



This product is a bad idea. It contains a wide array of feats that are, as the title suggests, horrifically overpowered. The only way these feats can be considered “balanced” is that they can make *any* character horrifically overpowered, so allowing them all into a campaign gives all the players (and monsters, and NPCs, and even minions) a chance to be ridiculously super-powered. And as long as everyone is super, it’s all balanced out, right?

No, we know. Just... run with it a second, okay?

We’re not suggesting any GM should allow these feats into a campaign. In fact, we advise against it. Seriously, the whole product is called “Horrifically Overpowered Feats,” which seemed like a dead giveaway that we’re not encouraging anyone to use these rules. The product is even being released on April 1st, 2012. April 1st. Get it?

Of course a GM *can* add these to a campaign. It’s a bad idea, but the feats are all mechanically sound (in that they follow the normal format of feats and work with the normal rules of the game), and their effect on a character’s abilities is clearly spelled out. It’s just that these feats have a significantly greater impact on a character’s overall effectiveness than any feat in the game’s official rules. Heck, they have a significantly greater impact than any feat Super Genius Games has ever published. They do much more than a feat is supposed to do. They do so much, in fact, that there’s *no* way to grant the benefits these feats represent without making whatever character receives them much, much more powerful than characters are supposed to be.

In many ways, these feats are classic bad examples, doing exactly the sorts of things feats shouldn’t. If you ever design a feat you expect to work in a normal campaign and it looks a lot like one of these feats, that’s a clear sign you’ve done something wrong.

HOW TO USE THESE FEATS IN YOUR CAMPAIGN

First, don't.

Second, if you really want to look for ways to add these to a campaign, we have some ideas.

MONSTER TEMPLATES

Yes, each and every one of these feats can be used as a monster template, to increase the power of foes the PCs face off against. This is as close to a "reasonable" use of these feats as we can think of, and even so it's a tricky one. There's no really good way to know exactly how much of a CR boost to give a monster with these feats. Many of these feats are much more effective for higher-level monsters, as they give a broad range of abilities based on the creature's total hit dice. Others are subjectively useful – increasing a lich's base attack bonus isn't that big a deal (mostly it'll use spells, and its melee option is a touch attack anyway), but increasing an otyugh's attack bonus can make it much more dangerous.

As a general rule, assume each horrifically overpowered feat you give a monster increases its CR by +2, to a maximum of double its base CR. (After that, the monster's lack of higher-level statistics is likely to prevent it from making maximum use of its horrifically overpowered options.) Since this is just a guideline, make sure you do a reality check on a horrifically overpowered monster. Compare it to other monsters of its new CR. If the monster with horrifically overpowered feats seems notably

stronger or weaker than similarly-themed monsters of its adjusted CR, scale its adjusted CR up or down by a few points.

THE HORRIFICALLY OVERPOWERED CAMPAIGN

Sometimes, GMs *want* to run a game with horrifically overpowered player characters. There are numerous reasons for this, the most common being trying to make up for having a small group of players. If a GM only has two or three players, and doesn't want to run a cohort or have multiple PCs per player, either the PCs need to be overpowered, or the campaign needs to scale down all its encounters. Especially if the campaign is run from published adventures, many GMs find it easier to allow a small number of players to run overpowered characters than to change every encounter in an adventure.

Other GMs run horrifically overpowered campaigns just as a change of pace. Being the toughest thing around can be *fun*, and many GMs enjoy the experience of challenging characters much more powerful than those produced by the standard rules. This isn't a route everyone is interested in, but for GMs who like the idea of 3rd level characters taking on dozens of orcs, or spinning out a plot about destined heroes who are universally superior to others, running horrifically overpowered PCs can allow for a satisfying experience.

Traditionally, there are three main methods for generating horrifically overpowered PCs. The most common is to

give out much, much more treasure than the standard guidelines call for, and to allow PCs to use the treasure to purchase numerous custom magic items. The main drawbacks of this method are that it produces inconsistent results (doubling the total wealth of 2nd level characters does not produce nearly as great a boost in power as doubling the wealth of 12th level characters), and that the players often feel their characters end up defined by what they own, rather than who they are.

The second most common method is to allow players to build characters with extremely high ability scores, often with 35, 40, or even 45 point buy systems. This also produces inconsistent results (1st level characters with massively inflated ability scores can be two or even three times more effective than standard characters, while by 15th level the effect – while still noteworthy – is much more modest), and it affects different character classes unsymmetrically. A paladin with a very high Strength, Constitution, Wisdom and Charisma gains more from high ability scores than a fighter with the same spread. Even so, players who really like this kind of option can get close with the Mental Paragon and Physical Paragon horrifically overpowered feats -- players choosing classes that don't get as good a boost can instead pick horrifically overpowered feats more in keeping with their character concept.

The third method is to allow "gestalt" characters. Such characters are allowed to take levels in two classes at once, using

the best of both classes' core statistics (hit dice, skill points, base attack, and so on), and the unique class features of both. While this method scales nicely by level, it's complicated (What happens when a character multiclasses? Do a barbarian's rage and an alchemist's mutagen stack?) and different gestalt class combinations have significantly more synergy than others (a gestalt barbarian/fighter is not as overpowered as a monk/sorcerer or paladin/cleric). If ever there was a campaign where you ought to be able to make the character you want it's a horrifically overpowered one, but in a gestalt game if you like the idea of the "ultimate fighting machine" and build a barbarian/fighter, you are behind the power curve compared to the inquisitor/paladin.

While a great deal of fun can be had using all those options, they all suffer in flexibility and equal-opportunity-overpoweredness. Alternatively, a GM could (foolishly) decide to allow characters to take horrifically overpowered feats. This still gives a significant power boost, but it does so in a way that allows players to make overpowered versions of a much broader range of character types. A character wanting to play a straight fighter need not feel left behind because he does not benefit from having a high score in many stats, or because he does not want to gain the ability to cast spells. Instead he can focus on fighter-style offensive and defensive overpowered feats, keeping him on par with other characters that may combine martial

power and magic (perhaps with the Gestalt or Offensive Combat Training Feats),

Further, a GM using this method can control how horrifically overpowered he wishes a campaign to be. Allowing each player just one horrifically overpowered feat at character creation does have long-lasting implications on the power curve of the campaign, but it's not nearly as severe as allowing horrifically overpowered feats every three levels. A GM wishing a monumentally horrifically overpowered campaign can pass out such feats as bonuses every three levels, in addition to the normal feats gained. This level of fine-tuning takes some experience, but the more horrifically overpowered campaigns the GM runs, the better he'll become at hitting a specific level of titanic, world-shattering power for the PCs.

HORRIFICALLY OVERPOWERED EPIC GAMES

A GM could also just allow characters to take horrifically overpowered feats starting at 21st level. By then most campaigns have a pretty questionable sense of game balance anyway, and between the wish spells, true resurrections, tireless mighty rages, and master strikes, the GM actually might not notice a few horrifically overpowered feats.



TABLE 1: FEATS

FEAT	PREREQUISITES	BENEFIT
Denied	—	Refuse to allow an attack, spell, or ability affect you once per day.
Eschew Foci	Eschew Materials	Cast spells without foci.
Eschew Gestures	Still Spell	Cast spells without gestures.
Eschew Incantations	Silent Spell	Cast spells without vocalizations.
Extra Lives	—	Your character comes back from the dead, without penalty, twice.
Extra Meta-Attacks	—	Gain +2 uses of meta-attacks, +1 per meta-attack feat.
Favored	—	Gain a favored class benefit from any class for each HD.
Full Casting Action	Caster level 6	Cast a second spell each round at -5 caster level.
Greater Full Casting Action	Full Casting Action, caster level 11	Cast a third spell each round at -10 caster level.
Ultimate Full Casting Action	Full Casting Action, Greater Full Casting Action, caster level 16	Cast a third spell each round at -15 caster level.
Gestalt	—	Gain class features as if you had a second class at half your total HD.
Go First	Improved Initiative	Go first.
Healing Factor	—	Gain fast healing equal to 1/3 your HD.
Heroic Grace	—	Add your Int, Wis, or Cha to all saves. (No, not twice, paladins.)
Hex Maven	—	Your hexes can affect the same creature multiple times per day.
Magic-User	—	Gain spells as if you had a second class at half your total HD.
Master of Magic Items	UMD as class skill	You can use all magic items.
Mental Paragon	—	Your Int, Wis, and Cha are 18.
Offensive Combat Training	Defensive Combat Training	Your base attack bonus equals your HD.
Physical Paragon	—	Your Str, Dex, and Con are 18.
Prestigious	Character level 6+	Gain some class features of a prestige class.
Skill Domination	—	All skills are class skills, you may always make untrained skill checks.
Skill God	—	Select one skill. Take 20 instead of rolling a skill check.
META-ATTACK FEATS		
Empowered Attack	—	Twice per day, one attack deals +50% damage.
Enlarged Attack	—	Three times per day, attack gains range or has its range doubled.
Extended Attack	—	Three times per day, attack deals its damage 1 round later as a bleed.
Heighten Attack	—	Four times per day, attack ignores DR/hardness equal to your HD.
Maximize Attack	—	Once per day, attack deals maximum damage.
Perfect Blow	—	Make a perfect attack, hitting an AC equal to your attack bonus +20.
Quicken Attack	—	Once per day, make an attack as a swift action.
Silent Attack	—	Three times per day, make an attack without breaking Stealth.
Still Attack	—	Three times per day, make an attack without having to move.
Widen Attack	—	Three times per day, make one attack affect targets in four spaces.

THE HORRIFICALLY OVERPOWERED FEAT TYPE

All the feats presented here are of the horrifically overpowered type. The reason for this is twofold. First, horrifically overpowered feats should never be available to be taken as bonus feats. Of course they shouldn't ever be available to be taken at all, but if a GM decides he wants to watch his campaign be burned down around his ears by horrifically overpowered PCs, he still shouldn't allow the feats to be taken other than as one of the feats every character gets at 1st, 3rd, and every 3 levels thereafter. The only way to even pretend the feats are balanced (which they aren't) is to make sure no character can take more of them than any other. Allowing a 1st level human fighter to take the horrifically overpowered feat Maximized Attack is bad enough without also giving him a chance to take Heroic Grace and Magic-User as race and class bonus feats.

The second reason is to ensure that if someone begins copying out feats from the product (which are Open Game Content, after all) and presenting them as examples of Super Genius Games' rules, we can point out the feats are carefully marked as "Horribly Overpowered."

THE META-ATTACK FEAT TYPE

In addition to horrifically overpowered feats, this product presents meta-attack feats. These are feats (all horrifically overpowered)

that allow weapon-users to modify attacks in ways similar to how metamagic feats allow spellcasters to modify their spells. Most meta-attack feats are a swift action, and apply to any one attack. The attack can be any kind of weapon attack, unarmed attack, or natural attack, but not a spell attack.

If a meta-attack feat is used to deliver a spell or similar effect (such as with the magus spellstrike class feature or similar abilities) the spell effect is not modified by the spellstrike. For example, if using Empowered Attack with spellstrike to deliver a *shocking grasp*, the damage of the weapon is increased by 50%, but the damage of the shocking grasp is unaffected. Similarly if using Silent Attack with spellstrike, the spell delivered is not silent. The GM has final say on how any weapon-delivered spell does or does not work with meta-attack feats.

Meta-attack feats can be combined with feats such as Vital Strike and special attacks such as charge. Whether or not a meta-attack can be used for a combat maneuver is up to the GM to adjudicate, based on what makes sense. Since a grapple doesn't normally do damage, an empowered or maximized grapple is pointless, though a quickened grapple is perfectly reasonable. In any case, a character cannot normally use more than one meta-attack feat in a round (though see below), even if the character has multiple attacks, nor can he use the same meta-attack feat multiple times in the same round.

Quickened Attack, which allows a single attack per day be made as a swift action, works a little differently. This actually

grants the character one attack in a round above and beyond any other attacks he gets. A character may add a quickened attack to attacks gained with other actions, or may make a standalone quickened attack after taking some other full-round action. A character may make a quickened attack on the same round he uses another meta-attack feat, but cannot use both feats on the same attack.

ADDITIONAL META-ATTACK USES/DAY

Once a character has taken even one meta-attack feat, he eventually earns additional uses of such feats as he gains in level. At 4th level, and every 4 levels thereafter, the character may use 1 meta-attack feat of his choice 1 additional time per day. Characters wishing for even more uses of meta-attack feats can take the Extra Meta-Attack feat to increase their uses/day.

For example, Dalla is a horrifically overpowered 11th level paladin. She has the horrifically overpowered feats Gestalt (fighter), Maximize Attack, and Still Attack. She can use Maximize Attack once per day and Still Attack three times per day, as outlined in those feats' descriptions, but because she's 11th level she also gets two additional uses per day she can divide between these two feats. If she had taken Extra Meta-Attack instead of Gestalt (fighter), she would have another four uses (two, +1 for each of her two meta-attack feats), for a total of six extra uses to divide between her two meta-attack feats.

PREREQUISITES

While several Horrifically Overpowered feats list prerequisites, this should not be taken to suggest that a character that meets these prerequisites should reasonably be allowed to take the feat. No character can reasonably take a Horrifically Overpowered feat, regardless of what hoops they leap through. The prerequisites exist only to complete the illusion of these feats being useable — if a GM *was* going to allow Eschew Gestures into a campaign, *obviously* a character would have to take Still Spell first. In other cases, the prerequisites exist to simplify the rules of the feat — Full Casting Action allows you to cast one extra spell per round at -5 caster level, so it makes the most sense if you have to be at least a 6th level spellcaster to take it.

DENIED

[HORRIFICALLY OVERPOWERED]

You can simply refuse to be affected by a specific attack, spell, or ability.

Benefit: Once per day as a free action, you can decide to not be affected by a single attack, combat maneuver, spell, or effect. All its effects on you are immediately negated. This decision must be made as soon as you are aware of the effect you wish to negate. Only a single use of the effect is negated -- if you prevent an ancient red dragon from grappling you, that does not prevent it from making a new grapple check on its next attack. You may use this twice per day at 8th level, and one more time per day for every additional 8 levels you gain, to a maximum of six times per day at 40th level.

EMPOWERED ATTACK

[HORRIFICALLY OVERPOWERED, META-ATTACK]

A limited number of times per day, you can focus all your power and rage into an attack.

Benefit: Two times per day as a swift action, you may declare one weapon attack, natural attack, or unarmed attack to be an empowered attack. You must make this declaration prior to making your attack roll. An empowered attack increases the damage it does by 50%.

ENLARGED ATTACK

[HORRIFICALLY OVERPOWERED, META-ATTACK]

A limited number of times per day, you can concentrate all your attention and will on the accuracy of one attack.

Benefit: Four times per day as a swift action, you may declare one weapon attack to be an enlarged attack. You must make this declaration prior to making your attack roll. If the attack is with a ranged weapon, the range increment of the attack doubles. If the attack is with a melee weapon, you may throw it as a ranged thrown weapon (not taking the normal penalty for throwing a melee weapon) with a range increment of 30 feet.

ESCHEW FOCI

[HORRIFICALLY OVERPOWERED]

You have no need for idols and mirrors to cast spells.

Prerequisite: Eschew Materials

Benefit: You do not need to fulfill the focus or divine focus components of spells in order to cast them.

ESCHEW GESTURES

[HORRIFICALLY OVERPOWERED]

You have no need to wiggle your fingers to cast spells.

Prerequisite: Still Spell

Benefit: You do not need to fulfill the somatic components of spells in order to cast them. You effectively treat all the spells you cast as if they had been cast using the Still Spell metamagic feat, but the spell's level does not change, and no extra time is required to cast it.

ESCHEW INCANTATIONS

[HORRIFICALLY OVERPOWERED]

You have no need to speak to cast spells.

Prerequisite: Silent Spell

Benefit: You do not need to fulfill the verbal components of spells in order to cast them. You effectively treat all the spells you cast as if they had been cast using the Silent Spell metamagic feat, but the spell's level does not change, and no extra time is required to cast it.

EXTENDED ATTACK

[HORRIFICALLY OVERPOWERED, META-ATTACK]

A limited number of times per day, you can drive an attack deep into a foe to insure the wound continues to tear and bleed, at least briefly.

Benefit: Three times per day as a swift action, you may declare one weapon attack, natural attack, or unarmed attack to be an extended attack. You must make this declaration prior to making your attack roll. If the attack hits, the target suffers bleed

damage at the beginning of its next round. For this bleed, roll the extended attack's damage again, using the same modifiers as the original attack.

EXTRA LIVES

[HORRIFICALLY OVERPOWERED]

You are just hard to kill.

Benefit: Your character can come back from the dead, with no penalty, three times in its total career. This happens at the end of whatever encounter you died in, unless that would cause your character to immediately die again (such as if your body was dropped into a pool of lava). In that case, you return to life at some safe location within a week, at the GM's discretion. If you think your character is likely to be raised quickly and easily, you may choose not to use this ability when you die, in which case it does not count against your three total uses of this feat.

Special: This feat can be taken more than once. (Although, really, you need to take Toughness if you're dying that often. Or maybe Dodge. Or just stand closer to the cleric.) Each time you take it, the number of times your character may freely return from the dead increases by three.

EXTRA META-ATTACK

[HORRIFICALLY OVERPOWERED]

Benefit: You gain additional uses of meta-attack feats. You gain two additional uses per day, plus one additional use for every meta-attack feat you have. This does not allow you to use meta-attack feats you have not taken, only to get extra uses for

meta-attack feats you have. You may spend these extra uses on any meta-attack feat you have, as long as you do not exceed 2 + (total meta-attack feats) per day in additional uses of all your meta-attack feats.

FAVORED

[HORRIFICALLY OVERPOWERED]

The universe likes you, and gives you gifts.

Benefit: For every HD you have, you may select one favored class benefit from any character class. This is in addition to favored class benefits you receive if you actually take a level in a favored class. For more information on favored class benefits, see the *Advanced Player's Guide*.

FULL CASTING ACTION

[HORRIFICALLY OVERPOWERED]

You can cast multiple spells as a full-round action, much like a warrior can make multiple attacks if his base attack bonus is high enough.

Prerequisite: Caster level 6.

Benefit: As a full-round action, you can cast two spells that have a casting time of 1 standard action or less. The first spell is cast normally, while the second spell uses a caster level 5 lower than your normal caster level, and the DC of any saving throw it requires is reduced by 2.



GESTALT

[HORRIFICALLY OVERPOWERED]

You are practically a member of two character classes, rather than just one.

Benefit: Select one character class. You gain all the class features (proficiencies and abilities listed in the “special” column of the class write-up) of that class *other* than spellcasting, as if half your total character level was your class level. (If you are 1st level, gain only the armor and weapon proficiencies of your selected class until you reach 2nd level.) If you actually have levels in the selected class, you gain class features as if your class level was equal to your actual class level plus one-half of all your other levels.

GO FIRST

[HORRIFICALLY OVERPOWERED]

No one can move before you. No one.

Prerequisite: Improved Initiative.

Benefit: You go first in any initiative order. If there are multiple creatures present that have feats or abilities that state they each go first in any initiative order, those creatures roll initiative to see what order they go in, and all other creatures go after them (regardless of relative initiative check results).

GREATER FULL CASTING ACTION

[HORRIFICALLY OVERPOWERED]

You can cast up to 3 spells as a full-round action, much like a warrior can make multiple attacks if his base attack bonus is high enough.

Prerequisite: Caster level 11, Full Casting Action.

Benefit: This functions as Full Casting Action, except you can also cast a third spell with a casting time of 1 standard action or less.

The third spell uses a caster level 10 lower than your normal caster level, and the DC of any saving throw it requires is reduced by 5.

HEALING FACTOR

[HORRIFICALLY OVERPOWERED]

You have a mutant healing factor.

Benefit: You gain fast healing equal to 1/3 your HD (minimum fast healing 1).

HEIGHTEN ATTACK

[HORRIFICALLY OVERPOWERED, META-ATTACK]

A limited number of times per day, you can put more muscle behind an attack to make it more effective against thick-skinned foes.

Benefit: Four times per day as a swift action, you may declare one weapon attack, natural attack, or unarmed attack to be a heightened attack. You must make this declaration prior to making your attack roll. The attack ignores a number of points of DR and/or hardness equal to your base attack bonus.

HEROIC GRACE

[HORRIFICALLY OVERPOWERED]

You are destined for greatness, and are thus unlikely to be petrified by a wandering monster.

Benefit: You may add your Int, Wis, or Cha bonus to all your saving throws, in addition to your normal ability modifier. This does not stack with the paladin’s divine grace class feature, or any other ability that adds your Int, Wis, or Cha to all your saving throws. (You are still allowed to add your Wisdom bonus to your Will saves, as normal.)

HEX MAVEN

[HORRIFICALLY OVERPOWERED, META-ATTACK]

Your hexes are much more persistent than most witches’.

Benefit: Your hexes which state they can only affect a specific target once per day, can instead affect the same target a number of times per day equal to your Int bonus.

MAGIC-USER

[HORRIFICALLY OVERPOWERED]

You’ve picked up a considerable amount of spellcasting above and beyond your normal training.

Benefit: Select one spellcasting character class. You can cast spells as a member of this class of a level equal to half your total hit dice. (If you are 1st level, you cast spells as a 1st level member of the class, but can only cast 0-level spells).

Special: This feat may be selected more than once. (Why not?) Its effects do not stack. (Get real.) Each time it is selected, you must choose a new spellcasting class in which you gain spellcasting ability.

MASTER OF MAGIC ITEMS

[HORRIFICALLY OVERPOWERED]

You can use any magic item to its fullest.

Prerequisites: Use Magic Device as class skill.

Benefit: You can use any magic item, even if you would not normally be able to do so.

MAXIMIZE ATTACK

[HORRIFICALLY OVERPOWERED, META-ATTACK]

Once per day, you can give an attack your all.

Benefit: Once per day as a swift action, you may declare one weapon attack, natural attack, or unarmed attack to be a maximized attack. You must make this declaration prior to making your attack roll. A maximized attack deals maximum damage.

MENTAL PARAGON

[HORRIFICALLY OVERPOWERED]

You are the peak of mental perfection for your race.

Benefit: Your Intelligence, Wisdom, and Charisma are a base of 18 (before racial and level-based adjustments). If you take this feat at first level and roll for ability scores, you may only roll for your physical statistics. For example, if your campaign normally has new characters roll six times for ability scores, rolling 4d6 and take the best 3 each time, you are only allowed to do this three times (using the values for your Str, Dex, and Con). If you take this feat at 1st level and use a point-buy for ability scores, you get only half as many points (round up) to buy your physical ability scores.

OFFENSIVE COMBAT TRAINING

[HORRIFICALLY OVERPOWERED]

You fight like a warrior-born.

Prerequisite: Defensive Combat Training

Benefit: Your base attack bonus is equal to your total hit dice.

PHYSICAL PARAGON

[HORRIFICALLY OVERPOWERED]

You are the peak of physical perfection for your race.

Benefit: Your Strength, Dexterity, and Constitution are a base of 18 (before racial and level-based adjustments). If you take this feat at first level and roll for ability scores, you may only roll for your mental statistics. For example if your campaign normally has new characters roll six times for ability scores, rolling 4d6 and take the best 3 each time, you are only allowed to do this three times (using the values for your Int, Wis, and Cha). If you take this feat at 1st level and use a point-buy for ability scores, you get only half as many points (round up) to buy your mental ability scores.

PERFECT BLOW

[HORRIFICALLY OVERPOWERED, META-ATTACK]

You can make a perfect attack.

Benefit: Once per day you can choose to make a single attack a perfect strike. Rather than make an attack roll, you hit any AC equal to 20 + your attack bonus or less. The attack automatically threatens a critical. The attack hits even if the target has a defense that would normally cause the attack to be ineffectual or have a chance to be mis-targeted, such as *mirror image*, displacement, concealment, invisibility, etherealness, or feats that allow an attack to be blocked or dodged. The attack bypasses any DR or other defense of the foe, but can be healed, recovered, or regenerated normally.



PRESTIGIOUS

[HORRIFICALLY OVERPOWERED]

You are practically a member of a specific prestige class.

Prerequisites: Character level 6, no levels in selected prestige class.

Benefit: Select one prestige class. You gain all the class features (proficiencies and abilities listed in the “special” column of the class write-up) of that prestige class *other* than spellcasting. Your effective level for the prestige class (to determine both what powers you receive, and any level-dependent effects of those powers) is one-half of (your HD -5), with a minimum of 1.

QUICKEN ATTACK

[HORRIFICALLY OVERPOWERED, META-ATTACK]

Once per day, you can make an attack faster than the eye can follow.

Benefit: Once per day as a free action, you may declare one weapon attack, natural attack, or unarmed attack to be a quickened attack. You must make this declaration prior to making your attack roll. A quickened attack is a swift action. Targets within 30 feet of you are flat-footed against a quickened attack. If it is a ranged attack, it does not provoke an attack of opportunity.

SILENT ATTACK

[HORRIFICALLY OVERPOWERED, META-ATTACK]

A limited number of times per day, you can kill while silent as a shadow.

Benefit: Three times per day as a free action, you may declare one weapon attack, natural attack, or unarmed attack to be a silent attack. You must make this declaration prior to making

your attack roll. A silent attack does not end any Stealth you are using, does not count as an attack for the invisibility spell, and cannot be traced back to you with a Perception check.

SKILL DOMINATION

[HORRIFICALLY OVERPOWERED]

You are an expert in a wide range of skills.

Benefit: All skills count as class skills for you. You can always make a skill check untrained.

SKILL GOD

[HORRIFICALLY OVERPOWERED]

You are the best at one thing you do.

Benefit: Select one skill. Whenever you must make a check for this skill, you always act as if you had rolled a 20.

Special: This feat can be taken more than once. Its effects can’t logically stack, but if you can talk your GM into believing you should get to “roll 40” on a skill check, go ahead. The idea, however, is that each time you select it, it applies to a different skill.

SPELL SHIFTING

[HORRIFICALLY OVERPOWERED]

You can twist your spells into different spells.

Benefit: You have access to pattern spells. You have a number of pattern spells equal to your HD, to a maximum of two pattern spells per spell level. When you select a spell as a pattern spell it must be a spell of a class and level you are able to cast, and the choice cannot normally be changed. You are

allowed to swap out one pattern spell for a new choice at every even level. How pattern spells work depends on how you cast spells.

If you are a preparation spellcaster (such as the cleric, druid, and wizard), pattern spells are spells you can cast in place of a prepared spell of the same level or higher, in the same way a cleric can replace a prepared spell for a cure spell. Your pattern spells must be selected from spells you could prepare if you chose to (nearly any class spell for clerics, but limited to spells in your spellbook for wizards).

If you are a spontaneous spellcaster (such as the bard and sorcerer), pattern spells are additional spells known, which you can cast once per day by using a spell slot of the same level or higher. If you ever gain one of your pattern spells as a spell known, you may replace it with a new pattern spell of the same level.

STILL ATTACK

[HORRIFICALLY OVERPOWERED, META-ATTACK]

A limited number of times per day, you can kill without moving.

Benefit: Three times per day as a free action, you may declare one weapon attack, natural attack, or unarmed attack to be a still attack. You must make this declaration prior to making your attack roll. A still attack does not require for your arms to be free or that you move, and can be made while you are grappled or pinned (without requiring a grapple check to do so), held or paralyzed.

SUPERNATURAL SPELL MONSTER [HORRIFICALLY OVERPOWERED]

You're not really a spellcaster, but you might be mistaken for one.

Benefit: Select one class you have levels in that casts spells. Though you must meet the casting time and all the prerequisites of those spells to use them, they do not count as spells. For rules purposes, they function as supernatural powers.

ULTIMATE FULL CASTING ACTION [HORRIFICALLY OVERPOWERED]

You can cast up to 4 spells as a full-round action, much like a warrior can make multiple attacks if his base attack bonus is high enough.

Prerequisite: Caster level 16, Full Casting Action, Greater Full Casting Action.

Benefit: This functions as Greater Full Casting Action, except you can also cast a fourth spell with a casting time of 1 standard action or less. The forth spell uses a caster level 15 lower than your normal caster level, and the DC of any saving throw it requires is reduced by 7.

UNFLAPPABLE [HORRIFICALLY OVERPOWERED]

You are the sort of person who says "I would not be a bit surprised if the dragon is an illusion and we're actually surrounded by invisible ninjas." What's more, you really aren't a bit surprised when that turns out to be the case.

Prerequisite: Alertness.

Benefit: You are never surprised, and never flat-footed.

WIDEN ATTACK [HORRIFICALLY OVERPOWERED, META-ATTACK]

A limited number of times per day, you can lay about you in a frenzy of blows to kill foes near and far.

Benefit: Three times per day as a swift action, you may declare one weapon attack, natural attack, or unarmed attack to be a widened attack. You must make this declaration prior to making your attack roll. A widened attack allows you to compare your attack roll to the AC of every foe in any four spaces (each adjacent to at least one other of the four spaces, and all within 1 space of an area you threaten). Each foe whose AC is exceeded by your attack roll takes damage from the attack.



WE ERR ON THE SIDE OF AWESOME!

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