**Rite Publishing Presents** 





By Steven D. Russell







FUILTFOUS SULLEVIES OF SELEVIES OF STREATER OF

# Rite Publishing Presents:

# Feats 101

Professor of Performance (Designer): Steven D. Russell Disciplinarian of Deeds (Editor): Mark Moreland Master of Actions (Cover Artist): Joe Calkins Assistants of Action (Artist): Joe Calkins, Cerberus Illustration, and public domain

やょら をゃよう ストリュンビス バマスズム ふどこん しんしん しょうしん

Dedication: To Bill Collins—only a friend lets you steal so much of your life.

## Special Thanks to Robert N. Emerson

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

Feats 101 Copyright © 2009 Steven D. Russell, Open Gaming License Copyright © 2007 Wizards of the Coast. All rights reserved, Pathfinder is a registered trademark of Paizo Publishing, LLC, and the Pathfinder Roleplaying Game and the Pathfinder Roleplaying Game Compatibility Logo are trademarks of Paizo Publishing, LLC, and are used under the Pathfinder Roleplaying Game Compatibility License. See http://paizo.com/pathfinderRPG/compatibility for more information on the compatibility license.

# Jable of Contents

Section	Page Number
Forward	1
Feats Table	2
Bonded Feats Table	4
Metamagic Feats Table	5
Sorcerer Bloodline Feats Table	5
Spell Touched Feats Table	6
Talent Feats Table	6
А	7
B-C	8
D	12
E-F	13
G-H	15
I-L	16
M-N	17
0	18
P-Q	19
R-S	20
Т	21
U-Z	22
Open Gaming License	Ι

ムロビ ちら たんてい レンシンエンバマスアンエンシンエントレイド ちょうして

#### FOREWARD

"Feats players will actually take without breaking the game."

This was my guiding principle in designing Feats 101: create feats that are more than just bonuses to attacks, damage, saves, or skills while keeping an eve on balance. I firmly believe that fun and cool is more important than balance, but I also believe that you can have your cake and eat it too. I will note, however, the real balance to these feats came when my editor Mark Moreland put the hammer down, this book owes a lot to his influence, especially the bonded feats.

The contents of this book are inspired both by character concepts from the Pathfinder Roleplaying Game that I wanted to enhance and interesting mechanics inspired by other Open Gaming Content. Many feats presented here are completely new, though, inspired by house rules in my own home games. I hope enjoy playing with these feats as much as I have enjoyed designing them.

-Steven D. Russell

#### **COMBAT MANEUVER FEATS**

There is a mountain of Open Gaming Content out there, and the first time I heard about Pathfinder RPG's combat maneuver mechanic I couldn't help but think of another company's product that used the same terminology. This similarly named mechanic was inspired by flavorful attack actions like sunder and disarm, but the designer built his idea around a penalty to your attack roll. Now, with some modifications and the modern day miracle of the OGL, Feats 101 presents a number of new feats that take advantage of the Pathfinder RPG's combat maneuver mechanic. You can add these new maneuvers to your game even without these feats.

Special Note: Ability checks to overcome a combat maneuver's effect require a standard action.

#### BONDED FEATS

Bonded feats deal with any creature bonded to you through the arcane bond, divine bond, or nature's bond class abilities. Bonded creatures advance based on your character level, thus your level in associated classes is used as a prerequisite to take many of these feats. For example, a prerequisite of "bonded creature 10th-level" would require you to possess ten levels in a class which grants a bonded creature (such as ranger, wizard, or paladin) and for you to have chosen the animal companion, familiar, or mount options granted by this class. Either a character or a bonded creature may take a bonded feat. If you have multiple classes

which grant bonded creatures, you must select one creature to benefit from any bonded feat you or your bonded creature take.

#### TALENT FEATS

Talents are special feats a character can take only at 1st level. They represent not training, but rather inborn gifts. Since most people have only one talent (human characters could have two), talents can really help distinguish a character right from the outset.

#### SPELL-TOUCHED FEATS

A character that has been the target of a spell sometimes carries permanent residual effects, leaving an echo of the original spell. Beneficial spells can linger on a character like a mystical force, bestowing an advantage somehow related to the original spell. In contrast, some PCs have a defensive reaction to hostile spells—in suffering the effects of a spell, they develop a countermeasure.

Such spell-touched characters are a mystery to academic-minded spellcasters, who can't reliably duplicate the process by repeatedly casting the same spell on a subject.

Accordingly, the only way to become eligible to select a spell-touched feat is to have been exposed to (that is, targeted by or otherwise affected by) one of the spells associated with the feat. if the spell allows a save, you must have failed a saving throw against it at least once, whether intentionally or not. After meeting the prerequisite, you may select a spell-touched feat when your character would otherwise qualify for a feat.

Metagame Analysis: Standard feats rarely give your character overtly magical powers. Instead, they represent outstanding natural ability or rigorous training. Some feats such as Spell Focus, Spell Penetration, and metamagic feats make your existing magic better in some respect, but they don't give you magical power you didn't already have.

Spell-touched feats break that rule wide open, giving characters abilities previously impossible without the aid of magic. But they're balanced against standard feats, so characters that choose them aren't necessarily more powerful than their nonspell-touched counterparts.

You'll find that magic becomes incrementally more important in your game, and even characters that rely on their martial prowess, such as fighters, sometimes manifest a magical effect.

Because these feats are variants, they employ other game mechanics rarely seen in feats, such as a drawback that accompanies the feat or a limited number of uses per day or week.

Feats	Prerequisites	Benefit
Adjust Power Attack	Str 17, Power Attack	Activate or deactivate the Power Attack feat before any attack roll is made
Allied Cohort	Cha 13, character level 4th	Gain a cohort as if you had the Leadership feat
Ancestral Knowledge	Wis 13, character level 7th	Gain ranks equal to your character level in a single skill
Armor's Gap	Perception 6 ranks, base attack bonus +4	Bypass one opponent's armor or natural armor with your next attack
Behemoth's Foe	Knowledge (special) 5 ranks or favored enemy (special), base attack bonus +3	You deal additional damage to creatures of a certain type that are larger than you
Capture Alive		You can withhold lethal damage and maim your opponent or render it unconscious
Chink in the Armor	Knowledge (special) 5 ranks or favored enemy (special), Critical Focus, base attack bonus +9	After a successful critical hit, your first attack against an opponent the following round automatically threatens a critical hit
Cloaked Fighting Style	Greater Disarm, base attack bonus +9	You may make a disarm attempt when your opponent misses with a melee attack
Control the	Knowledge (arcana) 6 ranks or Use	You may attempt to gain control of a construct
Constructed	Magic Device 6 ranks, Skill Focus (Knowledge [arcana]) or (Use Magic Device)	
Countercharge	Combat Reflexes, Weapon Focus (any weapon with the brace feature), +4 base attack bonus	You may set for a charge as an immediate action and make an attack of opportunity
Crushing Rush	Greater Bull Rush, Greater Overrun, Improved Bull Rush, Improved Overrun, Power Attack, base attack bonus +6	If you successfully bull rush an opponent, you can immediately try to enter that foe's square and attempt to overrun him
Create Opening	Int 13, Combat Expertise	With a successful combat maneuver, inflict a –5 circumstance penalty to your opponent's armor class
Cutting Insult	Cha 13, Persuasive	Insult an opponent with exceeding wit, issuing a brutal slight that inflicts a morale penalty
Discern Item	Knowledge (arcana) 6 ranks or Spellcraft 6 ranks, any Item Creation feat	You can easily identify magical items and gair bonuses against those items
Dishonor's Bane	Cha 13, ceremonial oath to uphold a knightly code of conduct	You gain a bonus to your attack and damage rolls against a dishonorable opponent
Eccentric Specialist	Int 13, character level 4th	+1 insight bonus to two non-class skills that become class skills
Escape of Opportunity	Dex 13, Escape Artist 5 ranks	When an opponent provokes an attack of opportunity you may make a partial withdrawal
Exploit Opening	Combat Reflexes, Stand Still, base attack bonus +6	You deal an additional damage on attacks of opportunity
Fearsome Executioner	Intimidate 5 ranks, Dazzling Display, Weapon Focus	When you kill an opponent you inspire your allies while you intimidate your foes
Fearsome Reputation	Cha 13, Intimidate 5 ranks, Persuasive	You can perform intimidation checks simply by talking
Focused Dispelling	Ability to cast <i>dispel magic</i>	Gain a +4 competence bonus on dispel checks.
Improved Focused Dispelling	Focused Dispelling, ability to cast greater dispel magic	You may reroll a dispel check
Impede Movement	Int 13, Str 13, Combat Expertise, Improved Sunder, Power Attack, base attack bonus+11	With a successful combat maneuver, you reduce an opponent's speed by 5 feet

Feats	Prerequisites	Benefit
Fortunate One	Cha 13, character level 3rd, devotion to	You can roll 2d10 and use the result to replace
	a deity whose clerics have access to the Luck Domain	the result of one d20 roll
Truly Fortunate	Character level 7th, Fortunate One, devotion to a deity whose clerics have access to the Luck Domain	You may roll 2d6 and add the better of the two results, to the result of one d20 roll
Finishing Move	Critical Focus, Weapon Focus (any one), base attack bonus +9	1/day inflict a critical hit
Hinder Natural Attack	Int 13, Str 13, Combat Expertise, Improved Sunder, Power Attack, base attack bonus +11	With a successful combat maneuver check, your opponent cannot use one natural attack for 1d4 rounds
Greater Hinder Natural Attack	Int 13, Str 13, Combat Expertise, Hinder Natural Attack, Improved Sunder, Power Attack, base attack bonus +15	You securely bind the targeted natural weapon
Hinder Special Ability	Int 13, Str 13, Knowledge (special) 15 ranks, Combat Expertise, Hinder Natural	With a successful combat maneuver check, your opponent cannot use one special ability
	Attack, Improved Sunder, Power Attack, base attack bonus +15	
Human Adaptation	Human, a chosen class ability that is a	You exchange a chosen class ability for
I	permanent choice.	another that could have been chosen instead
Immobilizing Shot	ng Shot Dex 19, Improved Precise Shot, Point Blank Shot, Precise Shot, base attack bonus +11 Target cannot move until he succeed Strength or Escape Artist check	
Mass Bull Rush	Str 13, Greater Bull Rush, Improved Bull Rush, Power Attack, base attack bonus +6	You can bull rush a number of opponents
Master of the Ambush	Perception 5 ranks, Stealth 5 ranks, Stealthy	+2 to stealth, take 20 on Stealth when preparing, apply check to your allies
Mystical Healer		You add additional dice to your healing
Nemesis and Bane	Channel Negative Energy class feature, ability to cast <i>bestow curse</i>	Damage dealt by you is cursed
Oath of Life	Weapon Focus (any blunt weapon), swear an oath to preserve life, even that of your enemy, at any cost	Take no penalty when attempting to deal nonlethal damage, under specific conditions immediately render opponents unconscious
Obeah Totem	Knowledge (arcana) 6 ranks, Spellcraft 6 ranks	+2 to DC for creature represented by the totem, curse spells affecting the creature cannot be removed until totem is destroyed
Pactbound Soul	Pact with a lawful evil outsider	You no longer age and gain immunity to a number of spells that would affect your life- force
Plague Bearer	Channel Negative Energy class feature, ability to cast <i>contagion</i>	You are immune to this particular disease. You carry this disease and infect others
Sacrificial Critical	Critical Focus, base attack bonus +9	You take a critical hit in order to automatically threaten one
Seize Natural Attack	Int 13, Combat Expertise, base attack bonus +4	With a successful combat maneuver you latch on to a larger opponent's appendage, gaining +4 to hit and damage
Sniper	Stealth 5 ranks, Point Blank Shot, Stealthy	Take only a -10 penalty when using stealth to snipe your targets
Startling Sniper	Stealth 5 ranks, Point Blank Shot, Sniper, Stealthy	Take no penalty when using stealth to snipe your targets
Surprise Shot	Dex 13, Point Blank Shot, Precise Shot, Rapid Shot	You can make an attack roll against an opponent's flat-footed AC

レンとスタン

	100 C 100 C 100	
Feats	Prerequisites	Benefit
The Tentacle Gathers	Improved Grab, tentacle natural attack, Huge size or greater	You can grapple multiple creatures with a single tentacle
Unbalance Opponent	Int 13, Combat Expertise	You can, with a successful combat maneuver, deny an opponent his Dexterity bonus to his Reflex save or inflict a -2 circumstance penalty to his Reflex save
Unerring Critical	Critical Focus, base attack bonus +9	When using a critical hit chart or a critical hit deck to determine random effects of a critical hit, roll twice on the chart or draw two cards and pick one
Vengeful Strike	Con 15, base attack bonus +6	If an attack would deal 50 points of damage, render you unconscious, or kill you, you mak a full attack before taking damage
Venom of Nightmares	Poison special attack and Ability Focus (poison), or ability to cast <i>poison</i> and <i>bestow curse</i> and Spell Focus (necromancy)	Poison you create via your poison special attack or <i>poison</i> spell is cursed
Vessel of Life	When near death (one hit point from death) you have returned to your maximum health via a single healing spell	All healing spells and effects affect you with the best possible result or increased by 50%
Wand Casting	Craft Wand or Use Magic Device 5 ranks	You can sacrifice a spell slot of equal or greater level instead of using a charge from the wand you wield
Warded Soul	Con 13, character Level 8th	When you gain a negative level, you may immediately make a Fortitude save to shrug off the effects
Worthy Foe	Die Hard, Endurance, hp 50, base Fort save +7	When an opponent deals massive damage to you and you survive, you may, on your next turn, deal the same amount of damage to the opponent
Bonded Feats	Prerequisites	Benefit
Companion of Lifeforce	Bonded creature 4th-level	Both you and your bonded creature gain the effect of a continuous <i>shield other</i> spell
Companion of Scrying	Bonded creature	You can scry your bonded creature as if you were using a <i>scrying</i> spell
Companion of the	Bonded creature	If you are brought back to life, you gain half

ř

K

V Z

レンとてという

**EXVX** 

ムロビ そら ダベルスリアクラススベムスツスメビスシススピケルスメッダ シェ シレフ

222022691

VILLVZZCEVLLV

Bonded Feats	Prerequisites	Benefit
Companion of	Bonded creature 4th-level	Both you and your bonded creature gain the
Lifeforce		effect of a continuous shield other spell
Companion of Scrying	Bonded creature	You can scry your bonded creature as if you
		were using a <i>scrying</i> spell
Companion of the	Bonded creature	If you are brought back to life, you gain half
Spirit		the usual number of permanent negative levels
Companion Unknown	Bonded creature 4th-level	Your bonded creature gains benefits similar to
		misdirection and nondetection
Companion Unseen	Bonded creature 4th-level	Your bonded creature uses the power of its
		spiritual bond to render itself invisible
Companion of	Companion Unseen, bonded creature	Your bonded creature gains the spell-like
Glimmering	4th-level	ability <i>blink</i>
Companion of	Companion of Glimmering, Companion	Your bonded creature gains the spell-like
Eather	Unseen, bonded creature 14th-level	ability ethereal jaunt
Companion of	Companion of Ether, Companion of	Your bonded creature can merge with another
Possession	Glimmering, Companion Unseen,	creature's body in a similar manner to a <i>magic</i>
	bonded creature 14th-level	<i>jar</i> spell
Companion of	Companion Unseen, bonded creature	Your bonded creature gains the spell-like
Mischief	12th-level	ability <i>mislead</i>

-		-
Metamagic Feats	Prerequisites	Benefit
Booming Spell	Ability to cast a spell with the sonic	The target may be deafened for one minute in
	descriptor	addition to the normal damage
Caustic Spell	Ability to cast a spell with the acid	The spell ignores the object's hardness and
	descriptor	destroy twice as much nonliving matter as
		normal
Chain Spell		Your spell arcs to a number of secondary
		targets
Despoiling Spell	Ability to cast <i>dispel magic</i>	Your spell attempts to dispel spell effects that
		interfere with it taking effect
Disrupting Spell	Despoiling Spell, ability to cast greater	The next spell your opponent casts is subject to
	dispel magic	a dispel check
Freezing Spell	Ability to cast a spell with the cold	The target becomes slowed in addition to the
	descriptor	normal damage
Incendiary Spell	Ability to cast a spell with the fire	Your spell can cause its targets to catch on fire.
	descriptor	
Merge Spell	Caster level 5th	Join two spells with the same target to form a
		single effect
Invisible Spell		Your spell has no visible effect
Misleading Spell	Invisible Spell, ability to cast major	Your spells have no visual or auditory effects
	image	or has the visual and auditory effects of your
		choice
Reinforce Spell	Caster level 5th	Add +4 to the DC when opponents attempt to
		dispel your effects
Improved	Caster level 11th	You can create a magical shield that
Reinforce Spell		automatically absorbs dispel checks
Proffer Abjuration	Caster level 6th	You can pass certain abjuration spells you
		benefit from willing or helpless creatures
Shocking Spell	Ability to cast a spell with the electricity	Your spells can cause its target to be stunned in
	descriptor	addition to the normal damage.
Stealing Spell	Ability to cast <i>dispel magic</i>	You gain the benefit of beneficial spells you
		dispel

E

129755VL22CP7L

レンビスシン

	Benefit
Prerequisites	DelleIlt
Aberrant bloodline sorcerer or aberration	Use your Will save bonus in place of your
creature type	Fortitude or Reflex bonus
Abyssal bloodline sorcerer or demon	Summoning a demon or fiendish creature is a
subtype	full-round action
Character level 1st, Dex 13,Sorcerer	Use your Dexterity modifier instead of your
with Elemental (air) bloodline or air	Charisma modifier for all sorcerer class
subtype	abilities
Arcane bloodline sorcerer	Reduce the spell slot adjustment for one
	metamagic
Celestial bloodline sorcerer or angel	Your spell effects can be invisible and
subtype	inaudible or they can pass through solid barriers
Con 13, character level 1st, sorcerer with	Use your Constitution modifier for all sorcerer
Elemental (earth) bloodline or earth	class abilities
subtype	
Destined bloodline sorcerer or angel	Increase the random effect portion of a spell by
subtype	25%
Fey bloodline sorcerer or fey creature	Add +4 to all opposed Charisma checks for
type	enchantments
Wis 13, character level 1st, sorcerer with	Use your Wisdom modifier all sorcerer class
Elemental (fire) bloodline or fire subtype	abilities
	Abyssal bloodline sorcerer or demon subtype Character level 1st, Dex 13,Sorcerer with Elemental (air) bloodline or air subtype Arcane bloodline sorcerer Celestial bloodline sorcerer or angel subtype Con 13, character level 1st, sorcerer with Elemental (earth) bloodline or earth subtype Destined bloodline sorcerer or angel subtype Fey bloodline sorcerer or fey creature type Wis 13, character level 1st, sorcerer with

Sorcerer Bloodline Feats	Prerequisites	Benefit
Unborn Sorcery	Undead bloodline sorcerer or undead creature type	Change the energy type of a spell to negative energy
Water-born Sorcery	Str 13, character level 1st, sorcerer with Elemental (water) bloodline or water subtype	You use your Strength modifier for all sorcerer class abilities
Wyrm-born Sorcery	Draconic bloodline sorcerer or dragon creature type	Change the energy type of a spell you cast to the energy type associated with your draconic ancestry
	<b>n</b>	D (%)
Spell-Touched Feats	Prerequisites	Benefit
Eschew Energy	Lightning Reflexes, evasion, you have been struck by a 3rd-level or higher spell with a specific energy descriptor that overcame your evasion ability	Against a chosen energy, the damage or effects you avoid with your evasion ability instead affects another target.
Refract Ray	Dex 13, exposure to any spell whose effect is a ray, you embed a special gem (worth at least 100gp) in the palm of your off-hand.	You can redirect rays

123220722CGAR

レントスアン

<b>Talent Feats</b>	Prerequisites	Benefit
Danger Prescience	Dex 13, Wis 13, character level 1st	Gain various bonuses to initiative
Favored of the Gods	Character level 1st, devotion to a single	Against a chosen spell descriptor you gain spell
	deity	resistance
Monstrous Physique	Con 13, Str 13, character level 1st	Increase your size category by one
Overwhelming	Cha 15 Dex 13, character level 1st	Ignore penalties to Bluff, you can also retry a
Beauty		failed Diplomacy check



#### ABERRANT-BORN SORCERY [General]

You have learned to quickly adapt your anatomy to survive dangerous situations.

Prerequisites: Aberrant bloodline sorcerer or aberration creature type

Benefit: You gain a +1 bonus to Will Saves. A number of times per day equal to 1 + your Charisma modifier you can use your Will save bonus in place of your Fortitude or Reflex bonus by changing the nature of your aberrant anatomy.

ABYSSAL-BORN SORCERY [Metamagic] You have strengthened your demonic heritage by consorting with demons. .

Prerequisites: Abyssal bloodline sorcerer or demon subtype

**Benefit:** A number of times per day equal to 1 + your Charisma modifier, when you cast a summon *monster* spell to summon a demon or an animal with the fiendish template the spell's casting time is 1 full-round action rather than 1 full round. (Creatures so summoned can only take a standard action in the round in which they are summoned.) An abyssal-born sorcery spell uses up a spell slot equal to that spell's actual level.

Special: Applying both the Abyssal-Born Sorcery and Quicken Spell metamagic feats a summon monster spell to summon a demon or an animal with the fiendish template lowers the casting time to a swift action. Creatures summoned in this manner are still restricted to a single standard action on their first turn.

#### ADJUST POWER ATTACK [Combat]

Your physical combat prowess is finely tuned to the point that you can shift your muscles in order to deliver a more effective attack.

Prerequisite: Str 17, Power Attack **Benefit:** Once per round you may activate or deactivate the Power Attack feat before an attack roll is made, even if it is not your turn (e.g. an attack of opportunity).

Normal: Power Attack may only be activated on your turn and lasts for an entire round.

#### AIR-BORN SORCERY [Talent]

Your very essence is infused with the elemental force of air and changes the nature of your spellcasting.

Prerequisites: Character level 1st, Dex 13, Sorcerer with Elemental (air) bloodline or air subtype

Benefit: You use your Dexterity modifier instead of your Charisma modifier for all sorcerer class abilities (bonus spells, save DCs, elemental ray, elemental blast, etc.)



MY Z Z C W Z L

いと シス メメメ マスス て やっ ス く い マ く

## **Allied** Cohort

Special: You can never learn or cast spells from the Abjuration school or spells with the acid descriptor.

#### ALLIED COHORT [General]

You have an ally who has sworn fealty to you. **Prerequisite:** Cha 13. character level 4th Benefit: You gain a cohort as if you had the Leadership feat but you do not gain any other followers and your cohort's level can never exceed three lower than your level.

#### ANCESTRAL KNOWLEDGE [General]

Through communing with a deceased ancestor, you can replicate another's skill.

Prerequisites: Wis 13, character level 7th Benefit: You gain ranks equal to your character level in a single skill. All rankss gained from this feat must be applied to the same skill and that skill's ranks may never exceed your character level. Special: This feat can only be taken once. This feat does not grant a new class skill.

**ARCANE-BORN SORCERY** [Metamagic] You have embraced your talent for metamagic. Prerequisites: Arcane bloodline sorcerer

Benefit: Choose one metamagic feat. A number of times per day equal to 1 + your Charisma modifier you can reduce the spell slot adjustment for this feat by one level with a minimum effective level of the spell's actual level.

Special: You can take this feat multiple times, but you must select a different metamagic feat each time

#### ARMOR'S GAP [Combat]

You can bypass a target's armor with a weapon by searching for gaps and flaws.

Prerequisite: Perception 6 ranks, base attack bonus +4

Benefit: After a full round of doing nothing but analyzing you opponent, you can bypass this opponent's armor or natural armor with your next attack. You must use a piercing weapon with which you are proficient and make a successful Perception check (DC equals 10 + the opponent's Armor Class) which takes a full round. A failed check means the target's armor has no discernable weakness, and you cannot try again against that opponent until you put another rank into Perception. If successful you can repeat this action against the same enemy, though the DC increases by +2 for each attempt as your opponent is now aware of his weakness and seeks to protect it. Ranged attacks increase the DC of the Perception check by +1 for every 10 ft. beyond the first 10 ft.

Special: You gain no benefit from the use of this ability if your opponent has the benefits of cover or concealment.

#### BEHEMOTH'S FOE [Combat]

You are gifted against opponents larger than you. Prerequisites: Knowledge (special, see below) 5 ranks or favored enemy (special, see below), base attack bonus +3

**Benefit:** Select a creature type for which you possess the required ranks in the skill needed to identify it or the correct favored enemy designation. You deal additional damage to creatures of this type that are larger than you (see table below).

Number of Size	Additional Die
Categories Large	Damage
1 size category	+1d6
2 size categories	+2d6
3 size categories	+3d6
4 size categories	+4d6
5 or more size categories	+5d6

**Special:** You may take this feat multiple times, choosing a different creature type each time, as long as you meet the prerequisites.



## **Behemoth's Foe**

**BOOMING SPELL** [Metamagic]

You can cause deafening noises with any spell. Prerequisites: Ability to cast a spell with the sonic descriptor

Benefit: You can use this feat to affect any spell that inflicts damage. Upon a failed save, the target must make a Fortitude save against the spell's original Difficulty Class or be deafened for 1 minute, in addition to the normal damage. Spells with this template gain the sonic descriptor. If the spell already has the sonic descriptor, the Fortitude save is required even upon a successful save. A booming spell uses up a spell slot of the same level as the spell's actual level.

Special: A spell affected by this feat will not function in magical silence. For example, a booming *fireball* would not function in the area of magical silence, dealing neither sonic nor fire damage to creatures in the area of silence. In addition this feat will not work on a spell without a saving throw.

#### **CAPTURE ALIVE** [General]

You have learned how to defeat your opponents without killing them.

Benefit: When you deal damage that would kill your opponent you can instead choose to withhold FUILTTFOTEEVLLE EVENELYE ZELVETELV



## **CLOAKED FIGHTING STYLE** [Combat]

You incorporate your cloak into your fighting style, using it to trap your enemy's weapon.

ヘメシメトウフェミン ムシン ちゃっかい シスズム マススていてん ひんし

Prerequisites: Greater Disarm, base attack bonus +9

**Benefit:** By draping your cloak over the arm of your off hand (which must be free), once per round, as an immediate action, you may make a disarm attempt when an adjacent opponent misses with a melee attack.

Special: You must be wearing a cloak and a have a free hand to use this feat.

#### **COMPANION CACHE** [Bonded]

You use your mystical companion as a reservoir for your spells.

**Prerequisite:** Bonded creature

Benefit: You can store a number of spell levels within your animal companion, familiar, or mount equal to your character level. For example, at 3rd level you could store one 1st-level spell and one 2nd-level spell or six o-level spells. In all other ways this acts as a ring of spell storing.

#### **COMPANION OF ETHER** [Bonded]

Your companion can shed its corporeal form, merging fully with its spiritual bond. Prerequisite: Companion of Glimmering, Companion Unseen, bonded creature 14th-level Benefit: Your bonded creature gains the spell-like ability ethereal jaunt ,usable once per day. Its caster level is equal to your associated class level. As per Unseen Companion, you and anyone you designate can see the creature.

#### **COMPANION OF GLIMMERING** [Bonded]

Your companion can blink in and out of reality. Prerequisite: Companion Unseen, bonded creature 4th-level

**Benefit:** Your bonded creature gains the spell-like ability *blink* usable once per day at a caster level equal to your associated class level.

#### **COMPANION OF LIFEFORCE** [Bonded]

You and your companion share the same life force. Prerequisite: Bonded creature 4th-level Benefit: Both you and your bonded creature gain the effect of a continuous shield other spell in relation to the other as long as you remain within 50 ft. of one another. You can lower this protection as a standard action, but doing so lowers it for both you and your bonded creature.

Special: Both you and your bonded creature must take this feat to receive the benefits.

**COMPANION OF MISCHIEF** [Bonded] Your companion can magically mislead opponents.



M Z Z C lo J I

ビスシスメメノシスメンゲスメント

## **Companion Cache**

Prerequisite: Companion Unseen, bonded creature 12th-level

**Benefit:** Your bonded creature gains the spell-like ability *mislead*, usable once per day at a caster level equal to your associated class level. As per Unseen Companion, you and anyone you designate can see through this illusion.

#### **COMPANION OF POSSESION** [Bonded]

Your companion can shed its physical form and possess another creature.

Prerequisite: Companion of Ether, Companion of Glimmering, Companion Unseen, bonded creature 14th-level

Benefit: Once per day, bonded creature can merge with another creature's body. This ability is similar to a magic jar spell (caster level equal to your associated class level), except that it does not require a receptacle. To use this ability, your bonded creature must try to move into the target's space which does not provoke attacks of opportunity. The target can resist the attack with a successful Will save (DC 15 + either your Cha modifier or your bonded creature's Cha modifier). A creature that successfully saves is immune to the same bonded creature's ability for 24 hours, and the bonded creature cannot enter the target's space. If the save fails, the bonded creature vanishes into the target's body.

COMPANION OF SCRYING [Bonded] Your companion becomes a focus for your divination and message spells.

Prerequisite: Bonded creature

Benefit: You can scry your bonded creature as if you were using a *scruing* spell (this does not require a mirror or pool of water). The companion is always considered willing for purposes of saving throws and spell resistance does not apply just as if you were casting a spell upon yourself. You can cast a divination or communication spell (such as *message* or *sending*) through the bonded creature. The area or range of any spell so cast is limited by the location of the bonded creature as if it were the caster.

#### **COMPANION OF THE SPIRIT** [Bonded]

You have an amazingly strong spiritual connection to your companion.

**Prerequisite:** Bonded creature

Benefit: When you die and your soul departs its body, it does not leave the Material Plane as long as your bonded creature is alive. Rather, it travels into and resides with the soul of your bonded creature. If you are brought back to life, you gain half the usual number of permanent negative levels (rounded up). If you are 1st level at the time of death, you lose one point of Constitution instead of gaining a negative level. Your body is never required to raise or resurrect you if your bonded creature is present and you are immune to trap the *soul* as long as your bonded creature is alive.

COMPANION UNKNOWN [Bonded] Your companion can become invisible. **Prerequisite:** Bonded creature 4th-level Benefit: Your bonded creature always registers as a nonmagical and of neutral alignment. Undead bonded creatures can register as objects instead of undead. Any other divination spells aimed at the bonded creature requires a successful caster level check (DC 14 + plus your associated class level). For example ,an opponent would be required to make a successful caster level check to see your invisible bonded creature with a see invisibility spell.

#### **COMPANION UNSEEN** [Bonded]

Your companion can become invisible to all but you.

Prerequisite: Bonded creature 4th-level **Benefit:** Your bonded creature uses the power of its spiritual bond to render itself invisible (as the spell) to all creatures except yourself and those you designate. The bonded creature can use this ability once per day with a duration of 24 hours. In all

other ways this acts as a spell-like ability with a caster level equal to your associated class level.

#### **CONTROL THE CONSTRUCTED** [General]

Your knowledge of the inner workings of constructs allows you to gain control over them. Prerequisites: Knowledge (arcana) 6 ranks or

Use Magic Device 6 ranks, Skill Focus (Knowledge (arcana) or Use Magic Device)

Benefits: Once per day, you may attempt to gain control of a construct. Upon a successful touch attack against the target construct, it must make a Will save (DC 10+ half your character level + your Charisma or Intelligence modifier) or else be under your control. A commanded construct is under your mental control and you must take a standard action to give it mental orders. You may only control a construct whose total Hit Dice do not exceed twice vour character level. You may voluntarily relinquish command on a construct as a free action, at which point the construct resumes its former duties, and if possible resumes its former actions. If the construct's true master is within line of sight of a construct you attempt to command or already have under your control, make an opposed Charisma check to determine who controls the construct permanently.

Special: Constructs with an Intelligence score add their Intelligence bonus to their Will save in addition to their Wisdom modifier.

#### COUNTERCHARGE [Combat]

You have endured extensive training in the art of defeating a charge.

Prerequisites: Combat Reflexes, Weapon Focus (any weapon with the brace feature), +4 base attack bonus

**Benefit:** As long as you are not caught flat-footed and wield a weapon a brace weapon with which you have Weapon Focus, you may set for a charge as an immediate action and make an attack of opportunity against any attacker who charges you. Normal: You must ready an action to set for a charge.

#### **CRUSHING RUSH** [Combat]

NANPYTERVALY SULEVERS VELVER VERCEVILL

You can grind your foes underfoot. Prerequisites: Greater Bull Rush, Greater Overrun, Improved Bull Rush, Improved Overrun, Power Attack, base attack bonus +6 **Benefit:** If you successfully bull rush an opponent, you can immediately try to enter that foe's square and attempt to overrun him (provided you have sufficient movement available).



## **Discern** Item

#### **CREATE OPENING** [Combat]

Prerequisites: Int 13, Combat Expertise You hamper your opponent's ability to defend herself against a physical attack.

Benefit: Once per encounter you can, with a successful combat maneuver, inflict a -5 circumstance penalty to your opponent's armor class for one round.

Special: With the GM's permission you can attempt this maneuver without the use of this feat. Doing so provokes an attack of opportunity which causes the maneuver to fail if it hits.

#### **CUTTING INSULT** [General]

Your sharp tongue and quick wit are so brutal that you can actually harm an opponent with words alone.

Prerequisites: Cha 13, Persuasive Benefit: Once per encounter you may, as a free action, insult an opponent with exceeding wit, issuing a brutal slight. Your opponent must make a successful Will save (DC 10 + half your character level + your Charisma modifier) or suffer a -1 morale penalty to armor class, attack and damage rolls, skill checks, and saving throws. This penalty lasts one minute for every three levels you possess. **Special:** A successful save makes the creature immune to your insults until you gain another level.

#### **DANGER PRESCIENCE** [Talent]

You have the ability to know things before they happen.

Prerequisites: Dex 13, Wis 13, character level 1st Benefits: You gain a +1 insight bonus to Reflex saves and a +2 insight bonus to initiative rolls.

Special: If you possess Improved Initiative, Improved Lightning Reflexes, Lightning Reflexes, and Combat Reflexes, you are never surprised or considered flat-footed (though you may still be denied your Dexterity to armor class), allowing you to roll for initiative and act in the surprise round.

#### **DISCERN ITEM** [General]

Your knowledge of magical items is so great that you can identify the nature and abilities of such items at a glance.

Prerequisites: Knowledge (arcana) 6 ranks or Spellcraft 6 ranks, any Item Creation feat Benefit: If you can directly observe a magical item for one full round (it is not concealed) and make a successful Knowledge (arcana) or Spellcraft check (DC 15 + item's caster level) you know all of the item's abilities as a free action. You also gain a +4insight bonus to all saves vs. effects generated by a magical item you have successfully discerned.

#### **DISHONOR'S BANE** [Combat]

You can strike hard against anyone who attacks you in a cowardly fashion.

Prerequisite: Cha 13, ceremonial oath to uphold a knightly code of conduct

Benefit: A number of times per day equal to 1 + your Charisma modifier, you gain a bonus to your attack and damage rolls equal to your charisma modifier against a dishonorable opponent. This opponent must, in the current encounter, have attempted a dishonorable strike. Dishonorable strikes include all ranged attacks, Sneak Attacks, ambushes, poison use, subtle magical attacks (GM adjudication), or attempted an attack while you are helpless, surprised, or massively and obviously outclassed (CR is 7 or greater than your current character level).

#### **DESPOILING SPELL** [Metamagic]

Your spells can disrupt defensive spells. **Prerequisites**: Ability to cast *dispel magic* Benefit: A despoiling spell attempts to dispel (as described in dispel magic) any and all spell effects on the target that directly interfere with it taking effect. Use of this feat can dispel effects specifically intended to foil the spell in question (shield against *magic missile, resist energy*) or spells that provide general protection from magic (spell resistance). A despoiling spell uses up a spell slot one level higher than the spell's actual level.

**Special:** If you take this feat a second time and have the ability to cast *greater dispel magic*, a despoiling spell dispels as described in *greater* dispel magic.

## **DISRUPTING SPELL** [Metamagic]

You can preemptively counter a spell. **Prerequisites**: Despoiling Spell, ability to cast greater dispel magic

**Benefit:** Upon a failed save against a disrupting spell, the next spell your opponent casts (including spell-like abilities) is subject to a dispel check, if successful the spell is countered as per *dispel magic*. An observer may attempt a Spellcraft check (DC 20) to discern what has occurred. A disrupting spell uses up a spell slot equal to the spell's actual level.

#### EARTH-BORN SORCERY [Talent]

Your very essence is infused with the elemental force of earth and changes the nature of your spellcasting.

Prerequisites: Con 13, character level 1st, sorcerer with Elemental (earth) bloodline or earth subtype

Benefit: You use your Constitution modifier instead of your Charisma modifier for all sorcerer class abilities (bonus spells, save DCs, maximum level of spells you can learn, elemental ray, elemental blast, etc.)

Special: You can never learn or cast spells from the Enchantment school or spells with the electricity descriptor.

#### ECCENTRIC SPECIALIST [General]

You are focused in an unusual area of study for a member of your profession.

Prerequisite: Int 13, character level 4th Benefit: Choose any two non-class skills. These skills are considered class skill for you and you gain a +1 insight bonus on all checks made with these skills.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you select this feat, it applies to a new set of skills.

#### ESCHEW ENERGY [Spell-Touched]

You can redirect a portion of some magical energy effects away from yourself.

Prerequisite: Lightning Reflexes, evasion, you have been struck by a 3rd-level or higher spell with a specific energy descriptor that overcame your evasion ability

Benefit: When you take this feat, choose an energy type. Whenever you make a successful Reflex save against a spell, spell-like ability, or supernatural ability with the chosen energy descriptor, the damage or effects you avoid with your evasion ability instead affects a single target within your natural reach. If the target makes a Reflex save

<u> スッパアウラススマ 人 スパーム ひょうえ ひえ パント</u> ツススて<u>ぐ マビルス</u>

(same DC you have made) they suffer no damage or other effects from the use of this feat. **Special:** If the target of this feat has already failed a save against the same effect and taken damage as a result, they do not take additional damage.

#### ESCAPE OF OPPORTUNITY [General]

When an opponent gives you an opportunity to flee, you take it.

Prerequisites: Dex 13, Escape Artist 5 ranks Benefit: Whenever an opponent provokes an attack of opportunity from you, you may forgo the attack of opportunity to make a partial withdrawal. As an immediate action, you may move up to your speed in a straight line away from the opponent. You do not provoke an attack of opportunity from the opponent from whom you fled, but you do provoke attacks of opportunity as normal from other creatures. Your initiative is not affected, but you may take only a move action on your next turn.

#### **EXPLOIT OPENING** [Combat]

You take advantages of combat opportunities when they present themselves.

Prerequisites: Combat Reflexes, Stand Still, base attack bonus +6

Benefit: In any given round, you deal an additional 1d6 points of damage on each attack of opportunity after the first.

#### FATE-BORN SORCERY [Metamagic]

Your destiny allows you to achieve greater and greater success.

#### Prerequisites: Destined bloodline sorcerer or angel subtype

**Benefit:** A number of times per day equal to 1 + your Charisma modifier you can increase the random effect portion of a spell by 25% though it cannot exceed the maximum normal possible outcome of the spell. A fate-born sorcery spell uses up a spell slot equal to that spell's actual level.

#### FAVORED OF THE GODS [Talent]

Your allegiance to your chosen god provides you with unusual resilience to magic associated with it. Prerequisites: Character level 1st, devotion to a single deity

Benefit: Choose one spell descriptor associated with your god's portfolio (subject to GM adjudication). Against spells and spell-like abilities with this descriptor you gain spell resistance 11+ your character level. If a spell or effect with the descriptor does not offer spell resistance, you gain a bonus to your save equal to half your character level (rounded down).

#### FEARSOME EXECUTIONER [Combat]

Your killing strokes invigorate you and your allies while striking fear into the hearts of your enemies **Prerequisites:** Intimidate 5 ranks, Dazzling **Display**, Weapon Focus

**Benefit:** Whenever you land the killing stroke (or critical hit) with a weapon with which you have Weapon Focus, all your allies within 30 ft. with line of sight gain a +1 morale bonus to attack and damage rolls and saving throws until the end of the encounter. Additionally, all enemies within 30 ft. with line of sight must make a Will save (DC 10+1/2your character level+ your Charisma modifier [or Strength modifier if you possess the Intimidating Prowess feat]) or be shaken for rest of the encounter.

#### FEARSOME REPUTATION [General]

Word of your deeds travels fast, spreading fear far and wide.

#### **Prerequisites**: Cha 13, Intimidate 5 ranks, Persuasive

Benefit: You gain a +2 bonus to Intimidate checks and do not suffer intimidation penalties due to your size. You also perform intimidation checks simply by talking as a standard action, (without making verbal threats or displays of prowess). You must actively attempt not to intimidate people with whom you wish to communicate.

#### FEY-BORN SORCERY [General]

Enchantments you cast are enhanced with the fey magic inherent to your very nature.

**Prerequisites:** Fey bloodline sorcerer or fey creature type

**Benefit:** When using a spell of the Enchantment school, add +4 to all opposed Charisma checks.

#### FINISHING MOVE [Combat]

You learned a secret, awe-inspiring attack that has become your signature.

Prerequisites: Critical Focus, Weapon Focus (any one), base attack bonus +9

Benefit: Once per day, with any weapon with which you have Weapon Focus, you can choose to channel great power into a single attack as a standard action. The attack, if successful, inflicts damage as if the weapon inflicted a critical hiteven if striking a foe normally immune to critical hits. If the finishing attack inflicts an actual critical hit, double the weapon's critical multiplyer. If the finishing move attack misses, the ability is still considered used for that day. A finishing move still triggers special effects that occur only when a critical hit occurs, such as the decapitating power of a vorpal weapon.



### **Fearsome Reputation**

#### FIRE-BORN SORCERY [Talent]

Your essence is infused with the elemental force of fire and changes the very nature of your spellcasting.

Prerequisites: Wis 13, character level 1st, sorcerer with Elemental (fire) bloodline or fire subtype

Benefit: You use your Wisdom modifier instead of your Charisma modifier for all sorcerer class abilities (bonus spells, save DCs, elemental ray, elemental blast, etc.)

Special: You can never learn or cast spells from the Transmutation school or spells with the cold descriptor.

#### FOCUSED DISPELLING [General]

You have either learned the secret of dispelling magical effects or are naturally gifted at doing so. **Prerequisites:** Ability to cast *dispel magic* Benefit: You gain a +4 competence bonus on dispel checks.

#### FORCE MOVEMENT [Combat]

Your force your opponent to yield a position. Prerequisites: Int 13, Combat Expertise Benefit: You can, with a successful combat maneuver, cause your opponent to move 5 feet in

any direction. You cannot force an opponent to move into terrain that would damage or otherwise prove hazardous.

This 5-foot move does not provoke attacks of opportunity and does not influence the opponent's movement on their following turn. You cannot force your opponent into an occupied area. **Special:** With the GM's permission you can attempt this maneuver without the use of this feat. Doing so provokes an attack of opportunity which causes the maneuver to fail if it hits.

#### FORTUNATE ONE [General]

You possess a degree of control over the ebb and flow of your luck.

Prerequisites: Cha 13, character level 3rd, devotion to a deity whose clerics have access to the Luck Domain

Benefit: Once per day, you can roll 2d10 and use the result to replace the result of one d20 roll. You may only use this before the success or failure of the original roll is determined. You must take the result of the second roll, even if the result is lower.

#### FREEZING SPELL [Metamagic]

You can cause bitter numbing cold with any spell. **Prerequisites**: Ability to cast a spell with the cold descriptor

Benefit: You can use this feat to affect any spell that inflicts damage. Upon a failed save the target must make a Fortitude save against the spell's original Difficulty Class or become slowed for one round, in addition to the normal damage. Spells with this template gain the cold descriptor. If the spell already has the cold descriptor, the Fortitude save is required even upon a successful save. A freezing spell uses up a spell slot of the same level as the spell's actual level.

**Special:** This feat cannot be applied to a spell without a saving throw or one with the fire descriptor.

#### **GENTEEL LOOTER** [General]

You have a mystical sense for finding the valuable items in a horde and convincing others that they should be yours.

Prerequisite: Int 13, Appraise 3 ranks, Perception 3 ranks

**Benefit:** You gain a +2 bonus to Appraise checks. Additionally, you can make an Appraise check (DC 15 + item's caster level or the encounter level which granted the treasure) as a swift action to locate the item most valuable to you (GM adjudication). Items protected from divination magic are immune to this ability. Items on your person or those of your allies are not counted unless you want them to be.

Once per day you can convince your allies that the item you have looted using this ability belongs to you if your allies fail to make a successful Will save (DC 10+1/2 your character level + your Intelligence)modifier). Regardless of the result, the PCs do not know they were required to make a save nor that you attempted to use this ability.

#### **GREATER HINDER NATURAL ATTACK** [Combat]

You hamper an opponent's ability to use one of its natural attacks for an extended period.

Prerequisite: Int 13, Str 13, Combat Expertise, Hinder Natural Attack, Improved Sunder, Power Attack, base attack bonus +15

Benefit: To use this feat, you must have something with which to bind or wedge your opponent's natural attack (GM's discretion, depending on the type of natural weapon). If you make successful use of your Hinder Natural Attack feat you securely bind the targeted natural weapon. Your opponent cannot use that natural attack until they make a successful Strength check (Break DC of the item used to bind/wedge or DC 10 + your Strength modifier, GM's choice) or an escape artist check (DC 10 + your Combat Maneuver Bonus). Special: With the GM's permission you can attempt this maneuver without the use of this feat at a -30 penalty, and provoke an attack of opportunity; if you are hit by this attack, the maneuver fails.

#### HINDER NATURAL ATTACK [Combat]

You hamper an opponent's ability to use one of its natural attacks.

リシリアタフス スペ ムメ ツス メ ス ム や ス ス て や フ 人 え や く

Prerequisite: Int 13, Str 13, Combat Expertise, Improved Sunder, Power Attack, base attack bonus +11

**Benefit:** Select one of your opponent's natural weapons. If you make a successful combat maneuver check, your opponent cannot use that natural attack for 1d4 rounds.

Special: With the GM's permission you can attempt this maneuver without the use of this feat at a -20 penalty, and provoke an attack of opportunity; if you are hit by this attack, the maneuver fails.

#### HINDER SPECIAL ABILITY [Combat]

You know just how to act to hamper an opponent's special ability

Prerequisite: Int 13, Str 13, Knowledge (special, see below) 15 ranks, Combat Expertise, Hinder Natural Attack, Improved Sunder, Power Attack, base attack bonus +15

Benefit: If you have the required ranks in the Knowledge skill appropriate for the creature you

face, you can make a combat maneuver against the part of your opponent's anatomy (target CMD has a +4 bonus due to specific targeting) that is obviously the source of, or provides the power behind, a supernatural or extraordinary ability, such as a creature's mouth (for a breath weapon) or its eves (for a gaze attack). You cannot target a spell-like ability unless the GM judges that the creature generates it through the use of a specific organ or body part. If your combat maneuver succeeds, the creature loses the benefit of the targeted ability until it makes a successful ability check (using the ability that modifies the lost special ability, DC 10 + your Strength modifier).

Special: With the GM's permission you can attempt this maneuver without the use of this feat at a -30 penalty, you also provokes an attack of opportunity, if you are hit the maneuver fails

#### HUMAN ADAPTATION [General]

Choices related to your calling are not irrevocable. Prerequisite: Human, a chosen class ability that is a permanent choice.

Benefit: Once per day after an hour of meditation you exchange a chosen class ability for another that could have been chosen instead (eg. a rogue could exchange fast stealth for ledge walker, or a paladin could switch out a mercy)

**Special:** If a special ability has a limited number of uses and you currently do not have any uses of that ability remaining, the attempt fails to replace that class ability. Abilities that scale with level, such as arcane bond, bloodlines, divine bond, domains, and nature's bond are not eligible for use with this feat (GM adjudication).

#### **IMMOBILIZING SHOT** [Combat]

Your ranged attack pins your opponent in place. Prerequisites: Dex 19, Improved Precise Shot, Point Blank Shot, Precise Shot, base attack bonus +11

Benefit: As a standard action, make a special ranged attack roll against a single enemy with a piercing weapon. If the attack hits, deal damage as normal and make opposed Dexterity checks. If you beat the target's check, the target cannot move until he succeeds at a Strength or Escape Artist check using your opposed check result as the Difficulty Class.

Special: Your opponent must be adjacent to a solid object to which he could be pinned.

#### **INCENDIARY SPELL** [Metamagic]

You can cause destructive fires with any spell. **Prerequisites**: Ability to cast a spell with the fire descriptor

Benefit: You can use this feat to affect any spell that inflicts damage. Upon a failed save the target must make a Reflex save against the spell's original Difficulty Class or catch on fire (dealing 1d6 fire damage per round until the target spends a standard action extinguishing the flames), in addition to the normal damage. Spells with this template gain the fire descriptor. If the spell already has the fire descriptor, the Reflex save is required even upon a successful save. A burning spell uses up a spell slot of the same level as the spell's actual level.

**Special:** This feat cannot be applied to a spell without a saving throw or with the cold descriptor.

#### **IMPEDE MOVEMENT** [Combat]

You hinder your opponent's wings, feet, knees, or another body part inhibiting its ability to move. **Prerequisites:** Int 13, Str 13, Combat Expertise, Improved Sunder, Power Attack, base attack bonus +11

Benefit: Pick a movement mode used by your target (climbing, flying, swimming or walking). With a successful combat maneuver, you reduce its speed by 5 feet (to a minimum of 5 feet). A flying creature drops one maneuverability category for every 10 feet of speed it loses (to a minimum of clumsy). If it drops below its minimum forward speed while in the air (or to less than half speed, if its maneuverability is average or worse), it immediately falls and takes damage as normal. Note that this effect reduces a target's base speed as well as its speed after accounting for armor and encumbrance.

The effects of this maneuver do not stack with other effects that reduce speed. They last until the creature makes a successful Strength or Dexterity check as a move action (DC 10+ your Strength modifier).

Normal: With the GM's permission, you can attempt this maneuver without the use of this feat at a -20 penalty, provoking an attack of opportunity. If the attack of opportunity results in a hit, the maneuver fails.

Special: You cannot negate an opponent's movement if it moves without the aid of obvious anatomical means, such as wings or legs. Thus, you could not negate the aerial movement of a wizard under the effects of a *fly* spell.

#### **IMPROVED FOCUSED DISPELLING** [General]

You can draw upon your own mystical skills and talent to disperse spells and magical effects. **Prerequisites:** Ability to cast greater dispel magic

Benefit: Once per day, you may reroll a dispel check. You must decide to use this ability before the results are revealed. You must take the second roll,

even if it is worse. **IMPROVED REINFORCE SPELL** [General]

You can create a shield of magical energy around a spell effect or magical item that defends them against dispelling attempts.

Prerequisites: Caster level 11th

Benefit: Once per day, after meditating for 10 minutes, you can create a magical shield around a single target (creature or object) or a single spell effect. This magical shield automatically absorbs up to one dispel check per four levels you possess (regardless of whether the check succeeds or not). The shield fails once it has absorbed its limit. Special: Casters who attempt to dispel the shield believe they have successfully dispelled a magical effect, though detect magic reveals the shield and its nature.

**INFERNAL-BORN SORCERY** [Metamagic] You have strengthened your infernal heritage by making a diabolic pact.

Prerequisites: Infernal bloodline sorcerer or devil subtype

**Benefit:** A number of times per day equal to 1 + your Charisma modifier you can combine any spell with a charm person spell (or charm monster upon reaching caster level 8th) that requires an additional Will save (DC 10+ level of spell + primary casting ability modifier). The adjusted spell becomes part of the charm subschool and gains the mind-affecting descriptor. An infernalborn sorcery spell uses up a spell slot equal to that spell's actual level.

#### **INSPIRING RENOWN** [General]

You life story has become a stirring legend that rouses others to action.

Prerequisites: Cha 15, character level 6th Benefit: Once per day, for the duration of one encounter, you grant your allies a +2 morale bonus to all attack and damage rolls when they have line of sight to you and are not suffering from any negative conditions (see Appendix 2 of the Pathfinder RPG Core Rulebook).

#### **INVISIBLE SPELL** [Metamagic]

You can cast a spell such that it becomes invisible. **Benefit:** Spells affected by this feat have no visual effects; spells based on light (such as prismatic spray) have no effect when modified by this feat. The spell is not magically silenced, and certain other conditions can render the spell detectable (such as destruction of objects or disturbing a

puddle). A Perception check (DC 20) reveals what has happened. An invisible spell uses up a spell slot three levels higher than the spell's actual level.

#### MASS BULL RUSH [Combat]

You are very effective at performing a bull rush against large groups.

Prerequisite: Str 13, Greater Bull Rush, Improved Bull Rush, Power Attack, base attack bonus +6 **Benefit:** You can bull rush a number of opponents rather than a single, initial opponent. You can bull rush as many opponents as are within your reach. You suffer only a -2 penalty per opponent beyond the first that you attempt to bull rush. You make a combat maneuver check and apply its result against all opponents you are attempting to bull rush. An opponent may only stop your movement if he is directly in your path. An opponent who is not in your direct path whom you fail to overcome is simply unaffected.

**Normal:** If there is another creature in the way of your bull rush, you must immediately make a combat maneuver check to bull rush that creature. You take a -4 penalty on this check for each creature being pushed beyond the first. If you are successful, you can continue to push the creatures a distance equal to the lesser result.

#### MASTER OF THE AMBUSH [Combat]

You are amazingly gifted at performing ranged ambushes.

Prerequisites: Perception 5 ranks, Stealth 5 ranks, Stealthy

Benefit: You may take 20 when preparing an ambush (requiring 2 minutes to prepare), and gain a +2 bonus on your Stealth check. In addition, you apply the result of your Stealth check to a number of allies equal to your character level (requires 2 additional minutes per ally).

**MERGE SPELLS** [Metamagic] You can unite two spells together. Prerequisites: Caster level 5th

Benefit: You can join two spells that can be cast in a single action and can have the same legal target to form a single effect. All variable effects of the spell are based on the higher level spell. A merged spell uses up a spell slot two levels higher than the highest level spell's actual level and uses up the same slot as the lower level spell's actual level.

**MISLEADING SPELL** [Metamagic]

<u> マスハメアウラススマ 人立之 ふや きかし ウス バムム マススてやマドルスマ</u>

You can cast a spell so that it becomes invisible, inaudible, or appear as another spell entirely. Prerequisites: Invisible Spell, ability to cast major image

Caster Level	Additional Healing Dice
1st-3rd	+1d4
4th-6th	+1d6
7th-9th	+2d6
10th-12th	+3d6
13th	+4d6



You are capable of crafting an obeah totem or focus. Prerequisite: Knowledge (arcana) 6 ranks, Spellcraft 6 ranks

Benefit: You may enhance the effects of your magic by crafting a representation of your victim, such as a doll or a small carving, then adding scraps of hair or drops of blood from the specific creature being represented. Creating the obeah totem requires one full day of work and consumes materials equivalent to 30 gold pieces, after which you must make a Spellcraft check (DC 10 + hit dice of the target creature). Failure results in this feat being useless against that specific individual until you gain another rank in Spellcraft at which point you may attempt again.

If successful, the save DC of any spell you cast on the creature represented by the Obeah Totem is increased by +2. Spells with the curse descriptor cannot be removed until the totem is destroyed. You can only have one functioning Obeah Totem at a time. If the Obeah Totem is ever destroyed you can never create another totem of that individual again (though another spellcaster with this feat could).

**Special:** When a creature is symbolized in an Obeah Totem, the next time it sleeps dreams of the totem and the totem's creator. A successful Knowledge (arcana) check (DC 15) recognizes the totem as such.

#### NEMISIS AND BANE [General]

You are gifted with the ability to defeat the powers of healing.

**Prerequisites:** Channel Negative Energy class feature, ability to cast bestow curse.

Benefit: Damage dealt by you is cursed. It can only be healed naturally with a successful Fortitude save (10+1/2 your character level+ your Wisdom or Charisma modifier [whichever is higher]). Magical healing requires a caster level check (DC 11+your caster level) or remove curse. The curse is broken once any portion of the damage dealt has been healed and the victim is immune to your curse for 24 hours.

**OVERWHELMING BEAUTY** [Talent] You have a perfect physical appearance, alluring personality, incredible grace, and an eye color

unheard of for your race

Prerequisites: 1st level character, Cha 15 Dex 13 **Benefit:** You ignore all penalties to Bluff; this benefit does not apply to effects that reduce your Charisma score, such as ability damage or disease. You can also retry a failed Diplomacy check once per day.



## **Obeah** Totem

The second s

Special: A GM can still determine that a retry of a Bluff check is impossible.

#### PACTBOUND SOUL [General]

You have sold your soul in bargain for immortality Prerequisites: Pact with a lawful evil outsider Benefit: You no longer age and gain immunity to animate dead, astral projection, clone, magic jar, raise dead, reincarnate, resurrection, soulbind, true resurrection, energy drain, disease, and spawn abilities.

Special: If you die, your soul becomes the property of your infernal patron. At the GM's discretion he may bargain with a caster of *raise* dead, reincarnate, resurrection, or true resurrection to release your soul back to the Material Plane.

#### PLAGUE BEARER [General]

You carry of a highly contagious disease to which you are immune, spreading disease and pestilence wherever you travel.

Prerequisite: Channel Negative Energy class feature, ability to cast contagion Benefit: When you take this feat, you and your GM choose a disease for which you are a carrier. You are immune to this particular disease. You carry this disease and may infect others if you meet the infection requirements. Diseases requiring contact need touching to transmit them, injury requires a wound, and inhaled requires the victim

to breathe your exhalations, etc.

#### **PROFFER ABJURATION** [Metamagic]

You have learned how to pass your abjurations on to others.

#### Prerequisite: Caster level 6th

**Benefit:** A number of times per day equal to 1 + you're primary casting ability modifier, you can pass any non-personal abjuration spell from which you currently benefit to any willing or helpless creature (SR applies). The duration of this effect does not change and you lose all benefits of the spell.

#### **REFRACT RAY** [Spell-Touched]

You possess the ability to change the direction of ray-based spells.

Prerequisite: Dex 13, exposure to any spell whose effect is a ray, you embed a special gem (worth at least 100gp) in the palm of your off-hand. Benefit: Once per round when you would normally be hit with a ray effect you may immediately make an opposed ranged touch attack. If successful, you deflect the ray and take no damage from it or otherwise suffer any effect. If you fail, you suffer the full effect of the ray (maximized variables, no save). If you win by five or more you can direct the course of the ray to a new target, otherwise a refracted ray shoots off in a random direction. Roll 1d8 to determine the direction of the ray (as if it were a splash weapon). A deflected ray travels until it hits another target or the spell runs out of range. You must have the hand with the embedded gem free (holding nothing) to use this feat and you must be aware of the attack and not flat-footed.

Special: You may only block a single ray when using this feat to block spells with multiple rays (such as scorching ray).

#### **REINFORCE SPELL** [General]

You have either learned the secret of defending your spells against dispelling or are naturally gifted at doing so.

Prerequisites: Caster level 5th

Benefit: All spells and spell-like abilities you use and magic items you create add +4 to their DC for dispel checks.

#### SACRIFICIAL CRITICAL [Critical]

You accept a critical hit in an attempt to make one of your own.

Prerequisites: Critical Focus, base attack bonus +9

**Benefit:** You leave yourself wide open and helpless, provoking an attack of opportunity that automatically hits and automatically confirms a critical hit. If your opponent takes advantage of this opening, you may make a single attack that automatically threatens a critical hit if successful. Your opponent realizes you are using this feat if he makes a successful Sense Motive check (DC 10 + your Bluff modifier). If successful, your opponent may choose to take a regular attack of opportunity.

#### SEIZE NATURAL ATTACK [Combat]

You latch on tight when larger creatures use their natural weapons on you.

Prerequisites: Int 13, Combat Expertise, base attack bonus +4

**Benefit:** When a creature of a larger size category successfully hits you with a natural attack, you grab hold of the attacking appendage and latch on tight with a successful combat maneuver as an immediate action. While you are latched on you gain a +4 bonus to hit and damage rolls with light weapons against this creature and lose your Dexterity, dodge, and shield bonuses to your armor class. You may also make attacks with only a single hand. The creature can dislodge you by performing a successful combat maneuver or Escape Artist check (DC equal to your CMD)

**Special:** With the GM's permission you can attempt this maneuver without the use of this feat, provoking an attack of opportunity. If the attack results in a hit the maneuver fails.

#### SHOCKING SPELL [Metamagic]

You lace your spell with a powerful electrical element.

Prerequisites: Ability to cast a spell with the electricity descriptor

Benefit: You can use this feat to affect any spell that inflicts damage. Upon a failed save the target must make a Fortitude save against the spell's original Difficulty Class or be stunned for one round, in addition to the normal damage. Spells with this template gain the electricity descriptor. If the spell already has the electricity descriptor, the Fortitude save is required even upon a successful save. A shocking spell uses up a spell slot of the same level as the spell's actual level.

**Special:** This feat cannot be applied to a spell without a saving throw or one with the acid descriptor,

#### SNIPER [Combat]

You are gifted at performing ranged ambushes. Prerequisites: Stealth 5 ranks, Point Blank Shot, Stealthy

Benefit: If you've already successfully used Stealth at least 10 feet from your target, you can make one ranged attack and then immediately use Stealth again. You take only a -10 penalty on your Stealth check to maintain your obscured location.

#### STARTLING SNIPER [Combat]

You are amazingly gifted at performing ranged ambushes.

Prerequisites: Stealth 5 ranks, Point Blank Shot, Sniper, Stealthy

Benefit: If you've already successfully used Stealth at least 10 feet from your target, you can make one ranged attack and then immediately use Stealth again. You take no penalty on your Stealth check to maintain your obscured location.

#### **STEALING SPELL** [Metamagic]

You gain the benefits of spells you counter or dispel.

**Prerequisites**: ability to cast *dispel magic* **Benefit:** You can apply this feat to any spell that requires a dispel check. When you successfully dispel a beneficial spell, the spell effect transfers to you rather than ending and only you can dismiss the spell. An observer may attempt a Spellcraft check (DC 20) to discern what has occurred. A stealing spell uses up a spell slot one level higher than the spell's actual level.

#### SURPRISE SHOT [Combat]

You can get off a shot that attacks from an unexpected direction or one that manages to surprise a ready foe.

Prerequisites: Dex 13, Point Blank Shot, Precise Shot, Rapid Shot

Benefit: Once per encounter you may make an attack roll against an opponent's flat-footed AC rather than his normal AC.

Special: You consider your opponent flat-footed for the purposes of Sneak Attack.

#### SYSTEMATIC MIND [General]

You are able to perform cognitive and analytical acts with startling alacrity.

Prerequisites: Int 13, Knowledge (any one) 6 ranks, Skill Focus (Knowledge (any one)) Benefit: Choose a number of Intelligence-based skills equal to 1 + your Intelligence modifier. You can take 20 on these skills in relaxed circumstances as a full round action and take 10 in difficult or



## The Tentacle Gathers

stressful situations (such as combat) as a standard action. You may opt to roll instead but you must take the die roll result in this case.

1.1.1 F 3 J Z Z W L Z Y Z X L Y Z Z C P 7 L L W Z Z C P 7 L L W Z Z V P 7 Z Z P 7 Z P 7 Z P 7 Z Z P 7 Z P 7 Z Z P 7 Z P 7 Z Z P 7 Z P 7 Z Z P 7 Z P 7 Z Z P 7 Z P 7 Z Z P 7 Z P 7 Z Z P 7 Z P 7 Z Z P 7 Z

THE TENTACLE GATHERS [Monstrous] You can use your tentacle to grapple multiple foes. **Prerequisites:** Improved Grab, tentacle natural attack, Huge size or greater

Benefits: You can grapple multiple creatures with a single tentacle, based on your size:

Size	Number of creatures that can be grappled
Huge	2 Medium, 8 Small, 32 Tiny, or 128 Diminutive or smaller opponents
Gargantuan or greater	2 Large, 8 Medium, 32 Small 128 Tiny or smaller opponents.

#### TRULY FORTUNATE [General]

Your control over the ebb and flow of luck is impressive.

Prerequisites: Character level 7th, Fortunate One, devotion to a deity whose clerics have access to the Luck Domain

Benefit: Once per day, you may roll 2d6 and add the better of the two results, to the result of one

d20 roll. You must choose to do this before the success of the original roll is determined. **Special:** The bonus from this feat does not stack with the bonus provided by the Fortunate One feat.

#### **UNBALANCE OPPONENT** [Combat]

Prerequisites: Int 13, Combat Expertise You hamper your opponent's reflexes. Benefit: You can, with a successful combat maneuver, deny an opponent his Dexterity bonus to his Reflex save or inflict a -2 circumstance penalty to his Reflex save (your choice) for one round. Normal: With the GM's permission you can attempt this maneuver without the use of this feat, provoking an attack of opportunity. If the attack of opportunity results in a hit, the maneuver fails.

#### **UNBORN SORCERY** [Metamagic]

Your connection to the powers of undeath allows you to achieve greater and greater success. Prerequisites: Undead bloodline sorcerer or Undead creature type

**Benefit:** A number of times per day equal to 1 + your Charisma modifier you can change the energy type of an evocation spell you cast to negative energy. A unborn sorcery spell uses up a spell slot equal two levels higher than that spell's actual level.

#### **UNERRING CRITICAL** [Combat]

You are skilled at landing just the right blow against just the right enemy.

Prerequisites: Critical Focus, base attack bonus +9

Benefit: When using a critical hit chart or a critical hit deck to determine random effects of a critical hit, roll twice on the chart or draw two cards and pick one of the two results.

#### **VENGEFUL STRIKE** [Combat]

Once your wrath has roused, you deal out a grievous blow in return.

Prerequisites: Con 15, base attack bonus +6 Benefit: Once per round if an attack would deal 50 points of damage, render you unconscious, or kill you outright, you can immediately make a full attack action against your opponent if she is within your reach or in range of a missile weapon you currently wield. Once your attack action is complete, the results of the opponent's attack resolve as normal.

#### **VENOM OF NIGHTMARES** [General]

Your poison is especially virulent as it is mixed with the power of forgotten nightmares.

**Prerequisites:** Poison special attack and Ability Focus (poison), or ability to cast poison and bestow curse and Spell Focus (necromancy)

Benefits: Poison you create via your poison special attack or *poison* spell is cursed; ability damage and conditions it causes cannot be healed or removed until the curse is removed. Henceforth poisoned creatures gain no rest from sleep, suffering first fatigue and then exhaustion due to terrible night terrors. Casting remove curse requires a successful caster level check (DC equal to either the poison save DC or 11+your caster level for the *poison* spell). If the caster level check fails, the effect of the venom of nightmares remains and the caster must now make saves as if she were afflicted with the poison.

#### VESSEL OF LIFE [Spell-Touched] Magic's power to heal you is greater.

Prerequisite: When near death (one hit point from death) you have returned to your maximum health via a single healing spell

**Benefit:** All healing spells and effects affect you with the best possible result (maximized) or their random result is increased by 50% (your choice, decided before the roll is made).

#### WAND CASTING [General]

You have learned to channel your magic through wands.

Prerequisites: Craft Wand or Use Magic Device 5 ranks

Benefit: You can sacrifice a spell slot of equal or greater level instead of using a charge from the wand you wield. The caster level of the spell changes to your caster level and you add your relevant primary casting ability modifier to the wand's normal DC.

Special: With your GM's permission, if you meet the prerequisites, you can attempt to do this without this feat using the same rules for scroll use.

#### WARDED SOUL [General]

Your soul is resilient to energy draining attacks. Prerequisite: Con 13, character Level 8th Benefit: When you gain a negative level, you may immediately make a Fortitude save to shrug off the effects. If you fail the initial save, you may attempt a second save in 24 hours at a +4 bonus.

Undead that use enervating attacks that bestow negative levels gain only half the normal number of temporary hit points when attacking you (rounded down). Additionally, you can never be affected by an undead creature's create spawn ability. **Normal:** When you gain a negative level, you make a Fortitude save after 24 hours to determine whether the negative level results in permanent level loss.

#### WATER-BORN SORCERY [Talent]

Your very essence is infused with the elemental force of water and changes the very nature of your spellcasting.

Prerequisites: Str 13, character level 1st, sorcerer with Elemental (water) bloodline or water subtype Benefit: You use your Strength modifier instead of your Charisma modifier for all sorcerer class abilities (bonus spells, save DCs, elemental ray, elemental blast, etc.)

Special: You can never learn or cast spells from the Illusion school or spells with the fire descriptor.

#### WORTHY FOE [Combat]

You are unusually capable when fighting opponents who pose a real threat to you.

Prerequisites: Die Hard, Endurance, hp 50, base fort save +7

**Benefit:** Once per encounter, when an opponent deals massive damage to you and you survive, you may, on your next turn, deal the same amount of damage to the opponent with an attack of your choice as a standard action.

#### WYRM-BORN SORCERY [Metamagic]

Your draconic ancestry allows you to enhance your spells with the power of dragons.

Prerequisites: Draconic bloodline sorcerer or dragon creature type

**Benefit:** A number of times per day equal to 1 + your Charisma modifier you can change the energy type of a spell you cast to the energy type associated with your draconic ancestry. You also deal an additional +1d6 points of damage of that energy type per spell level upon a failed saving throw. A draconic sorcery spell uses up a spell slot equal to that spell's actual level, and does not adjust the casting time of that spell.



#### **OPEN GAME LICENSE Version 1.0a**

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved

1. Definitions: (a)"Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b)"Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d)"Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3.Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6.Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered

Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the

いいうえてきてき しょう ひょう ひょう ション マレフ スてんてん しょう

ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content. All proper names and text in the description section are product identity all other content including translated proper names are open gaming content.

Open Content is the designated as follows: All common names the stat blocks, all information in the ability sections and the prerequisite and creation sections

"9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

ANY Y C LA L V V V

ストッススでゲールトルッグ

10 Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12 Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13 Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14 Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

#### **15 COPYRIGHT NOTICE**

Open Game License v 1.0a Copyright 2000-2005, Wizards of the Coast, Inc. d20 System Reference Document Copyright 2000-2005, Wizards of the Coast, Inc.; authors Jonathan Tweet, Monte Cook, Skip Williams, Rich Baker, Andy Collins, David Noonan, Rich Redman, and Bruce R. Cordell, based on original material by E. Gary Gygax and Dave Arneson.

Love and War @2004 Trident, Inc. d/b/a Atlas Games.

Monte Cook's Arcana Evolved Copyright 2005 Monte J. Cook. All rights reserved.

The Book of Iron Might Copyright 2004 Monte J. Cook. All rights reserved.

Pathfinder RPG Core Rulebook. Copyright 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

The Book of Experimental Might. Copyright 2008, Monte J. Cook. All rights reserved.

Tome of Horrors. Copyright 2002, Necromancer Games, Inc.; Authors: Scott Greene, with Clark Peterson, Erica Balsley, Kevin Baase, Casey Christofferson, Lance Hawvermale, Travis Hawvermale, Patrick Lawinger, and Bill Webb; Based on original content from TSR.

# Coliseum Morpheuon

## **Take Your Game to the Highest Level**

A trans-dimensional plug-and-play adventure for your 16-20th level campaign. Written by Clinton J. Boomer (*Pathfinder Campaign Setting, The Infernal Syndrome*) Need more reasons? Visit www.RitePublishing.com





Pathfinder and associated marks and logos are trademarks of Paizo Publishing, LLC, and are used under license. See paizo.com/pathfinderRPG for more information on the Pathfinder Roleplaying Game.



**Rite Publishing Presents** in association with Jonathan Roberts' Fantastic Maps

# The Breaking of Forstor Nagar City of Grinding Ice

A Pathfinder Roleplaying Game compatible patronage project

Project Lead and Cartography: Jonathan Roberts (Halls of the Mountain King, Adventures in the Hyborian Age) **Designer:** Ben McFarland (ENnie award winning designer, *Tales of Zobeck*) Editor: Mark Moreland (Pathfinder Wiki) Token Artist: James Hazelett (Devin Night's Gaming Tokens) Interior Artist: Tyler Bartley

Savage battlecries and screams of pain echo through the streets and off the raw sheer walls that make up the carved stronghold of Forstor Nagar. The cannibalistic troops of The Hungering Legion have breached the gates, and the defenders have been routed.

Trapped in the heart of Forstor Nagar, the ambassador from Ithulandis, the City of Adventure, must be rescued. But the redoubt is cut from the living ice of the Forstorheim glacier, and enemies rip the very life from the inhabitants. Only scant hours remain before the alleys are slick with a crimson slush.

Welcome to the Breaking of Forstor Nagar!







Pathfinder and associated marks and logos are trademarks of Paizo Publishing, LLC, and are used under license. See paizo.com/pathfinderRPG for more information on the Pathfinder Roleplaying Game.

Think you have enough feats to choose from? Think again! *Feats 101* gives you – yes, you guessed it – 101 feats that will help you realize the vision you've had for your character.

From new metamagic feats to feats that make use of your bond to your Animal Companion, Familiar, or Mount along with Combat Maneuvers, and Sorcerous Bloodlines, *Feats 101* brings a host of new abilities to your character.

Wholly compatible with the Pathfinder Role-Playing Game, *Feats 101* adds new agonizing choices to character creation and advancement without breaking the game.



www.RitePublishing.com

