the color, gestures, contours and other cosmetic aspects without changing the spell itself, but making the spell harder to identify, adding +4 to the Spellcraft DC to identify the spell. The spell you sculpt must be at least one level lower than the highest level spell you can cast in that class.

## Slip the Trap (Combat)

You can evade attacks made by opponents who flank you.

**Prerequisites:** Dex 15, Dodge

**Benefit:** Once per round you may dodge out of the way of one attack by a flanking opponent. The opponent instead resolves the attack against one of the other opponents flanking you.

## Snapping Turtle (Totem)

Even from within its shell the wise turtle can strike quickly at distant foes.

**Benefit:** While channelling the Snapping Turtle you are treated as though you have the Lunge feat. In addition, you gain a +2 bonus on all Knowledge (nature) checks.

**Taboo:** Traveling Homes: Snapping turtles carry their homes with them. They do not leave things behind in a stationary home.

## Spell Trigger Combat (Combat)

Your knowledge of spell combat extends to spell trigger items.

**Prerequisites:** Improved spell combat class ability.

**Benefit:** When using spell combat, you can activate a spell trigger item instead of casting a spell.

## Spotter (Combat)

Your advice helps a sharpshooter hit a target.

**Prerequisite:** Perception 5 ranks

**Benefit:** In ranged combat, you can help a friend attack an opponent by providing targeting advice. As a standard action, make a ranged attack roll against AC 10. If you succeed, your friend gains either a +2 bonus on his next ranged attack roll against that opponent or a +2 bonus to the damage of the next ranged attack against that opponent.

## Strength in Steel (Combat)

Whenever you wield your signature weapon you gain confidence in your ability to defeat opponents.

**Benefit:** Choose one weapon with which you are proficient. As long as you hold this weapon in your hand you gain a +4 morale bonus to resist fear effects.

## Sweeping Strike (Combat)

You deal a quick unarmed strike against a fallen opponent.

**Prerequisites:** Int 13, Greater Trip, Improved Trip, Improved Unarmed Strike

**Benefit:** When you successfully trip an opponent with an unarmed strike, you may make a single unarmed strike against the tripped opponent at your full base attack bonus.

## Swift Shift

You can change forms quickly while on the move.

**Prerequisite:** Wildshape class ability.

**Benefit:** As a swift action made during movement, you can use your wildshape ability to change forms. You immediately gain any additional movement types of your new form.

## Tearing Bite

Your bite can sever major circulatory systems.

**Prerequisites:** Improved Natural Attack (bite), Weapon Focus (bite)

**Benefit:** On a successful bite attack you deal an additional 1d4 points of bleed damage.

## Technical Prodigy

You possess skill beyond what is reasonable for your age and experience.

**Benefit:** Select one technologically-based Craft or Profession skill. For the purpose of this skill your max ranks may be equal to your character level +2

## The Only Tool You Need (Combat)

Not just a stabbing weapon, the spear can be used to push you farther in a jump, to pry yourself out of a hold, or brace against a fall.

**Prerequisite:** Proficiency with spear.

**Benefit:** When wielding a spear two-handed you gain a +2 circumstance bonus on Acrobatics checks to jump or to lessen the damage in a fall, and on Escape Artist checks to escape a grapple.

## There. All Fixed

You love to tinker with inventions and magical items. You are able to extend the life of used up items but patching them together with hope and determination.

**Prerequisite:** Craft (any mechanical) 5 ranks, Master Craftsman

**Benefit:** When you find a technological item or magic item with finite charges that have run out, you can as a full-round action tinker with it to revive 1d4 charges to the item. These charges are unstable and present a 5% cumulative chance of mishap when used. If a mishap occurs it deals 5 points of damage per remaining charge.

## To the Hilt (Combat)

You plunge your weapon into a foe, dealing incredible damage.

**Prerequisite:** Power Attack, base attack bonus +1

**Benefit:** When you score a critical hit with a piercing weapon you drive the weapon up to its hilt into your opponent's body. This deals an additional amount of damage equal to your Strength modifier. You may pull the weapon out as a move action with a success Strength check (DC 15 + your Strength modifier). If you choose to leave the weapon in your opponent, the creature takes 1d6 points of damage each time it completes a move action or a standard action or 2d6 points of damage each time it takes a full-round action.

## Warrior Mage

Magic shapes your world, but steel carves it.

**Prerequisites:** Ability to cast arcane spells, Weapon Focus (any)

**Benefits:** You gain a +1 combat maneuver bonus with weapons and a +2 bonus on concentration checks made to cast a spell or use a spell-like ability when casting defensively or while grappled.

## Wand Mastery (Metamagic)

You can activate wands quickly.

**Prerequisites:** Caster level 3rd

**Benefit:** You can activate a wand as a swift action at the cost of two charges. You cannot activate the same wand more than once per round.

**Normal:** Activating a wand is a standard action.

## Watch your Back

You seem to have a sixth sense for danger.

**Benefit:** You add your Wisdom modifier instead of your Dexterity modifier to initiative rolls.

## Water Dragon (Metamagic)

Water magic runs through your blood and you are able to quickly call upon its magic.

**Prerequisites:** Water subtype, Dragon type, caster level 10+

**Benefit:** You gain the ability to cast spells with the water descriptor as a swift action instead of a standard action. You may not cast another spell in the same round as you use a swift water spell.



## Weapon Kata (Combat)

You have learned to mix your flurry of blows with your weapon of choice.

**Prerequisites:** Weapon Focus (any manufactured melee weapon), flurry of blows class ability

**Benefit:** Choose a weapon for which you have the Weapon Focus feat; you may use that weapon as though it were a monk special weapon. You may select this feat more than once, each time applies to a new weapon.

## When In Doubt, Give It A Whack

Sometimes your skill is surpassed by your style.

**Prerequisite:** Craft (machines) 5 ranks or Repair 5 ranks

**Benefit:** You are able to strike an object to get it to work, this effectively adds your Cha modifier to any Craft (machines) or Repair check. Traditionally it is followed with a thumbs-up sign and an "Ahhhhhhh!" pronouncement.

## Whirling Axe (Combat)

You hammer away at foes, your axe whirling with such speed opponents cannot penetrate beyond the blur of steel and wood.

**Prerequisite:** Weapon Focus (greataxe)

**Benefit:** When you make more than one attack in a round with a greataxe using the full attack action, you gain a circumstance bonus to AC equal to one-third your base attack bonus (minimum 1).

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