

The Fantasy Netbook Community Council Presents

The Netbook of Feats

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The Fantasy Netbook Community Council Presents The Netbook of Feats

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Introduction

Welcome!

Greetings, and thanks for taking the time to read the Netbook of Feats. This project is the result of a lot of hard work by all our contributors, reviewers, editors, the Fantasy Netbook Community Council, and myself. It represents thousands of hours of hard work and boundless creativity. We sincerely hope that you enjoy it and find something here that enhances your game or simply entertains.

The Netbook of Feats is one of many Netbooks produced by the fine folks at the Fantasy Netbook Community Council. Indeed the Netbook of Feats is the one that started the organization in late 2000. In the time since then it has changed a lot, and will continue to change. The Fantasy Netbook Community Council is a fan based, volunteer organization committed to publishing fan works in a semi-professional format. We work with authors to refine and improve their work, so that it meets or exceeds the standards set forth by professional game publishers.

The Netbook of Feats is published using Wizard of the Coast's Open Gaming License (OGL). This legal document (found in the legal section of the NBOF) protects the work in this document so that it remains free for you to use in almost any way imaginable. Basically the material in the NBOF that is designated as Open Gaming Content (OGC), which is almost everything in the NBOF, can be used in any publication, amateur or professional without any restrictions, except that you must credit the original author of the work. To use our feats you needn't pay us, or ask permission, or sign any contracts, the only thing you must do is include the OGL in any document you use the material in, and you must abide by the rules of the OGL.

We hope that in time, the quality, and quantity of feats in this netbook become a kind of standard resource for d20 players. We will continually refine and add to the NBOF so long as someone is willing to carry it forward. Already we have more feats under the Netbook than have been published by any other single professional publisher. If you like what you read here, please spread the word about us and share the Netbook with as many of your friends as possible. And if you are feeling creative, please send us your own feats so that you can join our growing family of authors.

*Yours Truly,
Sigfried Trent
Netbook of Feats Team Leader*

The Feats

Feats

Feats are listed by chapter, then alphabetically. New feats appear in red with an asterisk, and feats from the SRD are marked as such.

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 4.10 Resistance Power Turning
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 4.70 Spell Resistance: Divination
 4.80 Spirited Dive
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 4.60 Supernatural Resistance
 4.75 Turn/rebuke Resistance

Combat Feats

The feats in this chapter are General feats of the subtype Offensive and Defensive. These are feats that would be appropriate as fighter bonus feats and are directly useful in melee and ranged combat.

ACCURATE ATTACK [General: Offense]

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Revised by the Netbook of Feats Review Board

You can wield a single type of weapon with great deftness.

Prerequisite: Base attack bonus +3 or higher, Weapon Focus

Benefit: Select any one type of weapon that you have Weapon Focus for. With the selected weapon, you may use your Dexterity modifier instead of your Strength modifier on attack rolls. Since you need the second hand for balance, you may not use this feat while holding a shield.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new weapon. This feat gives virtual access to the Weapon Finesse feat; you can now learn feats for which Weapon Finesse is a prerequisite.

Notes: This is very much like the weapon finesse feat, but can be applied to a larger range of weapons. The prerequisite keeps it out of low-level hands.

Balance: 3.52 (Purp 3.50, Pow 3.70, Port 3.20, Comp 4.00, Rule 3.20)

ALL-OUT ATTACK [General: Offense]

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You attack recklessly, throwing caution to the wind.

Benefit: You may take a -4 penalty to Armor Class to add +2 to all attack rolls this round. The changes to Armor Class and attack bonus last until your first action next round.

Balance: 4.52 (Purp 4.60, Pow 4.00, Port 4.00, Comp 5.00, Rule 5.00)

ALTERNATE ATTACK [General: Offense]

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You may alternate you attacks between two weapons.

Prerequisite: Base attack bonus +3 or higher

Benefit: If you are wielding two weapons, you may forego your extra attack (or attacks, if you have Improved Two-Weapon Fighting) with the off-hand weapon. If you do so, you may split your normal attack freely between the two weapons. Attacks with the weapon in your primary hand have no penalty, and attacks with the weapon your off hand suffer the normal -4 penalty for off-hand attacks unless you also have Ambidexterity. This feat can be used if one 'weapon' is an unarmed strike.

Normal: If you wield two weapons, you get all of the penalties for Fighting with Two Weapons as described on pages 124-5 in Core Rulebook I. The specific wording is "If

you wield a second weapon in your off hand, you can get an extra attack per round with that weapon". You must use your primary weapon for all attacks other than the one extra attack. It does not specifically say that you only get that penalty if you use the extra attack. "Fighting in this way..." refers to wielding two weapons.

Notes: Some DMs may interpret this rule from Core Rulebook I in a different fashion, and allow this ability freely to all characters without the need to spend a feat. This feat merely outlines that there are two possible interpretations and documents the version that would require additional explanation.

Balance: 4.15 (Purp 4.00, Pow 3.75, Port 4.50, Comp 4.25, Rule 4.25)

AMBIDEXTERITY [General: Offense]

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Prerequisite: Dex 15+

Benefit: The character ignores all penalties for using an off hand. The character is neither left-handed nor right-handed.

Normal: Without this feat, a character who uses his or her off hand suffers a -4 penalty to attack rolls, ability checks, and skill checks. For example, a right-handed character wielding a weapon with her left hand suffers a -4 penalty to attack rolls with that weapon.

Special: This feat helps offset the penalty for fighting with two weapons.

Balance: 4.40 (Purp 4.25, Pow 4.25, Port 5.00, Comp 4.00, Rule 4.50)

ANYTHING GOES COMBAT [General: Offense]

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In your hands almost anything is a dangerous weapon

Prerequisite: Int 13+, Dex 13+

Benefit: You are the master of the improvised weapon. You treat any object, including weapons you are not proficient with, as a simple melee weapon using the stats listed in this feat instead of the stats usually used for that object or weapon. You may still use weapons you have proficiency with using the stats listed in the PHB. Determine the size of the object or weapon and use the stats listed here.

Size	Damage	Threat	Crit	Reach
Tiny	1D2	20	X2	5
Small	1D4	20	X2	5
Medium	1D6	20	X2	5
Large	1D8	20	X2	5
Huge	1D10	20	X2	5

If the DM determines that there is no way the object in question could do regular damage it instead deals subdual damage. Additionally any object used as a weapon via this feat can deal subdual damage at your discretion without penalty.

Special: You may not take weapon feats applied to these weapons. For instance you cannot take (weapon focus anything goes combat) or (weapon focus beer mug).

Notes: the Anime, Ranma one half and the antics of Jackie Chan inspired this feat. It represents to find a way of using almost any object as a combat weapon by being creative and talented in the arts of mayhem.

Balance: 4.00 (Purp 5.00, Pow 4.00, Port 3.00, Comp 4.00, Rule 4.00)

ARMED DEFLECT ARROWS [General: Defense]

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You can deflect arrows, including crossbow bolts, spears and other shot or thrown weapons with your chosen weapon.

Prerequisite: Weapon Focus, Dex 13+

Benefit: You gain the use of the Deflect Arrows feat, but can only use this ability when wielding a melee weapon that you have Weapon Focus with.

Notes: You can learn later feats for which Deflect Arrows is a prerequisites based on the 'virtual' feat learned with Armed Deflect Arrows, but you can then only use those feats when armed with a melee weapon that you have Weapon Focus with.

Balance: 4.35 (Purp 4.50, Pow 4.75, Port 4.25, Comp 4.00, Rule 4.25)

ARMOR FOCUS [General: Defense]

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You move around in a certain type of armor without effort.

Prerequisite: Proficient with armor, Base attack bonus +1 or higher

Benefit: When wearing a specified type of armor it inflicts 1 less skill penalty and the maximum Dex bonus is raised by one. This cannot reduce the penalties to sub zero levels.

Special: You can gain this feat multiple times. The effects does not stack. Each time you take the feat, it applies to a new type of armor.

Balance: 4.60 (Purp 4.75, Pow 4.75, Port 4.50, Comp 4.50, Rule 4.50)

ARMOR PROFICIENCY (HEAVY) [General: Defense]

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Prerequisite: Armor Proficiency (light), Armor Proficiency (medium)

Benefit: When a character wears a type of armor with which the character is proficient, the armor check penalty applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble checks.

Normal: A character who is wearing armor with which she is not proficient suffers its armor check penalty on attack rolls and on all skill checks that involve moving, including Ride.

Balance: 5.00 (Purp 5.00, Pow 5.00, Port 5.00, Comp 5.00, Rule 5.00)

ARMOR PROFICIENCY (LIGHT) [General: Defense]

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Benefit: When a character wears a type of armor with which the character is proficient, the armor check penalty applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble checks.

Normal: A character who is wearing armor with which she is not proficient suffers its armor check penalty on attack rolls and on all skill checks that involve moving, including Ride.

Balance: 5.00 (Purp 5.00, Pow 5.00, Port 5.00, Comp 5.00, Rule 5.00)

ARMOR PROFICIENCY (MEDIUM) [General: Defense]

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Prerequisite: Armor Proficiency (light)

Benefit: When a character wears a type of armor with which the character is proficient, the armor check penalty applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble checks.

Normal: A character who is wearing armor with which she is not proficient suffers its armor check penalty on attack rolls and on all skill checks that involve moving, including Ride.

Balance: 5.00 (Purp 5.00, Pow 5.00, Port 5.00, Comp 5.00, Rule 5.00)

ATTACK FOCUS [General: Offense]

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You may sacrifice mobility and attacks to increase your ability to hit.

Prerequisite: Base attack bonus +6 or higher

Benefit: With a full attack, give up all your attacks but one for the round. This single attack gets a +2 bonus, plus an additional +2 bonus for each attack you gave up.

Example: Alan, with a base attack bonus of +12, can normally make three attacks in a round, at +12, +7, and +2. With Attack Focus, he can make a single attack at +18, a +6 bonus (+2 for the feat, +2 for each of the two attacks he gave up).

Balance: 4.38 (Purp 4.00, Pow 4.30, Port 4.60, Comp 5.00, Rule 4.00)

BLIND-FIGHT [General: Offense]

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Benefit: In melee, every time a character misses because of concealment, the character can reroll the miss chance percentile roll one time to see if the character actually hit. An invisible attacker gets no bonus to hit the character in melee. That is, the character doesn't lose a Dexterity bonus to Armor Class, and the attacker doesn't get the usual +2 bonus. The invisible attacker's bonuses do still apply for ranged attacks, however. The character suffers only half the usual penalty to speed for being unable to see. Darkness and

poor visibility in general reduces the character's speed to three-quarters of normal, instead of one-half.

Balance: 4.65 (Purp 5.00, Pow 5.00, Port 4.75, Comp 3.75, Rule 4.75)

BODY COMBAT [General: Offense]

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You may add an unarmed attack to your attack routine.

Prerequisite: Improved Unarmed Strike, Dex 15+

Benefit: You gain the use of the Two-Weapon Fighting and Ambidexterity feats, but only when your off-hand weapon is an unarmed attack such as a kick, knee, elbow smash or head butt or an armored variant of an unarmed attack such as a gauntlet, steel boot, kneepad, elbow guard or helmet.

Special: You can learn later feats for which Ambidexterity or Two-Weapon fighting are prerequisites based on the 'virtual' feats learned with Body Combat, but you can then only use those feats when you fulfill the limitations of Body Combat.

Notes: Unarmed attacks are of a size code two less than the user, and so are always light weapons. With this feat, an armored boot, kneepad, elbow guard, helmeted head or similar object works like a gauntlet, with or without spikes, and they can all be used with this feat if you are proficient with them.

Balance: 3.95 (Purp 4.00, Pow 4.00, Port 4.00, Comp 3.75, Rule 4.00)

BONDED WEAPON [General: Offense]

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You have used a single weapon so much that you have formed an almost spiritual bond with that specific weapon.

Prerequisite: Base attack bonus +8 or higher, Improved Critical (with weapon), Proficient with Weapon, Weapon Focus (with weapon), Weapon Specialization (with weapon)

Benefit: Choose a single unique weapon. For one month you train exclusively with that weapon, learning how to best wield that specific weapon most effectively. During the training period, you may use no other weapons or you must repeat the process. After the month of training, give the weapon a name to symbolize your intimate knowledge of the weapon. You gain an additional +2 to all attack rolls and +1 to damage with your named weapon (this stacks with the weapon focus and weapon specialization bonuses). You do not gain the bonuses or penalties of this feat when wielding a weapon of the same type, and suffer a -2 to all attack rolls with all other weapons.

Special: If ever your named weapon is destroyed or taken from your possession for more than a week, you must repeat the process of naming a weapon and continue to suffer the -2 to attack rolls with all weapons of a different type. You may never have more than one bonded weapon.

Balance: 4.08 (Purp 4.60, Pow 4.00, Port 4.20, Comp 3.60, Rule 4.00)

BOW MASTERY [General: Offense]

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You are adept with either bows or crossbows.

Prerequisite: Weapon Focus (any bow or crossbow), Base attack bonus +3 or higher

Benefit: You can choose to apply this feat to either bows or crossbows, but not both (unless this feat is taken twice). If you have previously taken Weapon Focus (any bow), you can apply the +1 attack bonus gained from this feat when wielding any bow that you are proficient in. Similarly, if you have previously chosen Weapon Focus (any crossbow), you can apply the +1 attack bonus gained from this feat when wielding any crossbow that you are proficient in.

Special: This feat can be chosen twice but does not stack with itself. The second time it is chosen you must apply its effects to either bows or crossbows, whichever wasn't chosen the first time this feat was taken.

Balance: 4.10 (Purp 3.50, Pow 4.50, Port 4.75, Comp 3.50, Rule 4.25)

CALLED SHOT [General: Offense]

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You do more damage with pinpoint attacks.

Prerequisite: Dex 13+

Benefit: On your action, before making attack rolls for the round, you may choose to subtract a number from all attack rolls for the round and add the same number to all weapon damage rolls for dexterity-based attacks. This number may not exceed your base attack bonus. The penalty on attacks and bonus on damage apply until your next action.

Special: Creatures lacking an anatomy and thus immune to critical hits, are immune to this extra damage. Called shot can be used with ranged weapons at ranges up to 30 feet.

Notes: Dexterity-based attacks are attacks that use the dexterity modifier rather than the strength modifier for attack rolls; missile weapons, thrown weapons and weapons used with the Weapon Finesse feat. Called shot cannot be used with ranged touch attacks.

Balance: 3.80 (Purp 3.50, Pow 4.00, Port 4.00, Comp 3.75, Rule 3.75)

CLEAVE [General: Offense]

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Prerequisite: Str 13+, Power Attack

Benefit: If the character deals a creature enough damage to make it drop (typically by dropping it to below 0 hit points, killing it, etc.), the character gets an immediate, extra melee attack against another creature in the immediate vicinity. The character cannot take a 5-foot step before making this extra attack. The extra attack is with the same weapon and at the same bonus as the attack that dropped the previous creature. The character can use this ability once per round.

Balance: 4.70 (Purp 5.00, Pow 4.25, Port 4.75, Comp 4.50, Rule 5.00)

CLEAVE ASUNDER [General: Offense]

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Revised by the Netbook of Feats Review Board

Your Sunder attacks are usually more effective. You are trained in following through when you break an opponent's weapon or shield

Prerequisite: Sunder, Cleave, Power Attack, Str 13+

Benefit: When attacking an opponent's weapon, shield or other held object, if the object is broken, you can immediately make another attack against the same opponent or another object he or she holds.

You can use this ability only once per round.

Balance: 4.38 (Purp 4.50, Pow 4.20, Port 4.50, Comp 4.20, Rule 4.50)

CLINCH [General: Offense]

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You have mastered the art of fighting at very close quarters.

Prerequisite: Base attack bonus +3 or higher, Dodge

Benefit: Move in under the guard of an opponent standing within five feet, as a move-equivalent action. He gets an attack of opportunity against you while you do this. You don't actually move anywhere, just step slightly closer to your opponent, but you do get the benefit of the Mobility feat (if you have it). After you have moved in close, you get a +4 cover bonus to AC, and a +4 circumstance bonus to attack rolls against the opponent you closed in on. If you and your opponent is ever more than 5 feet away from each other, you lose this bonus. You also lose the bonus if you move in on or attack someone else.

Special: To use this feat your weapon must be of a size class two categories smaller than your opponent's. So a tiny dagger works against a medium-sized longsword, but not against a small shortsword. A natural weapon or unarmed attack has a size code two sizes smaller than the creature using it.

Notes: Roman shortswordsmen used this against longspears under king Pyrrhus. It was just successful enough to coin the term 'pyrrhic victory'.

Balance: 3.40 (Purp 3.75, Pow 3.75, Port 3.00, Comp 2.75, Rule 3.75)

COMBAT FOCUS [General: Offense]

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Paying little heed to distractions and other threats, you may focus your attacks on one opponent, leaving yourself open to others.

Prerequisite: Dodge, Improved Initiative, Base attack bonus +5 or higher

Benefit: On your action, before making attack rolls for a round, you may choose to focus your efforts against one opponent. Against this opponent, you get a +2 bonus to attack and a +1 dodge bonus to Armor Class. The +1 Armor Class bonus from Dodge must be applied to the same opponent for a total bonus of +2. You have a -2 penalty to Armor Class against all other opponents.

Balance: 3.44 (Purp 3.60, Pow 3.00, Port 3.30, Comp 3.30, Rule 4.00)

COMBAT REFLEXES**[General: Offense]**

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Benefit: When foes leave themselves open, the character may make a number of additional attacks of opportunity equal to the character's Dexterity modifier. The character still may only make one attack of opportunity per enemy. The character may also make attacks of opportunity while flat-

footed.

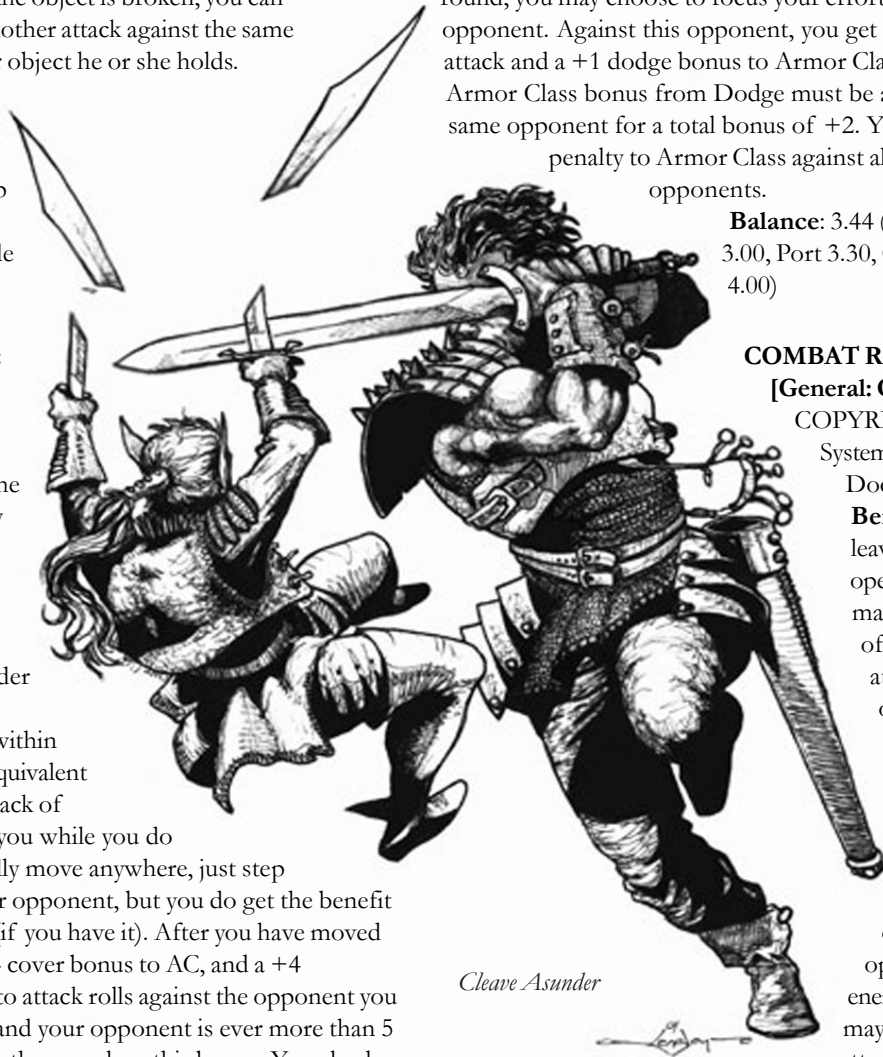
Special: A rogue with the Combat Reflexes feat still can only make one attack of opportunity in a round if he uses his opportunist ability to make that attack.

Balance: 4.85 (Purp 5.00, Pow 5.00, Port 5.00, Comp 4.75, Rule 4.50)

COMBAT TACTICS [General: Offense]

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You delay only a fraction of a second, losing an attack, but you increase your chance to penetrate your opponent's defenses with a precision strike.

*Cleave Asunder*

Prerequisite: Int 13+, Base attack bonus +6 or higher
Benefit: When using the full attack action in melee, you may give up one attack from your attack sequence. You cannot sacrifice your last attack for the round in this way. You add the base attack bonus from the sacrificed attack to the attack roll for your next attack in the round. Other attack bonuses from the sacrificed attack, such as bonuses from magic, feats or Strength, are not carried over. Combat Tactics can only be employed once per round. If using two weapons or a double weapon, you may give up any one attack from any source. You may not combine Combat Tactics with Flurry of Blows or another feat or ability with a similar mechanic.
Example: A 13th level fighter has three attacks in a round with base attack bonuses of +13/+8/+3. Against a particular opponent, the +13 bonus may be give a good chance to hit, but the +8 bonus for the second attack is just not enough and the attack at +3 is almost useless. Combat Tactics is used, and the second attack is sacrificed. The third attack now has a +11 bonus to hit; the +8 is carried from the second attack and added to the +3 that the third attack would normally have.

Balance: 3.76 (Purp 3.60, Pow 4.00, Port 3.60, Comp 3.60, Rule 4.00)

CONCERTED ATTACK [General: Offense]

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You are well trained in directing the efforts of others during a coordinated attack

Prerequisite: Base attack bonus +3 or higher, Knowledge (Combat)

Benefit: You can direct the efforts of your allies to gain an additional bonus to flanking efforts. When you are leading a flanking effort against a single opponent, your allies involved in the melee gain a +4 flanking bonus on the attack roll.

Normal: Gain a +2 on your attack roll when flanking

Special: You must be able to effectively communicate with the other flanking members.

Notes: This feat is designed to let a leader coordinate a better attack front against an opponent. By confusing the opponent and having the group work together under the direction of the leader, the flanking bonus increases.

Balance: 4.40 (Purp 4.80, Pow 4.20, Port 5.00, Comp 3.80, Rule 4.20)

COUNTER STRIKE [General: Offense]

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You are trained in taking advantage of openings in your opponent's defenses when you successfully use the Skilled Parry feat.

Prerequisite: Base attack bonus +5 or higher, Dex 15+, Dodge, Expertise, Combat Reflexes, Skilled Parry

Benefit: Whenever you have successfully avoided an attack through use of the Skilled Parry feat, you may make an attack of opportunity against the attacker provided you are not unarmed.

Special: You may make a Counter Strike provided you are not denied your Dexterity bonus to Armor Class and you still have an attack of opportunity available to use. Counter Strike counts as an attack of opportunity and as such, the number of attacks of opportunity you have each round limits its usage.

Balance: 4.10 (Purp 4.50, Pow 4.00, Port 4.25, Comp 4.00, Rule 3.75)

CREATE OPPORTUNITY [General: Offense]

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Just when you thought you were as slippery as slippery can be, here comes somebody just a little bit quicker.

Prerequisite: Dex 15+, Combat Reflexes, Base attack bonus +3 or higher

Benefit: In lieu of ALL your attacks of opportunity for one round, you may make a single attack of opportunity against a target who moves more than 5' and moves through your threatened area in a manner that does not normally provoke an attack of opportunity.

Normal: Tumbling successfully does not provoke an attack of opportunity. Spring attack does not provoke an attack of opportunity from the attacker's target. You get no attacks of opportunity against a target with at least 50% cover.

Notes: If you have made even a single attack of opportunity since your last action, you may not use this feat, since you can no longer give up ALL attacks of opportunity. If the target has the feat Mobility, the mobility bonus to AC still applies.

Balance: 4.30 (Purp 4.25, Pow 4.25, Port 4.75, Comp 4.25, Rule 4.00)

DEFENSIVE STUDY [General: Offense]

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Allows you to use your intelligence modifier instead of your dexterity modifier for armor class adjustments.

Prerequisite: 2 or more ranks of Sense Motive, Alertness

Benefit: Grants you the ability to substitute your intelligence modifier for your dexterity modifier when calculating armor class against a single opponent. To gain this benefit, you must be able to assess your opponent completely for at least three rounds of combat. During this period of study you are only able to take a partial action each round. Through the study of attack patterns you understand the best ways to avoid the attack methods used by your opponent.

Balance: 4.20 (Purp 4.00, Pow 3.80, Port 4.80, Comp 4.00, Rule 4.40)

DEFLECT ARROWS [General: Defense]

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Prerequisite: Dex 13+, Improved Unarmed Strike

Benefit: The character must have at least one hand free (holding nothing) to use this feat. Once per round when the character would normally be hit with a ranged weapon, the character may make a Reflex saving throw against a DC of 20

(if the ranged weapon has a magical bonus to attack, the DC increases by that amount). If the character succeeds, the character deflects the weapon. The character must be aware of the attack and not flat-footed. Attempting to deflect a ranged weapon doesn't count as an action. Exceptional ranged weapons can't be deflected.

Balance: 4.00 (Purp 4.00, Pow 4.00, Port 4.00, Comp 3.75, Rule 4.25)

DEFLECT ATTACK [General: Defense]

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You can be more aggressive when Fighting Defensively.

Prerequisite: Str 13+, Int 13+, Power Attack, Sunder, Expertise

Benefit: When you are Fighting Defensively, your opponent provokes an Attack of Opportunity just before attacking you. Since you are Fighting Defensively, your Attack of Opportunity has a -4 penalty to attack. If the opponent attacks you with a weapon, your Attack of Opportunity can only be used as a Sunder attack against the weapon that is used to attack you. If the opponent attacks you with an unarmed attack or a natural weapon, you attack the unarmed strike or natural weapon, effectively making an Attack of Opportunity against your opponent. If your attack actually damages the opponent's weapon (or the opponent, in the case of an unarmed strike or natural weapon), subtract the damage dealt to the weapon or opponent from the damage you would sustain from their attack. In this way, it is possible to negate the damage from an opponent's attack.

Special: If you are attacking unarmed and you wish to use Deflect Attack, the prerequisites increase to "Str 13+, Dex 15+, Int 13+, Power Attack, Sunder, Expertise, Improved Unarmed Strike, Eagle Claw Attack, base attack bonus +2". This simply adds Eagle Claw Attack, necessary for unarmed Sunder attacks, and its prerequisites to this feat.

Balance: 4.00 (Purp 4.75, Pow 3.75, Port 4.25, Comp 3.00, Rule 4.25)

DEFT LUNGE [General: Offense]

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You are trained to take advantage of openings in an opponent's defenses

Prerequisite: Expertise, Dex 13+

Benefit: When you use the attack action or full attack action in non-mounted melee combat, you may take as much as a -5 penalty to Armor Class to add the same number (up to +5) to a single attack roll in the same round. This number may not exceed your base attack bonus. Unless you also have the Mobility feat, this attack draws an Attack of Opportunity from the defender. The changes to Armor Class last until your next action. The bonus to your attack roll will stack with any other bonus.

Balance: 3.62 (Purp 3.30, Pow 3.60, Port 4.00, Comp 3.60, Rule 3.60)

DEXTEROUS DODGE [General: Defense]

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You are skilled at dodging attacks.

Benefit: For the purpose of determining Armor Class, treat your Dexterity score as 2 points higher than its actual value. This feat can be taken several times, and stacks with itself.

Special: This feat grants virtual access to the Dodge feat, allowing you to take other feats for which Dodge is a prerequisite.

Balance: 4.60 (Purp 4.50, Pow 4.50, Port 4.75, Comp 4.75, Rule 4.50)

Comments: This feat was intended as a replacement for Dodge which some feel is to weak.

DODGE [General: Defense]

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Prerequisite: Dex 13+

Benefit: During the character's action, the character designates an opponent and receive a +1 dodge bonus to Armor Class against attacks from that opponent. The character can select a new opponent on any action. Note: A condition that makes the character lose his or her Dexterity bonus to Armor Class (if any) also makes the character lose dodge bonuses. Also, dodge bonuses stack with each other, unlike most other types of bonuses.

Balance: 4.60 (Purp 5.00, Pow 4.25, Port 5.00, Comp 3.75, Rule 5.00)

DOUBLE WEAPON FIGHTING [General: Offense]

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You've learned to fight effectively with both ends of your double weapon.

Prerequisite: Proficient with weapon, Base attack bonus +1 or higher

Benefit: You fight with your chosen double weapon as though you had Two Weapon Fighting, Ambidexterity, and as though you were using two weapons with a light weapon in your off hand.

Normal: Use a double weapon as though you were using two weapons with a light weapon in your off hand.

Special: You may take this feat multiple times. Each time, it applies to a different double weapon.

Notes: You can learn later feats for which Ambidexterity or Two-Weapon fighting are prerequisites based on the 'virtual' feats learned with Double Weapon Fighting, but you can then only use those feats with the specific weapon you have chosen.

Balance: 4.45 (Purp 4.25, Pow 4.50, Port 4.75, Comp 4.25, Rule 4.50)

DUCKING SHOT [General: Defense]

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You are skilled at dodging while using your ranged weapon.

Prerequisite: Point Blank Shot, Dodge, Dex 13+

Benefit: You get a +4 dodge bonus to Armor Class against attacks of opportunities caused while making a ranged attack in an area threatened by your enemies.

Notes: A condition that makes you lose your Dexterity bonus to Armor Class (if any) also makes you lose dodge bonuses.

Balance: 4.70 (Purp 4.50, Pow 4.75, Port 5.00, Comp 4.50, Rule 4.75)

EXOTIC WEAPON PROFICIENCY [General: Offense]

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Prerequisite: Base attack bonus +1 or higher

Benefit: The character makes attack rolls with the weapon normally.

Normal: A character who uses a weapon without being proficient with it suffers a -4 penalty on attack rolls.

Special: The character can gain this feat multiple times. Each time The character takes the feat, it applies to a new weapon. Proficiency with the bastard sword or the dwarven waraxe has a prerequisite of Str 13+.

Balance: 4.70 (Purp 4.50, Pow 4.75, Port 4.50, Comp 5.00, Rule 4.75)

EXPERT AIM [General: Offense]

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You may attack exacting precision, resulting in extra damage.

Prerequisite: Precise Shot, Base attack bonus +6 or higher

Benefit: If you take the Full Attack action when using a device missile weapon (e.g. bow, crossbow), you may choose to make a single attack with a range of 30 ft. or less using your Expert Aim. While you normally apply your Dexterity bonus only to attack, in this case you also apply your Dexterity bonus to damage. This feat is ineffective against creatures that are not subject to critical hits (e.g. constructs, elementals, oozes, plants and undead).

Normal: Your dexterity bonus applies only to your attack roll.

Balance: 4.10 (Purp 4.00, Pow 4.00, Port 4.50, Comp 4.00, Rule 4.00)

EXPERTISE [General: Defense]

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Prerequisite: Int 13+

Benefit: When the character uses the attack action or full attack action in melee, the character can take a penalty of as much as -5 on the character's attack and add the same number (up to +5) to the character's Armor Class. This number may not exceed the character's base attack bonus. The changes to attack rolls and Armor Class last until the character's next action. The bonus to the character's Armor Class is a dodge bonus.

Normal: A character not capable of the Expertise feat can fight defensively while using the attack or full attack action to

take a -4 penalty on attacks and gain a +2 dodge bonus to Armor Class.

Balance: 4.90 (Purp 5.00, Pow 5.00, Port 5.00, Comp 4.50, Rule 5.00)

FAR SHOT [General: Offense]

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Prerequisite: Point Blank Shot

Benefit: When the character uses a projectile weapon, such as a bow, its range increment increases by one-half (multiply by 1.5). When the character uses a thrown weapon, its range increment is doubled.

Balance: 5.00 (Purp 5.00, Pow 5.00, Port 5.00, Comp 5.00, Rule 5.00)

FENCING STANCE [General: Defense]

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You defend well with a single weapon light weapon.

Prerequisite: Weapon Finesse

Benefit: When employing a single weapon for which you have Weapon Finesse in one hand, and using the other hand for balance only, your defensive stance improves, granting you a +2 Dodge bonus to Armor Class.

Balance: 3.85 (Purp 3.75, Pow 3.25, Port 4.25, Comp 4.25, Rule 3.75)

FLASHY ATTACK [General: Offense]

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You are able to use an impressive display of prowess to catch your opponents off guard

Prerequisite: Base attack bonus +6 or higher, Accurate Attack or Weapon Finesse with the weapon used

Benefit: As a full round action, you can add your charisma modifier (in addition to all other modifiers) to your attack roll.

Special: This feat can be taken multiple times, each time it applies to a new weapon. Fighters may take this as a bonus feat.

Balance: 4.64 (Purp 4.20, Pow 4.80, Port 4.80, Comp 4.40, Rule 5.00)

FLURRY OF BLADES [General: Offense]

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You can strike exceptionally fast with light weapons.

Prerequisite: Weapon Finesse, Weapon Focus (with weapon), Base attack bonus +3 or higher, Dex 13+

Benefit: Choose one weapon that you have Weapon Focus and Weapon Finesse for. When unencumbered, in light armor or less, and wielding this type of weapon, you may make one extra attack per round. The attack is at your highest base attack bonus, but each attack (the extra one and all the normal ones) suffer a -2 penalty. You must use the full attack action. This feat does not stack with other feats/abilities that grant extra attacks, such as Flurry of Blows, two weapon use,

double weapons, or creatures that make multiple attacks. It does stack with the iterative attacks of a character with high base attack bonus.

Notes: This is a fencing technique, and fits well in a renaissance-style game.

Balance: 4.02 (Purp 4.00, Pow 3.70, Port 4.20, Comp 4.20, Rule 4.00)

FRACTURE [General: Offense]

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You are skilled at exploiting weaknesses in objects.

Prerequisite: Sunder, Power Attack, Base attack bonus +2 or higher

Benefit: When attacking an object with hardness greater than or equal to that of your weapon, you gain +2 circumstance bonus to damage. When you are attacking an object with hardness less than that of your weapon, you gain a +5 circumstance bonus to damage.

Balance: 3.76 (Purp 3.00, Pow 3.60, Port 4.30, Comp 3.60, Rule 4.30)

GREAT CLEAVE [General: Offense]

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Prerequisite: Str 13+, Power Attack, Cleave, Base attack bonus +4 or higher

Benefit: As Cleave, except that the character has no limit to the number of times the character can use it per round.

Balance: 4.80 (Purp 5.00, Pow 4.25, Port 4.75, Comp 5.00, Rule 5.00)

GREAT SUNDER [General: Offense]

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Prerequisite: Str 13+, Power Attack, Sunder, Reserve power points 5+

Benefit: When you strike at an opponent's weapon, you ignore half of the weapon's total hardness (round down). "Total hardness" includes any magical or psionic enhancements possessed by the weapon that normally add to its hardness. However, to strike and do any damage to a magically or psionically enhanced weapon, you still need a weapon of equal or better enhancement.

Special: You can also sense the stress points in any hard construction, such as wooden doors or stone walls, and can ignore half of the object's total hardness (round down) when attacking that object.

Balance: 3.80 (Purp 4.00, Pow 4.00, Port 4.00, Comp 3.00, Rule 4.00)

GREATER OVERRUN [General: Offense]

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It becomes easier to make overruns.

Benefit: On a charge, you can overrun more than one target. When not charging, you can make a single overrun. You can

make overruns even if you have not moved 10 ft. You still trigger attacks of opportunity in the normal fashion.

Balance: 4.18 (Purp 4.60, Pow 4.00, Port 4.00, Comp 4.00, Rule 4.30)

GREATWEAPON QUICKNESS [General: Offense]

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Your mastery of this style reflects strengthened wrist muscles and honed reflexes, allowing blindingly fast strikes with the largest of weapons.

Prerequisite: Str 13+, Base attack bonus +4 or higher

Benefit: When you wield a two-handed weapon (a weapon whose size is larger than the wielder's size) with proficiency, you receive a +4 initiative adjustment. This bonus only applies while you wield a two-handed weapon; if you perform some other action (switching to a non-two-handed weapon, drinking a potion, etc.), use your unmodified initiative.

Balance: 3.35 (Purp 3.25, Pow 3.50, Port 3.50, Comp 3.00, Rule 3.50)

IMPROVED BULL RUSH [General: Offense]

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Prerequisite: Str 13+, Power Attack

Benefit: When the character performs a bull rush, the character does not draw an attack of opportunity from the defender.

Balance: 4.85 (Purp 4.75, Pow 4.75, Port 4.75, Comp 5.00, Rule 5.00)

IMPROVED COMBAT FOCUS [General: Offense]

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You have practiced the arts of two-on-one combat, enhancing your Combat Focus.

Prerequisite: Combat Focus

Benefit: When using the Combat Focus feat, you may specify two opponents to focus against. Against the second, you have neither bonuses nor penalties.

Balance: 3.22 (Purp 2.60, Pow 2.60, Port 3.00, Comp 3.60, Rule 4.30)

IMPROVED CRITICAL [General: Offense]

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Prerequisite: Proficient with weapon, Base attack bonus +8 or higher

Benefit: When using the weapon the character selected, the character's threat range is doubled.

Special: The character can gain this feat multiple times. The effects do not stack. Each time the character takes the feat, it applies to a new weapon.

Notes: "Keen" magic weapons also double their normal, nonmagical threat range. As with all doubled doublings, the result is triple.

Balance: 4.95 (Purp 5.00, Pow 4.75, Port 5.00, Comp 5.00, Rule 5.00)

IMPROVED DEFLECT ARROWS [General: Defense]

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You can deflect arrows several times in a round.

Prerequisite: Deflect Arrows, Dex 13+

Benefit: You may Deflect Arrows more than once each round. Each attempt at deflection beyond the first counts as one of your attacks of opportunity for the round.

Balance: 4.82 (Purp 4.70, Pow 4.70, Port 5.00, Comp 5.00, Rule 4.70)

IMPROVED DEFLECT ATTACK [General: Defense]

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You expertly block many incoming attacks.

Prerequisite: Str 13+, Int 13+, Power Attack, Sunder, Expertise, Combat Reflexes, Deflect Attack

Benefit: When using Deflect Attack, you ignore the -4 penalty to attack normally associated with Fighting Defensively. This does not affect any other attacks you make while Fighting Defensively.

Balance: 4.60 (Purp 4.25, Pow 4.25, Port 4.75, Comp 5.00, Rule 4.75)

IMPROVED DISARM [General: Offense]

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Prerequisite: Int 13+, Expertise

Benefit: The character does not suffer an attack of opportunity when the character attempts to disarm an opponent, nor does the opponent have a chance to disarm.

Balance: 5.00 (Purp 5.00, Pow 5.00, Port 5.00, Comp 5.00, Rule 5.00)

IMPROVED DODGE [General: Defense]

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Your Dodge feat bonus applies against all attackers.

Prerequisite: Dex 13+, Dodge

Benefit: The dodge bonus to Armor Class that you receive from the Dodge feat now applies against all attacks, not only those of one specific opponent.

Notes: The Dodge feat was always a sore point with me, because stating who you applied the bonus against slowed down play.

Balance: 4.60 (Purp 4.75, Pow 4.00, Port 4.50, Comp 5.00, Rule 4.75)

IMPROVED FAR SHOT [General: Offense]

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You can attack with ranged weapons more accurately at long range.

Prerequisite: Point Blank Shot, Far Shot, Base attack bonus +2 or higher

Benefit: You gain a +2 bonus that only works to negate range-based penalties.

Notes: This feat is not very useful for player characters but would be very useful for NPCs in mass combat situations.

Balance: 4.45 (Purp 4.25, Pow 4.25, Port 5.00, Comp 4.25, Rule 4.50)

IMPROVED POWER ATTACK [General: Offense]

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You can control the amount of power you put behind each of your strikes.

Prerequisite: Str 15+, Power Attack, Base attack bonus +3 or higher

Benefit: You can select how much of your base attack bonus to use with Power Attack for each attack separately, instead of using a fixed amount for the whole round.

Balance: 4.55 (Purp 5.00, Pow 3.75, Port 4.50, Comp 4.75, Rule 4.75)

IMPROVED POWER DOUBLE WEAPON [General: Offense]

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You can inflict terrible blows with a double weapon.

Prerequisite: Double Weapon Fighting, Power Attack, Power Double Weapon, Base attack bonus +6 or higher

Benefit: When wielding a double weapon, you add one and one-half your Strength bonus to damage rolls with both your primary attack(s) and secondary attack(s).

Normal: Without this feat you add your full Strength bonus to damage rolls with your primary attacks and half your Strength bonus to damage rolls with your secondary attack.

Balance: 4.10 (Purp 4.00, Pow 4.00, Port 3.75, Comp 4.50, Rule 4.25)

IMPROVED SUBDUAL [General: Offense]

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You really know how to subdue opponents.

Prerequisite: Proficient in a bludgeoning weapon

Benefit: When attacking with a bludgeoning weapon and attempting to do subdual damage you do not incur the usual penalties for attempting to do subdual damage. Also, the weapon's threat range is doubled when dealing subdual damage.

Balance: 4.15 (Purp 4.00, Pow 3.75, Port 4.50, Comp 4.00, Rule 4.50)

IMPROVED SUBDUE [General: Offense]

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You are skilled in making subdual attacks

Benefit: When using a weapon that does normal damage for a subdual attack, you are not subject to the normal -4 penalty to hit.

Normal: Characters striking to subdue with normal weapons do so at -4 to hit.

Balance: 4.78 (Purp 4.30, Pow 5.00, Port 5.00, Comp 5.00, Rule 4.60)

IMPROVED TRIP [General: Offense]

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Prerequisite: Int 13+, Expertise

Benefit: If the character trips an opponent in melee combat, the character immediately gets a melee attack against that opponent as if the character hadn't used the character's attack for the trip attempt.

Balance: 4.95 (Purp 5.00, Pow 5.00, Port 5.00, Comp 4.75, Rule 5.00)

IMPROVED TWO-WEAPON FIGHTING [General: Offense]

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Prerequisite: Two-Weapon Fighting, Ambidexterity, Base attack bonus +9 or higher

Benefit: In addition to the standard single extra attack the character gets with an off-hand weapon, the character gets a second attack with the off-hand weapon, albeit at a -5 penalty.

Normal: Without this feat, the character can only get a single extra attack with an off-hand weapon.

Special: A ranger who meets only the base attack bonus prerequisite can gain this feat, but can only use it when wearing light armor or no armor.

Balance: 4.55 (Purp 4.50, Pow 4.25, Port 4.50, Comp 4.75, Rule 4.75)

IMPROVED UNARMED STRIKE [General: Offense]

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Benefit: The character is considered to be armed even when unarmed—that is, armed opponents do not get attacks of opportunity when the character attacks them while unarmed. However, the character still gets an opportunity attack against any opponent who makes an unarmed attack on the character.

Special: A monk fighting unarmed automatically gains the benefit of this feat.

Balance: 4.70 (Purp 4.50, Pow 4.50, Port 4.75, Comp 5.00, Rule 4.75)

IMPROVISED WEAPONS [General: Offense]

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Lower the non-proficiency penalty of weapons.

Prerequisite: Base attack bonus +2 or higher

Benefit: When you use a weapon that you are not proficient with, or an improvised weapon for which no proficiency is possible, you suffer only a -2 penalty to hit.

Normal: The normal penalty in this situation is -4.

Balance: 4.40 (Purp 4.00, Pow 4.50, Port 4.75, Comp 4.25, Rule 4.50)

LETHAL FIST [General: Offense]

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Your unarmed attacks cause lethal damage.

Prerequisite: Improved Unarmed Strike

Benefit: You can opt to do normal or subdual damage with unarmed and grappling attacks.

Special: Monks already have this as a class ability.

Balance: 4.75 (Purp 4.75, Pow 4.75, Port 4.75, Comp 5.00, Rule 4.50)

MAIN GAUCHE [General: Defense]

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Defend with an off-hand weapon

Prerequisite: Two-Weapon Fighting

Benefit: If you are using a light off-hand weapon, or even holding a buckler, hat or rolled up cloak in your off hand, you can use your off-hand weapon to defend. It also works with a double weapon. You must make a full-round attack, and you are giving up all off-hand attacks for the round. This gives you a +4 bonus to Armor Class and a -2 penalty to attack.

Special: If you use a buckler this way, you do not get its normal armor bonus.

Notes: Main Gauche means simply 'left hand', but it is often applied to a left-hand parrying dagger and the fighting style that goes with it. The forerunner of modern fencing, it uses an off hand weapon to deflect attacks, but not to attack with. This feat represent the very earliest fencing styles, and is appropriate for an early renaissance campaign.

Balance: 4.20 (Purp 5.00, Pow 4.00, Port 4.00, Comp 4.00, Rule 4.00)

MARTIAL WEAPON PROFICIENCY [General: Offense]

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Benefit: The character makes attack rolls with the weapon normally.

Normal: A character who uses a weapon without being proficient with it suffers a -4 penalty on attack rolls. The character can gain this feat multiple times. Each time the character takes the feat, it applies to a new weapon. A cleric whose deity's favored weapon is a martial weapon and who chooses War as one of his domains receives the Martial Weapon Proficiency feat related to that weapon for free, as well as the Weapon Focus feat related to that weapon.

Balance: 5.00 (Purp 5.00, Pow 5.00, Port 5.00, Comp 5.00, Rule 5.00)

MISSILE PROOF [General: Defense]

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You may block projectiles easily with your shield.

Prerequisite: Combat Reflexes, Shield Proficiency

Benefit: You must be using a Buckler, Small Shield or Large Shield when using this feat. Once per round when you or someone immediately behind you would normally be hit with a ranged weapon, you may make a Reflex saving throw against a DC of 20 (if the ranged weapon has a magical bonus to attack, the DC increases by that amount). You add a Small or Large Shield's armor bonus, and enhancement bonus if applicable, to your Reflex roll for purposes of this feat. If you succeed, you deflect the weapon. You must be aware of the attack and not flat-footed. You may block an incoming missile attack with your shield only once per round. This feat also allows the character to block magical projectile attacks (e.g. Melf's acid arrow, fire arrow), but the shield will sustain any damage from the spell that exceeds its hardness. Against special attacks with splash damage (e.g. acid, alchemist's fire, etc.), if the Reflex saving throw is successful, the shield takes the primary damage and you take only the splash damage.

Special: You may take this feat multiple times. Its effects do not stack. Each time you take this feat, you may block an additional missile attack with your shield. You may not block more attacks in a round than 1 + your Dexterity bonus (minimum of one attack).

Balance: 4.20 (Purp 4.50, Pow 4.00, Port 4.75, Comp 3.50, Rule 4.25)

MOBILITY [General: Defense]

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Prerequisite: Dex 13+, Dodge

Benefit: The character gets a +4 dodge bonus to Armor Class against attacks of opportunity caused when the character moves out of or within a threatened area. Note: A condition that makes the character lose the Dexterity bonus to Armor Class (if any) also makes the character lose dodge bonuses. Also, dodge bonuses stack with each other, unlike most types of bonuses.

Balance: 5.00 (Purp 5.00, Pow 5.00, Port 5.00, Comp 5.00, Rule 5.00)

MOUNTED ARCHERY [General: Offense]

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Prerequisite: Ride skill, Mounted Combat

Benefit: The penalty the character suffers when using a ranged weapon from horseback is halved: -2 instead of -4 if the character's mount is taking a double move, and -4 instead of -8 if the character's mount is running.

Balance: 4.90 (Purp 5.00, Pow 4.75, Port 5.00, Comp 4.75, Rule 5.00)

MOUNTED COMBAT [General: Defense]

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Prerequisite: Ride skill

Benefit: Once per round when the character's mount is hit in combat, the character may make a Ride check to negate the hit. The hit is negated if the character's Ride check is greater than the attack roll (essentially, the Ride check becomes the mount's Armor Class if it's higher than the mount's regular AC).

Balance: 4.65 (Purp 4.50, Pow 4.75, Port 4.50, Comp 4.75, Rule 4.75)

MOUNTED DODGE [General: Defense]

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You may avoid attacks to yourself or your mount.

Prerequisite: Wild Rider, Mounted Combat, Ride skill

Benefit: When mounted, you may use your Ride skill and Mounted Combat feat to evade attacks against yourself or against your mount. Either use counts against the limitation on how often Mounted Combat can be used.

Balance: 4.36 (Purp 5.00, Pow 3.60, Port 4.60, Comp 4.30, Rule 4.30)

MOUNTED OVERRUN [General: Offense]

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It becomes easier to make mounted overruns.

Prerequisite: Mounted Combat, Ride

Benefit: On a charge, your mount can overrun more than one target. When not charging, your mount can make a single overrun. Your mount can make overruns even if it has not moved 10 ft. You still trigger attacks of opportunity in the normal fashion.

Notes: This works very nicely with the Trample feat, making it possible to trample a series of opponents each round.

Balance: 4.30 (Purp 4.60, Pow 4.00, Port 4.30, Comp 4.00, Rule 4.60)

NEAR AND FAR [General: Offense]

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Your skill with long weapons is extraordinary.

Benefit: When using a weapon with reach, you may attack adjacent foes as well as those within the reach of your weapon.

Balance: 4.25 (Purp 4.50, Pow 4.00, Port 4.00, Comp 4.75, Rule 4.00)

OPPORTUNITY SHOT [General: Offense]

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You shoot so fast that you can make ranged attacks of opportunity at point-blank range.

Prerequisite: Base attack bonus +8 or higher, Dex 13+, Point-Blank Shot, Rapid Shot

Benefit: When armed with a ranged weapon that is ready for use, you have an effective reach of 30 ft. (up to the range of your weapon) and can make ranged attacks of opportunity in any area out to this range. You may not make

ranged attacks of opportunity if you are standing in an area threatened by an opponent.

Normal: Ranged weapons normally can't make attacks of opportunity, and you have no threatened area when using them.

Special: If you use Rapid Shot in the same round as you use Opportunity Shot, the -2 attack penalty applies to Opportunity Shot as well.

Notes: You can't make an attack of opportunity against an opponent with 1/2 or more cover, such as behind another character.

Balance: 4.25 (Purp 4.75, Pow 4.00, Port 4.25, Comp 3.75, Rule 4.50)

PIERCING SHOT [General: Offense]

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Your crossbow bolts pierce armor.

Prerequisite: Proficiency with any crossbow

Benefit: When you shoot a crossbow or firearm, any threat roll that also is a successful attack with the weapon always results in a Critical Hit. This feat only applies to attacks at a range of up to 30 feet.

Normal: See Critical Hits, page 123 in the 3rd Edition Player's Handbook.

Notes: This could be a house rule rather than a feat.

Balance: 3.82 (Purp 4.60, Pow 3.00, Port 3.30, Comp 4.60, Rule 3.60)

PIN WEAPON [General: Offense]

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This feat allows you to lock blades with an opponent, reducing his ability to react

Prerequisite: Base attack bonus +3 or higher

Benefit: As a full-attack action, you can strike an opponent's weapon to pin it. This works like a disarm but does not trigger an attack of opportunity. A successful pin causes both of you to be flat-footed as long as it is maintained.

Special: You must remain within 5' of one another to maintain the pin. Either of you can end the pin on your turn by moving away, letting go of his weapon, or as a standard action.

Example: Friar Tuck is rescuing some children from a castle dungeon when a guard blocks the way. Tuck pins his weapon, shouting for the children to run past. The guard cannot make any attacks of opportunity, as he is flat-footed.

Notes: You can only use Pin Weapon unarmed if you have the Improved Unarmed Combat feat.

Balance: 4.20 (Purp 4.50, Pow 4.50, Port 5.00, Comp 4.00, Rule 3.00)

POINT BLANK SHOT [General: Offense]

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Benefit: The character gets a +1 bonus to attack and damage rolls with ranged weapons at ranges of up to 30 feet.

Balance: 4.90 (Purp 4.75, Pow 5.00, Port 5.00, Comp 4.75, Rule 5.00)

POLE FIGHTING [General: Offense]

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When fighting with a pole arm you can use the butt to strike opponents

Prerequisite: Str 13+, Weapon proficiency with a pole arm

Benefit: When using a pole arm in two hands, you can use the butt end to make an additional attack. The butt end counts as a normal club for most purposes, but it keeps the pole-weapon's original size. For pole-arms without reach, this allows you to use them as double weapons. That is, you can fight as if using two weapons, but if you do, you incur all the normal penalties associated with fighting with two weapons, as if you were using a one-handed weapon and a light weapon. For pole arms with reach, it means you can use the butt, without reach, and thus strike adjacent opponents. You are effectively using your butt end in two hands and get the improved damage bonus from strength that this allows.

Special: Pole arms include the halfspear, shortspear, trident, glaive, guisarme, halberd, longspear, ranseur and quarterstaff. The merits of this feat are intrinsic to the quarterstaff.

Balance: 4.44 (Purp 4.60, Pow 4.60, Port 4.70, Comp 4.10, Rule 4.20)

POWER ATTACK [General: Offense]

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Prerequisite: Str 13+

Benefit: On the character's action, before making attack rolls for a round, the character may choose to subtract a number from all melee attack rolls and add the same number to all melee damage rolls. This number may not exceed the character's base attack bonus. The penalty on attacks and bonus on damage applies until the character's next action.

Balance: 4.65 (Purp 4.50, Pow 4.50, Port 4.75, Comp 4.75, Rule 4.75)

POWER DOUBLE WEAPON [General: Offense]

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You have learned to maximize the strength of your blows when wielding a double weapon.

Prerequisite: Double Weapon Fighting, Power Attack, Base attack bonus +3 or higher

Benefit: When wielding a double weapon, you add your full Strength bonus to damage rolls with all of your primary and secondary attacks.

Normal: Without this feat you add your full Strength bonus to damage rolls with your primary attack(s) and half your Strength bonus to damage rolls with your secondary attack(s).

Balance: 4.35 (Purp 4.25, Pow 4.50, Port 4.25, Comp 4.50, Rule 4.25)

POWER FINESSE [General: Offense]

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Allows you to take Weapon Finesse for any melee weapon.

Prerequisite: Proficient with weapon, Base attack bonus +1 or higher**Benefit:** You can now learn the Weapon Finesse feat applied to any melee weapon, regardless of its size. Power Finesse has no other effect in and of itself.**Notes:** Even with this feat, the DM may not allow Weapon Finesse for certain clumsy weapons, such as the great club.**Balance:** 3.90 (Purp 3.50, Pow 3.75, Port 3.75, Comp 4.25, Rule 4.25)**PRECISE SHOT [General: Offense]**

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Prerequisite: Point Blank Shot**Benefit:** The character can shoot or throw ranged weapons at an opponent engaged in melee without suffering the standard -4 penalty.**Balance:** 5.00 (Purp 5.00, Pow 5.00, Port 5.00, Comp 5.00, Rule 5.00)**PULL BLOW [General: Offense]**

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You can choose to leave your victims alive when they would otherwise fall

Prerequisite: Expertise, Weapon Focus, Int 13+, Base attack bonus +3 or higher, Heal**Benefit:** To use this feat you must be wielding a weapon for which you have weapon focus. When you damage an opponent and the damage dealt would take them below zero hit points you may pull your blow and deal exactly enough damage to take them to -1, where they will be unconscious but stable (not taking bleeding damage). You cannot use this feat on a critical strike.**Notes:** Imagine a master swordsman that cuts with such precision that he wound exactly the amount they wish by cutting "just so". I'm not sure that this is better than subdual damage except that you make your decision after the fact and creatures immune to subdual damage can effectively be subdued.**Balance:** 4.20 (Purp 4.00, Pow 4.50, Port 4.50, Comp 4.00, Rule 4.00)**QUICK DRAW [General: Offense]**

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Prerequisite: Base attack bonus +1 or higher**Benefit:** The character can draw a weapon as a free action instead of as a move-equivalent action.**Balance:** 4.70 (Purp 5.00, Pow 3.75, Port 4.75, Comp 5.00, Rule 5.00)**QUICKSILVER [General: Defense]**

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You are truly adept at dodging blows and avoiding damage in combat.

Prerequisite: Dex 13+, Dodge, Base attack bonus +3 or higher**Benefit:** Increase the dodge bonus provided to your Armor Class by your Dodge feat to +2. This supercedes (does not stack with) the Dodge feat. You can also apply this +2 bonus as a dodge bonus to Reflex saves against your chosen opponent. Any condition that makes you lose your dexterity bonus to Armor Class also makes you lose any dodge bonuses to your Armor Class or Reflex saves.**Special:** This feat stacks with the Improved Dodge feat (also in this netbook), allowing you to apply the +2 dodge bonus to AC and Reflex saves granted by the Quicksilver feat against all opponents.**Balance:** 4.20 (Purp 4.00, Pow 4.00, Port 4.75, Comp 4.00, Rule 4.25)**RANGED SHIELD PIN [General: Offense]**

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You have mastered the art of striking an opponent's shield to knock it out of line, rendering it useless for defense.

Prerequisite: Point-Blank Shot, Precise Shot, Base attack bonus +2 or higher**Benefit:** When using a proficient ranged weapon to attack an opponent within 30 feet, you may choose to deal no damage with a successful hit. Instead, you negate any benefits your target gains from his shield. You can attempt this once per round against any shield-wielding opponent who is within one size category of you. You must announce before you attack that you are making a Ranged Shield Pin. The target may recover his shield's benefits as a free action on his next action.**Balance:** 4.05 (Purp 4.00, Pow 4.00, Port 4.00, Comp 4.00, Rule 4.25)**RANK FIGHTING [General: Offense]**

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You are trained to strike past friends using reach weapons

Prerequisite: Weapon proficiency with a reach weapon**Benefit:** You can ignore the normal 50% cover provided by a friend in between you and your opponent when striking with a reach weapon. You make such attacks with no penalty.**Normal:** A friend in the way of a reach weapon attack provides 50% cover, and thus gives a +4 bonus to the target's AC. The intervening creature takes no damage if struck instead. See 'Cover and Reach Weapons' in the Player's Handbook, page 132.**Balance:** 5.00 (Purp 5.00, Pow 5.00, Port 5.00, Comp 5.00, Rule 5.00)**RAPID SHOT [General: Offense]**

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Prerequisite: Point Blank Shot, Dex 13+

Benefit: The character can get one extra attack per round with a ranged weapon. The attack is at the character's highest base attack bonus, but each attack (the extra one and the normal ones) suffers a -2 penalty. The character must use the full attack action to use this feat.

Balance: 4.70 (Purp 4.75, Pow 4.25, Port 4.75, Comp 4.75, Rule 5.00)

RAPID THRUST [General: Offense]

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When wielding a light weapon you can make a series of rapid thrusts.

Prerequisite: Weapon Finesse, Base attack bonus +4 or higher, Dex 13+

Benefit: When using a light weapon with which you have Finesse, you may make a single additional attack each round at your highest BAB, but you lose any Strength bonus to damage you might normal have gained. Using this ability requires a full attack action, and you suffer a -2 penalty to all your attacks until your next action.

Example: Myllard the 6th level ranger jumps inside the ogre's greatsword swing, dagger in hand. Instead of two attacks with his dagger (base attack bonus +6/+1), he opts to make a series of rapid thrusts. He attacks three times with the light weapon, with base attack bonuses of +4/-1/-1. He still receives his +3 bonus from his Weapon Finesse feat with the dagger (Dexterity 17), but loses the +1 damage bonus from his 12 Strength.

Balance: 4.00 (Purp 4.50, Pow 4.00, Port 4.00, Comp 3.75, Rule 3.75)

REFLEX SET [General: Offense]

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You have honed your reflexes to the point where it is second nature for you to set your weapon against a charging enemy

Prerequisite: Hold the Line, Combat Reflexes

Benefit: When you are charged while holding a weapon that can be set against a charge, you get to make an attack of opportunity before the charge attack is made, and you get the double damage usually associated with setting such a weapon against a charge on this attack of opportunity. This is not cumulative with the normal ready action used to set a weapon against a charge.

Special: Weapons capable of being set against a charge are noted 'a' on the weapons table, SRD. This feat supercedes Hold the Line (meaning you don't get two opportunity attacks).

Balance: 4.84 (Purp 5.00, Pow 4.50, Port 5.00, Comp 4.70, Rule 5.00)

RIDE-BY ATTACK [General: Offense]

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Prerequisite: Ride skill, Mounted Combat

Benefit: When the character is mounted and uses the charge action, the character may move and attack as with a standard charge and then move again (continuing the straight line of the charge). The character's total movement for the round can't exceed double the character's mounted speed. The character does not provoke an attack of opportunity from the opponent that the character attacks.

Balance: 5.00 (Purp 5.00, Pow 5.00, Port 5.00, Comp 5.00, Rule 5.00)

RIPOSTE [General: Offense]

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After deflecting your opponents blow, you quickly attack while they are over extended.

Prerequisite: Weapon Finesse, Expertise, Base attack bonus +6 or higher

Benefit: When unencumbered, in light armor or less, and wielding a weapon that you have Finesse for, you may make an attack of opportunity against an opponent who tries to attack you in melee and misses.

Special: This does not work if you are denied your dexterity bonus to AC. You cannot use other feats that allow extra attacks (such as cleave) with a riposte.

Notes: This is a fencing technique, and fits well in a renaissance-style game.

Balance: 4.00 (Purp 4.00, Pow 4.00, Port 4.00, Comp 4.00, Rule 4.00)

SENSE FEINT [General: Defense]

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Experience has taught you to spot a feint

Benefit: You can use your base attack bonus in place of your Sense Motive skill, but only for the purpose of defending yourself against feints.

Normal: Feinting uses the Bluff skill, and is opposed by Sense Motive.

Balance: 4.75 (Purp 4.50, Pow 4.25, Port 5.00, Comp 5.00, Rule 5.00)

SHIELD EXPERTISE [General: Defense]

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Prerequisite: Shield Focus

Benefit: Your shield's armor bonus is increased by 1 when you wield it.

Balance: 3.75 (Purp 3.50, Pow 3.75, Port 3.75, Comp 4.00, Rule 3.75)

SHIELD FOCUS [General: Defense]

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You wield in a certain type of shield without effort.

Prerequisite: Proficient with shield, Base attack bonus +1 or higher

Benefit: When wielding a specified type of shield it inflicts 1 less skill penalty and 5% less Arcane Spell Failure. This cannot reduce the penalties to sub zero levels.

Special: You can gain this feat multiple times. The effect does not stack. Each time you take the feat, it applies to a new type of shield.

Balance: 4.65 (Purp 4.75, Pow 4.75, Port 4.75, Comp 4.50, Rule 4.50)

SHIELD MASTERY [General: Defense]

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You are especially proficient in blocking attacks with your shield.

Prerequisite: Shield Proficiency, Base attack bonus +1 or higher

Benefit: When using a buckler, small shield or large shield, you may choose one opponent. Against this opponent, you gain a +2 dodge bonus to AC. If you are using a tower shield, your degree of cover is instead increased by one place. You may select a new opponent each round. You may not use this feat if you are flanked.

Balance: 4.04 (Purp 4.00, Pow 4.00, Port 4.30, Comp 3.60, Rule 4.30)

SHIELD PROFICIENCY [General: Defense]

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Benefit: The character can use a shield and suffer only the standard penalties.

Normal: A character who is using a shield with which he or she is not proficient suffers the shield's armor check penalty on attack rolls and on all skill rolls that involve moving, including Ride.

Balance: 4.95 (Purp 4.75, Pow 5.00, Port 5.00, Comp 5.00, Rule 5.00)

SHOT ON THE RUN [General: Offense]

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Prerequisite: Point Blank Shot, Dex 13+, Dodge, Mobility

Benefit: When using the attack action with a ranged weapon, the character can move both before and after the attack, provided that the character's total distance moved is not greater than the character's speed.

Balance: 4.80 (Purp 4.50, Pow 4.50, Port 5.00, Comp 5.00, Rule 5.00)

SIMPLE WEAPON PROFICIENCY [General: Offense]

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Benefit: The character makes attack rolls with simple weapons normally.

Normal: A character who uses a weapon without being proficient with it suffers a -4 penalty on attack rolls.

Balance: 4.90 (Purp 4.50, Pow 5.00, Port 5.00, Comp 5.00, Rule 5.00)

SKIRMISHING [General: Defense]

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You have mastered the art of skirmishing, ducking and weaving while returning accurate shots of your own.

Prerequisite: Point-Blank Shot, Dodge, Mobility, Shot on the Run, Dex 13+, Base attack bonus +4 or higher

Benefit: When you make a ranged attack or reload a missile weapon, and move at least 5 ft. while doing so, you get a +2 dodge bonus to Armor Class until the beginning of your next action.

Balance: 4.00 (Purp 3.75, Pow 3.75, Port 4.50, Comp 4.00, Rule 4.00)

SPEAR AND SHIELD [General: Defense]

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You have trained in the use of a two-handed spear and shield together

Prerequisite: Shield Proficiency

Benefit: You can use a halfspear or shortspear two-handed together with a large shield, despite the fact that such weapons normally can't be used together.

Notes: This feat is right at home in ancient Greece, where Hypaspists used it. The shield is slung over the shoulder and maneuvered with the offhand that simultaneously holds the spear.

Balance: 4.00 (Purp 4.00, Pow 4.50, Port 3.50, Comp 4.00, Rule 4.00)

SPIRITED CHARGE [General: Offense]

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Prerequisite: Ride skill, Mounted Combat, Ride-By Attack

Benefit: When mounted and using the charge action, the character deals double damage with a melee weapon (or triple damage with a lance).

Balance: 4.90 (Purp 5.00, Pow 4.50, Port 5.00, Comp 5.00, Rule 5.00)

SPRING ATTACK [General: Defense]

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Prerequisite: Dex 13+, Dodge, Mobility, Base attack bonus +4 or higher

Benefit: When using the attack action with a melee weapon, the character can move both before and after the attack, provided that the character's total distance moved is not greater than the character's speed. Moving in this way does not provoke an attack of opportunity from the defender the character attacks. The character can't use this feat if the character is in heavy armor.

Balance: 4.75 (Purp 4.75, Pow 4.75, Port 4.75, Comp 4.75, Rule 4.75)

STONE THROWER [General: Offense]

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Just as a monk can slay with his fists your skill turns a common stone into a dangerous missile

Benefit: You treat normal stones between 1 and 5 pounds as a simple ranged weapon. A typical stone deals 1d6 damage, has a threat range of 20/x2, and has a range increment of 20. A poor stone has the same stats but deals only 1D4 damage. You may find a typical stone in some outdoor environments (DM's discretion) as a full round action, or a poor stone as a move equivalent action. You may take all the usual weapon feats using stone as a weapon of choice.

Normal: A stone is considered an improvised weapon and deals small amounts of subdual damage.

Notes: This feat is not just about throwing rocks fairly well, but treats throwing rocks as a martial proficiency like a monk's use of his hands. You have a throwing technique that you constantly practice and perfect like a baseball pitcher or the like. Your skill makes up for the irregularity of the weapon itself.

Balance: 4.00 (Purp 4.00, Pow 4.00, Port 4.00, Comp 4.00, Rule 4.00)

STUNNING FIST [General: Offense]

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Prerequisite: Dex 13+, Improved Unarmed Strike, Wis 13+, Base attack bonus +8 or higher

Benefit: Declare that the character is using the feat before making an attack roll (thus, a missed attack roll ruins the attempt). It forces a foe damaged by the character's unarmed attack to make a Fortitude saving throw (DC 10 + one-half the character's level + Wis modifier), in addition to dealing damage normally. If the defender fails his saving throw, he is stunned for 1 round (until just before the character's next action). A stunned character can't act and loses any Dexterity bonus to Armor Class. Attackers get a +2 bonus on attack rolls against a stunned opponent. The character may attempt a stunning attack once per day for every four levels attained, and no more than once per round.

Balance: 3.60 (Purp 2.75, Pow 4.00, Port 4.00, Comp 4.00, Rule 3.25)

SUNDER [General: Offense]

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Prerequisite: Str 13+, Power Attack

Benefit: When the character strikes at an opponent's weapon, the character does not provoke an attack of opportunity.

Balance: 4.85 (Purp 4.75, Pow 4.50, Port 5.00, Comp 5.00, Rule 5.00)

TEAM FIGHTING [General: Offense]

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You know how to fight as a pair, group, and in formation.

Prerequisite: Base attack bonus +1 or higher

Benefit: Two or more people can fight together as a team. The team members block and parry blows for each other. Team members also work together to open up opponent's weaknesses. Team members need to be within each others threatened area and every team member needs to have the feat. Each person having Team Fighting gets a +1 to hit bonus and a +1 Armor Class bonus. Also, if two people have Team Fighting they can switch carried items as a free action. This would allow one person to reload a Heavy Crossbow or Repeating Crossbow while the other fires, thus one character could fire the Heavy Crossbow every round while the other guy is loading.

Notes: This feat can be used to model the extra effectiveness of Swiss pike men, Monks fighting together, or Athenian bonded battle partners.

Balance: 4.20 (Purp 4.50, Pow 4.25, Port 4.00, Comp 3.75, Rule 4.50)

THREATENED REACH [General: Offense]

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Your mobility and footwork make you a deadly opponent in combat.

Prerequisite: Dex 13+, Dodge, Mobility, Spring Attack, Combat Reflexes, Base attack bonus +6 or higher

Benefit: Designate one opponent on your turn as a free action. Against this opponent, you increase your threatened range by 5 feet, as long as you maintain a direct, unimpeded line of sight with your chosen opponent. If this opponent provokes an attack of opportunity within this expanded range, you may take an immediate attack of opportunity against him. You are free to select a new opponent once per round in initiative order on your turn.

Normal: Your threatened range is normally 5 feet unless larger than M-sized or armed with a reach weapon.

Special: You may only use this feat when unarmored or in medium or lighter armor.

Balance: 3.70 (Purp 3.50, Pow 4.25, Port 3.50, Comp 3.25, Rule 4.00)

THROW AND CHARGE [General: Offense]

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You can hurl a thrown weapon while charging.

Prerequisite: Run, Quick Draw, Base attack bonus +1 or higher

Benefit: As a full round action, you can throw a missile weapon of your size or smaller, draw another weapon, and then make a partial charge. Both attacks are made at your highest base attack bonus with a +2 bonus to your attack for the charge.

Special: You cannot use this feat in heavy armor or with heavy encumbrance.

Balance: 4.30 (Purp 4.60, Pow 4.00, Port 4.60, Comp 4.00, Rule 4.30)

TORNADO ATTACK [General: Offense]

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You can combine your whirlwind attack with a 5-foot step, moving and striking in a whirlwind of deadly blows.

Prerequisite: Int 13+, Dex 13+, Dodge, Mobility, Spring Attack, Whirlwind Attack (& Expertise) or Whirlwind Strike, Base attack bonus +12 or higher

Benefit: You can take a 5-foot step while making your Whirlwind attack, allowing you to attack all opponents within range before and after your 5-foot movement. This requires a full-attack action, you can only strike at an individual opponent within range once and you are still limited to one 5-foot step per round. All restrictions and benefits to your 5-foot movement apply normally.

Balance: 3.70 (Purp 3.75, Pow 3.25, Port 3.50, Comp 4.00, Rule 4.00)

TOUCH MASTERY [General: Offense]

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The attribute behind your powers makes your touch attacks strike true.

Prerequisite: Knowledge (combat), Base attack bonus +3 or higher

Benefit: When making a touch attack with a spell or psionic power, you use your associated spellcasting/psionic attribute bonus rather than your Strength or Dexterity bonus on your attack roll.

Special: To gain this benefit, you must be able to assess your opponent completely for at least three rounds of combat. During this period of study you are only able to take a partial action each round. The effect lasts until the end of the encounter.

Balance: 4.66 (Purp 4.70, Pow 4.70, Port 4.50, Comp 4.70, Rule 4.70)

TRAMPLE [General: Offense]

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Prerequisite: Ride skill, Mounted Combat

Benefit: When the character attempts to overrun an opponent while mounted, the target may not choose to avoid the character. If the character knocks down the target, the character's mount may make one hoof attack against the target, gaining the standard +4 bonus on attack rolls against prone targets.

Balance: 4.85 (Purp 5.00, Pow 4.75, Port 5.00, Comp 4.50, Rule 5.00)

TUMBLING ATTACK [General: Offense]

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Execute a startling series of attacks while you tumble through your enemy's midst.

Prerequisite: Dex 15+, Dodge, Int 13+, Expertise, Mobility, Spring Attack, Base attack bonus +6 or higher, Tumble Skill, Skill Focus (tumble)

Benefit: As a full attack action, you are able to tumble up to 20 feet, and, if you succeed at your tumble check (see Tumble skill, PHB), you suffer no attacks of opportunity and you may make your full number of attacks while you tumble.

However, you are able to attack no more than once from any single five foot square through which you move (including the squares in which you start and finish the tumble). Even with this feat, the move is so difficult to execute that it adds +2 to the DC of your tumble check and all attacks suffer -2 penalty to hit. If you fail your tumble check, you suffer attacks of opportunity normally and can make only a single attack.

Normal: You tumble as a move action and can make a single attack as a standard action.

Special: This feat cannot be used with ranged attacks or reach weapons. If you are using two weapons or a double weapon, you still may only attack once from each square, so that the maximum number of attacks you can execute is 5.

Balance: 4.05 (Purp 4.75, Pow 3.75, Port 4.00, Comp 3.25, Rule 4.50)

TWIN WEAPON FIGHTING [General: Offense]

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You can wield a matching pair of weapons, one in each hand, with extraordinary ability.

Prerequisite: Ambidexterity, Two-Weapon Fighting, Base attack bonus +6 or higher

Benefit: Choose a one-handed weapon, based on your size. When wielding one of the chosen weapons in each hand, you wield the weapon in your off-hand as if it were a light weapon.

Normal: With the Ambidexterity and Two-Weapon Fighting feats, you can normally wield a pair of one-handed weapons at a 4 attack penalty with your primary and secondary weapons. This feat reduces the attack penalty to 2 with your primary and secondary weapons, the same penalties that you would have if you had a light weapon in your off-hand.

Balance: 4.30 (Purp 3.75, Pow 4.25, Port 4.25, Comp 4.75, Rule 4.50)

TWO-HANDED FLURRY [General: Offense]

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You are adept at wielding a one-handed weapon with two hands.

Prerequisite: Str 13+, Dex 15+, Expertise, Weapon Focus (in weapon), Base attack bonus +6 or higher

Benefit: Select a one-handed weapon that you have previously chosen Weapon Focus for. When wielding this weapon with two hands, you may make one extra attack at your highest base attack bonus. If this extra attack is taken, you suffer a -2 penalty to all of your attack rolls and can only

add your normal Str bonus to damage rolls (rather than 1.5x your Str bonus for using a weapon with two hands) until your next action. This feat requires the full attack action.

Special: You cannot use this feat when wielding a double weapon, light weapon or two-handed weapon (based on your size) and you cannot combine the extra attack gained from this feat with any other feat or ability that provides an extra attack except Cleave and Great Cleave.

Balance: 4.05 (Purp 4.00, Pow 4.00, Port 4.00, Comp 3.75, Rule 4.50)

TWO-WEAPON FIGHTING [General: Offense]

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Benefit: The character's penalties for fighting with two weapons are reduced by 2.

Balance: 5.00 (Purp 5.00, Pow 5.00, Port 5.00, Comp 5.00, Rule 5.00)

ULTIMATE CLEAVE [General: Offense]

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You can transfer some of the damage you inflict on a powerful blow to your next cleave attack.

Prerequisite: Str 13+, Power Attack, Cleave, Base attack bonus +6 or higher

Benefit: Once per round when using your Cleave or Great Cleave feats, all damage inflicted beyond that needed to drop your opponent is gained as a damage bonus on your extra cleave attack. This damage bonus only applies against the opponent targeted by your extra cleave attack and is lost if this attack misses.

Example: Bron, a 6th level dwarven fighter with Cleave, Great Cleave and Ultimate Cleave, is in combat with 3 goblins (each with 6 hit points). Bron hits on his first attack, inflicts 12 points of damage and reduces the first goblin to -6 hit points, triggering a cleave attack. Since he has Ultimate Cleave, he disembowels the first goblin and gains a +5 damage bonus on his cleave attack (6-1 = 5). He slays the second goblin with this attack, triggering another cleave attack, but does not gain an additional damage bonus because he's already used Ultimate Cleave that round.

Balance: 3.80 (Purp 3.67, Pow 3.67, Port 4.00, Comp 3.67, Rule 4.00)

WEAPON FINESSE [General: Offense]

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Choose one light weapon. Alternatively, the character can choose a rapier, provided the character can use it in one hand, or a spiked chain, provided the character is at least Medium-size.

Prerequisite: Proficient with weapon, Base attack bonus +1 or higher

Benefit: With the selected weapon, the character may use a Dexterity modifier instead of a Strength modifier on attack rolls. Since the character needs the second hand for balance,

apply the armor check penalty of any shield worn to attack rolls.

Special: The character can gain this feat multiple times. Each time the character takes the feat, it applies to a new weapon.

Balance: 4.70 (Purp 4.50, Pow 4.75, Port 4.50, Comp 4.75, Rule 5.00)

WEAPON FOCUS [General: Offense]

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The character can choose "unarmed strike" or "grapple" for the character's weapon for purposes of this feat. The character can choose "ray," in which case the character is especially good with rays.

Prerequisite: Proficient with weapon, Base attack bonus +1 or higher

Benefit: The character adds +1 to all attack rolls the character makes using the selected weapon.

Special: The character can gain this feat multiple times. Its effects do not stack. Each time the character takes the feat, it applies to a new weapon.

Balance: 4.75 (Purp 4.75, Pow 4.25, Port 4.75, Comp 5.00, Rule 5.00)

WEAPON JUGGLE [General: Offense]

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You can change and pick up weapons as a free action.

Prerequisite: Dex 13+, Fast Draw, Perform (juggling)

Benefit: You can juggle weapons and similarly sized objects during combat. You can draw, sheathe, or shift them from hand to hand as a free action. You can even pick them up from the ground as a free action, as long as you can kick at them. You can do this at the start and end of your turn, but not on somebody else's turn or in the middle of an attack sequence. These actions never trigger attacks of opportunity.

Balance: 4.10 (Purp 4.25, Pow 3.50, Port 4.25, Comp 4.25, Rule 4.25)

WEAPON MASTERY [General: Offense]

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You can wield your chosen weapon with exceptional skill.

Prerequisite: Weapon Focus (in weapon), Base attack bonus +6 or higher

Benefit: Choose one weapon that you have previously chosen Weapon Focus for. When wielding this weapon, you gain a +2 bonus on attack rolls. This bonus supercedes (does not stack with) the attack bonus provided by Weapon Focus.

Balance: 4.00 (Purp 2.50, Pow 4.00, Port 4.50, Comp 4.75, Rule 4.25)

WEAPON TRICKS [General: Offense]

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You can change the type of damage you do with melee weapons.

Benefit: Many types of melee weapons can conceivably do two different types of damage. Examples are swords (could do slashing or piercing), picks (could do bludgeoning or piercing) and single-edged or bludgeon-backed axes (could do slashing and bludgeoning). When wielding such a weapon, you can opt to do either of the two types of damage.

Notes: The DM is the final arbiter on what types of damage a weapon can do, based on the illustration, common sense and his knowledge on how these weapons are used in real life. If in doubt, go with your gut feeling.

Balance: 4.55 (Purp 4.50, Pow 4.50, Port 4.75, Comp 4.25, Rule 4.75)

WHEELING ATTACK [General: Offense]

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You can attack at any point along your mount's path.

Prerequisite: Mounted Combat, Ride skill.

Benefit: Your mount may make a double move and you can still make an attack at any point along your path of movement at no extra penalty. This move cannot be a charge. The target of your attack does not receive an attack of opportunity when you move through his threatened zone.

Notes: This represents the hit-and-run tactics of light cavalry.

Balance: 4.30 (Purp 5.00, Pow 3.60, Port 4.60, Comp 4.30, Rule 4.00)

WHIRLWIND ATTACK [General: Offense]

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Prerequisite: Int 13+, Expertise, Dex 13+, Dodge, Mobility, Base attack bonus +4 or higher, Spring Attack

Benefit: When the character performs the full attack action, he or she can give up all regular attacks and instead make one melee attack at the full base attack bonus against each opponent within 5 feet.

Balance: 4.70 (Purp 4.75, Pow 4.50, Port 4.75, Comp 4.75, Rule 4.75)

WHIRLWIND DEFENSE [General: Defense]

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You are adept at defending yourself against multiple opponents.

Prerequisite: Dex 13+, Dodge, Mobility, Spring Attack, Base attack bonus +4 or higher

Benefit: When flanked in melee combat, your opponents lose their flanking bonus to attack rolls and can only make sneak attacks against you if their character level is higher than yours.

Normal: Attackers in flanking position gain a +2 bonus on attack rolls and can make sneak attacks against you.

Balance: 4.15 (Purp 4.25, Pow 4.00, Port 4.50, Comp 4.00, Rule 4.00)

WHIRLWIND STRIKE [General: Offense]

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You are able to attack nearby foes in a whirlwind of spinning kicks and strikes.

Prerequisite: Wis 13+, Dex 13+, Dodge, Mobility, Spring Attack, Improved Unarmed Strike, Base attack bonus +4 or higher

Benefit: When performing the full attack action, you give up all of your attacks and can instead make one unarmed attack against each opponent within 5 feet at your full base attack bonus.

Special: Monks may use this feat when unarmed or when armed with a kama, nunchaku or siangham.

Notes: This is a modified form of the standard Whirlwind Attack feat adjusted for use by Monks and characters adept in unarmed combat. Characters cannot combine this feat with use of any weapon except as outlined above.

Balance: 3.52 (Purp 2.60, Pow 3.80, Port 3.80, Comp 4.00, Rule 3.40)

WILD RIDER [General: Offense]

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You can ride anything, in any fashion

Prerequisite: Ride skill

Benefit: You suffer no penalty to your ride skill when riding bareback. Nor is your ride skill rank reduced when you ride different types of animals.

Normal: The normal penalty for riding bareback is -5. When you ride a mount other than the one you initially learned the ride skill for, your skill rank is reduced by two or five depending on how different they are.

Balance: 4.32 (Purp 4.20, Pow 4.20, Port 4.00, Comp 4.70, Rule 4.50)

Magical Feats

The feats in this chapter are metamagic, item creation, and general feats of the magical subtype. All of them require spell casting or spell like abilities of some kind. No division was made based on the type of magic involved since some are specific and others are not.

AGGRESSIVE CASTING [General: Magical]

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Changes defensive casting to be more aggressive.

Prerequisite: Concentration skill

Benefit: When you cast a spell using defensive casting and fail the concentration check, you may opt not to lose the spell but instead trigger an attack of opportunity just as if you had cast the spell in the ordinary fashion.

Notes: If you are hit by an attack of opportunity triggered because you failed the above concentration check, you must still make yet another concentration check or lose the spell because of the damage.

Balance: 4.45 (Purp 4.50, Pow 4.50, Port 4.75, Comp 4.00, Rule 4.50)

ARCANE SPELL [Metamagic]

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You can infuse your damaging arcane spells with arcane power.

Benefit: Half of the damage inflicted by an arcane spell modified by this feat is treated as raw magical energy, enabling it to affect incorporeal creatures and making it resistant to protection from elements and similar magic. The other half of the damage is treated normally per the spell. Infusing an arcane spell with raw magical energy uses up a spell slot three levels higher than the spells actual level.

Balance: 4.15 (Purp 4.00, Pow 3.75, Port 4.25, Comp 4.00, Rule 4.75)

ARCANE UNDERSTANDING [General: Magical]

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You increase the number of spells learned automatically with each new level.

Prerequisite: 5 or more ranks in Knowledge (Arcana), Int 3+

Benefit: After gaining this feat, you gain an additional spell each time you advance in levels. Thus, you get three free spells with each level advance instead of The normal two.

Normal: At each level, the wizard gains two spells of any level that can be added to his or her spellbook.

Special: This feat can be taken several times, and stacks with itself.

Balance: 4.62 (Purp 4.50, Pow 4.50, Port 4.70, Comp 4.70, Rule 4.70)

AREA CONTROL [Metamagic]

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You can exactly control the spread of an area spell

Benefit: When you cast an area spell, you can select certain spaces under the area and declare that they are not to be affected. Creatures in this space avoid the spell's effect. An Area Control spell uses up a spell slot two level higher than the spell's actual level.

Balance: 4.36 (Purp 4.30, Pow 4.30, Port 4.60, Comp 4.30, Rule 4.30)

ARMORED CASTER [General: Magical]

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You can reduce your chance of arcane spell failure when wearing armor

Prerequisite: Armor Proficiency (in category of armor), Dex 13 +

Benefit: You can reduce your chance of arcane spell failure by 10%.

Special: You may take this feat multiple times, each time gaining an additional 10% reduction.

Balance: 4.58 (Purp 4.50, Pow 4.20, Port 4.20, Comp 5.00, Rule 5.00)

BONUS SPELLS FOCUS [General: Magical]

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Choose one spellcasting class. You receive more bonus spells for that class.

Prerequisite: Spellcaster level 4th+

Benefit: You gain a +2 bonus to the appropriate ability score for the purposes of determining how many bonus spells you have available to you in the chosen class.

Special: You can gain this feat multiple times if you have multiple spellcasting classes. Each time you take this feat, it applies to a different class.

Balance: 3.76 (Purp 3.80, Pow 3.60, Port 3.60, Comp 4.00, Rule 3.80)

BREW POTION [Item Creation]

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Prerequisite: Spellcaster level 3rd+

Benefit: The character can create a potion of any spell of 3rd level or lower that the character knows and that targets a creature or creatures. Brewing a potion takes 1 day. When the character creates a potion, the character sets the caster level. The caster level must be sufficient to cast the spell in question and no higher than the character's own level. The base price of a potion is its spell level multiplied by its caster level multiplied by 50 gp. To brew a potion, the character must spend 1/25 of this base price in XP and use up raw materials costing half this base price. When the character creates a potion, the character makes any choices that the character would normally make when casting the spell. Whoever drinks the potion is the target of the spell. Any

potion that stores a spell with a costly material component or an XP cost also carries a commensurate cost. In addition to the costs derived from the base price, the character must expend the material component or pay the XP when creating the potion.

Balance: 4.80 (Purp 5.00, Pow 4.75, Port 5.00, Comp 4.25, Rule 5.00)

CANNIBALISTIC CASTING [General: Magical]

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You can use your body to fuel magic once your spells have run out

Benefit: You can cast a spell by using a number of constitution points equal to the level of the spell rather than using a spell slot. These lost points of constitution are considered temporary ability score damage against your constitution score and are treated as such for all purposes. If the ability damage is in some way prevented the spell will fail. This ability damage cannot be healed by magical means and must be regained by rest. 0-level spells count as one spell level for the purpose of this feat.

Special: Spellcasters that must prepare spells are limited to selecting spells previously prepared and cast that day.

Balance: 4.00 (Purp 4.70, Pow 4.20, Port 4.20, Comp 3.50, Rule 3.40)

CANTRIP [General: Magical]

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Allow anyone to use 0-level arcane spells

Prerequisite: Int 13+, Knowledge (Arcana)

Benefit: Grants any individual the ability to know/understand up to their intelligence modifier's worth of cantrips (which they must locate/be trained in). The character can use his selection of cantrips by preparing (as a wizard) and using one per day. Anyone trying to cast a spell (even though it's just 0-level) must meet all of the requirements and suffer all of the penalties associated with the use of arcane magics.

Special: This feat may be taken multiple times; however, no additional cantrips can ever be learned (past the individuals intelligence modifier). Each additional time this feat is taken, the caster may prepare one additional cantrip per day. The total maximum number of cantrips that can be cast in a single day (regardless of the number of times this feat is taken), is also limited to the casters intelligence modifier.

Balance: 4.04 (Purp 4.50, Pow 4.50, Port 4.80, Comp 3.80, Rule 2.60)

CANTRIP MASTERY [General: Magical]

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You have mastered cantrips in a way that allows you to use them more freely

Prerequisite: Caster level of 3 or greater, 5 or more ranks of Knowledge (arcana)

Benefit: Instead of picking and choosing cantrips (0-level spells) for the day, you can freely use any cantrip available to you (known or in your spellbooks) up to the total number of cantrips you can cast per day.

Balance: 4.00 (Purp 3.60, Pow 4.70, Port 4.00, Comp 4.70, Rule 3.00)

CHANNEL TOUCH SPELL [Metamagic]

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You can cast a touch spell through your melee weapon

Benefit: You can cast any of your touch spells through a held melee weapon, allowing you to make a standard armed attack and inflict normal weapon damage plus the effect of your spell on a successful strike. Casting the spell is still a standard action (unless you have the Quicken Spell feat) and you must wait until your next attack action in order to make your armed attack. When resolving your attack, compare your attack roll against your target's normal AC and AC against touch attacks. If your attack roll fails to beat the target's normal AC but beats his or her AC against touch attacks, the spell is discharged normally but the weapon inflicts no additional damage. Casting a touch spell in this manner uses up a spell slot one level higher than level of the spell cast. Once the spell is cast your melee weapon holds the charge of the spell exactly as if the spell had been cast in the normal manner. You cannot pass a charged weapon to another character as doing so discharges your spell. Likewise, the spell dissipates (without discharging) if the weapon is ever thrown or leaves your hand.

Normal: You can discharge a touch spell as either a touch attack (no armor, shield or natural armor bonus to AC) or a normal unarmed strike.

Balance: 4.05 (Purp 4.25, Pow 4.00, Port 4.25, Comp 3.50, Rule 4.25)

COMBAT CASTING [General: Magical]

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Benefit: The character gets a +4 bonus to Concentration checks made to cast a spell while on the defensive.

Balance: 4.80 (Purp 4.75, Pow 4.75, Port 4.75, Comp 4.75, Rule 5.00)

CONCENTRATION SPELL [Metamagic]

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You can extend the duration of your spells through concentration.

Benefit: You can maintain a spell with a duration longer than one round through concentration. You must start concentrating right after casting the spell, and, for as long as you keep it up, need not count time off the spell's duration. After you stop maintaining the spell, it's normal duration resumes and then terminates as usual. You cannot use this feat to maintain a spell past ten times normal duration nor

can you resume concentration. A Concentration Spell uses up a spell slot one level higher than the spell's normal level.

Balance: 4.32 (Purp 4.70, Pow 4.20, Port 4.50, Comp 3.70, Rule 4.50)

CONTROLLED BURST [Metamagic]

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You have greater control over burst spells

Benefit: When casting burst-based area of effect spells, you can reduce the affected area in increments of 5 ft. You have total control over the radius, but not the direction. A controlled burst spell takes up a spell slot one level higher.

Example: Using this feat, you can cast a small fireball into a square next to you without having it impact you or your comrades.

Balance: 5.00 (Purp 5.00, Pow 5.00, Port 5.00, Comp 5.00, Rule 5.00)

CRAFT CRYSTAL CAPACITOR [Item Creation]

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Prerequisite: Manifester level 9th+

Benefit: You can create a crystal capacitor that stores a number of power points equal to or less than your base power points for your highest manifest level. The nature of power point storage, at least in conjunction with this feat, allows a maximum of 17 power points to be stored in a single crystal capacitor. Moreover, a crystal capacitor's maximum is always an odd number. Note that during use, a crystal capacitor very often contains even numbers of power points, just not when fully charged. Crafting a crystal capacitor takes one day for each 1,000 gp in its base price. The base price of a crystal capacitor is equal to the highest-level power it could manifest using all its stored power points, squared, multiplied by 1,000 gp. To encode a crystal capacitor, you must spend 1/25 of this base price in XP and use up raw materials costing half this base price.

Balance: 4.00 (Purp 4.00, Pow 4.00, Port 4.00, Comp 4.00, Rule 4.00)

CRAFT DORJE [Item Creation]

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Prerequisite: Manifester level 5th+

Benefit: You can create a dorje of any psionic power of 4th level or lower that you know. Crafting a dorje takes one day for each 1,000 gp in its base price. The base price of a dorje is its manifest level X the power level X 750 gp (treat 0-level powers as one-half level). To craft a dorje, you must spend 1/25 of this base price in XP and use up raw materials costing half of this base price. A newly created dorje has enough power points to manifest its primary power fifty times. Any dorje that stores powers with an XP cost also carries a commensurate cost. In addition to the cost derived from the base cost, you must pay fifty times the XP cost.

Balance: 4.40 (Purp 4.00, Pow 4.00, Port 5.00, Comp 4.00, Rule 5.00)

CRAFT MAGIC ARMS AND ARMOR [Item Creation]

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Prerequisite: Spellcaster level 5th+

Benefit: The character can create any magic weapon, armor, or shield whose prerequisites the character meets. Enhancing a weapon, suit of armor, or shield takes 1 day for each 1,000 gp in the price of its magical features. To enhance a weapon, suit of armor, or shield, the character must spend 1/25 of its features' total price in XP and use up raw materials costing half of this total price. The character can also mend a broken magic weapon, suit of armor, or shield if it is one that the character could make. Doing so costs half the XP, half the raw materials, and half the time it would take to enchant that item in the first place. The weapon, armor, or shield to be enhanced must be a masterwork item that the character must provide. (Its cost is not included in the above cost.)

Balance: 4.80 (Purp 5.00, Pow 4.75, Port 5.00, Comp 4.25, Rule 5.00)

CRAFT MAGIC TATTOO [Item Creation]

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You can create magical tattoos that duplicate the effects of a single spell.

Prerequisite: Spellcaster level 9+, 5 or more ranks in Craft (Artist)

Benefit: You can apply your magic and artistry together to create a magic tattoo. The tattoo is created to emulate the effects of a single spell as if it were a spell like ability. The base price for a tattoo of this nature is spell level x caster level x 400gp. Crafting a magic tattoo takes one day for each 1,000gp of its base price. To craft a magic tattoo, you and the recipient must each spend 1/25th of its base price in XP. The creator must also use up raw materials costing half of the base price.

Special: The power of the tattoo can only be used once each day. The caster level is based on the lowest caster level needed to cast the spell. If two or more magic tattoos are attempted on the same body (regardless of size), the magics will disrupt each other (i.e. you may never have more than one magic tattoo). A magic tattoo can be removed using a remove curse cast at one level higher than the spell level of the spell effect granted by the tattoo (using heighten spell or a similar method). The act of casting remove curse only takes away the magic. The tattoo itself remains until removed through mundane methods. The tattoo is treated as a Miscellaneous Magic Item for all other intents and purposes.

Balance: 4.02 (Purp 4.00, Pow 3.80, Port 4.60, Comp 4.20, Rule 3.50)

CRAFT PSIONIC ARMS AND ARMOR [Item Creation]

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Prerequisite: Manifester level 5th+

Benefit: You can create any psionic weapon, armor, or shield whose prerequisites you meet. Enhancing a weapon, suit of armor, or shield takes one day for each 1,000 gp in the price of its psionic features. To enhance a weapon, suit of armor, or shield, you must spend 1/25 of its features' total price in XP and use up raw materials costing half of this total price. You can also mend a broken psionic weapon, suit of armor, or shield if it is one that you could make. Doing so costs half the XP, half the raw materials, and half the time it would take to empower that item in the first place. The weapon, armor, or shield to be enhanced must be a masterwork item that you must provide. (Its cost is not included in the above cost.)

Balance: 4.40 (Purp 4.00, Pow 4.00, Port 5.00, Comp 4.00, Rule 5.00)

CRAFT ROD [Item Creation]

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Prerequisite: Spellcaster level 9th+

Benefit: The character can create any rod whose prerequisites the character meets. Crafting a rod takes 1 day for each 1,000 gp in its base price. To craft a rod, the character must spend 1/25 of its base price in XP and use up raw materials costing half of its base price. Some rods incur extra costs in material components or XP as noted in their descriptions. These costs are in addition to those derived from the rod's base price.

Balance: 4.80 (Purp 5.00, Pow 4.75, Port 5.00, Comp 4.25, Rule 5.00)

CRAFT STAFF [Item Creation]

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Prerequisite: Spellcaster level 12th+

Benefit: The character can create any staff whose prerequisites the character meets. Crafting a staff takes 1 day for each 1,000 gp in its base price. To craft a staff, the character must spend 1/25 of its base price in XP and use up raw materials costing half of its base price. A newly created staff has 50 charges. Some staffs incur extra costs in material components or XP as noted in their descriptions. These costs are in addition to those derived from the staff's base price.

Balance: 4.80 (Purp 5.00, Pow 4.75, Port 5.00, Comp 4.25, Rule 5.00)

CRAFT UNIVERSAL ITEM [Item Creation]

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Prerequisite: Manifester level 3rd+

Benefit: You can create any miscellaneous psionic item whose prerequisites you meet. Crafting a miscellaneous

psionic item takes one day for each 1,000 gp in its price. To empower a miscellaneous psionic item, the psionic character must spend 1/25 of the item's price in XP and use up raw materials costing half of this price. You can also mend a broken universal item if it is one that you could make. Doing so costs half the XP, half the raw materials, and half the time it would take to empower that item in the first place. Some universal items incur extra costs in material components or XP as noted in their descriptions. These costs are in addition to those derived from the item's base price. You must pay such a cost to create an item or mend a broken one.

Balance: 4.40 (Purp 4.00, Pow 4.00, Port 5.00, Comp 4.00, Rule 5.00)

CRAFT WAND [Item Creation]

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Prerequisite: Spellcaster level 5th+

Benefit: The character can create a wand of any spell of 4th level or lower that the character knows. Crafting a wand takes 1 day for each 1,000 gp in its base price. The base price of a wand is its caster level multiplied by the spell level multiplied by 750 gp. To craft a wand, the character must spend 1/25 of this base price in XP and use up raw materials costing half of this base price. A newly created wand has 50 charges. Any wand that stores a spell with a costly material component or an XP cost also carries a commensurate cost. In addition to the cost derived from the base cost, the character must expend fifty copies of the material component or pay fifty times the XP cost.

Balance: 4.80 (Purp 5.00, Pow 4.75, Port 5.00, Comp 4.25, Rule 5.00)

CRAFT WONDROUS ITEM [Item Creation]

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Prerequisite: Spellcaster level 3rd+

Benefit: The character can create any miscellaneous magic item whose prerequisites the character meet. Enchanting a miscellaneous magic item takes 1 day for each 1,000 gp in its price. To enchant a miscellaneous magic item, the spellcaster must spend 1/25 of the item's price in XP and use up raw materials costing half of this price. The character can also mend a broken miscellaneous magic item if it is one that the character could make. Doing so costs half the XP, half the raw materials, and half the time it would take to enchant that item in the first place. Some wondrous items incur extra costs in material components or XP as noted in their descriptions. These costs are in addition to those derived from the item's base price. The character must pay such a cost to create an item or to mend a broken one.

Balance: 4.80 (Purp 5.00, Pow 4.75, Port 5.00, Comp 4.25, Rule 5.00)

CREATE WONDROUS CREATURE [Item Creation]

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You know how to create Aberrations, Beasts, Magical Beasts, Monstrous Humanoids, and Plants.

Prerequisite: Knowledge (Arcana) or Knowledge (Psionics), Knowledge (Nature), Spellcaster level 5th+ or Manifestor level 5th+

Benefit: You can create any Aberration, Beast, Magical Beast, Monstrous Humanoid, or Plant whose prerequisites you meet. The creature created is not necessarily under your control. To create a creature you need access to a lab, similar to an alchemist's lab, of at least 500gp value. The creation of a creature involves taking a similar creature or creature(s) and subjecting them to various spells and grafting techniques. There is a chance that the experiment will be a failure. To create a creature you must succeed both a Knowledge (Arcana) or Knowledge (Psionics) and a Knowledge (Nature) check (DC 20 + CR of attempted creature). You may not 'take 10' on these rolls. However, you get a +1 circumstance bonus for every attempt at a specific creature that you have previously made, whether successful or not. If both Knowledge skill checks are failed the creature dies a horrible death. If one Knowledge skill check fails and one Knowledge skill check succeeds the resulting creation is horribly deformed in some way and is hostile towards you. The base price of a creature is the challenge rating squared times 1000gp (CR x CR x 1000gp). Creating a creature takes 1 day for every 1,000 gp in its base price. To create a creature, you must spend 1/25 of its base price in XP and use up raw materials costing half of its base price. The minimum caster level for creating a creature is 2 x CR of the intended creature. The appropriate spells must be used in order to add extraordinary (Ex), spell-like (Sp), and/or supernatural (Su) abilities.

Special: If a Charm Monster spell is cast every day of the creation process, a successfully created creature will be in permanent servitude to you. If a Limited Wish is used in the creation process a successfully created creature will be in permanent servitude to you and will even follow a life goal, determined by you, after you have died. If a Wish is used in the creation process a successfully created creature and its descendants will follow a life goal, determined by you, even after you have died.

Notes: Characters should be encouraged to create their own unique magical beasts and not just create another Owlbear, Tendriculos, Mimic, or Skum. If the creature is a new creature the DM should determine the CR.

Balance: 3.96 (Purp 5.00, Pow 4.20, Port 4.00, Comp 3.00, Rule 3.60)

DESTRUCTIVE FORCE [Metamagic]

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Revised by the Netbook of Feats Review Board

You can increase the damage limitations of certain spells

Benefit: You can raise the damage cap of capped spells by two dice. A Destructive Force spell takes up a spell slot one level higher than normal.

Example: The fireball spell has a damage cap of 10d6 (at 10th level). Using this feat, a 15th level caster could instead do 12d6 points of damage using a fourth level spell slot, 14d6 damage using a fifth level spell slot, or 15d6 (with a damage cap of 16d6) using a sixth level spell slot.

Notes: This feat can be used with any spell having a damage cap expressed in the spells description. A damage cap can be identified by a statement similar to "deals xdx points of x damage per caster level (maximum xdx)".

Balance: 4.52 (Purp 4.50, Pow 4.70, Port 4.50, Comp 4.70, Rule 4.20)

DIVINE DOMINION [Special: Magical]

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Add one additional domain to your divine casting repertoire

Prerequisite: 6 or more ranks in Knowledge (religion)

Benefit: Select a third domain from your deities domain list. All spells within the new domain list are considered domain spells for you.

Special: You do not gain the domain powers granted, you only gain the ability to use the domain spells listed as domain spells for your character. This feat is only usable by clerics and can only be taken once.

Notes: This feat was designed to give a cleric access to another domain from their deities domain list without giving them all of the extra abilities. All it means is that they can use the new domains domain list when selecting domain spell. This might seem underpowered at first, but when combined with Greater Divine Dominion, this feat is quite usefull.

Balance: 4.12 (Purp 4.20, Pow 4.70, Port 4.00, Comp 4.00, Rule 3.70)

DIVINE GIFT [General: Magical]

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Allow anyone to use 0-level divine spells

Prerequisite: Wis 13+, Knowledge (Religion)

Benefit: Grants any individual the ability to know/understand up to their wisdom modifier's worth of orisons (0-level divine spells chosen from the character's deity). The character can use his selection of orisons by preparing and using one per day. Anyone trying to cast a spell (even though its just 0-level) must meet all of the requirements and suffer all of the penalties associated with the use of divine magics.

Special: This feat may be taken multiple times; however, no additional orisons can ever be learned (past the individuals wisdom modifier). Each additional time this feat is taken, the caster may prepare one additional orison per day. The total maximum number of orisons that can be cast in a single day (regardless of the number of times this feat is taken), is also limited to the caster's wisdom modifier.

Notes: It's about usefulness and learning a small bit of magic through your beliefs that can be useful in your daily life, it's not about becoming a cleric.

Balance: 4.04 (Purp 4.50, Pow 4.50, Port 4.80, Comp 3.80, Rule 2.60)

DRACONIC BLOODLINE [General: Magical, Trait]

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The blood of Dragons truly runs through your veins.

Benefit: You have a remarkable affinity for Arcane spell magic: add +1 to the Difficulty Class for all saving throws against your Arcane spells. You may also treat the Sorcerer class as a favored class in addition to any other favored class that you gain by race.

Special: You can only take this feat at 1st level and this feat stacks with the Spell Focus and Greater Spell Focus feats. Though you have Draconic ancestry you still gain the regular bonuses and penalties of a typical member of your race. You are also vulnerable to attacks that target your unique Draconic heritage (like dragonbane weapons) even though you are only distantly related to Dragonkind.

Balance: 4.10 (Purp 4.25, Pow 4.25, Port 3.50, Comp 4.00, Rule 4.50)

EMPOWER SPELL [Metamagic]

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Benefit: All variable, numeric effects of an empowered spell are increased by one-half. An empowered spell deals half again as much damage as normal, cures half again as many hit points, affects half again as many targets, etc., as appropriate. Saving throws and opposed rolls (such as the one the character makes when the character casts dispel magic) are not affected. Spells without random variables are not affected. An empowered spell uses up a spell slot two levels higher than the spell's actual level.

Balance: 4.65 (Purp 4.75, Pow 4.75, Port 4.75, Comp 4.25, Rule 4.75)

ENCODE STONE [Item Creation]

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Prerequisite: Manifestor level 1st+

Benefit: You can create a power stone of any power that you know. Encoding a power stone takes one day for each 1,000 gp in its base price. The base price of a power stone is the level of the stored psionic power x its manifestor level x 25 gp (treat a 0-level power as one-half level). To encode a power stone, you must spend 1/25 of this base price in XP and use up raw materials costing half of this base price. Any power stone that stores a psionic power with an XP cost also carries a commensurate cost. In addition to the costs derived from the base price, you must pay the XP when encoding the stone.

Balance: 4.40 (Purp 4.00, Pow 4.00, Port 5.00, Comp 4.00, Rule 5.00)

ENHANCED DRACONIC BLOODLINE [Special: Magical]

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You have mastered your unique heritage, gaining an extraordinary affinity for spell magic.

Prerequisite: Draconic Bloodline, Ability to cast Arcane spells without preparation (like a Bard or Sorcerer)

Benefit: If a Bard or Sorcerer, you gain bonus spells based on your Charisma attribute (per Table 1-1, page 8 of the 3rd Edition Player's Handbook). These spells are added to your number of spells known; this feat does not increase the number of spells that you can cast per day.

Normal: Bards and Sorcerers are normally fixed in their number of spells known per level.

Special: The bonus spells provided by this feat cannot be combined with the bonus spells provided by any other feat (based on ability score) other than Cantrip.

Balance: 3.65 (Purp 3.75, Pow 3.50, Port 3.50, Comp 4.25, Rule 3.25)

ENLARGE SPELL [Metamagic]

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Benefit: An enlarged spell has its range doubled. Spells whose ranges are not defined by distance do not have their ranges increased. A spell whose area or effect is determined by its range has the dimensions of its area or effect increased proportionally. An enlarged spell uses up a spell slot one level higher than the spell's actual level.

Balance: 4.50 (Purp 5.00, Pow 4.25, Port 4.75, Comp 4.25, Rule 4.25)

EXPAND SPELL [Metamagic]

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You can cast spells with a larger area of effect

Benefit: An Expanded spell has its area of effect increased by + 5 ft to all dimensions. This feat does not affect spells without an area of effect stated in spatial terms. Areas of effect of "personal" or "touch" or no AREA listed are not affected. If the spell specifies numbers of targets, that number is not affected (see Empower Spell in Core Rulebook I). An Expanded spell takes up a spell slot two levels higher than the spell's actual level.

Example: Burning Hands (1st level) affects anyone in a semicircle burst of flames 10-ft-long, starting at the caster. Expanded Burning Hands (3rd level) affects anyone in a semicircle burst of flames 15-feet-long, starting at the caster.

Balance: 4.42 (Purp 4.60, Pow 4.00, Port 4.60, Comp 4.30, Rule 4.60)

EXPANDED DOMAINS [General: Magical]

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You can memorize domain-specific spells as if they were general cleric spells.

Prerequisite: Ability to cast clerical spells and domain spells

Benefit: You can prepare domain spells from all of your chosen domains in your clerical spell slots. You may still only prepare domain spells in your domain spell slots.

Notes: If you wish, you can still substitute domain spells memorized in regular spell slots for cure wounds spells.

Balance: 5.00 (Purp 5.00, Pow 5.00, Port 5.00, Comp 5.00, Rule 5.00)

EXTEND SPELL [Metamagic]

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Benefit: An extended spell lasts twice as long as normal. Spells with a concentration, instantaneous, or permanent duration are not affected by this feat. An extended spell uses up a spell slot one level higher than the spell's actual level.

Balance: 4.85 (Purp 5.00, Pow 4.50, Port 5.00, Comp 4.75, Rule 5.00)

EXTEND SPELL LIST [General: Magical]

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You gain the use of the spells of one domain.

Benefit: With this feat, you get to add the spells of one clerical domain to your spell list, regardless of your class.

You cast these spells as if they were normal spells of your spellcaster class. The new spells become arcane spells if you have an arcane spellcaster class but in this case you must still learn the spells in the normal manner; this feat only adds them to your spell list. If the domain power of the domain you picked is a spell-like ability, you get this spell added to your spell lists, as well. Examples include animal friendship of the animal domain and freedom of movement of the travel domain.

Special: A wizard must always research these spells from scratch, using the standard game rules. As a divine spellcaster, you cannot learn domains inappropriate for the powers you serve.

Notes: These spells have nothing to do with gods or domains, really; the domains are merely used as reasonable groups of spells that a themed spellcaster might learn. Use this feat with caution: it fits in open-ended campaigns, where characters are allowed to step outside the usual class limitations. It lets sorcerers and wizards learn healing spells and divine spellcasters to learn offensive spells like burning hands.

Balance: 3.28 (Purp 3.60, Pow 3.00, Port 2.80, Comp 3.80, Rule 3.20)

FAST ITEM CREATION [Item Creation]

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Spellcasters can create items faster

Prerequisite: Ability to cast fourth level spells

Benefit: You increase the daily rate at which you create magical items by 1000 gp.

Normal: All spellcasters normally create items at the rate of 1000 gp per day.

Special: This feat can be taken several times, and stacks with itself. Each time it is chosen, add 1000 gp to the value of magical items the character can create in a day. Thus, items take half the usual time with one feat's worth of Fast Item Creation, one-third the usual time with two, and so on.

Balance: 4.28 (Purp 4.60, Pow 4.30, Port 4.60, Comp 4.30, Rule 3.60)

FAST SPELL [Metamagic]

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Cuts the casting time of your spells.

Benefit: Fast Spell reduces the casting time of a spell which takes 1 full round to a standard action, and halves the casting time for spells that take longer than a full round to cast. Fast spell has no effect on spells with a casting time shorter than a full round. A Fast Spell uses up a spell slot one level higher than the spell's actual level.

Notes: For a spontaneous spellcaster such as a sorcerer or bard, the metamagic rule still cuts in and changes the standard action into a full-round action.

Balance: 4.24 (Purp 4.00, Pow 4.50, Port 4.20, Comp 4.00, Rule 4.50)

FIRE TO ICE [Metamagic]

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You are able to transform fire spells into cold spells.

Prerequisite: Ability to cast Arcane or Divine spells with a fire based component

Benefit: You may prepare and/or cast any fire-based spell as a cold spell with similar range, area of effect and damage. Casting a spell in this manner uses up a spell slot of the same level as the original spell

Special: It is blasphemous for a Divine spellcaster that follows a deity with access to the Fire domain to select this feat.

Balance: 4.20 (Purp 4.20, Pow 3.60, Port 4.30, Comp 4.60, Rule 4.30)

FORCE SPELL [Metamagic]

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You can infuse your damaging arcane spells with force.

Benefit: Half of the damage inflicted by an arcane spell modified by this feat has the force descriptor, enabling it to affect incorporeal creatures and making it resistant to protection from elements and similar magic. The other half of the damage is treated normally per the spell. A force spell uses up a spell slot two levels higher than the spells actual level.

Balance: 4.20 (Purp 4.00, Pow 4.67, Port 4.33, Comp 4.00, Rule 4.00)

FORGE RING [Item Creation]

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Prerequisite: Spellcaster level 12th+

Benefit: The character can create any ring whose prerequisites the character meets. Crafting a ring takes 1 day for each 1,000 gp in its base price. To craft a ring, the character must spend 1/25 of its base price in XP and use up raw materials costing half of its base price. The character can also mend a broken ring if it is a ring that the character could make. Doing so costs half the XP, half the raw materials, and half the time it would take to craft that ring in the first place. Some magic rings incur extra costs in material components or XP as noted in their descriptions.

Balance: 4.80 (Purp 5.00, Pow 4.75, Port 5.00, Comp 4.25, Rule 5.00)

GIVEAWAY SPELL [Metamagic]

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You give away control over a spell.

Benefit: You transfer the control over a spell to another willing creature that you touch at the time of casting. This changes the beneficiary of spells like charm person or transfers the control of a spell like levitate or flaming sphere. Read you in the spell description as the beneficiary of the giveaway spell. This does not work on spells with a Personal range. You may still select yourself as the beneficiary, in which case this feat has no effect beyond increasing the level of spell slot.

Special: In all other ways, the spell functions as normal; save DC and level-dependent functions are based on your abilities. You still make all the decisions inherent in casting the spell, such as what the (initial) target is, but if the effect can be moved (for example flaming sphere), the creature in control decides how. You must still be the once concentrating to maintain a concentration spell, but the beneficiary can opt to end a dismissable {duration notation "(D)"} or concentration spell at his whim. A Giveaway Spell uses up a spell slot one level higher than the spell's actual level.

Balance: 4.24 (Purp 4.20, Pow 4.20, Port 4.60, Comp 4.00, Rule 4.20)

GREATER HELD CHARGE [Metamagic]

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You have mastered your body's ability to hold a magical charge

Benefit: You can hold a charged touch spell and still cast a spell. The charge may not be released in the same round as the new spell has been cast, but you do maintain the charge. The number of times this feat can be used while a specific spell is charged is equal to the caster's constitution modifier. Once you have cast that many additional spells, if you cast another, the charged spell dissipates as normal. Spells cast using this feat take up a spell slot one level higher.

Normal: If you are holding a spell charge for a touch attack and cast another spell, the spell charge for the touch spell dissipates.

Notes: Casting another touch spell will override this feat. You are only considered "armed" when you attempt to use the touch attack itself, otherwise, you will draw an attack of opportunity as normal. If you fail a concentration check while maintaining this charge, the charge will fail normally.

Balance: 4.18 (Purp 4.40, Pow 4.50, Port 4.20, Comp 3.60, Rule 4.20)

GREATER SPELL TOUGHNESS [General: Magical]

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You are incredibly resistant to spells cast from a chosen school.

Prerequisite: Spell Toughness, Will save +6

Benefit: Add +4 to your saving throws against spells and spell-like effects from a chosen school of magic that you have previously chosen Spell Toughness for. This bonus supercedes (does not stack with) the bonus provided by Spell Toughness.

Special: You can choose this feat multiple times but its effects do not stack. Each time it is chosen, it must be applied to a different school of magic that meets the above prerequisites.

Balance: 4.34 (Purp 3.60, Pow 4.60, Port 4.30, Comp 4.60, Rule 4.60)

HARDENED SPELL [Metamagic]

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When you cast a spell from a school for which you have selected the Spell Focus feat, you may make that spell more difficult for opposing spellcasters to counterspell or disrupt.

Prerequisite: Spell Focus (in school)

Benefit: If the same spell or a reverse effect spell is used as a counterspell to your Hardened Spell, the counterspell is ineffective. If Dispel Magic or a similar spell or effect is used as a counterspell, the DC for the dispel check is increased by +4. If you are forced to make any Concentration checks while casting the Hardened Spell, your rolls for those checks gain a +2 bonus.

Special: You may take this feat multiple times. Each time that you take this feat, you get an additional +2 bonus to the DC of the dispel check and an additional +2 bonus to your Concentration checks when and as appropriate.

Balance: 4.08 (Purp 3.60, Pow 4.30, Port 4.60, Comp 3.60, Rule 4.30)

HEIGHTEN POWER [Metamagic]

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Benefit: A heightened power has a higher psionic power level than normal (up to 9th level). Unlike other metapsionic feats, Heighten Power actually increases the effective level of the power that it modifies. All effects dependent on power

level are calculated according to the heightened level. The heightened power costs as many power points as a power of its effective level.

Balance: 3.80 (Purp 3.00, Pow 3.00, Port 5.00, Comp 4.00, Rule 4.00)

HEIGHTEN SPELL [Metamagic]

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Benefit: A heightened spell has a higher spell level than normal (up to 9th level). Unlike other metamagic feats, Heighten Spell actually increases the effective level of the spell that it modifies. All effects dependent on spell level (such as saving throw DCs and ability to penetrate a minor globe of invulnerability) are calculated according to the heightened level. The heightened spell is as difficult to prepare and cast as a spell of its effective level.

Balance: 4.40 (Purp 4.25, Pow 4.00, Port 4.75, Comp 4.50, Rule 4.50)

HOLE IN THE MIDDLE [Metamagic]

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You can create a hole in an area spell to avoid being affected

Benefit: When you cast an area spell in such a way that you are in the area affected, you can create a hole in the area around yourself to avoid being affected by your own spell. Anyone who occupies your square (for example grappling you or being small enough to fit between your feet or on your shoulder) is also unaffected. A Hole in the Middle spell uses up a spell slot one level higher than the spell's actual level.

Balance: 4.36 (Purp 4.30, Pow 3.60, Port 5.00, Comp 4.60, Rule 4.30)

IMPACT SPELL [General: Magical]

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Your damage-causing spells get extra benefit from the Heighten Spell feat.

Prerequisite: Arcane spellcaster, Heighten Spell

Benefit: If you prepare a damage causing spell with a higher than normal level using the Heighten Spell metamagic feat, the maximum number of damage dice may be increased. If the spell causes damage to one creature, or must be split among multiple creatures (e.g. Magic Missile), the revised maximum dice allowed is given in the second column (Single). If the spell causes damage to any creatures that fall within its area of effect (e.g. Fireball), refer to the third column (Multiple) for the revised maximum dice allowed.

Notes: Looking at the spell lists, few divine spells are flashy, damage causing spells. In addition, these spells were alignment related. For this reason, this feat did not seem appropriate or have the right flavor for divine spellcasters. If deities could grant more damage against infidels with a particular spell, they already would. This is the reason for

New Level	Max # of Damage Dice for	
	a Single Creature Affected	Multiple Creatures Affected
2nd	10	5
3rd	10	10
4th	15	10
5th	15	15
6th	20	15
7th	20	20
8th	25	20
9th	25	25

their omission. GMs may, of course, opt to allow this feat for clerics or all divine spellcasters.

Balance: 4.18 (Purp 4.30, Pow 4.30, Port 4.00, Comp 4.00, Rule 4.30)

IMPROVED CASTER LEVEL [General: Magical]

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You can compensate for a lack of focus in your magical development

Prerequisite: Multiclass spellcaster

Benefit: Your caster level in one spellcasting class is increased by one, but no higher than your character level.

Special: This feat can be learned several times and stacks with itself.

Example: Yushu is a fifth level sorcerer. She advances in character level to six, and decides to advance as a rogue. She also acquires a new feat, and picks this one. Her caster level as a sorcerer is now sixth, so her fireball has range of 640' and does six dice of damage, but the number of spells she can cast and learn are still those of a fifth level sorcerer.

Notes: This means that a multiclass spellcaster can increase the power of his spells up to his character level. It does not allow you to learn, prepare, or cast more spells. Your caster level as a Paladin or Ranger (or any other class whose caster level is half the class level) cannot be improved past half your character level. This is intended to make multiclassing more attractive for sorcerers and wizards whose spell effects are very much dependent on their caster level. Note that this feat can also be applied to divine spellcasting classes.

Balance: 4.24 (Purp 4.60, Pow 4.30, Port 3.90, Comp 4.30, Rule 4.10)

IMPROVED SPELLS PER DAY [General: Magical]

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You are able to prepare or cast more spells per day.

Benefit: You can prepare or cast one additional spell per day of one chosen spell level that you can already cast. Once chosen, the level of the additional spell is set and cannot be changed.

Special: You can choose this feat multiple times but may only prepare or cast one additional spell per day of each spell level that you can cast.

Balance: 4.60 (Purp 4.75, Pow 4.25, Port 4.75, Comp 4.75, Rule 4.50)

INNER DEPTHS OF THE SOUL [General: Magical]
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You have tapped an inner reserve of power, and your XP costs are reduced.

Prerequisite: Int 13+, Cha 13+, Int 13+

Benefit: Any time you cast a spell with an XP cost, manifest a power with an XP cost or create a magic item, the XP cost is reduced by 10%. Fractional XP costs are rounded up.

Special: A character may gain this feat multiple times. Each time you take this feat beyond the first, the ability score requirements each increase by 2 and the XP cost discount is increased by 5%.

Example: At 6th level Garmand took Inner Depths of the Soul as his feat. He met the prerequisites of 13 or higher in Intelligence, Wisdom and Charisma. The XP cost discount is 10%. At 9th level, he wishes to take the feat again. He must meet the increased prerequisites of 15 or higher in Intelligence, Wisdom and Charisma. If he does, then the feat will grant a total discount of 15% to XP costs.

Balance: 3.70 (Purp 4.00, Pow 3.75, Port 3.50, Comp 3.50, Rule 3.75)

INTUITIVE SPELL KNOWLEDGE [General: Magical]

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You are able to learn more spells.

Prerequisite: Ability to cast 1st level Arcane spells without preparation (like a Bard or Sorcerer)

Benefit: You can learn one additional spell of any level that you can cast.

Special: You can choose this feat multiple times but may only learn one additional spell per spell level.

Balance: 4.65 (Purp 4.75, Pow 4.75, Port 4.75, Comp 4.50, Rule 4.50)

KNOWN SPELLS FOCUS [General: Magical]

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Choose one spontaneously spellcasting class. You can learn more spells than normal for that class.

Prerequisite: Spontaneous spellcaster level 8th+

Benefit: You may apply your bonus spells for the chosen class (eg. Charisma bonus in spells for Sorcerers and Bards) to your list of spells known for that class.

Normal: A spontaneous spellcasting class without this feat may only apply her bonus spells towards that number of spells she is allowed to cast.

Special: You can gain this feat multiple times if you have multiple spontaneous spellcasting classes. Each time you

take this feat, it applies to a different class. This feat will not stack with any other feat that would allow the same class to learn additional spells.

Balance: 3.30 (Purp 3.75, Pow 2.75, Port 3.00, Comp 3.75, Rule 3.25)

LEARNED METAMAGIC [Metamagic]

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Through hard work, study and dedication, you have learned to combine your arcane knowledge with your innate spellcasting ability, enabling you to prepare certain metamagic spells.

Prerequisite: Ability to cast Arcane spells without preparation (like a Bard or Sorcerer), Int 13+, Spellcraft 8+, Knowledge (arcana) 8+, Metamagic feat

Benefit: You can prepare metamagically-enhanced versions of spells that you know exactly like a Wizard. Prepared metamagic spells take up a spellcasting slot of the appropriate level (against a Bard or Sorcerer's spells per day) until cast, per the base spell and metamagic feat used to augment it. This spell slot cannot be used to cast another spell without wasting the prepared metamagic spell. Only spells known by the Bard or Sorcerer can be prepared in this fashion, and preparing a metamagic spell takes a minimum amount of time equal to 15 minutes plus the enhanced levels of the spells prepared. A prepared metamagic spell is cast exactly as if the spell were cast by a Wizard, per the normal casting time of the base spell, and once cast the metamagic spell cannot be recast without being prepared again.

Normal: Bards and Sorcerers do not normally prepare spells

Special: This feat does not provide knowledge of any other metamagic feat.

Balance: 3.10 (Purp 3.00, Pow 3.50, Port 3.25, Comp 2.75, Rule 3.00)

MAGIC SECRET [General: Magical]

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Your magic is tied to a secret

Benefit: Because all your magic is tied to a secret, those not knowing this secret find it harder to unravel your spells. The difficulty of any dispel check against your spells is 15 + your caster level instead of the normal 10 + caster level. But the drawback is that anyone who knows your magical secret will automatically succeed in any dispel check against your magic.

Special: The effects of the spells are not changed in any way. The feat affects all your spells from the moment you learn it; you cannot avoid using it

Notes: A magical secret can be most anything, but it must be something that is possible to figure out. A secret name, your birthday, the name of your mentor or patron, the fact that you are of a strange race or parentage, your sex (or lack thereof), the true color of your hair; all are possible spell secrets. Anyone researching your background or making their

knowledge skill roll about you will learn you have this feat, but not what your exact secret is.

Balance: 3.62 (Purp 4.60, Pow 3.60, Port 3.30, Comp 3.60, Rule 3.00)

MAXIMIZE SPELL [Metamagic]

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Benefit: All variable, numeric effects of a maximized spell are maximized. A maximized spell deals maximum damage, cures the maximum number of hit points, affects the maximum number of targets, etc., as appropriate. Spells without random variables are not affected. A maximized spell uses up a spell slot three levels higher than the spell's actual level. An empowered, maximized spell gains the separate benefits of each feat: the maximum result plus one-half the normally rolled result.

Balance: 4.90 (Purp 4.75, Pow 5.00, Port 4.75, Comp 5.00, Rule 5.00)

METAFFINITY [Metamagic]

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You are adept at casting metamagic Arcane spells without prior preparation.

Prerequisite: Ability to cast Arcane spells without preparation (like a Bard or Sorcerer), At least one other metamagic feat

Benefit: Despite the fact that you do not prepare spells, you are able to cast any spell augmented by any other metamagic feat that you know without increasing the spell's casting time. Spells quickly cast through use of this feat use up a spell slot one level higher than the spell's metamagically enhanced level.

Normal: Sorcerers, Bards and other Arcane spellcasters that do not prepare spells normally take more time to cast a metamagic spell than a normal one. If a spell's normal casting time is 1-action, a Sorcerer or Bard can cast a metamagically-enhanced version of the spell as a full-round action. With the Metaffinity feat, you are able to cast the same metamagically-enhanced spell in 1-action.

Special: This feat can be combined with the Quicken Spell feat, a feat not normally useful to Sorcerers and Bards.

Example: Aerryk, a 17th level Sorcerer, has the Metaffinity, Quicken Spell and Maximize Spell feats. He can cast a maximized Lightning Bolt spell as a full-round action by using up a 6th level spell slot or use his Metaffinity feat to cast a maximized Lightning Bolt in 1-action by using up a 7th level spell slot. He could also use his Metaffinity feat to cast a quickened Lightning Bolt as a free action by using up an 8th level spell slot, but would not be able to maximize the spell.

Balance: 4.10 (Purp 4.50, Pow 4.00, Port 3.75, Comp 4.25, Rule 4.00)

METASPELL [Metamagic]

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You can learn metamagically-enhanced spells instead of standard spells.

Prerequisite: Ability to cast Arcane spells without preparation (like a Bard or Sorcerer)

Benefit: When you gain new spells, you have the option of learning a metamagically-enhanced spell in place of another spell of the appropriate level. This spell takes up a spell-slot appropriate for the normal level of the spell, modified by the metamagic feat used to augment the spell. You do not need to know the base spell nor the metamagic feat used to modify the spell in order to use this feat. Once a metamagically-enhanced spell is learned in this manner, you cannot cast the spell without its metamagic enhancement, though you can augment the spell in standard fashion with additional metamagic feats. A metamagic spell learned in this fashion is cast as if the spellcaster were a Wizard, without increasing the time needed to cast the spell.

Example: A Sorcerer normally gains a 5th level spell on attaining 10th level. Instead of learning a standard 5th level spell, a Sorcerer with the Metaspell feat could learn an Empowered Fireball spell (3rd level spell +2 spell levels for the Empower feat).

Notes: This may be appropriate as a house rule for many campaigns without requiring purchase as a feat.

Balance: 4.65 (Purp 5.00, Pow 5.00, Port 4.50, Comp 4.25, Rule 4.50)

MINDLESS EFFORT [Metamagic]

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You can continue to maintain a concentration spell for a limited time without concentrating on it

Prerequisite: 10 or more ranks in Concentration

Benefit: A concentration based spell cast using this feat can continue to function without concentration for a period of rounds equal to your primary ability modifier. If there is already a modifier to the duration of the spell once concentration has ceased, you may add your modifier to that duration. This spell takes up a spell slot one level higher.

Balance: 4.64 (Purp 4.80, Pow 4.60, Port 4.80, Comp 4.40, Rule 4.60)

MINOR SPELL MASTERY [General: Magical]

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You have become so familiar with a 0-level spell that it becomes second nature to you.

Prerequisite: Spellcasting level 3+ (divine or arcane)

Benefit: You must permanently sacrifice one 0-level spell slot. In exchange, you can cast one 0-level spell of your choice as a spell-like ability a number of times per day equal to your governing ability modifier.

Special: You may take this feat multiple times, each time with a different 0-level spell.

Example: A 9th level Bard with 19 Charisma decides to take this feat. He picks detect magic spell to master. Normally, he can cast three 0-level spells per day. Now, he can only prepare and cast two 0-level spells. However, he can cast detect magic 4 times per day as a spell-like ability.

Balance: 4.15 (Purp 4.25, Pow 4.25, Port 4.00, Comp 4.00, Rule 4.25)

OPPORTUNITY COUNTERSPELL [General:

Magical]

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You can cast counterspells in lieu of making an opportunity attack

Prerequisite: Quicken Spell, Spellcraft

Benefit: You get one free ready action each round that you can only use for counterspelling. If you use this ready action, you do not get any attacks of opportunity for the round, but your initiative does not change as it does from a normal ready action.

Special: You cannot use this feat to cast extra spells for effect; it only allows counterspelling of an opponent's spells.

Notes: Your casting of the counterspell may trigger an opportunity attack in the normal fashion. You cannot use this feat to cast extra spells for effect; it only allows counterspelling of an opponent's spells.

Balance: 3.90 (Purp 4.00, Pow 3.00, Port 4.00, Comp 4.50, Rule 4.00)

POWERLESS SPELL [Metamagic]

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You can prepare or cast a spell for use as a counterspell

Benefit: You can cast a spell in such a way that it has no effect beyond a simple light show, an obviously powerless version of the real thing with an instantaneous duration and no lasting effect. A Fireball would only be a billowing cloud of hot air, a lightning bolt would become an obviously powerless, but still impressive, display of static. This allows you to show people that you have a powerful spell without expending a high-level spell slot, but the main use is in counterspelling. As it is the spell itself and not the effect that causes counterspelling, such a spell would have very little effect on the real world, but could still be used to counterspell. By giving up the entire spell effect, you make the spell easier to prepare and cast, so that a spell takes up a spell slot two levels lower, but never lower than level zero.

Special: Spells whose effects are to negate or counterspell magic still lose their effect. So a powerless dispel magic can only be used to counterspell another dispel magic spell; it cannot be used as an attempt to counterspell any other spell (as that is the effect of a dispel magic spell, lost through the Powerless Spell feat). Nor can a powerless darkness spell be used to counter a light spell, for the same reason.

Balance: 4.18 (Purp 5.00, Pow 3.30, Port 4.30, Comp 4.00, Rule 4.30)

QUICKEN SPELL [Metamagic]

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Benefit: Casting a quickened spell is a free action. The character can perform another action, even casting another spell, in the same round as the character casts a quickened spell. The character may only cast one quickened spell per round. A spell whose casting time is more than 1 full round cannot be quickened. A quickened spell uses up a spell slot four levels higher than the spell's actual level.

Balance: 4.20 (Purp 4.50, Pow 4.50, Port 4.50, Comp 4.50, Rule 3.00)

RECHARGE [Item Creation]

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You can recharge your magical items rather than create new ones

Prerequisite: Item creation feat for the item in question

Benefit: You may spend 3/4 of the required time, experience, and money recharging an item. You may fully recharge the item or you may recharge the item on a charge-by-charge basis. To recharge a magical device, your recharging cost is 75% of the original item (for each element of creation). To determine the cost for a specific number of charges (if you don't want to fully recharge a device for whatever reason), take the recharging costs and divide them by the maximum number of charges the device can carry. This is your recharge cost per charge.

Special: This feat can only be used with items that have charges. They can only be recharged to the maximum number of charges allowed at the time it was originally created. This uses the optional rule that charged items can be recharged.

Example: Nimrod, the creator, designs a new wand that can make cheese. This wand uses a number of charges based on the kind of cheese made. Nimrod is a 9th level wizard with a 17 Intelligence (I use the alternate charges rule presented under Item Creation). His new wand is created with the ability to hold a maximum of 36 charges (level 9 x Intelligence bonus of +3) for a total of 9 x 4. Nimrod has been using his wand of cheese quite frequently (he's a weremouse) and only has 6 charges left. Since creating his wand, he is now 10th level and also received a boost to his intelligence (now 18)... these have no impact on the wand, because it was created to hold 36 charges... that's all it will ever hold unless Nimrod goes through the initial creation process again (which I might discount slightly). Lets say this wand cost him 5,000gp and 800xp. The recharge cost for this wand is 3,750gp and 600xp. Now lets say that Nimrod doesn't have the XP to spend, but really wants to recharge the wand. He is willing to settle for a smaller recharge, but can only spare 100xps. Now we need to determine the cost per charge. Our recharge cost is 3,750gp and 600xp, so we need to divide those by 36 (the maximum number of charges). The result is 104gp and 17xp for each charge. We said Nimrod had 100xp to spare, so he could add 5 charges

(now he has 11 available). The cost of these 5 charges is 520gp and 85xp. Last I heard, Nimrod was working on a wand of wine to go with his cheese.

Balance: 3.50 (Purp 4.00, Pow 3.50, Port 3.80, Comp 3.40, Rule 2.80)

RESEARCH GENIUS [General: Magical]

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Allows a spellcaster to create new spells quickly

Prerequisite: Int 12+, Spellcaster level 5+

Benefit: You may reduce the time required for spell research by 25%.

Notes: This is based on the variant spell research rules presented in the DMG. This feat would impact the time, money, material, etc used, so it is more powerful than it appears to be on the surface, but at 25% it is fair and balanced. For games with significant downtime, this would not be as much of a problem.

Balance: 4.12 (Purp 4.20, Pow 4.00, Port 3.80, Comp 4.60, Rule 4.00)

RESEARCH TRINITY [General: Magical]

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You can greatly reduce one element required for creating new spells by increasing the other elements.

Benefit: When creating a new spell you may greatly reduce one of the requirements (Time, Cost, or Resources), but must double the other two. Time can be reduced to one day/spell level by doubling the cost of the research (2,000gp/spell level) and the size of the library needed (resources); or, you could reduce the cost to 100gp/level of the spell by doubling the time required (2 weeks/spell level) and the size of the library needed (resources); or, you could decrease the resources required (to just your brains and your spellbooks) by doubling both the time (2 weeks/level of the spell) and the cost (2,000gp/level of the spell). When using this feat for research, the DC for determining success (a Spellcraft check) increases to 15 + the spells level.

Normal: There are three primary elements required for the successful creation of a new spell: Time (one week for each level of the spell), Cost (1,000gp for each level of the spell), and Resources (a well stocked library and a place to test ideas). At the end of the research period, a Spellcraft check against DC 10 + the new spell's level is required to determine success.

Notes: This feat has a very real use, and has to be watched for game balance. The library requirement is nebulous, as it is in the original rule, so this feat adds new levels of uncertainty to the DM's task of evaluating a library.

Balance: 3.74 (Purp 4.10, Pow 3.50, Port 3.50, Comp 3.30, Rule 4.30)

RESTORE EFFORT [General: Magical]

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A spell that has been cast using the Mindless Effort feat may be resumed

Prerequisite: Mindless Effort

Benefit: You may resume concentration of a spell that was cast using the Mindless Effort metamagic feat. You must resume the spell before it expires or the duration ends.

Special: Spells cast using this feat are still limited by the normal duration of the spell cast.

Balance: 4.36 (Purp 4.40, Pow 4.40, Port 4.80, Comp 4.00, Rule 4.20)

RITUAL SPELL [Metamagic]

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Cast a spell as a six-hour ritual.

Benefit: A spell with a normal casting time of ten minutes or less can be cast as a ritual with a casting time of six hours. The ritual also requires a number of (unskilled) helpers equal to the spell level and must be conducted in a suitable place appropriate to the spell, such as a temple or wizard's sanctum. The benefit is that the spell takes up a spell slot one level lower than normal.

Special: If you have an appropriate sacrifice, perform the ritual at the right time in the right place, have an artifact or item of power or the ritual fits in the story, the DM may reduce the required spell slot even further. Recommended for evil NPCs, whose terrible rituals the PCs must stop.

Notes: This is particularly useful to divine spellcasters, who know high-level spells but normally just can't cast them. Many cleric spells do very well as rituals. Wizards can learn spells of a level they cannot normally cast, but must scribe it using the standard rules, not take it for free when they go up in level. Sorcerers and bards can never learn spells that they cannot normally cast, and thus find this feat almost useless.

Balance: 4.40 (Purp 4.75, Pow 4.25, Port 4.00, Comp 4.25, Rule 4.75)

SCRIBE SCROLL [Item Creation]

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Prerequisite: Spellcaster level 1st+

Benefit: The character can create a scroll of any spell that the character knows. Scribing a scroll takes 1 day for each 1,000 gp in its base price. The base price of a scroll is its spell level multiplied by its caster level multiplied by 25 gp. To scribe a scroll, the character must spend 1/25 of this base price in XP and use up raw materials costing half of this base price. Any scroll that stores a spell with a costly material component or an XP cost also carries a commensurate cost. In addition to the costs derived from the base price, the character must expend the material component or pay the XP when scribing the scroll.

Balance: 4.80 (Purp 5.00, Pow 4.75, Port 5.00, Comp 4.25, Rule 5.00)

SCRIBE TATTOO [Item Creation]

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Prerequisite: Manifester level 3rd+

Benefit: You can create a psionic tattoo of any psionic power of 3rd level or lower that you know and that targets a creature or creatures (see Special, below). Scribing a psionic tattoo takes one day. When you create a psionic tattoo, you set the manifest level. The manifest level must be sufficient to manifest the power in question and no higher than your own level. The base price of a psionic tattoo is its power level x its manifest level x 50 gp (inscribing a 0-level power costs 25 gp). To scribe a tattoo, you must spend 1/25 of this base price in XP and use up raw materials (special inks, masterwork needles, and so on) costing half of this base price. When you create a psionic tattoo, you make any choices that you would normally make when manifesting the power. When its wearer physically activates the tattoo, the wearer is the target of the power. Any psionic tattoo that stores a power with an XP cost also carries a commensurate cost. In addition to the costs derived from the base price, you must pay the XP when creating the tattoo.

Special: All Psychometabolism powers are an exception to the target criteria, and may be scribed into a tattoo despite the fact that they are personal powers.

Balance: 4.40 (Purp 4.00, Pow 4.00, Port 5.00, Comp 4.00, Rule 5.00)

SELF ITEM [Item Creation]

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You may create items with powers linked to you.

Prerequisite: One or more of the following: Craft Magic Arms and Armor, Craft Rod, Craft Wondrous Item, Forge Ring

Benefit: A magic item created with one of the prerequisite feats can be made as a Self Item. In this case, the XP cost for the item is reduced by 25% (round down), but the item will work only for its creator. If somebody other than the item's creator attempts use it, the item is completely inert. If the item is ever destroyed, the creator will lose XP equal to full, normal XP cost to make the item; this can cause the creator to lose a level of experience. Charged items cannot be made using this feat.

Balance: 3.56 (Purp 3.30, Pow 3.60, Port 4.00, Comp 3.60, Rule 3.30)

SILENT SPELL [Metamagic]

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Benefit: A silent spell can be cast with no verbal components. Spells without verbal components are not affected. A silent spell uses up a spell slot one level higher than the spell's actual level.

Special: Bard spells cannot be enhanced by this metamagic feat.

Balance: 4.95 (Purp 5.00, Pow 5.00, Port 5.00, Comp 4.75, Rule 5.00)

SLOW SPELL [Metamagic]

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You can cast spells more slowly to gain power.

Prerequisite: Any one metamagical feat

Benefit: Any spell with a casting time of a normal action or less now has a casting time of a full round. The benefit is that the spell takes up a spell slot one level lower than normal. A spell can never become less than its original level through this feat, but the level modification for this feat can be used to offset the level increase from other metamagical feats.

Notes: A sorcerer or bard can use this feat, turning a full-action metamagical spell casting into a full round casting time spell (not the same thing).

Balance: 4.10 (Purp 4.00, Pow 4.00, Port 4.00, Comp 4.00, Rule 4.50)

SPELL AFFINITY [General: Magical]

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Through research, study, introspection or inspiration, a Bard or Sorcerer is able to learn more spells.

Prerequisite: Int13+, Ability to cast 1st level Arcane spells without preparation

Benefit: If a Bard or Sorcerer, you gain bonus spells based on your Intelligence attribute in the same fashion as you gain bonus spells for a high charisma. These spells are added to your number of spells known; this feat does not increase the number of spells that you can cast per day.

Special: The bonus spells provided by this feat cannot be combined with the bonus spells provided by any other feat (based on ability score) except Cantrip.

Balance: 3.55 (Purp 4.00, Pow 3.00, Port 3.25, Comp 4.25, Rule 3.25)

SPELL FOCUS [General: Magical]

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Choose a school of magic, such as Illusion. Your spells of that school are more potent than normal.

Benefit: Add +2 to the Difficulty Class for all saving throws against spells from the school of magic the character selects to focus on.

Special: The character can gain this feat multiple times. Its effects do not stack. Each time the character takes the feat, it applies to a new school of magic.

Balance: 4.95 (Purp 5.00, Pow 5.00, Port 5.00, Comp 4.75, Rule 5.00)

SPELL PENETRATION [General: Magical]

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Benefit: The character gets a +2 bonus to caster level checks (1d20+caster level) to beat a creature's spell resistance.

Balance: 4.95 (Purp 4.75, Pow 5.00, Port 5.00, Comp 5.00, Rule 5.00)

SPONTANEOUS METACASTING [General: Magical]

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You have an affinity for spontaneously casting cure or inflict spells enhanced by your metamagic feats.

Prerequisite: Ability to spontaneously cast cure or inflict spells, Metamagic feat used to augment your spell

Benefit: You can spontaneously cast a metamagically enhanced cure spell (or inflict spell as appropriate) in 1-action.

Normal: Trading in divine energy to spontaneously cast a 1-action metamagic spell normally requires a full-round action, while spontaneously casting a metamagic spell with a longer casting time requires one extra full-round action to cast.

Balance: 3.65 (Purp 3.25, Pow 4.00, Port 3.50, Comp 3.50, Rule 4.00)

STABLE SPELL [Metamagic]

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You need not concentrate to maintain spells.

Benefit: A stable spell does not need concentration. Any (C) note in the duration field is replaced with a (D) note instead, which allows you to end the spell at will. A Stable Spell uses up a spell slot two levels higher than the spell's actual level.

Special: If you want to control aspects of the spell, such as controlling the movement of an illusion, you must still concentrate while in control. If you don't concentrate, the spell effect will still remain, without changing in any way.

Balance: 4.55 (Purp 4.50, Pow 4.25, Port 4.25, Comp 5.00, Rule 4.75)

STILL SPELL [Metamagic]

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Benefit: A still spell can be cast with no somatic components. Spells without somatic components are not affected. A still spell uses up a spell slot one level higher than the spell's actual level.

Balance: 5.00 (Purp 5.00, Pow 5.00, Port 5.00, Comp 5.00, Rule 5.00)

STYLIZE SPELL [Metamagic]

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You can add illusionary elements to your spells that make them more spectacular, but not more powerful.

Prerequisite: Access to the illusion school (or a lack of prohibition against using it)

Benefit: You can subtly change the appearance, sound, taste and smell of spells you cast. The changes to the spell must not have any appreciable game effect outside of making the caster seem impressive. For instance, making a wall of fire appear as something that isn't hot and dangerous would be out of the question, but having it whisper your name would be acceptable. The effects of this spell should never make something dangerous seem less so or something safe seem dangerous. It should never change the apparent area of effect

of the spell, disguise the spell in any way, or simulate the appearance of another spell. The particulars can be changed at the whim of the caster and could be different each time they cast the spell.

Notes: The DM should be careful not to allow the caster to gain a practical benefit from this feat aside from personal reactions of spectators.

Balance: 4.80 (Purp 5.00, Pow 5.00, Port 4.00, Comp 5.00, Rule 5.00)

SUBTLE SPELL [Metamagic]

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You know how to disguise the use of material, verbal, and somatic components; thus making your spell casting difficult to recognize.

Prerequisite: Spellcraft

Benefit: When you cast a subtle spell those who could observe you must make a Spot check opposed by your Spellcraft check to identify that you are casting a spell. A subtle spell uses up a spell slot one level higher than the spell's actual level.

Normal: Without this feat spell casting is automatically recognized as spell casting.

Notes: Casting a subtle spell still draws an attack of opportunity. If the person taking the attack of opportunity fails the opposed Spot check they still get the attack of opportunity but do not know why you let your guard down.

Balance: 4.16 (Purp 4.60, Pow 4.00, Port 4.20, Comp 4.00, Rule 4.00)

SUMMONING CONCENTRATION [General: Magical]

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Concentrate to maintain your summoned creatures.

Benefit: You can maintain the duration of a summon spell (such as summon monster or summon nature's ally) through concentration. As long as you concentrate on the spell, do not count time off it's duration. After you stop concentrating, the normal duration resumes and then terminates as normal. You cannot resume concentration.

Balance: 4.56 (Purp 5.00, Pow 3.70, Port 4.70, Comp 4.70, Rule 4.70)

TAP ITEM [Item Creation]

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You may draw upon the power of other magic items to create new items

Prerequisite: One or more of the following: Craft Magic Arms and Armor, Craft Rod, Craft Wondrous Item, Forge Ring

Benefit: When creating a new magic item using one of the prerequisite feats, you may draw up to half of the XP cost from another, existing item of the same type. The item from which the energy is taken is destroyed in the process. The

item tapped cannot be cursed, and this feat has no effect on minor or major artifacts. The amount of XP that can be drawn from any item is equal to half of the XP that would be necessary to create that item. If an item has charges, its original XP value is reduced by the fraction of charges used.

Balance: 4.30 (Purp 4.60, Pow 4.00, Port 4.30, Comp 4.00, Rule 4.60)

TOUCH TO RAY [Metamagic]

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You can cast touch spells as ranged touch attacks

Benefit: Any touch spell can be prepared and/or cast as a ranged touch attack with a range of close (25 ft. + 5 ft. for every 2 full caster levels). A touch spell prepared or cast in this manner uses up a spell slot two levels higher than the spell's actual level.

Balance: 4.24 (Purp 4.30, Pow 4.00, Port 4.30, Comp 4.30, Rule 4.30)

TRANSFER SPELL [Metamagic]

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You can cast personal effect spells on others as touch spells

Benefit: A Transferred spell has a range of Touch and is treated as a touch attack. In this way you can cast a spell with a range of Personal and use it on another person. This feat has no effect on spells with a range other than Personal. The target of the spell must accept the spell voluntarily. A Transferred spell takes up a spell slot one level higher than the spell's actual level.

Example: Divine Favor (1st level) allows the caster to call upon the strength and wisdom of a deity for luck bonuses to his own hit and damage rolls. Transferred Divine Favor (2nd level) allows the caster to call upon the strength and wisdom of a deity for luck bonuses to hit and damage rolls and bestow them upon a touched target (probably of the same faith).

Balance: 3.82 (Purp 4.30, Pow 3.60, Port 3.60, Comp 3.60, Rule 4.00)

TRANSFERENCE [Item Creation]

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Allows a spellcaster to draw from the life force of another while using item creation feats

Prerequisite: Any item creation feat

Benefit: While touching another creature, use their XPs to fuel an item creation feat instead of your own.

Special: The creature touched must be a willing subject with an intelligence of 3 or greater. Any magic used to control the creature will cause the effort to fail.

Notes: Under no circumstances can another creature ever be forced (even through a wish spell) to succumb to the effects of this feat. It MUST be a voluntary action.

Balance: 4.52 (Purp 4.60, Pow 4.40, Port 4.20, Comp 4.80, Rule 4.60)

TRICK SPELL [Metamagic]

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Opposing spellcasters cannot identify your spells.

Prerequisite: Spell Focus

Benefit: The DC for others to identify the name or school of a Trick Spell is increased by +4. Trick Spells cannot be counterspelled normally. Dispel Magic can be used per its description to counterspell a spell prepared as a Trick Spell. A spellcaster must have Spell Focus in the school of the spell that he or she wishes to prepare as a Trick Spell. A Trick Spell uses up a spell slot one level higher than the spell's actual level.

Balance: 4.18 (Purp 4.30, Pow 4.00, Port 4.30, Comp 4.00, Rule 4.30)

WARD [Item Creation]

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Stores a spell in an object so that it triggers like a trap.

Benefit: You create a magical trap, following the rules in Core rulebook II. The cost of a first level trap created by a first level caster is 50 gp for one-use trap, 150 gp for a trap that recharges, but only works once a day, and 500 for a trap that operates repeatedly or continually. As usual, multiply these costs by the spell level and caster level for more powerful traps. As with most item creation feats, the XP cost is 1/25 of the base cost, creation takes one day of work for every 1,000 gp base price, and the cost in materials is half the base price of the enchantment. You cannot use this feat to duplicate other item creation feats, and it can only be used on non-portable items.

Special: You must define the triggering circumstance and how the spell is to be cast when creating the ward. The ward can only react to simple events within 5' per caster level in a programmed fashion. It cannot react to how and why an action is done. A ward with a continual detect spell (such as detect evil) can be used as a trigger for a second ward.

Common trigger events include 'after five days', 'when the door opens' or 'when a creature of size small or larger moves across'. You can have up to three triggers. You can set the ward to ignore certain species or specific creatures, give it a password, or provide other means of bypassing it safely.

Notes: The ward is imbued in an object, and destroying that object destroys the ward. To counter this, a common trigger is 'if the ward is destroyed'. Spellcasters usually pick sturdy objects, like statues or wall carvings, to hold wards. The DM must watch out for 'traps' that repeatedly cast beneficial spells like cure light wounds. An altar could indeed be enchanted so that it repeatedly heals those praying at it, but it would typically only heal each petitioner once per day. It can not distinguish the faithful, but it can distinguish people by clothing or other gear (such as holy symbols) or by a prayer they recite.

Balance: 4.12 (Purp 4.50, Pow 4.00, Port 4.50, Comp 3.20, Rule 4.40)

Comments: Alternately you could use the create wonderous item feat to create traps in a similar fashion.

General Feats

The feats in this chapter are General feats without a subtype. General feats can be almost anything but are commonly related to skills or non-combat game mechanics.

AEROBATICS [General]

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You are at home in the air. You understand the properties of wind resistance and aerodynamics and how to optimize your situation in the air.

Benefit: You improve your maneuverability class by one step when using any ability to fly. This includes flying mounts if you have the ability to guide them (i.e., Ride). You also increase your base flying speed by +5.

Balance: 4.24 (Purp 4.00, Pow 4.30, Port 4.00, Comp 4.60, Rule 4.30)

ALERTNESS [General]

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Benefit: The character gets a +2 bonus on all Listen checks and Spot checks.

Special: The master of a familiar gains the Alertness feat whenever the familiar is within arm's reach.

Balance: 4.95 (Purp 4.75, Pow 5.00, Port 5.00, Comp 5.00, Rule 5.00)

AMBITIOUS LEADER [General]

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You have focused on leader a small band or a large body of troops.

Prerequisite: Cha 13+, Leadership

Benefit: When a character selects this feat, he or she selects either the cohort option or the follower option. Any followers or cohorts gained through this feat are cumulative with those gained for Leadership, this feat, or other feats that grant followers or cohorts. If the player selects the cohort option, the character gains two cohorts. One has a maximum level as determined by the character's Leadership score. The second cohort has a maximum level two experience levels lower. If the player selects the follower option, he or she gains 1.5 times the number of followers specified by his or her Leadership score.

Special: A character may gain this feat multiple times, and the effects are cumulative.

Balance: 3.62 (Purp 3.30, Pow 4.30, Port 3.60, Comp 3.30, Rule 3.60)

ANYTHING GOES LONG [General]

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You can throw nearly anything - ale tankards, rocks, bags of coins - and make it hurt.

Prerequisite: Base attack bonus +4 or higher, Dex 13+

Benefit: You may throw anything as a ranged weapon without suffering a non-proficiency penalty on your attack

roll. Any object you can put your hands on is treated as a simple weapon, with the accompanying bonuses. Damage is based on weapon size, as listed below.

Size	Damage	Threat	Crit	Reach
Tiny	1D2	20	X2	5
Small	1D4	20	X2	5
Medium	1D6	20	X2	5
Large	1D8	20	X2	5
Huge	1D10	20	X2	5

If the DM determines that there is no way the object in question could do regular damage (i.e. you are throwing a feather pillow) it instead deals subdual damage.

Notes: This does not give you the ability to use any object in melee combat; for that, see the Anything Goes Combat Feat.

Balance: 4.25 (Purp 4.25, Pow 4.00, Port 4.00, Comp 4.00, Rule 5.00)

APOTHECARY [General]

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You have extensive knowledge of poisons and how to distill and manufacture them.

Benefit: You can create any poison following the craft rules using your Alchemy or Profession (herbalist) skills, with a DC equal to the save DC of the poison, except that each skill check represents one day's (rather than one week's) work. Many poisons require more expensive or rare components, as decided by your DM.

Special: You must have an Alchemist's lab in order to create a poison.

Notes: Depending on your campaign, poison creation may be treated as a house rule based on your Alchemy or Profession (herbalist) skill, rather than a feat. Alternatively, enterprising DMs could create a Craft (poison) skill that accomplishes the same effect.

Balance: 4.40 (Purp 4.50, Pow 4.50, Port 4.50, Comp 4.00, Rule 4.50)

ARMORED VIGILANCE [General]

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You can hastily don and remove armor.

Prerequisite: Proficient in armor donned or removed

Benefit: You can don, don hastily and remove armor in half the standard time.

Balance: 4.45 (Purp 4.25, Pow 4.00, Port 5.00, Comp 4.50, Rule 4.50)

ATTRIBUTE TRAINING [General]

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You increase your personal potential.

Benefit: You gain 1 point in the chosen attribute.

Special: This training requires a minimum of 1 month in addition to any normal time requirements. This feat may be chosen more than once, and stacks with itself.

Balance: 3.85 (Purp 4.00, Pow 4.00, Port 3.75, Comp 4.50, Rule 3.00)

BATTLE LEADER [General]

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Your banner or standard inspires your followers and cohorts in battle

Prerequisite: Cha 13+

Benefit: For this feat to have an effect, you must have a banner or standard that is recognizable to your followers and cohorts, and you must use this standard to urge, inspire or rally your troops. All cohorts and followers that can directly see you or your banner gain a +1 morale bonus to attack and on saving throws versus all fear effects. If either you or your banner falls, all followers and cohorts instead get a -2 penalty to attack and on saving throws versus all fear effects until you are restored, the standard is raised again or one minute elapses.

Balance: 4.32 (Purp 5.00, Pow 4.30, Port 4.30, Comp 4.00, Rule 4.00)

BEAST TONGUES [General]

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You can speak despite your form.

Benefit: As long as you can produce sound, this feat allows you to speak, even if your form would not ordinarily allow it. This is applicable to monsters that normally lack speech or if you are polymorphed into such a shape. You can now speak any language you know and cast spells with verbal components in any form. You can even sing and use bardic music in any form.

Balance: 4.50 (Purp 4.75, Pow 4.25, Port 4.50, Comp 4.75, Rule 4.25)

BIG FAMILIAR [General]

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You can take a larger animal, vermin or beast as a familiar.

Prerequisite: The ability to summon a familiar

Benefit: You can bind an animal, beast or vermin of medium size or smaller to be your familiar. The familiar ceremony works just as described in the class description, except that the creature is not actually summoned, and must be present and in your power (charmed, tamed or captured) and of a challenge rating equal to or lower than half your character level. Once bound, the new familiar becomes loyal to you, and gains all the benefits of a normal familiar, except that it has no species-specific familiar ability; it does not grant you any bonuses beyond those common to all familiars.

Special: This feat can be taken multiple times, and stacks with itself. For each additional time it is taken, the maximum size of your familiar is increased by one category, from medium to large, to huge, and so on.

Example: Bainard the 1st level gnome illusionist wishes to use this feat to bind a dire badger as his familiar, figuring he can ride it into battle. However, since dire badgers have a challenge rating of two, he can't do this until he attains the fourth level. He decided not to bind any familiar at first level, since that would force him to wait a year and a day for his badger, once he attained fourth level.

Notes: You must dismiss any familiar you currently have before binding a new one, and you cannot bind a new familiar until a year and a day has passed since your last familiar was killed or dismissed.

Balance: 4.40 (Purp 4.50, Pow 4.00, Port 4.50, Comp 4.25, Rule 4.75)

BOOKWORM [General]

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You seem to have a knack for locating information needed when performing research

Benefit: Gain a +2 modifier to any research based activities conducted in a library or laboratory.

Special: This feat stacks with all skill and research enhancements applicable

Balance: 4.26 (Purp 3.50, Pow 4.20, Port 4.20, Comp 4.70, Rule 4.70)

CADAVEROUS FAMILIAR [General]

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You can take an undead creature as a familiar.

Prerequisite: The ability to summon a familiar, Ability to cast the animate dead spell

Benefit: With this feat, the familiar ritual is performed on the animated skeleton or zombie of a type of animal that can normally become a familiar. The familiar ceremony works normally, except that the creature is not actually summoned, and must be present and under your control. A skeletal or zombie familiar is just as intelligent as any other familiar. You still get the bonuses associated with that type of (living) familiar. As an undead creature, the cadaverous familiar can be turned or rebuked, but remember that it's hit dice is equal to your level.

Special: If your regular familiar is slain, you can recover the lost experience points by reanimating it and using this feat. If a cadaverous familiar is destroyed, you can merely replace any damaged parts and reanimate the remains, without losing any experience points in the process. You must dismiss any familiar you currently have before binding a new one, but need not wait a year and a day to bind a cadaverous familiar.

Notes: If you have the Big Familiar feat as well, you can bind any type of skeleton or zombie of the appropriate size. Your DM may let you apply this feat to an infernal companion or similar pet.

Balance: 4.40 (Purp 4.75, Pow 4.75, Port 4.50, Comp 3.50, Rule 4.50)

CAMOUFLAGE [General]

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You have mastered the art of concealing objects and other creatures.

Prerequisite: Hide skill

Benefit: You can apply your Hide skill to objects or even other creatures as a standard action. Often this requires arranging scenery to provide superior concealment. All normal Hide modifiers, including size, apply. A creature hidden in this manner cannot move about without breaking concealment. You can hide objects and weapons on a creature: use the size of the weapon to determine the hide modifiers. A pat-down search allows the use of the Search skill with a +10 circumstance bonus.

Notes: Your DM may allow anyone to use the Hide skill for this, without requiring a feat.

Balance: 4.52 (Purp 4.50, Pow 4.20, Port 4.70, Comp 4.50, Rule 4.70)

CAMPAIGNER [General]

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You can sleep in heavy armor and other unpleasant conditions without suffering from fatigue

Benefit: You can sleep in any kind of armor for any amount of time without suffering fatigue penalties or discomfort. Other conditions such as sleeping on a hard surface, or with bed bugs, which are uncomfortable but not dangerous will likewise not prevent you from a good nights sleep.

Notes: Players seem to like doing this so why not have a feat for it. It could work for the rugged soldier or a ranger sleeping in the rain.

Balance: 4.60 (Purp 5.00, Pow 4.00, Port 4.00, Comp 5.00, Rule 5.00)

CLOSE ORDER COMBAT [General]

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You are trained to fight in a close-order unit.

Prerequisite: Base attack bonus +1 or higher

Benefit: You and a comrade that also knows this feat can fight together effectively. If you take a 5 ft. step into his space during your turn, he can step into your space immediately, so that you exchange spaces. This allows both of you to make alternating attacks against the same opponent. To use this, you must delay your actions so that you act on the same initiative count, and you must both be using the same type of light weapon.

Notes: This feat is used by elite close-order units to let both the front ranks attack, and thus get greater attacking power on a small space.

Balance: 4.24 (Purp 4.00, Pow 4.30, Port 4.30, Comp 4.30, Rule 4.30)

COMBAT SURGE [General]

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You can rush an action in combat at the cost of presenting opportunities to your opponents

Prerequisite: Improved Initiative, Base attack bonus +2 or higher

Benefit: On your action, before making attack rolls for a round, you may choose to take a -4 penalty to your armor class until your next action. If you do so, you will gain +2 to your initiative for the remainder of this combat. The bonus begins on the next round. If the character takes the Refocus action, all bonuses gained from prior uses of this feat are lost.

Normal: A character without this feat can only modify his or her initiative situation with the Refocus full round action.

Balance: 3.38 (Purp 2.60, Pow 4.00, Port 4.00, Comp 3.30, Rule 3.00)

CRAFTSMAN [General]

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You have a greater understanding on how to create things

Prerequisite: 5 ranks in any 2 Craft skills

Benefit: You gain a +2 bonus to all Craft skills

Balance: 4.25 (Purp 4.25, Pow 4.00, Port 4.25, Comp 4.50, Rule 4.25)

CROSS-CLASS LEARNING [General]

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You can learn a cross-class skill as if it were a class skill

Benefit: Pick any two skills that are not exclusive to any class. The selected skills become class skills for all your classes from this point on.

Special: This feat may be taken multiple times, but does not stack with itself. Choose two new skills to become class skills each time it is taken.

Balance: 4.35 (Purp 4.75, Pow 4.00, Port 4.50, Comp 4.75, Rule 3.75)

CROSS-CLASS SECRETS [General]

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You can learn a prohibited skill.

Benefit: Pick any one exclusive skill. You can now learn this skill as a cross-class skill.

Special: This feat can be picked several times. It does not stack. Each time, it applies to a new skill.

Notes: If you wish to learn the formerly prohibited skill as a class skill, you can pick this feat, and the Cross-Class Learning feat (from the netbook of feats) applicable to the same skill.

Balance: 4.48 (Purp 4.80, Pow 3.80, Port 4.40, Comp 4.60, Rule 4.80)

DESTRUCTION [General]

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You are good at demolishing objects and constructs.

Prerequisite: 4 ranks of Profession (siege engineer)

Benefit: You can score critical hits against objects and constructs.

Special: This also allows you to use abilities and attacks that only work against creatures subject to critical hits, such as Coup de Grace, Sneak Attack and the ranger's Favored Enemy damage bonus, against objects and constructs.

Notes: Objects and constructs always succeed at Fortitude saves against a Coup de Grace.

Balance: 4.40 (Purp 4.75, Pow 4.00, Port 4.25, Comp 5.00, Rule 4.00)

DETECT POISON [General]

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You are a student of poisons and how they are used.

Benefit: You can use your Search skill to detect poison without casting the detect poison spell. This is an extraordinary ability that requires a full round action with a DC equal to the save DC of the poison and can only be done at a range of 5 feet.

Balance: 4.75 (Purp 4.75, Pow 4.75, Port 4.75, Comp 5.00, Rule 4.50)

DETERMINED SOUL [General]

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Through your will alone, you can increase the amount of damage taken before dying

Prerequisite: Iron Will

Benefit: Add your Wisdom bonus to your hit points.

Example: You have an 18 Wis (+4 bonus). You become disabled at -4, unconscious (and dying) from -5 to -13, and are dead at -14.

Balance: 3.66 (Purp 3.50, Pow 2.80, Port 4.50, Comp 4.50, Rule 3.00)

DISEASE RESISTANCE [General]

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You are naturally resistant to disease.

Benefit: You gain a +4 bonus on all Fortitude saves against disease.

Balance: 4.45 (Purp 4.50, Pow 4.50, Port 4.25, Comp 4.50, Rule 4.50)

DOMAIN MASTERY [General]

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You can spontaneously cast domain spells.

Prerequisite: Expanded Domains, Ability to substitute other spells for cure/inflict spells

Benefit: You can substitute your prepared cleric spells for any spell from any of your clerical domains, just as if they were cure/inflict spells.

Balance: 4.65 (Purp 4.25, Pow 4.75, Port 5.00, Comp 4.75, Rule 4.50)

DOUBLE STEP [General]

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You can safely step further in combat.

Prerequisite: Dodge, Mobility, Dex 15+, 6 ranks of Tumble skill, 12 ranks of Jump skill

Benefit: When in light or no armor and encumbrance, you can do a 10 ft. step instead of the usual 5 ft. step and still do a full action and not provoke attacks of opportunity.

Balance: 3.70 (Purp 4.00, Pow 3.30, Port 3.60, Comp 4.60, Rule 3.00)

ENDURANCE [General]

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Benefit: Whenever the character makes a check for performing a physical action that extends over a period of time (running, swimming, holding the character's breath, and so on), the character gets a +4 bonus to the check.

Balance: 4.40 (Purp 4.00, Pow 3.25, Port 5.00, Comp 4.75, Rule 5.00)

EXPERT HEALING [General]

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You have a great knowledge of healing

Prerequisite: 5 or more ranks of Heal

Benefit: When attempting to heal a comrade after battle, you can attempt a heal check against a DC equal to the number of points of damage sustained during the encounter. A successful check allows you to heal 1d4 hit points of damage.

Special: This feat can only be used once after each encounter where damage was suffered. The maximum amount of healing is always limited to damage sustained from fresh wounds only (not wounds from a previous encounter).

Balance: 4.12 (Purp 4.30, Pow 4.30, Port 4.60, Comp 3.10, Rule 4.30)

FAKE SPELL [General]

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You can mimic the casting of spells

Prerequisite: Spellcraft

Benefit: You say the words and make the gestures, but you just don't have the power needed to make the spell actually happen... it just looks like you do. You must have seen the spell you want to fake being cast several times in order to fake it. Anyone can see through your trickery with an opposed Spellcraft check.

Special: Somebody who has readied an action to counterspell and who fails to see through your trickery will think you are about to cast the spell being faked.

Notes: If the spell effect would have been unnoticeable (such as most divination spells) or you can fake the effects of the spell (perhaps through illusion, alchemical pyrotechnics or a willing accomplice), people watching you will believe the spell was real. Bluff, Perform, Alchemy and several other

skills may be helpful in achieving this, but faking the spell effects themselves is outside the scope of this feat. There are a lot of complex issues that must be resolved by the DM, but once you get past that hurdle, this is a great feat for spellcasters... especially spellcasters that counterspell or those who like to draw out spellcasters that counterspell.

Balance: 4.04 (Purp 4.80, Pow 4.10, Port 3.70, Comp 3.70, Rule 3.90)

FAST MOVER [General]

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You can move faster than normal

Prerequisite: Dex 15+, Run

Benefit: Add +5 to your base movement rate when wearing light armor or less.

Special: This feat can stack with other movement bonuses (such as the barbarian and monks abilities). This feat can be taken multiple times.

Balance: 4.40 (Purp 4.00, Pow 4.50, Port 5.00, Comp 4.50, Rule 4.00)

FAVORED CLASS [General]

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You can select one class not normally associated with your race and consider it a favored class

Prerequisite: Multiclass character

Benefit: When becoming a multi-class character you can select a class that is not normally favored by your race without suffering an experience reward penalty.

Normal: You suffer an experience reward penalty for multi-classing outside of your favored class list.

Special: This feat can only be taken one time. The choice of the non-racially favored class must be explained in the characters history or role-played within the group so that this feat makes sense for the character.

Balance: 4.04 (Purp 4.10, Pow 2.80, Port 4.20, Comp 5.00, Rule 4.10)

FEARSOME DISPLAY [General]

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You can use your impressive display of prowess to intimidate your opponents

Prerequisite: Weapon Finesse

Benefit: By spending a full-round action doing an impressive display with a weapon for which you have Weapon Finesse, you can use your base attack bonus plus Charisma bonus in lieu of your Intimidation skill. This can only be used to impress, scare and face people down; you cannot use this to interrogate prisoners or with any subtlety.

Special: This ability is ineffective against those who can't comprehend your skill.

Notes: This feat allows you to flash your weapon about and truly intimidate your opponent.

Balance: 4.28 (Purp 4.50, Pow 4.70, Port 4.00, Comp 4.20, Rule 4.00)

FLYBY ATTACK [General]

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Prerequisite: Fly speed

Benefit: When flying, the creature can take a move action (including a dive) and another partial action at any point during the move. The creature cannot take a second move action during a round when it makes a flyby attack.

Normal: Without this feat, the creature takes a partial action either before or after its move.

Balance: 4.60 (Purp 4.75, Pow 5.00, Port 4.00, Comp 4.75, Rule 4.50)

FORTUNE [General]

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You have unusually good luck

Benefit: You gain the power of good fortune, which is usable once per day. This extraordinary ability allows you to reroll one roll that you have just made. You must take the result of the reroll, even if it's worse than the original roll.

Balance: 4.10 (Purp 4.25, Pow 3.75, Port 4.25, Comp 4.50, Rule 3.75)

GIGANTIC WEAPON [General]

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You are proficient at wielding extremely large weapons.

Prerequisite: Str 15+, Base attack bonus +3 or higher

Benefit: You can wield a weapon two sizes larger than you with two hands, suffering a -2 penalty on all attack rolls when doing so.

Normal: You normally can only wield a weapon one size large than you with two hands.

Balance: 4.55 (Purp 4.50, Pow 4.50, Port 4.25, Comp 4.50, Rule 5.00)

GREAT FORTITUDE [General]

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Benefit: The character gets a +2 bonus to all Fortitude saving throws.

Balance: 4.95 (Purp 5.00, Pow 4.75, Port 5.00, Comp 5.00, Rule 5.00)

GREATER DISEASE RESISTANCE [General]

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You are even more resistant to disease.

Prerequisite: Disease Resistance

Benefit: You reduce the initial and repeated ability damage inflicted by any disease by one.

Balance: 4.60 (Purp 4.25, Pow 4.50, Port 4.75, Comp 4.75, Rule 4.75)

GREATER POISON RESISTANCE [General]

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You are even more resistant to poison.

Prerequisite: Poison Resistance**Benefit:** You reduce the initial and secondary hit point and ability damage inflicted by poison by one.**Balance:** 4.60 (Purp 4.25, Pow 4.50, Port 4.75, Comp 4.75, Rule 4.75)**HARDY BRAWLER [General]**

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You really know how to take a punch

Prerequisite: Toughness**Benefit:** You gain a subdual-based damage reduction equal to your constitution modifier. This only applies to subdual damage.**Special:** This feat cannot be used against magical weapons or attacks.**Example:** If you have a constitution modifier of +3, you can subtract the first three points of subdual damage from each subdual attack. If a punch only did 2 points of subdual damage, you would take no damage from the strike. If a punch did 5 points of subdual damage, you would only suffer 2 of those 5 points.**Balance:** 4.46 (Purp 3.60, Pow 4.20, Port 5.00, Comp 5.00, Rule 4.50)**HEIRLOOM [General: Trait]**

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You have inherited a family heirloom of great value with which to begin your career. Your family expects you to guard this heirloom above all other things, of course, and eventually hand it down to your own child...

Benefit: You begin the game with a single magic or exotic item worth roughly 2000gp. It is up to the GM to assign this item. (As an option, the character may start with a collection of items worth roughly 2000gp, such as potions and scrolls, or one-use Wondrous Items.)**Special:** You can only take this feat at character creation.**Balance:** 3.30 (Purp 3.50, Pow 3.25, Port 3.25, Comp 3.50, Rule 3.00)**HERCULEAN EFFORT [General]**

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You can temporarily perform great acts of strength.

Benefit: You can add +4 to your Strength attribute for purposes of lifting and carrying weight and for figuring your Strength bonus on ability checks for a number of rounds equal to 3 plus your Constitution modifier. After this time you are fatigued (-2 to Strength, -2 to Dexterity, can't run or charge) for the rest of the encounter. Your increased strength does not affect attack or damage rolls, combat maneuvers like Grapple, Bull Rush and Trip, and does not increase your strength bonus on skill checks.**Balance:** 4.35 (Purp 4.25, Pow 4.75, Port 4.50, Comp 3.75, Rule 4.50)**HEROIC EVASION [General]**

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When you focus on an effort you may get flashes of insight about the immediate future allowing you to avoid disastrous mistakes.

Prerequisite: Great Fortitude, Iron Will, Lightning Reflexes**Benefit:** You may reroll a check or save you just made and apply a insight bonus equal to your charisma modifier. You may do this once per day. You must take the result of the reroll, even if it's worse than the original roll.**Balance:** 4.30 (Purp 4.25, Pow 4.00, Port 4.50, Comp 4.25, Rule 4.50)**HIDE TRACKS [General]**

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You can conceal signs of passage.

Prerequisite: Track**Benefit:** You can conceal the tracks you and your companions make while moving. Add your skill bonus in wilderness lore to the difficulty of following your tracks. You can move at full speed while hiding tracks; if you move at half speed, you impose the additional +5 DC modifier on tracking rolls noted in the Track description, PHB.**Normal:** Anyone can use the wilderness lore skill to remove the traces at a campsite or the search skill to hide clues at a location.**Balance:** 3.75 (Purp 3.50, Pow 3.50, Port 4.00, Comp 4.00, Rule 3.75)**IMPROVED FEINT [General]**

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You can feint readily in melee.

Prerequisite: Bluff skill**Benefit:** You can now feint in combat as a movement-equivalent action rather than a standard action. You still use the bluff skill to feint and the target must be in your threatened zone. If you use this option, you must expose yourself in order to make such a quick feint, trigger attacks of opportunity if your bluff roll fails.**Notes:** This is mainly a benefit to rogues, who can sneak attack a target that has been feinted. The risk of an opportunity attack makes this about as dangerous as tumbling.**Balance:** 4.15 (Purp 4.50, Pow 4.00, Port 4.50, Comp 3.75, Rule 4.00)**IMPROVED INITIATIVE [General]**

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Benefit: The character gets a +4 bonus on initiative checks.**Balance:** 5.00 (Purp 5.00, Pow 5.00, Port 5.00, Comp 5.00, Rule 5.00)

IMPROVED MOUNTED COMBAT [General]

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You may evade more than one attack to your mount in a round.

Prerequisite: Mounted Combat, Ride skill

Benefit: You may use your Ride skill and Mounted Combat feat to evade one additional attack each round.

Special: this feat can be taken several times, and stacks with itself.

Balance: 4.50 (Purp 4.50, Pow 4.25, Port 4.75, Comp 4.50, Rule 4.50)

IMPROVED RECOVERY [General]

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You heal regardless of your level of activity.

Prerequisite: Con13+

Benefit: Even if you have been active or in combat the day before, and even if you miss sleep entirely, you still recover hit points and temporary attribute damage each morning.

Notes: This can be a house rule applicable to everyone instead of a feat.

Balance: 4.50 (Purp 4.25, Pow 3.75, Port 5.00, Comp 5.00, Rule 4.50)

IMPROVED TOUGHNESS [General]

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You are tougher than normal.

Prerequisite: Toughness, Base attack bonus +3 or higher

Benefit: You gain +4 hit points, for a total feat bonus of +7 hit points. The following table sums up the requirements and bonuses of various levels of Toughness and Improved Toughness you can take up to level 20.

Feat	BAB	Bonus	Total
Toughness	-	+3	+3
Improved Toughness	+3	+4	+7
Improved Toughness x2	+6	+5	+12
Improved Toughness x3	+9	+6	+18
Improved Toughness x4	+12	+7	+25
Improved Toughness x5	+15	+8	+33
Improved Toughness x6	+18	+9	+42

Special: This feat allows you to gain a greater benefit compared to Toughness, but with a base attack bonus requirement. It can be taken any number of times and stacks with itself and the hit point bonus provided by the Toughness feat. Each time that it is taken after the first, increase the prerequisite base attack bonus for selecting the feat by +3 and increase the hit points provided by the feat by +1.

Notes:

Balance: 4.60 (Purp 4.60, Pow 4.40, Port 4.80, Comp 4.60, Rule 4.60)

INSPIRING LEADER [General]

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You work to inspire your followers and cohorts and raise their morale.

Prerequisite: Cha 13+, Leadership

Benefit: Your cohorts gain a +1 morale bonus to attack and damage and a +2 morale bonus to saving throws versus all fear effects and mind-affecting spells and abilities while you are personally directing their efforts. This bonus will last for up to one minute without additional orders being given. All cohorts and followers within thirty feet gain a +1 morale bonus to attack and on saving throws versus all fear effects. These bonuses remain in effect for up to one minute if you are dropped in combat.

Balance: 3.58 (Purp 4.30, Pow 3.00, Port 3.30, Comp 3.30, Rule 4.00)

INSTANT AWAKENING [General]

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You can instantly awaken from sleep at the slightest sign of danger.

Benefit: When subject to surprise or a coup de grace attack while asleep, you may make an immediate Reflex save (DC 15) to awaken and defend yourself normally. On a successful save you are not considered helpless or surprised; roll for initiative and resolve the attack in normal fashion.

Normal: A sleeping opponent is helpless (+4 circumstance bonus to strike, treat Dexterity as 0 and apply the -5 modifier to Armor Class) and subject to a coup de grace attack.

Balance: 4.30 (Purp 4.25, Pow 4.25, Port 4.50, Comp 4.00, Rule 4.50)

IRON WILL [General]

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Benefit: The character gets a +2 bonus to all Will saving throws.

Balance: 4.95 (Purp 5.00, Pow 4.75, Port 5.00, Comp 5.00, Rule 5.00)

KNOWLEDGE FOCUS [General]

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You just seem to remember a bit more small detail about a given topic than the next fellow.

Prerequisite: Int 13+

Benefit: You gain a +1 bonus to any 3 Knowledge skills of your choice, and those Knowledge skills become Class Skills for all your classes.

Balance: 4.16 (Purp 3.80, Pow 4.00, Port 4.40, Comp 4.20, Rule 4.40)

LEADERSHIP [General]

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Prerequisite: The character must be at least 6th level

Benefit: Having this feat enables the character to attract loyal companions and devoted followers, subordinates who assist her. See *Table: Leadership* for what sort of cohort and how many followers the character can recruit.

Leadership Score	Cohort Level	Number of Followers by Level					
		1st	2nd	3rd	4th	5th	6th
1 or less	-	-	-	-	-	-	-
2	1st	-	-	-	-	-	-
3	2nd	-	-	-	-	-	-
4	3rd	-	-	-	-	-	-
5	3th	-	-	-	-	-	-
6	4th	-	-	-	-	-	-
7	5th	-	-	-	-	-	-
8	5th	-	-	-	-	-	-
9	6th	-	-	-	-	-	-
10	7th	5	-	-	-	-	-
11	7th	6	-	-	-	-	-
12	8th	8	-	-	-	-	-
13	9th	10	1	-	-	-	-
14	10th	15	1	-	-	-	-
15	10th	20	2	1	-	-	-
16	11th	25	2	1	-	-	-
17	12th	30	3	1	1	-	-
18	12th	35	3	1	1	-	-
19	13th	40	4	2	1	1	-
20	14th	50	5	3	2	1	-
21	15th	60	6	3	2	1	1
22	15th	75	7	4	2	2	1
23	16th	90	9	5	3	2	1
24	17th	110	11	6	3	2	1
25+	17th	135	13	7	4	2	2

Leadership Score: A character's Leadership score equals his level plus any Charisma modifier. In order to take into account negative Charisma modifiers, *Table: Leadership* allows for very low Leadership scores, but the character must still be 6th level or higher in order to gain the Leadership feat and thus attract a cohort. Outside factors can affect a character's Leadership score, as detailed in *Table: Leadership Modifiers*.

Cohort Level: The character can attract a cohort of up to this level. Regardless of the character's Leadership score, he can't recruit a cohort of his level or higher.

Number of Followers by Level: The character can lead up to the indicated number of characters of each level.

General Leadership Modifiers

The Leader Has a Reputation of	Leadership Modifier
Great prestige	+2
Fairness and generosity	+1
Special power	+1
Failure	-1
Aloofness	-1
Cruelty	-2

Cohort-Only Leadership Modifiers

The Leader	Leadership Modifier
Has a familiar/paladin's warhorse/animal companion	-2
Recruits a cohort of a different alignment	-1
Caused the death of a cohort	-2*

*Cumulative per cohort killed.

Special Cohorts: With the DM's permission, a leader may seek out a special cohort who is not a member of the standard PC races (the common races).

Followers: A leader attracts followers whose alignments are within one step of his own. These characters have gear appropriate to NPCs of their level. As the leader's Leadership rises, he can attract more followers. If his Leadership goes down, followers may desert.

Replacing Cohorts and Followers: If a leader loses a cohort or followers, he can generally replace them, according to his current Leadership score. It takes time (1d4 months) to recruit replacements. If the leader is to blame for the deaths of the cohort or followers, it takes extra time to replace them, up to a full year. Note that the leader also picks up a reputation of failure, which decreases his Leadership score.

Balance: 4.45 (Purp 4.75, Pow 4.50, Port 4.75, Comp 3.50, Rule 4.75)

Comments: Although admittedly not listed in the SRD (yet), it has been acknowledged by Skip Williams that the Leadership feat can be taken multiple times, and that it gives you both followers and a cohort, not one or the other.

LEARNING SACRIFICE [General]

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Allows you to sacrifice a feat to gain a bonus number of skill points

Benefit: Rather than learning a feat, you may add an additional number of skill points to your character's skill point pool. The number of skill points gained is equal to your intelligence modifier.

Special: You are still restricted in the number of skill points you can have in any one skill (based on level). This feat may be taken multiple times. The number of points gained is based on intelligence at the time the Skill Learning feat is taken. Changes to intelligence after the fact do not impact the number of skill points gained.

Balance: 4.20 (Purp 3.60, Pow 4.20, Port 4.40, Comp 4.40, Rule 4.40)

LEGENDARY TOUGHNESS [General]

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You have the extraordinary ability to negate small amounts of damage.

Prerequisite: Con 13+, Great Fortitude, Toughness, Base attack bonus +12 or higher

Benefit: You gain damage reduction 1/-, allowing you to negate the first point of damage that you suffer every time that you take hit point damage. This can reduce the amount of damage that you suffer to 0 but never below 0.

Special: This feat can only be taken once and stacks with all other feats and abilities that provide damage reduction.

Balance: 4.55 (Purp 4.75, Pow 4.75, Port 4.50, Comp 4.50, Rule 4.25)

LIGHT SLEEPER [General]

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You wake up easily.

Benefit: You can make listen rolls even while asleep. On a successful roll, you wake up. You also fall asleep easily, so you still get your rest even if you wake up several times per night.

Balance: 4.75 (Purp 4.75, Pow 4.75, Port 5.00, Comp 4.75, Rule 4.50)

LIGHTNING REFLEXES [General]

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Benefit: The character gets a +2 bonus to all Reflex saving throws.

Balance: 4.95 (Purp 5.00, Pow 4.75, Port 5.00, Comp 5.00, Rule 5.00)

MANIC DEPRESSIVE [General]

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You suffer violent mood swings

Benefit: Each morning you must make a percentage roll to determine whether you are manic or depressed. If you roll above 50% you are manic and gain a +2 morale bonus to all saves and charisma for the rest of the day. If you roll below 50% you suffer a -2 penalty to all saves and charisma for the rest of the day.

Notes: I know this simple mechanic doesn't handle the complexity of the condition and to properly play it the player should role-play the personality change the character undergoes. I don't think it's a great feat, and it is outside the scope of a typical feat, but it could be interesting to play.

This feat should either be taken at character creation or in response to some traumatic life event.

Balance: 3.20 (Purp 3.00, Pow 3.00, Port 3.00, Comp 4.00, Rule 3.00)

METALINGUIST [General]

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You have an intuitive understanding of the basics of communication, and easily pick up the finer points of any language.

Prerequisite: 1 rank Sense Motive or 1 rank Innuendo

Benefit: If you do not share a language with another person/creature, you may, over the course of a minute, convey an abstract thought, idea or question that you could otherwise express with a full round of speech. If the other party also takes the time to communicate at the same pace, you can understand in return. Of course, there is always some risk of mistranslation... Additionally, you learn languages at an increased rate, treating Speak Languages as a class skill for all classes.

Special: If this feat is chosen during character creation, the character begins play with 2 additional languages.

Balance: 3.90 (Purp 3.75, Pow 4.50, Port 3.75, Comp 4.00, Rule 3.50)

MIMICRY [General]

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You can replicate almost any natural sound you have ever heard

Prerequisite: Perform (mimic)

Benefit: As a standard action, you can imitate almost any sound (footsteps, a door opening or closing, or two people fighting). You cannot simulate anything louder than a shout or duplicate the sound of any magical effect like a banshee's wail. Use the perform skill opposed by the audience's listen skill to be convincing.

Normal: Any performer capable of mimicking can imitate voices and common animal sounds. Imitating speech patterns and mannerisms is covered under the disguise skill.

Special: You cannot make the sounds appear to come from somewhere else without additional abilities beside this feat.

Balance: 4.22 (Purp 3.80, Pow 4.60, Port 4.30, Comp 4.30, Rule 4.10)

MIND'S EYE [General]

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Gain an additional resistance to illusions and enchantments

Prerequisite: Iron Will

Benefit: Gain an additional +2 to will saves against the effects of illusions and enchantments.

Special: This additional modifier stacks with Iron Will.

Balance: 4.28 (Purp 3.20, Pow 4.50, Port 4.70, Comp 4.50, Rule 4.50)

NATURAL LEADER [General]

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You are adept at leading organized efforts

Benefit: When organizing a cooperative effort, each helper can add the leader's Charisma bonus to their individual check rolls.

Example: A group of 3 heroes is attempting to move a heavy boulder. This requires a strength check against DC 10 for the two helpers. If they make it, the leader gains a +2 circumstance bonus. The leader must then make his strength check. Using this feat, the leader can generate a morale based check bonus for the helpers and add his charisma modifier to their check rolls.

Balance: 4.48 (Purp 5.00, Pow 4.00, Port 5.00, Comp 4.00, Rule 4.40)

NECROPHYSIOLOGY [General]

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You can score critical hits against corporeal undead.

Prerequisite: 4 ranks of Knowledge (undead)

Benefit: You can score critical hits against corporeal undead creatures.

Special: This also allows you to use abilities and actions that only work against creatures subject to critical hits, such as Coup de Grace, Sneak Attack and the ranger's Favored Enemy damage bonus, against corporeal undead.

Notes: Undead always succeed at Fortitude saves against a Coup de Grace. DMs who don't use the Knowledge (undead) skill can substitute Knowledge (religion) for the prerequisite.

Balance: 4.10 (Purp 4.25, Pow 3.75, Port 4.00, Comp 4.75, Rule 3.75)

NIGHT OWL [General: Trait]

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A benefit to any adventurer, you only need a minimal amount of sleep to stay active and alert.

Benefit: You only need half the usual amount of sleep or trance (based on your race) to awaken fully refreshed and recovered from fatigue penalties.

Normal: Without this feat you require 8 hours of sleep (4 hours of trance if an elf) to awaken refreshed.

Special: Like elven spellcasters, you still need 8 hours of restful calm in order to prepare spells even if you have a lesser sleep or trance requirement to stay refreshed.

Balance: 4.52
(Purp 4.40, Pow 4.40, Port 4.80, Comp 4.60, Rule 4.40)

PACK ATTACK [General]

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You are trained to coordinate with others to bring down powerful enemies

Benefit: If an ally (with or without this feat) is flanking your opponent, you are considered to be flanking that opponent also, and get all the normal benefits of flanking.

Normal: You must be one of the attackers that cause the target to become flanked to receive a flanking bonus.

Balance: 4.56 (Purp 5.00, Pow 4.30, Port 4.60, Comp 4.30, Rule 4.60)

PACK INITIATIVE [General]

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You can coordinate your initiative with pack mates.

Prerequisite: Pack Attack

Benefit: If you and an ally both have this feat, you may change your initiative order to act on the same initiative count as your ally. This free action must be taken after initiative checks are rolled, but before regular rounds begin. It lasts for the entire combat, or until you ready or delay your action, just as if you had initially rolled this initiative roll.

Special: You still cannot act on an initiative count higher than your normal maximum initiative count (20 + initiative bonus).

Balance: 3.85 (Purp 4.50, Pow 3.25, Port 3.75, Comp 3.75, Rule 4.00)

PACK MULE [General]

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Folks can now carry just a wee bit more by knowing how to balance a pack.

Benefit: You can carry weight (encumbrance) as if your Strength were two points higher.

Balance: 4.92 (Purp 5.00, Pow 4.60, Port 5.00, Comp 5.00, Rule 5.00)

PACK RAT [General]

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You tend to find things you don't remember having

Benefit: There is a slim chance that you may have any small (2 lbs or less) non-magical, standard item on your person or in your pack. The chance to find such an item is an intelligence check against a DC of 15 + the GP cost of the item (all items are considered to cost at least one GP for the purpose of this feat). This feat can only be attempted once for any item sought until after you have returned to a town area for supplies.

Example: You have just located an ancient carving on a cave wall that yields secrets in a writing you do not understand. Someone has the great idea to do a rubbing of the wall. Bonzo the wizard pulls out a piece of parchment, but no one has anything to rub over it with. You flip through the pockets of your cloak and

find an old dried up husk of charcoal.

Notes: This feat cannot be used to find extra money, or saleable items. You can only find one of any item in this fashion (until you have a chance to restock in town). It is simply your tendency to absent-mindedly stick small things



Pack Mule

here and there without paying attention. DMs should further limit this selection down to just those items (of 2lbs or less) considered common in the SRD. Watch players who try to abuse this and limit them even further.

Balance: 4.02 (Purp 4.20, Pow 4.00, Port 4.00, Comp 3.70, Rule 4.20)

PAIN IS MY FRIEND [General]

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You like to hurt yourself before entering combat

Benefit: As a full round action you deal 4 points of damage to yourself, for a number of rounds equal to 3 plus your constitution modifier you gain a +2 rage bonus to strength and a +2 fear bonus to intimidation checks.

Notes: This is kind of barbarian rage, although it could represent an inner focus and determination as apposed to an uncontrolled frenzy, or even a sick dementia.

Balance: 3.70 (Purp 3.00, Pow 4.00, Port 3.50, Comp 4.00, Rule 4.00)

PIDGIN [General]

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You can hold simple conversations in any language.

Benefit: You can make yourself understood by almost anyone. This lets you communicate basic things, like a need for supplies and to barter, even if you have no language in common with those you are speaking to. You may use no more than two words in a sentence and two syllables in each word when roleplaying the speaking of pidgin.

Notes: You can only communicate with creatures who can speak some language. A purely telepathic creature, or one communicating through scents but not words, is unintelligible to you.

Balance: 3.92 (Purp 3.70, Pow 3.50, Port 4.20, Comp 4.50, Rule 3.70)

POISON RESISTANCE [General]

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You have a broad-band resistance to poison.

Benefit: You receive a +4 bonus to all Fortitude saves against poison.

Balance: 4.50 (Purp 4.25, Pow 4.75, Port 4.50, Comp 4.50, Rule 4.50)

POISON TOLERANCE [General]

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You have worked up a tolerance to certain poisons

Prerequisite: Poison Use, Con 13+

Benefit: You are able to train your body to ignore the effects of certain (specific) poisons. You must have access to the poison so you can gradually work up an immunity by subjecting yourself to increasingly larger doses. It takes at least a full dose of the poison and one month's time

(during which you can still do other things) to work up the immunity.

Special: You can only maintain a number of immunities equal to your Constitution bonus at any one time. The immunity will fade in a month if you do not use another dose to keep it up.

Balance: 3.90 (Purp 3.70, Pow 4.40, Port 3.80, Comp 3.80, Rule 3.80)

POISON USE [General]

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Learn to use poisons effectively

Prerequisite: Alchemy

Benefit: You can use poisons with no danger to yourself.

Notes: This feat only applies to the % chance that you may poison yourself while using poisons. It does NOT provide immunity (see the Poison Tolerance feat for that added ability).

Balance: 3.96 (Purp 3.40, Pow 4.40, Port 4.10, Comp 4.80, Rule 3.10)

POWER RESTING [General]

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You are more in touch with the Universe when resting, requiring less time to clear your mind in preparation for learning arcane spells or regaining power points.

Benefit: You require only 4 hours of rest prior to preparing to relearn arcane spells and/or regain power points.

Normal: You require 8 hours of rest prior to preparing to relearn arcane spells and/or regain power points.

Special: This feat does not allow you to gain any more spells or power points per day than normal, nor does it reduce the resting time you require to avoid or recover from fatigue. It does allow you to relearn arcane spells and/or regain power points even if you are fatigued.

Balance: 4.35 (Purp 4.50, Pow 4.00, Port 4.50, Comp 4.75, Rule 4.00)

POWERFUL VOICE [General]

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You can project your voice so that you may be heard at great distances.

Benefit: When projecting your voice, all opposed Listen rolls are made with a +10 circumstance bonus.

Notes: This duplicates the effect of being heard as well from 100' as a normal person is from 0', and is intended to be applicable in any situation where a Listen roll is appropriate, such as yelling to others in battle, a bardic effect upon those that can hear it, etc.

Balance: 4.12 (Purp 3.80, Pow 3.80, Port 4.40, Comp 4.20, Rule 4.40)

PROFESSIONAL [General]

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You can earn a living performing services better than others.

Prerequisite: 5 ranks in any 2 Profession skills

Benefit: You gain a +2 bonus to all Profession skills

Balance: 4.25 (Purp 4.25, Pow 4.00, Port 4.25, Comp 4.50, Rule 4.25)

PROPHETIC DREAMER [General]

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Your dreams sometimes echo the future

Prerequisite: DM's permission

Benefit: Once per session, your GM should inform you of a dream you have had that portents an event that may be in your future. Ideally this dream could warn you of a possible danger, or guide you to a good decision. The dream need not come true, but should be a possible or likely scenario in the character's future. Sometimes the dreams are literal and sometimes symbolic, (at the DM's discretion).

Notes: This feat isn't for everyone. It should benefit the character but only as much as the DM wants it to. This could be a trait or the GM could decide some mystical event allows the character to start having these dreams.

Balance: 3.80 (Purp 5.00, Pow 4.00, Port 3.00, Comp 4.00, Rule 3.00)

RAPID METABOLISM [General]

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Prerequisite: Con 13+

Benefit: You naturally heal a number of hit points per day of rest equal to the standard healing rate + your Constitution modifier.

Balance: 4.20 (Purp 4.00, Pow 3.00, Port 5.00, Comp 4.00, Rule 5.00)

RUN [General]

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Benefit: When running, the character moves five times normal speed instead of four times normal speed. If the character makes a running jump, increase the distance or height cleared by one-fourth, but not past the maximum.

Balance: 4.55 (Purp 4.00, Pow 4.00, Port 4.75, Comp 5.00, Rule 5.00)

SAGE [General]

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You have a better ability to remember information.

Prerequisite: 5 ranks in any 2 Knowledge skills

Benefit: You gain a +2 bonus to all Knowledge skills

Balance: 4.25 (Purp 4.25, Pow 4.00, Port 4.25, Comp 4.50, Rule 4.25)

SAGE FOCUS [General]

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You have delved deeper into the mysteries of a favored topic.

Prerequisite: Int 15+, 5 or more ranks in a single Knowledge skill

Benefit: You gain a +3 bonus to skill checks in a single knowledge skill in which he has 5 or more ranks.

Special: This Feat may be taken more than once, but applies to a new skill each time.

Balance: 4.20 (Purp 3.80, Pow 3.80, Port 4.60, Comp 4.40, Rule 4.40)

SEDUCTION [General]

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You are good at using your sexual charms.

Benefit: Sex sells, and friends can be won by seduction. You get a +4 bonus to Bluff and Diplomacy attempts against people who find your race and gender sexually attractive.

After you use this feat, some people might seek to be intimate with you. They will resent a blunt rejection, worsening their attitude one step.

Notes: Using this feat a lot might give you some notoriety.

Balance: 4.45 (Purp 4.50, Pow 4.00, Port 4.50, Comp 4.75, Rule 4.50)

SENSE MAGIC [General]

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You have a highly developed sensitivity to magic

Prerequisite: Spellcraft

Benefit: You can sense whether an object you are handling or a creature you are touching is magical or under the effects of a spell... the very air might be magical in some places. As a full-round action, you can tell whether if an item is magical with a Spellcraft check (DC 20). A success informs you if there is magic present; a failure indicates that it is not.

Special: You cannot retry, take 10, or take 20 when using this feat.

Balance: 4.06 (Purp 3.80, Pow 4.00, Port 4.10, Comp 4.30, Rule 4.10)

SILVER SPOON [General: Trait]

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Revised by the Netbook of Feats Review Board

You were born into some privilege and your character starts out with a monetary advantage

Benefit: When creating your character you start with double the maximum starting gold for your class.

Special: This feat may only be taken at first level.

Notes: This can be a big advantage for a low-level warrior type character, but it quickly evaporates as the game progresses.

Balance: 3.54 (Purp 3.50, Pow 3.20, Port 3.50, Comp 4.50, Rule 3.00)

SKILL FOCUS [General]

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Benefit: The character gets a +2 bonus on all skill checks with that skill.

Special: The character can gain this feat multiple times. Its effects do not stack. Each time the character takes the feat, it applies to a new skill.

Balance: 4.10 (Purp 4.00, Pow 3.00, Port 4.00, Comp 4.75, Rule 4.75)

Comments: In order to balance Skill Focus against the numerous Alertness clones that provide a +2 bonus to two related skills, we recommend increasing the skill bonus provided by Skill Focus to +3.

SKILL KNACK [General: Trait]

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You have some special quality that enhances one of your skills

Benefit: Choose a skill, such as ride. You have a special knack with that skill. You must have some special ability, such as long limbs for climbers; long fingers for pick pockets, lightning calculator for profession (bookkeeper) or being double-jointed for escape artist. You get a +3 bonus with the skill in question.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a different skill. The bonus does stack with the bonuses provided by skill learning feats, so you can take several feats to be ultra-specialized in a skill. Anyone can use a sense motive check to get a hunch about you (PHB). If the result is at least a 10, they are able to tell which skill you have a Skill Knack for from your appearance.

Notes: Because you must be somehow extra qualified for the skill in question, your character description should make allowance for such an aptitude. This means you can only pick Skill Knack when creating your character or be the result of some extraordinary event in the characters career, such as being 'gifted' with donkey ears from a curse for a Skill Knack to the listen skill or getting bowlegged from countless hours in the saddle.

Balance: 3.88 (Purp 3.50, Pow 4.30, Port 4.00, Comp 4.00, Rule 3.60)

SKILL MASTERY [General]

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Choose a skill that you have a special mastery over

Prerequisite: 5 or more ranks in one or more skills

Benefit: You get a +4 bonus on all skill checks with that skill

Special: You can gain this feat multiple times. Its effects do not stack with Skill Focus or itself. Each time you take this feat, it applies to a new skill.

Balance: 4.48 (Purp 3.40, Pow 4.60, Port 4.80, Comp 4.80, Rule 4.80)

SKILL SPECIALIZATION [General]

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Choose a skill, such as Move Silently. You have a natural talent with that skill.

Prerequisite: Key Ability 13+ for skill chosen

Benefit: The maximum rank allowed in the chosen skill is increased by two for class skills or one for cross-class skills (ie. the maximum rank is increased to level plus five for class skills or level plus two and a half for cross-class). You must still purchase those ranks normally.

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

Balance: 3.30 (Purp 3.75, Pow 3.25, Port 3.25, Comp 3.50, Rule 2.75)

SKILLED MULTICLASS [General]

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You treat the class skills of all of your classes as class skills when you gain a new level.

Prerequisite: Multiclassed character

Benefit: Regardless of which class you advance when you gain a new level, you can treat the class skills of all of your classes as class skills when buying new skills.

Normal: When a multiclassed character advances in level, only the class skills of the class increased in level are treated as class skills for purposes of buying new skills. All other skills, including the class skills of the multiclassed character's other classes, are treated as cross-class skills.

Balance: 3.87 (Purp 4.00, Pow 3.67, Port 3.67, Comp 4.33, Rule 3.67)

SMOOTH TALKER [General: Trait]

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You have a natural talent for the con, able to convince "marks" from all walks of life.

Prerequisite: Cha 13+

Benefit: You receive a +1 on Bluff and Diplomacy checks. Additionally, you receive a +1 on Sense Motive checks.

Balance: 3.96 (Purp 3.20, Pow 3.80, Port 4.20, Comp 4.60, Rule 4.00)

SPELL DEFENSE [General]

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You have learned to shield yourself from magic, dodge spells at the last second or use some sort of folk ritual to protect yourself from magical attack.

Prerequisite: 5 ranks in Knowledge (arcana)

Benefit: When using the Total Defense action, you can forgo the +4 dodge bonus normally granted to your AC in order to gain a +4 circumstance bonus on your saving throws against spells, supernatural abilities and spell like effects.

Balance: 4.47 (Purp 4.00, Pow 4.33, Port 4.67, Comp 4.67, Rule 4.67)

SPELL TOUGHNESS [General]

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Choose a school of magic, such as Evocation; you are better able to resist hostile effects from this school

Prerequisite: Base Will save bonus +4 or higher

Benefit: Against spells from the chosen school, you get a +2 bonus to all saving throws.

Special: You can take this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new school of magic.

Balance: 4.30 (Purp 4.00, Pow 4.30, Port 4.30, Comp 4.30, Rule 4.60)

SPIRIT OF VENGEANCE [General]

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You exact vengeance from your enemies in blood

Benefit: Whenever an opponent wounds you in combat (deals damage to you), your next melee attack against that foe gets a +1 morale bonus to hit and damage. Once you receive this bonus to an attack, the foe must wound you again for you to gain the bonus again. If a foe wounds you multiple times before you attack them, you only gain the bonus once, and to a single attack.

Notes: One of many attack bonus feats, it has more flavor than others, but requires a little book keeping from the player.

Balance: 4.00 (Purp 3.00, Pow 5.00, Port 4.00, Comp 4.00, Rule 4.00)

STAND AGAINST SPELL [General]

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Gain an additional fortitude resistance against spells

Prerequisite: Great Fortitude

Benefit: Gain an additional +2 to fortitude saves.

Special: This feat stacks with Great Fortitude.

Balance: 4.28 (Purp 3.20, Pow 4.50, Port 4.70, Comp 4.50, Rule 4.50)

STIPEND [General: Trait]

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You come from a wealthy background.

Benefit: When you select this feat at character creation, roll 2d10 and multiply by 10. When you get your starting funds, and at each game month thereafter, you receive a number of gold pieces equal to this number. This money must be picked up someplace; at your estates, a bank, from an academy, from a patron, or whatever. It will accumulate if not collected.

Special: This feat is only available at character creation.

Balance: 3.75 (Purp 4.00, Pow 3.75, Port 4.00, Comp 3.75, Rule 3.25)

SUDDEN ACTION [General]

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You may make a quick and decisive attack at the start of combat.

Prerequisite: Improved Initiative, Mobility, Quick Draw, Combat Reflexes

Benefit: If a combat begins with a surprise round and you are not surprised, you may draw your weapon (a free action) and take a partial action before initiative is rolled. This partial action may only be used to attack a surprised opponent, but a 5-foot step is allowed before or after the attack. You may also make draw your weapon and make a surprise attack in a non-combat situation with the use of this feat; the target of the attack is considered surprised.

Balance: 3.30 (Purp 3.00, Pow 3.60, Port 3.30, Comp 3.30, Rule 3.30)

TOUCH OF GRACE [General]

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Fate is looking out for you.

Prerequisite: Cha 15+

Benefit: You get a +1 bonus on all saving throws.

Special: This feat can be taken several times, but only once at any level, and the benefits stack. For each time after the first, increase the Charisma prerequisite by 2.

Balance: 4.52 (Purp 4.40, Pow 4.40, Port 4.40, Comp 4.60, Rule 4.80)

TOUGHNESS [General]

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Benefit: The character gains +3 hit points.

Special: A character may gain this feat multiple times.

Balance: 4.30 (Purp 4.00, Pow 3.25, Port 4.50, Comp 5.00, Rule 4.75)

TRACK [General]

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Benefit: To find tracks or to follow them for one mile requires a Wilderness Lore check. The character must make another Wilderness Lore check every time the tracks become difficult to follow, such as when other tracks cross them or when the tracks backtrack and diverge. The character moves at half normal speed (or at normal speed with a -5 penalty on the check). The DC depends on the surface and the prevailing conditions:

Very Soft Ground: Any surface (fresh snow, thick dust, wet mud) that holds deep, clear impressions of footprints.

Surface	DC	Surface	DC
Very Soft	5	Firm	15
Soft	10	Hard	20

Soft Ground: Any surface soft enough to yield to pressure, but firmer than wet mud or fresh snow, in which the creature leaves frequent but shallow footprints.

Firm Ground: Most normal outdoor surfaces (such as lawns, fields, woods, and the like) or exceptionally soft or

dirty indoor surfaces (thick rugs, very dirty or dusty floors). The creature might leave some traces (broken branches, tufts of hair) but leaves only occasional or partial footprints.

Hard Ground: Any surface that doesn't hold footprints at all, such as bare rock or indoor floors. Most streambeds fall into this category, since any footprints left behind are obscured or washed away. The creature leaves only traces (scuff marks, displaced pebbles).

Condition Modifier	DC
Every three creatures in the group being tracked	-1
Size of creature or creatures being tracked: *	
Fine	+8
Diminutive	+4
Tiny	+2
Small	+1
Medium-sized	0
Large	-1
Huge	-2
Gargantuan	-4
Colossal	-8
Every 24 hours since the trail was made	+1
Every hour of rain since the trail was made	+1
Fresh snow cover since the trail was made	+10
Poor visibility: **	
Overcast or moonless night	+6
Moonlight	+3
Fog or precipitation	+3
Tracked party hides trail (and moves at half speed)	+5

*For a group of mixed sizes, apply only the modifier for the largest size category.

**Apply only the largest modifier from this category. If the character fails a Wilderness Lore check, the character can

Normal: A character without this feat can use the Search skill to find tracks, but can only follow tracks if the DC is 10 or less.

Balance: 4.35 (Purp 4.25, Pow 4.75, Port 4.75, Comp 3.50, Rule 4.50)

TWO-WEAPON COMBINATION [General]

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You master a specific two-weapon combination.

Prerequisite: Dex 15+, Proficient with both weapons

Benefit: You gain the use of the Two-Weapon Fighting and Ambidexterity feats, but only with a specific combination of weapons. The weapon combination must be specified when the feat is first bought and is limited to two specific light or one-handed weapons. These can be two identical weapons.

Special: You can learn later feats for which Ambidexterity or Two-Weapon fighting are prerequisites based on the 'virtual' feats learned with Two-Weapon Combination, but you can

then only use those feats with the specific weapon combination you have chosen.

Notes: You save up a feat, but you can only fight with one specific combination of two weapons.

Balance: 4.40 (Purp 4.40, Pow 4.20, Port 4.60, Comp 4.20, Rule 4.60)

VENTRILOQUISM [General]

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You have learned to throw your voice, making it appear to come from someplace else

Prerequisite: Perform (ventriloquist)

Benefit: As a standard action, you can use the Perform skill to make your voice appear to come from another location.

You must decide where you want your voice to appear to come from; the difficulty is equal to the number of feet away you wish to throw your voice. If there is something there that moves in a manner suggestive of speech or of making the sounds you are throwing, reduce the difficulty by 10. Listeners can try to realize what you are doing with an opposed listen roll, but such a listen roll is subject to normal range penalties.

Normal: Any performer who has chosen this field (see PHB) can learn to do this on stage, using a puppet, but with this feat, you can do it in action and be convincing.

Balance: 3.98 (Purp 3.90, Pow 3.90, Port 4.40, Comp 4.10, Rule 3.60)

WONDROUS PET [General]

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You gain an exceptional animal companion that is devoted to you.

Prerequisite: Handle Animal

Benefit: You can train any one animal, beast or vermin that you have already tamed. Your wondrous pet is clever for an animal (though its intelligence score is not changed) and it can perform any simple task (like those an animal can normally be trained to perform) under your direct supervision. With the Handle Animal skill, you can teach the animal twice the usual number of tricks for its intelligence score. You can also teach the animal a number of additional skill ranks equal to your skill bonus in the Handle Animal skill, with a training time of one week per skill rank. Finally, you can increase the creature's toughness. It can gain a number of additional hit points equal to your Handle Animal skill bonus. Each extra hit point requires one week of training.

Special: You can take this feat several times to gain several wondrous pets. If it you lose your pet, you must begin training from scratch with a new one.

Notes: Many animals lack the limbs and intelligence to learn certain skills. The ability to tame wild creatures is not included in this feat, it requires other abilities, such as the animal friendship spell.

Balance: 4.42 (Purp 5.00, Pow 4.60, Port 4.60, Comp 3.30, Rule 4.60)

Special Feats

Special feats are those that require a special class, race, or special ability to acquire or use. They are based on classes and abilities described in the SRD or core rules for the d20 system.

BACKSTAB [Special]

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You are adept at sneak attacks.

Prerequisite: Sneak attack class ability

Benefit: You gain a +2 bonus on attack rolls when making a sneak attack.

Balance: 4.20 (Purp 3.33, Pow 3.33, Port 4.67, Comp 5.00, Rule 4.67)

CHANNEL AGAINST OUTSIDERS [Divine]

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You can turn or rebuke one type of outsider.

Prerequisite: Ability to turn or rebuke undead, Extra Turning

Benefit: Select one group of outsiders (such as fire elementals, slaadi or devils) that are either hostile to your faith/alignment (for turning) or associated with your faith/alignment (for rebuking). You can channel divine energy against this type of outsider to turn or rebuke them as if they were undead of twice their HD. When turning outsiders, those whose modified hit dice are half your turning level or less are dismissed to their home plane rather than destroyed.

Special: On their home plane, you turn or rebuke these outsiders as undead of four times their HD, but there, they really can be destroyed instead of merely dismissed. This feat can be taken several times. It does not stack. Each time, you may choose a new type of outsiders to turn or rebuke.

Notes: A cleric that turns undead also turns outsiders, and a cleric that rebukes undead also rebukes outsiders. You must select appropriate groups of outsiders depending on whether you turn or rebuke.

Balance: 4.38 (Purp 4.70, Pow 4.50, Port 3.70, Comp 4.50, Rule 4.50)

COLD-BLOODED KILLER [Special]

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You are cold-blooded slayer, able to precisely kill others with devastating sneak attacks.

Prerequisite: Death Attack, Base attack bonus +7 or higher

Benefit: You add +2 to the DC of the Fortitude save made to resist your death attack. Even if your opponent succeeds on his saving throw, you inflict +1d6 points of damage on your sneak attack.

Normal: The standard DC for an Assassin's death attack is 10 + assassin class level + Int bonus.

Balance: 3.80 (Purp 3.25, Pow 4.00, Port 3.25, Comp 4.50, Rule 4.00)

COMBAT FURY [Rage]

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You can attack with an incredible fury.

Prerequisite: Rage 2/day, Base attack bonus +3 or higher

Benefit: By spending an additional Rage per day while you are already enraged, you can enter a combat frenzy that enables you to make one additional attack per round at your highest attack bonus for the duration of your rage. This bonus attack and all other attacks made until your next action suffer a -2 penalty to your attack roll, and you must take the full attack action in order to make this extra attack. In addition, when using this ability you increase your AC penalty to -4 during any round that you make this extra attack.

Balance: 4.45 (Purp 4.50, Pow 4.25, Port 4.50, Comp 4.25, Rule 4.75)

COMBAT OPPORTUNIST [Special]

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You have trained extensively in attacking openings in your opponent's defenses with a particular weapon. Choose one weapon such as short sword. With that weapon, your attacks of opportunity can be devastating.

Prerequisite: Combat Reflexes, Weapon Focus (with weapon)

Benefit: When you make an attack of opportunity, you may add sneak attack damage. This ability can only be used once per round, and following this attack, you may not make any further Attacks of Opportunity until after your next action. This may negate the benefits of Combat Reflexes for the current round.

Normal: Only the loss of Dex bonus to Armor Class or flanked status allow a character to add sneak attack damage.

Special: You can take this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new weapon.

Balance: 4.04 (Purp 4.30, Pow 4.30, Port 4.00, Comp 3.60, Rule 4.00)

DIVINE ARMOR [Divine]

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You can channel energy to enhance your body or armor.

Prerequisite: Ability to turn or rebuke undead, Cha 13+, Divine Vigor, Extra Turning

Benefit: By spending one of your turn or rebuke undead attempts, your armor or body gains a sacred (if you channel positive energy) or profane (if you channel negative energy) bonus to Armor Class equal to your charisma bonus for a number of rounds equal to your charisma bonus. When active, your armor or body glows with divine light (or a

profane aura) in a radius of 5 feet. The bonus provided by Divine Armor is fully effective against incorporeal creatures.

Balance: 4.55 (Purp 4.75, Pow 4.75, Port 4.75, Comp 4.00, Rule 4.50)

DIVINE ARMOR OF THE SOUL [Divine]

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You can channel energy to defend yourself against life draining attacks.

Prerequisite: Ability to turn or rebuke undead, Cha 13+, Divine Ghost Armor, Extra Turning

Benefit: By spending one of your turn or rebuke undead attempts, you become immune to the ability draining and level draining attacks of the undead for a number of rounds equal to your charisma bonus.

Balance: 4.90 (Purp 5.00, Pow 4.75, Port 5.00, Comp 4.75, Rule 5.00)

DIVINE DEATHWARD [Divine]

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You may channel energy to protect yourself from ability or level draining attacks.

Prerequisite: Ability to turn or rebuke undead, Cha 13+, Extra Turning, Divine Vigor

Benefit: By spending one of your turn or rebuke undead attempts you can negate one negative-energy based ability or level draining attack. Unlike other Divine feats, you can use Divine Deathward like a reaction (similar to a saving throw) without spending an action to channel the energy for the feat.

Balance: 4.00 (Purp 4.50, Pow 4.25, Port 4.00, Comp 4.00, Rule 3.25)

DIVINE DISPEL [Divine]

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You can negate magic through turning.

Prerequisite: Extra Turning, Ability to turn or rebuke undead

Benefit: You can dispel or counter a magic spell by making a turning check as if turning an undead creature of the opposing spellcaster's level. You can only dispel spells with the 'evil' descriptor (if you turn undead) or the 'good' descriptor (if you rebuke undead). A spell that is dispelled as it is being cast has no effect whatsoever; otherwise, it ends as if its duration had run out. This power cannot affect spells immune to dispel magic.

Special: Each attempt to use Divine Dispel uses up one of your turn or rebuke attempts for the day.

Notes: If your religion is strongly opposed to law or chaos, your DM may allow you to channel energy against spells with the lawful or chaotic descriptor instead, and other types of Divine Dispel are certainly possible as well for certain religions.

Balance: 4.08 (Purp 4.20, Pow 4.00, Port 4.20, Comp 4.00, Rule 4.00)

DIVINE ELEMENTAL FURY [Divine]

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You can channel energy to deal additional damage against specific elemental creatures in melee combat.

Prerequisite: Ability to turn or destroy elemental creature, Earth, Fire & Water domains

Benefit: Spend one of your turn/destroy elemental attempts to add 2d6 points of elemental damage to all of your successful melee attacks against one type of elemental creature until the end of your next action. The type of elemental creature affected depends on your domain (Air domain inflicts extra damage against earth creatures, Earth domain against air creatures, Fire domain against water creatures and Water domain against fire creatures).

Balance: 4.20 (Purp 3.75, Pow 4.50, Port 4.00, Comp 4.25, Rule 4.50)

DIVINE FLAME [Divine]

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You can channel energy to sheath your weapon with sacred or profane flame.

Prerequisite: Ability to turn or rebuke undead, Cha 13+

Benefit: By spending one of your turn or rebuke undead attempts, you can sheath your weapon with sacred or profane flame. If you channel positive energy, your weapon is sheathed in white flames that inflict +1d6 points of sacred damage against evil opponents for a number of rounds equal to your charisma bonus. If you channel negative energy, your weapon is sheathed in black flames that inflict +1d6 points of profane damage against good opponents instead. These flames do not give off heat or ignite flammable objects, though sacred flames give off light equal to a torch. The sacred or profane damage inflicted by Divine Flame is unaffected by protection from elements and similar spells.

Balance: 4.20 (Purp 4.00, Pow 4.25, Port 4.25, Comp 4.00, Rule 4.50)

DIVINE FURY [Divine]

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You can channel positive energy to ignore the damage reduction of undead opponents.

Prerequisite: Ability to turn undead, Cha 13+, Extra Turning, Divine Vengeance

Benefit: By spending one of your turn undead attempts, you can ignore the damage reduction of all undead opponents for a number of rounds equal to your charisma modifier.

Balance: 4.45 (Purp 4.75, Pow 4.00, Port 4.50, Comp 4.75, Rule 4.25)

DIVINE GHOST ARMOR [Divine]

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You can channel energy to enhance your armor against incorporeal attacks.

Prerequisite: Ability to turn or rebuke undead, Cha 13+, Extra Turning

Benefit: This feat can only be used when wearing armor. By spending one turn or rebuke undead attempt, your armor gains the ghost touch special ability. This allows you to apply your armor bonus against incorporeal attacks. The duration of the ghost touch protection is limited to a number of rounds equal to your charisma bonus.

Balance: 4.70 (Purp 4.75, Pow 5.00, Port 4.75, Comp 4.50, Rule 4.50)

DIVINE IMPACT [Divine]

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You can channel energy to strike your foe with a melee weapon as if making a touch attack.

Prerequisite: Ability to turn or rebuke undead, Cha 13+, Str 13+, Divine Might, Power Attack, Base attack bonus +3 or higher

Benefit: By spending one of your turn or rebuke attempts per day, you can resolve your next melee attack as a touch attack, ignoring any benefit to your opponent's Armor Class provided by armor, shield or natural armor. Once you have channeled energy for this feat, you must make this attack within a number of rounds equal to your Charisma bonus. Like all divine feats, activating Divine Impact requires a standard action.

Special: This is a modification of the Deep Impact psionic feat found in the Psionic Book for use as a divine feat.

Balance: 3.70 (Purp 4.00, Pow 3.25, Port 3.75, Comp 3.75, Rule 3.75)

DIVINE SIGHT [Divine]

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You can channel energy to increase your sight and pierce illusions.

Prerequisite: Ability to turn or rebuke undead, Cha 13+

Benefit: By spending one of your turn or rebuke undead attempts, you gain a +2 enhancement bonus on Spot and Search checks and a +2 sacred bonus on Will disbelief saves against illusion effects for a number of minutes equal to your charisma modifier.

Balance: 4.15 (Purp 4.00, Pow 4.25, Port 4.25, Comp 4.00, Rule 4.25)

DIVINE WEAPON [Divine]

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You can channel energy to provide an enhancement bonus to your weapon.

Prerequisite: Ability to turn or rebuke undead, Cha 13+, Str 13+, Power Attack, Divine Might, Base attack bonus +3 or higher

Benefit: Spend two of your turn/rebuke undead attempts to channel energy into your weapon, granting it a bonus on attack and damage rolls equal to your charisma bonus for a number of rounds equal to your charisma bonus.

Balance: 4.00 (Purp 4.00, Pow 3.75, Port 4.25, Comp 4.25, Rule 3.75)

DIVINE WRATH [Divine]

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You are able to infuse your turn/rebuke attempts with sacred or profane energy, enabling you to deal additional damage to evil or good outsiders.

Prerequisite: Ability to turn/rebuke outsider

Benefit: If you channel positive energy, you can spend one of your turn outsider attempts to add 2d6 points of divine damage against evil outsiders on every successful melee attack until the end of your next action. If you channel negative energy, you inflict 2d6 points of profane damage against good outsiders instead.

Balance: 4.50 (Purp 4.75, Pow 4.50, Port 4.50, Comp 4.50, Rule 4.25)

DOMAIN FOCUS [Special]

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Your domain spells are especially potent.

Benefit: Add +2 to the Difficulty Class for all saving throws against spells that appear on your domain spell list.

Special: This feat is virtually equivalent to (and does not stack with) Spell Focus for determining other feat and prestige class prerequisites.

Balance: 4.58 (Purp 4.30, Pow 5.00, Port 5.00, Comp 4.30, Rule 4.30)

ELVEN ARCHERY [General: Offense, Racial]

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You are an expert in the art of elven archery.

Prerequisite: Elf or half-elf, Dex 13+, Point Blank Shot, base attack bonus +4 or higher

Benefit: When using any type of bow that you are proficient in, you can use your Dex modifier as a bonus to damage rolls against all opponents within 30 feet. This bonus does not stack with the damage bonus provided by a mighty bow and cannot be applied against a target immune to critical hits.

Balance: 4.15 (Purp 4.00, Pow 4.00, Port 4.25, Comp 4.50, Rule 4.00)

ELVEN SWORDMASTERY [General: Racial]

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You are an expert in the elven art of the sword and can wield a longsword with exceptional ability.

Prerequisite: Elf or half-elf, Base attack bonus +1 or higher

Benefit: Similar to the Weapon Finesse feat, you may use your Dexterity modifier instead of your Strength modifier on attack rolls when wielding a longsword. As elven swordplay is a fluid art based on Dexterity and movement, if a shield is used you must apply the shield's armor check penalty to your attack rolls.

Normal: This is a modification of the Weapon Finesse feat. The Weapon Finesse feat cannot normally be applied to the longsword.

Special: Elven Swordmastery can be used in place of Weapon Finesse as a prerequisite for other feats.

Balance: 4.30 (Purp 4.25, Pow 5.00, Port 4.00, Comp 4.25, Rule 4.00)

ENCHANTED FAMILIAR [Special]

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You can take any type of creature as a familiar.

Prerequisite: The ability to summon a familiar

Benefit: You can bind any diminutive, tiny or small creature to be your familiar, not just an animal. The familiar ceremony works normally, except that the creature is not actually summoned, it must be present and in your power (willing, charmed, tamed or captured) and of a challenge rating no higher than one-third your level. Once bound, the new familiar becomes loyal to you, and gains all the benefits of a normal familiar, except that it has no species-specific familiar ability; it does not grant you any bonuses beyond those common to all familiars.

Special: An enchanted familiar does not change its type into 'magical beast' unless it was a vermin, animal or beast before. Other creatures keep their original creature type.

Notes: You must dismiss any familiar you currently have before binding a new one, and you cannot bind a new familiar until a year and a day has passed since your last familiar was killed or dismissed. Familiars can never have a character class: effectively their character class is being a familiar. This feat is open to abuse; the DM must use caution in what familiars to allow in the game.

Balance: 4.30 (Purp 4.60, Pow 4.30, Port 4.00, Comp 3.60, Rule 5.00)

ENHANCED TURNING [Special]

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You are more effective at turning or rebuking undead.

Prerequisite: Ability to turn/rebuke undead

Benefit: Increase your effective turn/rebuke undead level by two.

Special: This feat can be taken more than once and it will stack with itself, each time increasing your effective turn/rebuke undead level by two. This feat cannot increase your effective turn/rebuke undead level higher than your character level +2.

Balance: 4.70 (Purp 5.00, Pow 4.50, Port 5.00, Comp 4.50, Rule 4.50)

EXTRA BARDIC MUSIC [Special]

COPYRIGHT 2001, William Setzer

You may use your Bardic Music ability more times per day.

Prerequisite: Bardic Music Ability

Benefit: This feat allows you to use your Bardic Music ability four more times per day.

Special: You can take this feat multiple times, gaining four extra uses each time.

Balance: 4.28 (Purp 4.20, Pow 4.00, Port 4.60, Comp 4.40, Rule 4.20)

EXTRA RAGE [Special]

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Your rage is legendary and fearsome to behold.

Prerequisite: Rage, Base attack bonus +2 or higher

Benefit: You can rage one more time per day.

Special: This feat can be taken more than once, each time allowing you to enter a fit of rage one more time per day.

Balance: 4.55 (Purp 4.25, Pow 4.25, Port 4.75, Comp 4.75, Rule 4.75)

EXTRA TURNING [Special]

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Prerequisite: Ability to Turn Undead

Benefit: Allows a character to turn undead four more times per day than normal.

Special: A character can take this feat multiple times, gaining four extra daily turning attempts each time.

Balance: 4.90 (Purp 4.75, Pow 4.75, Port 5.00, Comp 5.00, Rule 5.00)

Comments: As written, Extra Turning only applies to turn/rebuke undead attempts. We recommend allowing characters with the ability to turn or rebuke other types of creatures to benefit from Extra Turning as well. Each time a character with multiple turn/rebuke abilities selects this feat, she can divide the 4 turning attempts provided by Extra Turning between her turn/rebuke abilities as she sees fit.

EXTRA WILD SHAPE [Wild]

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You have a natural affinity for your wild shape class ability

Prerequisite: Cha 13+, Wild shape class ability

Benefit: You can use your wild shape class ability one more time per day.

Normal: Wild shape is a class ability of the Druid gained at 5th level.

Special: You may take this feat multiple times.

Balance: 4.60 (Purp 4.50, Pow 4.25, Port 4.75, Comp 4.75, Rule 4.75)

FAMILIAR CONCENTRATION [Special]

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Your familiar can concentrate on spells for you.

Prerequisite: A familiar

Benefit: When you cast a spell that normally requires your concentration, you can let your familiar do the concentrating for you if it is within 5 ft. of you at the time of casting. Your familiar must remain within 5 ft. of you while concentrating to maintain your spell; otherwise your familiar's concentration is automatically broken. To maintain a certain spell, the familiar must have an Intelligence score of 5 + the level of the spell or higher.

Notes: Your DM may let you apply this feat to a paladin's mount, special companion, infernal companion, psycrystal or similar pet.

Balance: 4.85 (Purp 5.00, Pow 4.25, Port 5.00, Comp 5.00, Rule 5.00)

FAMILIAR DEVELOPMENT [Special]

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You have put time and effort into developing your familiar.

Prerequisite: A familiar

Benefit: Your familiar's abilities are figured as if you were two levels higher.

Special: This feat can be learned more than once and stacks with itself, each time raising your level by +2 when determining your familiar's special abilities."

Notes: Your DM may let you apply this feat to a paladin's mount, special companion, infernal companion, psycrystal or similar pet.

Balance: 4.70 (Purp 4.60, Pow 4.60, Port 5.00, Comp 4.30, Rule 5.00)

FAMILIAR FEAT [Special]

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Your familiar learns a new feat.

Prerequisite: A familiar

Benefit: Your familiar learns any one new feat it can use. This feat is unavailable to you. In many cases, companions can learn feats you could not, such as monster feats. If your familiar dies any replacement will also know this extra feat.

Special: Your DM may let you apply this feat to a special mount, special companion, infernal companion, or similar pet.

Balance: 4.56 (Purp 4.60, Pow 4.00, Port 4.60, Comp 5.00, Rule 4.60)

FAMILIAR FEAT MERGE [Special]

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Your familiar learns all the feats you know.

Prerequisite: A familiar

Benefit: Your familiar can use all your feats, just as it can use your skills.

Notes: Many feats are quite useless to familiars.

Balance: 4.36 (Purp 4.60, Pow 4.00, Port 4.30, Comp 4.60, Rule 4.30)

FAMILIAR FOCUS [Special]

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You compensate for any lack in focus when developing your familiar

Prerequisite: A familiar

Benefit: The abilities of your familiar are now based on your character level, not your class level.

Notes: Your DM may let you apply this feat to a paladin's mount, psycrystal or similar pet.

Balance: 4.65 (Purp 5.00, Pow 3.50, Port 4.75, Comp 5.00, Rule 5.00)

FIERY RAGE [Special]

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Your Rage burns particularly hot and can be sustained longer than usual

Prerequisite: Rage

Benefit: You can rage for a number of rounds equal to 6 plus your rage-enhanced modified Constitution modifier.

Normal: A fit of rage normally lasts a number of rounds equal to 3 plus the raging character's newly modified Constitution modifier.

Balance: 4.60 (Purp 4.60, Pow 4.60, Port 4.60, Comp 4.60, Rule 4.60)

FOUL SNEAKING [Special]

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You can sneak attack stymied creatures.

Prerequisite: Sneak Attack

Benefit: In addition to normal sneak attack opportunities, you can sneak attack a target that is dazzled, entangled, or nauseated. See the condition summary in Core Rulebook II for a description on these conditions.

Balance: 4.50 (Purp 4.75, Pow 4.00, Port 4.00, Comp 4.75, Rule 5.00)

GHOST TOUCH [Special]

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By channeling your ki you can effectively strike incorporeal opponents.

Prerequisite: Wis 13+, Ki Strike class ability

Benefit: You can make unarmed attacks against incorporeal opponents as if you had the ghost touch power, negating an incorporeal creatures ability to ignore 50% of successful attacks from a corporeal source. Like Ki Strike, Ghost Touch is a supernatural ability.

Balance: 4.65 (Purp 5.00, Pow 4.50, Port 4.75, Comp 4.75, Rule 4.25)

GREATER DIVINE DOMINION [Special]

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Gain the domain powers from a divine dominion

Prerequisite: Divine Dominion

Benefit: You gain the domain powers from the domain selected using the Divine Domain feat.

Special: This feat is only usable by clerics and can only be taken once.

Balance: 4.22 (Purp 4.20, Pow 4.70, Port 4.00, Comp 4.20, Rule 4.00)

GREATER SPELL MASTERY [Special]

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You can cast some of the spells previously mastered with Spell Mastery without preparation.

Prerequisite: Spell Mastery

Benefit: Choose a number of spells equal to your charisma modifier that you have previously mastered with Spell Mastery. You can now cast these spells at their normal level without preparation, exactly like a sorcerer. This allows you to prepare a full set of spells, yet still cast any spell selected by this feat by exchanging the spell energy of one of your prepared spells of equal or higher level.

Normal: Wizards must normally prepare spells in order to cast them.

Example: Hhune is a 10th level wizard with Int 16 (+3) and Cha 13 (+1). He has previously selected the Spell Mastery feat, selecting three spells based on his Int modifier (dimension door, magic missile and lightning bolt). He next selects the Greater Spell Mastery feat, choosing one spell based on his Cha modifier that he has previously learned with Spell Mastery (magic missile). He no longer needs to prepare magic missile and can now prepare his normal allotment of first level spells per day (5 total, 4 plus 1 for Int 16). Whenever he decides to cast magic missile, he can cast this spell in place of one of his prepared 1st-level spells, casting up to a maximum of 5 magic missile or first level spells per day in any combination. He could also choose to cast magic missile by trading in one of his higher level prepared spells in a similar manner.

Balance: 3.07 (Purp 2.67, Pow 3.00, Port 3.33, Comp 3.00, Rule 3.33)

GREATER WEAPON MASTERY [Special]

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You are exceptionally deadly when wielding your chosen weapon.

Prerequisite: Weapon Focus (in weapon), Weapon Specialization (in weapon), Base attack bonus +9 or higher

Benefit: Choose one weapon that you have previously chosen Weapon Focus and Weapon Specialization for. When wielding this weapon, you gain a +3 bonus on attack and damage rolls. These bonuses supercede (do not stack with) the bonuses provided by the Weapon Focus and Weapon Specialization feats. If your chosen weapon is a ranged weapon, the damage bonus only applies to targets within 30 feet.

Balance: 3.70 (Purp 3.00, Pow 3.50, Port 3.50, Comp 4.25, Rule 4.25)

HEALING KI TOUCH [Special]

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You can heal others just like you can heal yourself.

Prerequisite: Monk level 9+

Benefit: You can use your Wholeness of Body class ability to heal others by touch, in a manner exactly like you can heal yourself.

Balance: 4.47 (Purp 4.33, Pow 4.00, Port 4.33, Comp 5.00, Rule 4.67)

HEART OF DEFIANCE [Special]

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When in a blood frenzy you are impossible to control.

Prerequisite: Rage 1/day, Base attack bonus +3 or higher

Benefit: When enraged you are immune to all forms of fear and all mind-affecting spells and spell-like abilities.

Balance: 4.45 (Purp 4.50, Pow 4.00, Port 4.25, Comp 5.00, Rule 4.50)

HEART OF FURY [Special]

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Your all-consuming fury enables you to continue to fight even when near death.

Prerequisite: Rage 2/day, Base attack bonus +3 or higher

Benefit: When enraged, you can continue to act fully when disabled (at 0 hit points) or dying (at -1 to -9 hit points). You do not fall unconscious when reduced to negative hit points and you can take a full action even when at zero or fewer hit points. Taking a full action when at zero or fewer hit points automatically inflicts 1 hit point of damage per round with no chance of stabilization unless healed or treated, though this damage is not applied until after your rage ends. You still die when reduced to -10 hit points or less in combat or when the automatic damage is applied and your Constitution is lowered after your Rage ends.

Normal: You can only take a partial action when disabled and are unconscious when dying.

Balance: 4.13 (Purp 5.00, Pow 3.67, Port 4.00, Comp 3.67, Rule 4.33)

HEART OF INVULNERABILITY [Special]

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Your raging heart protects you from harm.

Prerequisite: Rage 2/day, Base attack bonus +6 or higher

Benefit: When enraged, you gain damage reduction (DR) 1/ - that stacks with all other forms of damage reduction.

Balance: 4.80 (Purp 4.67, Pow 4.67, Port 5.00, Comp 5.00, Rule 4.67)

IMPROVED ANIMAL FRIENDSHIP [Special]

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You have shown yourself to be an ally of all nature's creatures; and they, in turn, will respond to your call.

Prerequisite: Ability to cast animal friendship, 5 ranks of Animal Empathy

Benefit: You may spontaneously cast animal friendship in exactly the same fashion as a cleric spontaneously casts cure or inflict spells. Your animal friendship spell may now also affect beasts, magical beasts, and vermin.

Balance: 4.20 (Purp 4.25, Pow 3.75, Port 4.25, Comp 4.50, Rule 4.25)

IMPROVED MONK AC BONUS [Special]

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Your sixth sense is more developed than normal, allowing you a better chance to dodge blows in combat.

Prerequisite: Monk level 1+

Benefit: Add +1 to your monk AC bonus.

Special: You can take this feat multiple times, each time increasing your monk AC bonus by 1.

Balance: 4.33 (Purp 3.67, Pow 4.33, Port 4.33, Comp 5.00, Rule 4.33)

IMPROVED SNEAK ATTACK [Special]

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You have trained extensively in the art of sneak attacks with a particular weapon. Choose one weapon such as short sword or light crossbow. With that weapon, your attacks sneak attacks are devastating.

Prerequisite: Weapon Focus (with weapon)

Benefit: If you roll a critical hit when making a sneak attack, the weapon damage is multiplied as normal for that weapon, but the sneak attack damage is also increased by +1d6. For ranged weapons, this feat only applies to attacks with ranges up to 30 feet.

Normal: Sneak attack damage is not modified by critical hits.

Special: You can take this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new weapon.

Balance: 3.56 (Purp 3.30, Pow 3.60, Port 4.30, Comp 3.30, Rule 3.30)

INSPIRE COOPERATION [Song]

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Through music, song or poetry you are able to inspire cooperation in others.

Prerequisite: Bardic Music ability, 3 ranks of Perform.

Benefit: You gain a +2 bonus to all Charisma based attribute and skill checks made against anyone that has heard you sing or perform for a full round, except for people that begin the encounter hostile towards you. This bonus lasts for a full day after you stop performing and uses up one of your bardic music attempts per day.

Balance: 4.70 (Purp 4.75, Pow 4.75, Port 5.00, Comp 4.25, Rule 4.75)

KI OF THE MASTERS [Special]

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You have learned to channel your Ki into devastating unarmed attacks.

Prerequisite: Wis 13+, Str 11+, Improved Unarmed Strike, Stunning Fists, Base attack bonus +3 or higher

Benefit: On a successful unarmed strike you can add your Wisdom modifier instead of your Strength modifier to the damage roll. This feat is an extraordinary ability.

Balance: 4.30 (Purp 4.75, Pow 4.00, Port 4.25, Comp 4.25, Rule 4.25)

KI SENSE [Special: Martial Style]

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Your self-awareness and mastery of ki allow you to intuitively sense the presence of danger.

Prerequisite: Wis 13+, Monk base AC bonus +1 or higher

Benefit: You can make a Will save (DC 20) to avoid being caught surprised or flat-footed. On a successful save, you can act during the surprise round even if you would otherwise be surprised and you can retain your Dex bonus to armor class even if you would otherwise be caught flat-footed.

Balance: 4.33 (Purp 4.00, Pow 4.33, Port 4.67, Comp 4.33, Rule 4.33)

LINKED RESISTANCE [Special]

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When touching your familiar you can benefit from its Spell Resistance (SR).

Prerequisite: Familiar with SR.

Benefit: As a standard action when touching your familiar you can share in your familiar's SR until your next action.

Normal: SR cannot normally be shared between creatures.

Notes: At the sole discretion of your DM, this feat may be extended for use with a special mount, special companion, fiendish servant or even to a psycrystal that grants Power Resistance.

Balance: 4.26 (Purp 4.33, Pow 4.33, Port 4.33, Comp 4.33, Rule 4.00)

MONK WEAPON MASTERY [Special]

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Through dedication, training and hard work, a monk can master any weapon

Prerequisite: Proficient with chosen weapon, Weapon Focus (with weapon), Base attack bonus +6 or higher

Benefit: Choose any single weapon that meets the above requirements. The monk can now use her more favorable unarmed attack bonus, including the improved number of attacks per round, when wielding that weapon and may incorporate use of that weapon with her flurry of blows ability.

Normal: At first level, every monk has this ability with the kama, nunchaku & siangham. I also recommend allowing a Monk to wield a quarterstaff in a similar manner.

Balance: 4.30 (Purp 4.60, Pow 4.60, Port 4.30, Comp 4.00, Rule 4.00)

NATURAL HARMONY [Special]

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You have spent significant time making friends with both the fauna and the flora of your domain.

Prerequisite: Ability to cast animal friendship, 5 ranks of Animal Empathy, Improved Animal Friendship, 5 ranks of Knowledge (Nature)

Benefit: Your animal friendship spell now also affects plant creatures (normally immune to mind-influencing effects). You may also use your Animal Empathy skill against vermin and plants, but the skill check suffers a -6 penalty.

Normal: Animal friendship only affects animals (and dire animals). Animal Empathy works on animals and dire animals at normal effect; against beasts and magical beasts it suffers a -4 penalty.

Balance: 4.25 (Purp 4.25, Pow 4.25, Port 4.00, Comp 4.50, Rule 4.25)

PENETRATING KI STRIKE [Special]

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You can use your mastery of ki to make an unarmed strike as if delivering a touch attack.

Prerequisite: Wis 13+, Improved Unarmed Strike, Stunning Attack class ability, Ki Strike class ability, Base attack bonus +9 or higher

Benefit: You can resolve your next unarmed melee attack as a touch attack, ignoring any benefit to your opponent's Armor Class provided by armor, shield or natural armor. Each use of Penetrating Ki Strike counts as three of your stunning attacks per day and you must declare use of this feat prior to your attack roll. A failed attack roll ruins your attempt and wastes three stunning attacks. Penetrating Ki Strike is a supernatural ability.

Balance: 4.00 (Purp 4.25, Pow 4.00, Port 4.00, Comp 3.75, Rule 4.00)

PENETRATING SHOT [Special]

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Choose one type of bow or crossbow; with that weapon, your attacks strike true

Prerequisite: Weapon Specialization (with weapon), Point Blank Shot, Base attack bonus +8 or higher

Benefit: Any threat roll that also is a successful attack with the weapon always results in a Critical Hit. This feat only applies to attacks with ranges up to 30 feet.

Special: You can take this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new weapon.

Balance: 4.10 (Purp 3.60, Pow 4.00, Port 4.30, Comp 5.00, Rule 3.60)

PROFANE DEATH BLOW [Divine]

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You are an unholy slayer, an assassin able to channel negative energy to slay the unrighteous.

Prerequisite: Ability to rebuke undead, Sneak Attack

Benefit: Spend one of your rebuke undead attempts to add your Charisma modifier as a profane bonus to the attack and damage roll of your next sneak attack. After channeling the negative energy to power this feat, you must make this attack within a number of rounds equal to your Charisma bonus.

Special: If you have the Death Attack assassin class ability, you may similarly spend one of your rebuke undead attempts to add your Charisma modifier as a profane bonus to the DC of the Fortitude save made to resist your next Death Attack.

Balance: 3.87 (Purp 3.33, Pow 4.33, Port 4.00, Comp 3.67, Rule 4.00)

PROFANE GHOUL STRIKE [Divine]

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You can use negative energy to imitate the paralyzing attack of a ghoul.

Prerequisite: Ability to rebuke undead, Ability to cast Divine spells of 2nd level or higher, Extra Turning

Benefit: By spending one of your rebuke undead attempts, you force all opponents struck by you in melee combat until the end of your next action to succeed at a Fortitude save (DC 14) or be paralyzed for 1d4+2 rounds as if struck by a ghoul. Elves are immune to this paralysis.

Special: Profane feats are special divine feats that can only be used by characters that channel negative energy.

Balance: 4.40 (Purp 4.50, Pow 4.50, Port 4.25, Comp 4.25, Rule 4.50)

PROFANE SHADOW STRIKE [Divine]

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You can use negative energy to imitate the Strength draining attack of a shadow.

Prerequisite: Ability to rebuke undead, Ability to cast Divine spells of 3rd level or higher, Extra Turning, Profane Ghoul Strike

Benefit: By spending one of your rebuke undead attempts, you drain 1d4 points of temporary strength damage from all living opponents struck by you in melee combat until the end of your next action. Characters reduced to strength 0 by this feat are slain but do not normally rise again as shadows unless you have the Profane Shadowspawn feat.

Balance: 3.85 (Purp 4.25, Pow 3.75, Port 3.50, Comp 4.00, Rule 3.75)

PROFANE SHADOWSPAWN [Divine]

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Beings drained of strength by your Profane Shadow Strike feat become shadows under your control.

Prerequisite: Ability to rebuke undead, Ability to cast Divine spells of 4th level or higher, Extra Turning, Profane Ghoul Touch, Profane Shadow Strike

Benefit: Any humanoid drained to strength 0 by use of your Profane Shadow Strike feat becomes a shadow under your control within 1d4 rounds. Created shadows are automatically under your control but count against the maximum number of hit dice that you can normally command through use of your rebuke undead power (equal to 1 HD/rebuke level). Shadows created in excess of this number are not in your control, are immune to further use of your rebuke undead ability and will immediately attack you.

Normal: Humanoids slain by Profane Shadow Strike do not rise again as shadows under your control.

Special: Shadows created through this feat cannot spawn other shadows.

Balance: 4.20 (Purp 4.25, Pow 4.50, Port 4.00, Comp 3.75, Rule 4.50)

PROFANE WIGHT STRIKE [Divine]

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You can use negative energy to drain energy levels like a wight.

Prerequisite: Ability to rebuke undead, Ability to cast Divine spells of 4th level or higher, Extra Turning, Profane Ghoul Touch

Benefit: By spending one of your rebuke undead attempts, you inflict one negative level on all living opponents struck by you in melee combat until the end of your next action. For each negative level inflicted you heal 5 points of damage. Any points of damage healed in excess of your hit points are gained as temporary hit points. 24 hours after being struck, your opponents can make the normal Fortitude save (DC 14) to remove the negative levels inflicted by this feat. Humanoids drained of life through this ability do not normally rise again as wights unless you have the Profane Wightspawn feat.

Balance: 4.10 (Purp 4.50, Pow 4.00, Port 3.50, Comp 4.00, Rule 4.50)

PROFANE WIGHTSPAWN [Divine]

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Beings drained of life energy by your Profane Wight Strike feat become wights under your control.

Prerequisite: Ability to rebuke undead, Ability to cast Divine spells of 5th level or higher, Extra Turning, Profane Ghoul Touch, Profane Wight Strike

Benefit: Any humanoid slain by use of your Profane Wight Strike feat becomes a wight under your control within 1d4 rounds. Created wights are automatically under your control

but count against the maximum number of hit dice that you can normally command through use of your rebuke undead power (equal to 1 HD/rebuke level). Wights created in excess of this number are not in your control, are immune to further use of your rebuke undead ability and will immediately attack you.

Normal: Humanoids slain by Profane Wight Strike do not rise again as wights under your control.

Special: Wights created through use of this feat are incapable of spawning other wights.

Balance: 4.15 (Purp 4.25, Pow 4.25, Port 4.00, Comp 3.75, Rule 4.50)

PROFANE WRAITH STRIKE [Divine]

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You can use negative energy to imitate the constitution draining attack of a wraith.

Prerequisite: Ability to rebuke undead, Ability to cast Divine spells of 5th level or higher, Extra Turning, Profane Ghoul Touch, Profane Wight Strike

Benefit: By spending one of your rebuke undead attempts, all living opponents struck by you in melee combat until the end of your next action suffer 1d4 points of temporary constitution drain. Characters reduced to constitution 0 by this feat are slain but do not normally rise again as wraiths unless you have the Profane Wraithspawn feat.

Special: Though a Wraith is normally an incorporeal opponent, your attacks are still bound by the corporeal world.

Balance: 4.00 (Purp 4.25, Pow 4.00, Port 3.75, Comp 4.00, Rule 4.00)

PROFANE WRAITHSPAWN [Divine]

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Beings drained of constitution by your Profane Wraith Strike feat become wraiths under your control.

Prerequisite: Ability to rebuke undead, Ability to cast Divine spells of 6th level or higher, Extra Turning, Profane Ghoul Strike, Profane Wight Strike, Profane Wraith Strike

Benefit: Any humanoid slain by use of your Profane Wraith Strike feat becomes a wraith under your control within 1d4 rounds. Created wraiths are automatically under your control but count against the maximum number of hit dice that you can normally command through use of your rebuke undead power (equal to 1 HD/rebuke level). Wraiths created in excess of this number are not in your control, are immune to further use of your rebuke undead ability and will immediately attack you.

Normal: Humanoids slain by Profane Wraith Strike do not rise again as wights under your control.

Special: Wraiths created through use of this feat cannot spawn other wraiths.

Balance: 4.10 (Purp 4.25, Pow 4.00, Port 4.00, Comp 3.75, Rule 4.50)

SHADOWLEAP [Special]

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You are adept at jumping between shadows.

Prerequisite: Shadow Jump**Benefit:** Add an extra 20 feet to the distance that you can shadow jump per day.**Normal:** Shadow jump is a class ability of the Shadowdancer prestige class, first gained at 4th level.**Special:** This feat may be taken multiple times. Each additional Shadowleap feat adds an extra 20 feet to the distance that you can shadow jump per day.**Balance:** 4.20 (Purp 4.00, Pow 4.20, Port 4.00, Comp 4.60, Rule 4.20)**SHIELD UNDEAD [Special]**

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Undead under your control or command are resistant to the turn/rebuke attempts of others.

Prerequisite: Ability to rebuke undead, Undead Mastery**Benefit:** Undead under your control or command increase their Turn Resistance by +2 when resisting the turn/rebuke attempts of others.**Special:** This feat can be taken more than once, each time increasing the Turn Resistance of undead under your control or command by +2 when resisting the turn/rebuke attempts of others.**Balance:** 4.67 (Purp 4.67, Pow 4.33, Port 4.67, Comp 5.00, Rule 4.67)**SPELL MASTERY [Special]**

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You have mastered the basics of a skill, and can move on to the advanced parts.

Prerequisite: Spell Mastery is available only to wizards**Benefit:** Select one skill that you have five or more ranks in. You get a +3 bonus to this skill.**Special:** This skill can be taken several times, but does not stack with itself. Each time it is taken, it must be applied to a separate skill.**Notes:** This stacks with Skill Focus.**Balance:** 4.05 (Purp 3.75, Pow 4.00, Port 4.25, Comp 4.50, Rule 3.75)**STALWART DEFENDER [Special]**

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You are a truly a dwarven bastion of strength.

Prerequisite: Dwarf, Defensive Stance, Base attack bonus +9 or higher**Benefit:** You can use your Defensive Stance class ability one more time per day.**Normal:** Defensive Stance is a class ability of the Dwarven Defender prestige class (Chapter 3, DMG).**Balance:** 4.10 (Purp 3.50, Pow 4.25, Port 3.75, Comp 4.50, Rule 4.50)**STRIKE FAVORED ENEMY [Special]**

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You are exceptionally deadly in combat against favored enemies.

Prerequisite: Favored Enemy, Base attack bonus +3 or higher**Benefit:** You may add your favored enemy bonus to all weapon attack rolls made in melee combat and ranged combat against targets within 30 feet when attacking any of your favored enemies.**Normal:** You may add your favored enemy bonus to Bluff, Listen, Sense Motive, Spot and Wilderness Lore checks as well as weapon damage rolls in melee combat and ranged combat against targets within 30 feet.**Special:** This bonus does not apply to creatures that are immune to critical hits.**Balance:** 4.40 (Purp 4.25, Pow 4.25, Port 4.50, Comp 4.25, Rule 4.75)**TERRIFYING RAGE [Special]**

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Your rage is terrifying to behold and fearsome to your enemies

Prerequisite: Rage class ability 2/day, Base attack bonus +3 or higher**Benefit:** When enraged, all opponents within 10 feet with HD less than your own must make a Will save (DC = 10 + 1/2 Rage class level + Cha bonus) or become shaken (-2 morale penalty on all attack rolls, checks and saving throws) for the duration of your rage. This is an extraordinary ability that only works when you are using your Rage class ability. Its effects also end if you are subdued, restrained, rendered unconscious or slain, or if your opponent moves more than 10 feet away from you. Opponents that succeed in their saving throws are immune to the terrifying effect of your rage for one day.**Balance:** 4.40 (Purp 5.00, Pow 4.00, Port 4.33, Comp 4.00, Rule 4.67)**UNDEAD HORDE [Special]**

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You may control a small army of lesser undead.

Prerequisite: Ability to cast animate dead, Cha 13+, Undead Mastery.**Benefit:** Mindless corporeal undead with hit dice equal to or less than your Charisma modifier do not count against your normal control undead limit. For creatures with Turning Resistance, include their Turning Resistance in their effective HD for this feat.**Normal:** You can normally command a total number of undead with HD equal to your rebuke undead level (or control a total number of undead animated through the animate dead spell equal to 2 HD per caster level).**Balance:** 4.25 (Purp 4.75, Pow 3.75, Port 4.00, Comp 4.50, Rule 4.25)

UNDEAD MASTERY [Special]

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You can control more undead than normal.

Prerequisite: Ability to rebuke undead.

Benefit: You can command any number of undead with total hit dice (HD) equal to 2 HD per rebuke undead level. This also increases the number of undead that you can animate and control with the animate dead spell to 3 HD per rebuke undead level, though you can't create more HD of undead with a single casting of animate dead greater than your caster level.

Normal: You can normally command a total number of undead with HD equal to your rebuke level (or control a total number of undead animated through use of the animate dead spell equal to 2 HD per caster level).

Special: This feat can be taken multiple times, and stacks with itself. Each time it is taken, you add +1 HD/rebuke level to your limit when controlling undead through your rebuke undead ability or the animate dead spell.

Balance: 4.55 (Purp 5.00, Pow 4.00, Port 4.50, Comp 4.75, Rule 4.50)

VITAL STRIKE [Special: Martial Style]

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Choose one type of melee weapon such as longsword or great axe; with that weapon, your attacks strike true

Prerequisite: Weapon Specialization (with weapon), Power Attack, Base attack bonus +8 or higher

Benefit: Any threat roll that also is a successful attack with the weapon always results in a Critical Hit.

Special: You can take this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new weapon.

Balance: 4.02 (Purp 3.60, Pow 3.60, Port 4.30, Comp 5.00, Rule 3.60)

WAY OF THE GARGOYLE [Special]

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You have mastered the art of combat in alternate forms.

Prerequisite: Combat Reflexes, Psionic Focus (Psychometabolism), Reserve power points 5+

Benefit: If you have three or more natural attacks, either through the use of claw- or bite-giving Psychometabolism powers, Polymorph Self, Shape Change or some other power or effect, you have act as if you have the Multi-attack feat as described on page 11 of Core Rulebook III. Your primary attack suffers no attack penalty and all of your secondary attacks suffer only a -2 penalty.

Balance: 4.35 (Purp 4.25, Pow 4.50, Port 4.25, Comp 4.25, Rule 4.50)

WEAPON SPECIALIZATION [Special]

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Choose one type of weapon. The character is especially good at inflicting damage with this weapon.

Prerequisite: Fighter 4th+

Benefit: The character adds +2 to all damage inflicted with the weapon the character has specialized with. If the weapon is a ranged weapon, the target must be within 30 feet.

Special: The character can gain this feat multiple times. Its effects do not stack. Each time the character takes the feat, it applies to a new weapon.

Balance: 4.75 (Purp 4.75, Pow 4.75, Port 4.75, Comp 5.00, Rule 4.50)

WILDCASTING [Special]

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You have the ability to manipulate the forces of magic while wild shaping.

Prerequisite: The supernatural ability to shapeshift

Benefit: Each time this feat is chosen, an animal form must be selected. You may cast your druidic spells normally when wildshaped into this selected animal form (and *only* into this form). The animal form must still make noise and/or movements if required by the spell; any required material components or focuses must be present at the time of casting, or in your possession (i.e. transformed when you shapeshifted).

Normal: You may not cast spells in animal form without exceptional circumstances, or the use of Metamagic Feats, such as Still Spell and Silent Spell.

Special: This feat may be taken multiple times; each time, a new animal form must be selected.

Notes: The prerequisite includes the druidic ability of wildshape, as well as those creatures that can change their shape naturally (lycanthropes, etc.). It does not include any form of polymorph or shapeshift spell.

Balance: 4.16 (Purp 4.80, Pow 4.00, Port 4.40, Comp 4.20, Rule 3.40)

ZEALOUS SMITE [Special]

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The strength of your faith flows through you, allowing you to inflict terrible blows against your enemies.

Prerequisite: Smite Evil, Smite Good, Smite Infidel

Benefit: You can use your Smite class ability one additional time per day, but you can only Smite a specific opponent once per day.

Special: A character can choose this feat multiple times, gaining one additional Smite attack each time that this feat is chosen.

Balance: 4.15 (Purp 4.00, Pow 4.00, Port 4.50, Comp 4.25, Rule 4.00)

Psionic Feats

Psionic feats include feats of the type psionic and metapsionic along with any general feats related to psionics. Many are very similar to magical and metamagic feats found in the Magical Feats chapter. Psionic feats often provide supernatural abilities and are limited to characters with psionic abilities.

BODY FUEL [Psionic]

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Prerequisite: Inner Strength, Talented

Benefit: You can “burn” ability points as power points on the basis of 1 power point per 2 ability score points burned. Burning ability points for power points is a free action: You could burn more than 2 ability score points to gain several power points per free action. Treat reduced ability scores as temporary ability damage.

Balance: 2.20 (Purp 4.00, Pow 1.00, Port 1.00, Comp 3.00, Rule 2.00)

CHANNEL PSIONIC TOUCH [Metapsionic]

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You can channel your psionic touch powers through a held melee weapon.

Prerequisite: Str 13+, Power Attack, And Psionic Weapon

Benefit: You are able to manifest psionic touch powers through a held melee weapon, allowing you to make a standard armed attack and inflict normal weapon damage plus the effect of your psionic power on a successful strike. Manifesting the power is still a standard action (unless you have the Quicken Power feat) and you must wait until your next attack action in order to make your armed attack. When resolving your attack, compare your attack roll against your target’s normal AC and AC against touch attacks. If your attack roll fails to beat the target’s normal AC but beats his or her AC against touch attacks, the power is discharged normally but the weapon inflicts no additional damage. Once the power is manifest your melee weapon holds the charge of the power exactly as if the power had been manifest in the normal manner. You cannot pass a charged weapon to another character as doing so discharges your power. Likewise, the power dissipates (without discharging) if the weapon is ever thrown or leaves your hand.

Normal: You can manifest a psionic touch power as either a touch attack (no armor, shield or natural armor bonus to AC) or a normal unarmed strike.

Special: You cannot manifest personal psionic powers (like Claws of the Bear, Claws of the Vampire, etc.) with this feat. For purposes of this feat, the weapon used to manifest your psionic touch power is immune to the effects of your power while it holds the charge of the power.

Balance: 4.05 (Purp 4.00, Pow 4.25, Port 4.25, Comp 3.25, Rule 4.50)

COMBAT MANIFESTATION [Psionic]

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Benefit: You get a +4 bonus on Concentration checks made to manifest a power while on the defensive. The general feat Combat Casting is essentially the same as Combat Manifestation, and taking either one serves the same purpose, whether for casting spells for manifesting powers.

Balance: 3.80 (Purp 4.00, Pow 3.00, Port 4.00, Comp 4.00, Rule 4.00)

CRYSTAL PSIWEAPON [Psionic]

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You can implant a limited personality fragment in a psionic weapon.

Prerequisite: Masterwork weapon imbedded with a crystal or any weapon imbued with permanent psionic power

Benefit: You can seed a personality fragment in a weapon, granting the weapon limited sentience and linking it to your life-force. The crystal psiweapon provides you with a skill bonus based upon the type of personality fragment that you place in the weapon (as with a standard psycrystal), and it gains in intelligence as you gain in level. A crystal psiweapon is not a true psycrystal, however, and it does not have the other special abilities of a psycrystal unless you also have the psycrystal class ability. Because the weapon is linked to your life-force, you can telekinetically summon it to your hand at a range of 10 feet as a free action with the cost of 1 power point. Should the crystal psiweapon ever be destroyed, whether by accident or on purpose, you suffer the same XP penalty that a psion does after destruction of his or her psycrystal.

Special: You can apply other feats that enhance psycrystals, such as the Improved Psycrystal and Power Psycrystal feats, to your crystal psiweapon. If you have the psycrystal class ability your psycrystal becomes a part of your crystal psiweapon and continues to gain additional psycrystal abilities as you rise in level. You can only have one psycrystal or crystal psiweapon at any one time. Creation of a crystal psiweapon requires one day of meditation and a masterwork weapon imbedded with a crystal worth at least 50 gp. The personality fragment of a crystal psiweapon can also be created in or transferred to a psionic weapon, again after one day of meditation and a cost of 50 gp. In this way, your personality fragment can move from weapon to weapon repeatedly over your career.

Balance: 4.25 (Purp 4.50, Pow 4.50, Port 4.25, Comp 3.75, Rule 4.25)

DEEP IMPACT [Psionic]

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Prerequisite: Str 13+, Power Attack, Psionic Weapon, Base attack bonus +3 or higher

Benefit: If you pay 5 power points per strike, you can resolve your melee attack with a weapon as a touch attack for purposes of assessing your foe’s Armor Class. You must decide whether or not to pay the cost prior to making the

melee attack. Your weapon remains “charged” for a maximum number of rounds equal to your Strength modifier +1, or until you make your next attack, whichever occurs first. If your attack misses, the power point expenditure is wasted.

Balance: 3.80 (Purp 4.00, Pow 3.00, Port 4.00, Comp 4.00, Rule 4.00)

DELAY POWER [Metapsionic]

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Benefit: A delayed power doesn’t activate until 1 to 5 rounds after you finish manifesting it. You determine the delay when manifesting the power, and it cannot be changed once set. The power activates just before your turn on the round you designate. Only area, personal, and touch powers may be affected by this feat. Any decisions you would make about the power (including attack rolls, designating targets, or determining or shaping an area) are decided when the power is manifested, while any effects resolved by those affected by the power (including saving throws) are decided when the power triggers. A delayed power may be negated normally during the delay, and can be detected normally in the area or on the target with powers that can detect psionic effects. A delayed power costs a number of power points equal to its standard cost +6.

Balance: 4.20 (Purp 3.00, Pow 5.00, Port 4.00, Comp 4.00, Rule 5.00)

DISARM MIND [Psionic]

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Prerequisite: Cha 13+, Mental Adversary

Benefit: You deplete a number of power points equal to your Charisma modifier X4 from your opponent on any psionic attack that deals 1 or more ability damage, after accounting for your opponent’s mental hardness. To use this feat, you must pay power points equal to the cost of the psionic attack +3. You decide whether or not to pay the extra cost after discovering the failure or success of your psionic attack to deal ability damage.

Balance: 3.60 (Purp 3.00, Pow 3.00, Port 4.00, Comp 4.00, Rule 4.00)

DISCOVER PSIONIC COMBAT MODE [Psionic]

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Your mind has an intuitive grasp of psionic combat, allowing you to master one additional psionic attack or defense mode

Benefit: You immediately discover one psionic attack or defense mode of your choice and can use this attack or defense mode normally.

Special: If you have learned all the combat modes by use of this feat you gain no benefit when learning one by level advancement later.

Balance: 4.45 (Purp 4.25, Pow 4.50, Port 4.75, Comp 4.75, Rule 4.00)

DISCOVER PSIONIC POWER [Psionic]

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Through introspection, meditation and training you are able to learn additional psionic powers.

Benefit: You discover one additional psionic power of any level that you can manifest.

Special: You can choose this feat multiple times but may only learn one additional psionic power per power level.

Balance: 4.65 (Purp 4.50, Pow 4.75, Port 4.50, Comp 4.75, Rule 4.75)

ENLARGE POWER [Metapsionic]

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Benefit: An enlarged power has its range doubled. Powers whose ranges are not defined by distance do not have their ranges increased. Determine an enlarged power’s area or effect as if you were two manifester levels higher than you actually are. An enlarged power costs a number of power points equal to its standard cost +2.

Balance: 3.60 (Purp 4.00, Pow 4.00, Port 4.00, Comp 3.00, Rule 3.00)

EVER-READY SHIELD [Metapsionic]

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You prepare a defense against the unknown.

Prerequisite: Extend Power, Persistent Power

Benefit: You may prepare a Psionic Defense Mode that you know, and that defense will remain active until you are attacked by a Psionic Attack Mode or until one day passes. To manifest a Defense Mode in this fashion costs the normal number of power points for that defense + 3. If you are caught flat-footed, stunned or otherwise unable to raise a defense (the primary reason for this feat), the defense mode prepared with Ever-Ready Shield will be used against that attack. If you are able to act, you may raise any defense normally without losing the Ever-Ready Shield. Like any psionic defense mode, it is applicable only to one attack by one opponent. If you are assaulted by multiple adversaries before you are able to act, you may maintain this same Defense Mode against each successive attacker by paying the normal power point cost for the Defense Mode + 3. If you choose not to maintain the defense against a particular attacker, the ability to mount a defense is gone until you lose your flat-footed status or other condition (i.e. you must withstand further attacks bare-brained).

Normal: If a psionic attacker catches you flat-footed and uses a Psionic Attack Mode, you are unable to raise a defense and must withstand the attack ‘bare-brained’ as described on pages 41-42 of the Psionics Handbook.

Balance: 4.40 (Purp 4.75, Pow 4.75, Port 4.50, Comp 3.50, Rule 4.50)

EXTEND POWER [Metapsionic]

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Benefit: An extended power lasts twice as long as normal. Powers with a concentration, instantaneous, or permanent duration are not extended. An extended power costs a number of power points equal to its standard cost +2.

Balance: 4.60 (Purp 5.00, Pow 3.00, Port 5.00, Comp 5.00, Rule 5.00)

FELL SHOT [Psionic]

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Prerequisite: Dex 13+, Point Blank Shot, Psionic Shot, Base attack bonus +3 or higher

Benefit: If you pay 5 power points per shot, you can resolve your ranged attack as a touch attack for purposes of assessing your foe's Armor Class. You must decide whether or not to pay the cost prior to making the ranged attack. Your bullet, bolt, or arrow remains "charged" for a maximum number of rounds equal to your Dexterity modifier +1, or until you make your next attack, whichever occurs first. If your attack misses, the power point expenditure is wasted.

Balance: 3.80 (Purp 4.00, Pow 3.00, Port 4.00, Comp 4.00, Rule 4.00)

FOCUSED PSIONIC POWER [Psionic]

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Choose one psionic discipline. Your powers from this discipline are more potent and capable of piercing spell resistance more easily than normal.

Benefit: Add +1 to the difficulty class for all saving throws and +1 to your manifester level checks to overcome power resistance for all powers manifested from your chosen discipline.

Special: This feat can be chosen multiple times and will stack with itself, though each time it is taken you have the option of applying its effects to a different psionic discipline.

Balance: 3.95 (Purp 3.25, Pow 4.00, Port 4.00, Comp 4.00, Rule 4.50)

GREATER POWER PENETRATION [Psionic]

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Prerequisite: Power Penetration

Benefit: You get a +4 bonus on manifester level checks (1d20 + manifester level) to beat a creature's power resistance. This bonus overlaps (does not stack with) the bonus from Power Penetration.

Balance: 4.60 (Purp 4.00, Pow 4.00, Port 5.00, Comp 5.00, Rule 5.00)

GREATER PSIONIC ATTACK FOCUS [Psionic]

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Your ability with a chosen psionic attack mode is truly frightening

Prerequisite: Cha 13+, Mental Adversary, Psionic Attack Focus (chosen psionic attack mode)

Benefit: This feat mimics the Greater Psionic Focus feat, except that it applies to one known psionic attack mode of your choice. Add +4 to the DC for all Will saves in psionic combat from the psionic attack mode chosen as your Psionic Attack Focus. This bonus supercedes (does not stack with) the bonus provided by the Psionic Attack Focus feat.

Special: You can choose this feat up to five times, each time applying the bonus to a different psionic attack mode. This feat does not allow you to discover additional psionic attack modes and can only be applied to a psionic attack mode previously discovered and already mastered with the Psionic Attack Focus feat. A Mind Flayer can choose Psionic Attack Focus and Greater Psionic Attack Focus with its mind blast ability, becoming a fearsome opponent for even the most capable party of adventurers.

Balance: 3.85 (Purp 3.50, Pow 3.25, Port 4.25, Comp 4.00, Rule 4.25)

GREATER PSIONIC FOCUS [Psionic]

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Prerequisite: Psionic Focus

Benefit: Add +4 to the DC for all saving throws against powers from within your discipline if you've already taken the Psionic Focus feat for the selected discipline. This bonus overlaps (does not stack with) the bonus from Psionic Focus.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take this feat, it applies to a new discipline, but a psion must choose her primary discipline the first time she takes this feat.

Balance: 4.60 (Purp 5.00, Pow 3.00, Port 5.00, Comp 5.00, Rule 5.00)

HIDE POWER [Metapsionic]

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Benefit: A psionic power can be manifested without one associated display characteristic chosen by you when you take the feat: auditory, material, mental, olfactory, or visual. The hidden power costs a number of power points equal to the standard cost +2.

Special: You can take this feat multiple times, each time choosing a different display characteristic to hide while manifesting a given power.

Balance: 4.20 (Purp 3.00, Pow 3.00, Port 5.00, Comp 5.00, Rule 5.00)

IMPROVED CRYSTAL PSIWEAPON [Psionic]

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You can improve your crystal psiweapon.

Prerequisite: Crystal Psiweapon

Benefit: Your crystal psiweapon gains one additional power chosen from the Psicrystal Special Abilities table on page 11

of the Psionics Handbook. Your choice of powers is limited by your manifester level per the table.

Normal: A crystal psiweapon does not normally gain additional powers unless you have the psicrystal class ability.

Special: You can choose this feat multiple times, each time incorporating a new psicrystal ability into your crystal psiweapon.

Balance: 4.10 (Purp 4.00, Pow 4.25, Port 3.75, Comp 4.25, Rule 4.25)

IMPROVED INERTIAL ARMOR [Psionic]

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You have mastered the ability to strengthen your inertial armor.

Prerequisite: Inertial Armor, Reserve power points 4+

Benefit: Increase the armor bonus of your Inertial Armor by +2.

Special: This feat can be taken multiple times. Each time increases your armor bonus by 2 and increases your prerequisite reserve power points by 6. For instance, if you take Improved Inertial Armor three times, your armor bonus is +10 when your power points are 16 or more, +8 when your power points are 10 or more, +6 when your power points are 4 or more and +4 when your power points are 1 or more.

Balance: 4.20 (Purp 4.00, Pow 4.00, Port 4.75, Comp 3.75, Rule 4.50)

IMPROVED PSICRYSTAL [Psionic]

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Benefit: You can implant another personality fragment in your psicrystal. You gain the benefits listed for both psicrystal types. Your psicrystal's personality adjusts and becomes a blend between all implanted personality fragments.

Special: You can gain this feat multiple times. Each time, you implant a new personality fragment in your psicrystal, from which you derive the noted benefits.

Balance: 4.20 (Purp 4.00, Pow 4.00, Port 4.00, Comp 4.00, Rule 5.00)

IMPROVED PSIONIC BUFFER [Psionic]

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Your naked mind is more resistant to psionic damage than others.

Benefit: Whether you are psionic and caught flat-footed and/or depleted or power points, or you are nonpsionic, you are capable of making a strong "bare-brained" defense. When defenseless in psionic combat you subtract 4 from the psionic combat DC modifier used to resolve any psionic attack mode used against you.

Balance: 4.45 (Purp 4.50, Pow 4.75, Port 4.25, Comp 4.50, Rule 4.25)

IMPROVED PSIONIC DODGE [Psionic]

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Your psionic senses make you truly adept at dodging blows and avoiding damage in combat.

Prerequisite: Dex 13+, Dodge, Psionic Dodge, Reserve power points 7+

Benefit: You gain a +1 bonus to your armor class against all opponents and can even use this bonus when caught flat-footed, though it does not apply when you are bound or otherwise helpless. This bonus supercedes (does not stack with) the bonus provided by Psionic Dodge.

Normal: The +1 dodge bonus provided by Psionic Dodge can only be applied to one opponent and does not apply when you are caught flat-footed.

Balance: 4.80 (Purp 4.75, Pow 4.75, Port 4.75, Comp 4.75, Rule 5.00)

IMPROVED PSIONIC FIST [Psionic]

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You can supercharge your unarmed strikes with psionic power

Prerequisite: Str 13+, Psionic Fist, Base attack bonus +3 or higher

Benefit: At the cost of 2 power points, your next unarmed strike deals +1d6 points of bludgeoning damage. You must decide whether or not to spend these power points prior to your attack, and the points are wasted if the attack misses. Your hands and feet remain charged with psychic power for a number of rounds equal to your Strength modifier + 1 or until your next unarmed attack, whichever occurs first. You can charge your unarmed strikes with psionic power as a free action.

Special: This feat does not stack with Psionic Fist or Psionic Multifist; only one of the feats can be used at any one time.

Balance: 4.15 (Purp 3.75, Pow 4.25, Port 4.50, Comp 4.00, Rule 4.25)

IMPROVED PSIONIC METABOLISM [Psionic]

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Your psionic ability to heal your wounds operates at a subconscious level, allowing your wounds to heal even when you are unconscious or dying.

Prerequisite: Con 13+, Rapid Metabolism, Psionic Metabolism

Benefit: You can recover from wounds with your Psionic Metabolism feat even when unconscious or dying. You can also automatically stabilize yourself at a cost of 5 power points.

Normal: Psionic Metabolism cannot be used when unconscious or dying.

Balance: 4.20 (Purp 4.50, Pow 4.00, Port 4.00, Comp 4.50, Rule 4.00)

IMPROVED PSIONIC SHOT [Psionic]

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You can supercharge your ranged attacks with psionic power
Prerequisite: Str 13+, Point Blank Shot, Psionic Shot, Base attack bonus +3 or higher

Benefit: At the cost of 2 power points, your next ranged shot deals +1d6 points of piercing damage. You must decide whether or not to spend these power points prior to your attack, and the points are wasted if the attack misses. Your ammunition remains charged with psychic power for a number of rounds equal to your Strength modifier + 1 or until your next attack with the charged weapon, whichever occurs first.

Special: This feat does not stack with Psionic Shot or Psionic Multishot; only one of the feats can be used at any one time.

Balance: 3.90 (Purp 3.50, Pow 4.00, Port 4.25, Comp 3.75, Rule 4.00)

IMPROVED PSIONIC WEAPON [Psionic]

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You can supercharge your weapon with psionic power

Prerequisite: Str 13+, Power Attack, Psionic Weapon, Base attack bonus +3 or higher

Benefit: At the cost of 2 power points, your melee weapon deals +1d6 points of damage (slashing, piercing or bludgeoning as appropriate). You must decide whether or not to spend these power points prior to your attack, and the points are wasted if the attack misses. Your weapon remains charged with psychic power for a number of rounds equal to your Strength modifier + 1 or until your next attack with the charged weapon, whichever occurs first.

Special: This feat does not stack with Psionic Weapon Psionic Multiweapon; only one of the feats can be used at any one time.

Balance: 4.10 (Purp 3.50, Pow 4.25, Port 4.50, Comp 4.00, Rule 4.25)

IMPROVED RAPID METABOLISM [Psionic]

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Your wounds heal without regard to rest or activity.

Prerequisite: Con 13+, Rapid Metabolism

Benefit: You can heal a number of hit points equal to your Con bonus even when active and involved in combat or spellcasting.

Normal: Hit points can only be regained per day of rest (light nonstrenuous activity, no combat or spellcasting) or complete bed rest.

Special: Depending on your campaign, your D.M. may want to add this ability to the Rapid Metabolism feat without making it a feat in its own right.

Balance: 3.95 (Purp 3.75, Pow 3.75, Port 4.00, Comp 4.25, Rule 4.00)

INERTIAL ARMOR [Psionic]

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Prerequisite: Reserve power points 1+

Benefit: While you retain 1 or more power points, your mind automatically generates a tangible field of force that provides a +4 armor bonus to AC. Unlike mundane armor, Inertial Armor entails no armor check penalty or speed reduction. Because inertial armor is composed of psychokinetic force, incorporeal creatures can't bypass it the way they do normal armor. Your inertial armor can be invisible or appear as a colored glow, at your option. The armor bonus provided by Inertial Armor does not stack with the armor bonus provided by a shield or regular armor.

Balance: 4.00 (Purp 4.00, Pow 4.00, Port 4.00, Comp 4.00, Rule 4.00)

INNER STRENGTH [Psionic]

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Benefit: You gain +1 power points.

Special: A character may gain this feat multiple times, each time gaining a number of power points equal to the previous Inner Strength gain +1.

Balance: 4.60 (Purp 5.00, Pow 3.00, Port 5.00, Comp 5.00, Rule 5.00)

LAYERED PSIONIC DEFENSE [Psionic]

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You can manifest and defend yourself with two psionic defense modes simultaneously.

Prerequisite: Psychic Bastion

Benefit: When attacked in psionic combat and able to defend against the attack you can raise two non-identical defense modes simultaneously. The attack is then compared against both defense modes and you can choose which defense mode you use to defend. Though you are defending with two defense modes against the attack, you can only gain the save bonus or secondary protection of one defense mode per attack. Raising two defense modes simultaneously costs a number of power points equal to the standard cost to activate both psionic defenses +1.

Normal: You can normally only defend yourself with one psionic defense mode per attack.

Balance: 4.05 (Purp 4.50, Pow 3.75, Port 4.00, Comp 3.50, Rule 4.50)

MASTER DORJE [Metapsionic]

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Benefit: You can manifest a power stored in a dorje without expending a charge. Instead, you pay for the imbedded power from your own power point reserve by spending a number of power points equal to its standard cost +2. When all the charges of a dorje are exhausted, the dorje becomes inert; thus, this feat no longer affects that individual dorje.

Balance: 4.20 (Purp 5.00, Pow 4.00, Port 4.00, Comp 4.00, Rule 4.00)

MAXIMIZE POWER [Metapsionic]

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Benefit: All variable, numeric effects of a maximized power are maximized. A maximized power deals maximum damage, cures the maximum number of hit points, affects the maximum number of targets, and so on, as appropriate. For example, a maximized whitefire deals 20 points of damage. Saving throws and opposed rolls (such as the one you make when you manifest negate psionics) are not affected. Powers without random variables are not affected. The maximized power costs a number of power points equal to its standard cost +6.

Balance: 4.40 (Purp 4.00, Pow 4.00, Port 4.00, Comp 5.00, Rule 5.00)

MAXIMIZE PSIONIC ATTACK [Metapsionic]

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You can inflict maximum damage when using your psionic attack modes in psionic combat

Prerequisite: Cha 13+, Mental Adversary

Benefit: You inflict maximum ability point damage on a successful psionic attack with any of your psionic attack modes. Maximized psionic attacks cost a number of power points equal to the cost of the psionic attack mode +8. Unlike the Mental Adversary feat, these power points must be spent on initiating the maximized psionic attack mode, prior to determining the success or failure of the attack. On a failed attack these points are lost.

Balance: 3.45 (Purp 3.50, Pow 3.25, Port 3.75, Comp 3.75, Rule 3.00)

MENTAL ADVERSARY [Psionic]

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Prerequisite: Cha 13+

Benefit: You deal +1 ability damage on a successful psionic attack when you pay the cost of the psionic attack +3 power points. You decide whether or not to pay the extra cost after determining the failure or success of your psionic attack to breach the defender's Will save.

Special: You can gain this feat multiple times, each time gaining the potential to deal bonus damage equal to the previous damage bonus +1, but at a cost equal to the previous cost plus 8 power points. You decide what increment of bonus damage to deal within the range granted by gaining this feat multiple times.

Balance: 4.20 (Purp 4.00, Pow 4.00, Port 4.00, Comp 4.00, Rule 5.00)

MENTAL LEAP [Psionic]

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Prerequisite: Str 13+, 6 ranks of the Jump skill, Reserve power points 3+

Benefit: You jump twice as far or as high as is indicated on your Jump check. Your maximum jump (a function of your height) is twice normal, and extra distance jumped (above and beyond the normal distance rolled) is not counted against your total allowed movement in the round.

Special: You can take this feat multiple times. Each time increases your jump multiple by one and increases your prerequisite of reserve power points by +8.

Balance: 4.00 (Purp 3.00, Pow 4.00, Port 4.00, Comp 4.00, Rule 5.00)

METACREATIVE [Psionic]

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Prerequisite: Any item creation feat

Benefit: Each time you take this feat, choose one item creation feat you know. When determining your cost in XP and raw materials for creating items with this feat, multiply the base price by 75%.

Special: You may gain this feat multiple times. Each time you take the feat, it applies to a new item creation feat.

Balance: 4.80 (Purp 5.00, Pow 5.00, Port 5.00, Comp 4.00, Rule 5.00)

METAPHYSICAL ARMORING [Metapsionic]

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You can alter psionic powers that modify or create weapons to modify or create armor instead.

Benefit: When using any psionic power that modifies an existing weapon (lesser metaphysical weapon, metaphysical weapon or graft weapon) or one that creates/summons a weapon (call weaponry), you can use that power to modify your armor or shield or create/summon a suit of armor of shield instead. All other aspects of the psionic power (bonus provided, duration, skill penalty for graft weapon, etc.) remain the same. When using Metaphysical Armoring with lesser metaphysical weapon or metaphysical weapon, your armor or shield gains an enhancement bonus to AC equal to the bonus provided by the power. With graft weapon, reduce the armor check penalty and increase the maximum Dex bonus of a proficient armor or shield grafted to your body by 2. When using Metaphysical Armoring with call weaponry, use the following table: Level Armor/Shield Power Pts 1-3 Simple armor, buckler or small shield 1 4-6 Medium armor or large shield 3 7-9 Heavy armor or tower shield 7 10-12 +1 enchantment 11 13-15 +2 enchantment 13 16-17 +3 enchantment 15 18-20 +4 enchantment 17

Balance: 4.05 (Purp 4.50, Pow 4.50, Port 3.75, Comp 3.50, Rule 4.00)

MIND LEACH [Psionic]

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You can drain power points from opposing minds that successfully attack you in psionic combat.

Prerequisite: Psychic Bastion, Mind Trap

Benefit: You gain power points equal to 10 + your charisma modifier each time that you use your Mind Trap feat, up to your normal power point maximum.

Balance: 4.30 (Purp 4.75, Pow 4.25, Port 3.50, Comp 4.50, Rule 4.50)

MIND TRAP [Psionic]

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Prerequisite: Psychic Bastion

Benefit: You deplete a number of power points equal to 10 + your Charisma modifier from your attacking opponent on any psionic attack that deals 1 or more ability damage to you. To do so, you must pay power points equal to the cost of the psionic defense +3. You decide whether or not to pay the extra cost after discovering the failure or success of your opponent's psionic attack to deal ability damage.

Balance: 3.60 (Purp 3.00, Pow 3.00, Port 4.00, Comp 4.00, Rule 4.00)

MIRROR MIND [Psionic]

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Also known as psionic reflection, this feat allows you to reflect psionic attacks directed against you.

Prerequisite: Psychic Bastion

Benefit: Once per round when targeted by a psionic attack that you have successfully defended against, you can reflect this attack back towards your attacker. The reflected attack is treated as if the attacker had attacked him or herself, using the DC and attack mode of the original attack. The attacker can defend against this attack normally. Reflecting a psionic attack made in this manner costs a number of power points equal to the cost of the original attack +3.

Special: This feat is only effective against psionic attack modes. Psionic powers can only be reflected through power turning (a 7th level psion power) and cannot be reflected through use of this feat.

Balance: 4.10 (Purp 4.25, Pow 3.75, Port 4.00, Comp 4.00, Rule 4.50)

PENETRATING PSIONIC FIST [Psionic]

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You can charge your unarmed strikes to penetrate an opponent's damage reduction.

Prerequisite: Str 13+, Psionic Fist, Unavoidable Strike, Base attack bonus +6 or higher

Benefit: Although you do not gain a bonus on attack or damage rolls with this feat, by spending 3 power points your unarmed strikes can ignore damage reduction as if your hands and feet had an enhancement bonus of +1. You can increase the effective enhancement bonus of your unarmed strikes by paying 3 additional power points per +1

enhancement bonus, allowing you to penetrate even stronger damage reduction. You must decide whether or not to pay the cost for this feat prior to making your attack and the power points are lost if your attack misses. Your hands and feet can remain "charged" for a number of rounds equal to your Strength modifier +1 or until your next unarmed attack, whichever occurs first.

Balance: 4.25 (Purp 4.75, Pow 4.00, Port 4.00, Comp 4.00, Rule 4.50)

PENETRATING PSIONIC SHOT [Psionic]

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You can charge your ranged attacks to penetrate an opponent's damage reduction.

Prerequisite: Dex 13+, Point Blank Shot, Psionic Shot, Fell Shot, Base attack bonus +6 or higher

Benefit: Although you do not gain a bonus on attack or damage rolls with this feat, by spending 3 power points your ranged attacks can ignore damage reduction as if they had an enhancement bonus of +1. You can increase the effective enhancement bonus of your ranged shots by paying 3 additional power points per +1 enhancement bonus, allowing you to penetrate even stronger damage reduction. You must decide whether or not to pay the cost for this feat prior to making your attack and the power points are lost if your attack misses. Your arrow, bolt or bullet remains "charged" for a number of rounds equal to your Strength modifier +1 or until your next ranged attack, whichever occurs first.

Balance: 4.25 (Purp 4.75, Pow 4.00, Port 4.00, Comp 4.00, Rule 4.50)

PENETRATING PSIONIC WEAPON [Psionic]

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You can charge your melee weapon to penetrate an opponent's damage reduction.

Prerequisite: Str 13+, Power Attack, Psionic Weapon, Deep Impact, Base attack bonus +6 or higher

Benefit: Although you do not gain a bonus on attack or damage rolls with this feat, by spending 3 power points your melee weapon can ignore damage reduction as if it had an enhancement bonus of +1. You can increase the effective enhancement bonus of your melee weapon by paying 3 additional power points per +1 enhancement bonus, allowing you to penetrate even stronger damage reduction. You must decide whether or not to pay the cost for this feat prior to making your attack and the power points are lost if your attack misses. Your melee weapon can remain "charged" for a number of rounds equal to your Strength modifier +1 or until your next melee attack, whichever occurs first.

Balance: 4.25 (Purp 4.75, Pow 4.00, Port 4.00, Comp 4.00, Rule 4.50)

PERSISTENT POWER [Metapsionic]

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Prerequisite: Extend Power

Benefit: A persistent power has a duration of 24 hours. The persistent power must have a personal range or a fixed range; you can't use this feat on a power with a variable range, or on a power with an instantaneous duration. Note that you must concentrate on some powers to use their effects (for example, detect psionics and detect thoughts); concentration on such a power is a standard action that does not provoke an attack of opportunity. A persistent power costs a number of power points equal to its standard cost +8.

Balance: 3.20 (Purp 2.00, Pow 4.00, Port 3.00, Comp 3.00, Rule 4.00)

POWER PENETRATION [Psionic]

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Benefit: You get a +2 bonus on manifester level checks (1d20 + manifester level) to beat a creature's power resistance.

Balance: 4.40 (Purp 5.00, Pow 3.00, Port 5.00, Comp 4.00, Rule 5.00)

POWER PSICRYSTAL [Psionic]

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You can charge your psicrystal with power points and use it as a crystal capacitor

Prerequisite: Psicrystal class ability, Ability to manifest 3rd level psionic powers

Benefit: You can store extra power points in your psicrystal. In effect, the psicrystal gains the powers of a crystal capacitor capable of storing 5 power points. The psicrystal retains all of its other powers and continues to advance in ability as normal.

Normal: Psicrystals cannot normally store power points.

Special: This feat can be combined with Crystal Psiweapon.

Balance: 3.65 (Purp 3.75, Pow 3.25, Port 3.50, Comp 4.00, Rule 3.75)

POWER TOUCH [Psionic]

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Prerequisite: Str 13+, Psionic Fist

Benefit: You can make attacks of opportunity using any power you know with a range of touch, if you have at least one hand free. The Power Touch attack of opportunity does not preclude the normal manifestation of a psionic power during the same round. The power used in conjunction with this feat costs a number of power points equal to its standard cost +2.

Normal: Attacks of opportunity do not involve casting spells or manifesting powers.

Special: Possession of the Quicken Power feat reduces the extra cost of Power Touch to 0 power points (you still must

pay the standard cost for the power used in the attack of opportunity).

Balance: 5.00 (Purp 5.00, Pow 5.00, Port 5.00, Comp 5.00, Rule 5.00)

PSIONIC ABILITY DRAIN [Psionic]

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You can absorb part of the temporary ability damage that you inflict in psionic combat in order to heal damage done to the same ability in yourself.

Prerequisite: Cha 13+, Mental Adversary, Disarm Mind, Vampire Mind

Benefit: On a successful psionic attack that inflicts temporary ability point damage you can drain one ability point from the attack, adding it to your own ability score. This ability point must be applied to the same ability that you damage in psionic combat and cannot exceed your normal ability maximum. Using this ability costs 7 power points in addition to the cost of the psionic attack. Like Mental Adversary, you can decide whether or not to pay these additional power points after determining the success or failure of your psionic attack (based on the defender's Will save).

Special: You cannot combine use of this feat with Vampire Mind on a single successful attack.

Balance: 3.85 (Purp 4.00, Pow 4.00, Port 3.75, Comp 3.75, Rule 3.75)

PSIONIC ATTACK FOCUS [Psionic]

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You have great ability with one chosen psionic attack mode

Prerequisite: Cha 13+, Mental Adversary

Benefit: This feat mimics the Psionic Focus feat, except that it applies to one known psionic attack mode of your choice. Add +2 to the DC for all Will saves in psionic combat from this psionic attack mode.

Special: You can choose this feat up to five times, each time applying the bonus to a different known psionic attack mode of your choice. This feat does not allow you to discover additional psionic attack modes and can only be applied to a psionic attack mode previously discovered. This feat does not stack with the Greater Psionic Attack Focus feat. A Mind Flayer can choose Psionic Attack Focus with its mind blast special ability.

Balance: 3.95 (Purp 4.00, Pow 3.25, Port 4.00, Comp 4.25, Rule 4.25)

PSIONIC BODY [Psionic]

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Benefit: At 1st level, you may use your key ability modifier determined by your primary discipline, if a psion, instead of your Constitution modifier to determine bonus hit points. At higher levels, your bonus hit points are determined by

your Constitution, as normal. However, you now gain +1 hit point every time you learn a metapsionic feat.

Special: You may only take this feat as a 1st-level character.

Balance: 4.20 (Purp 5.00, Pow 3.00, Port 4.00, Comp 4.00, Rule 5.00)

PSIONIC CHARGE [Psionic]

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Prerequisite: Wis 13+, Speed of Thought, Reserve power points 3+

Benefit: When taking a charge action in combat, you can make a number of turns, each of not more than 90 degrees, equal to your Dexterity modifier. The action still counts as a charge.

Balance: 4.80 (Purp 4.00, Pow 5.00, Port 5.00, Comp 5.00, Rule 5.00)

PSIONIC DODGE [Psionic]

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Prerequisite: Dex 13+, Dodge, Reserve power points 5+

Benefit: During your action, you designate an opponent and receive a +1 dodge bonus to Armor Class against attacks from that opponent. This can be the same opponent designated for the standard Dodge feat, or a separate opponent. If the same opponent is chosen for both Dodge and Psionic Dodge, the bonuses stack. You can select a new opponent on any action. Note: A condition that makes you lose your Dexterity bonus to Armor Class (if any) does not make you lose the dodge bonus from the Psionic Dodge feat.

Balance: 3.20 (Purp 5.00, Pow 3.00, Port 2.00, Comp 3.00, Rule 3.00)

PSIONIC FIST [Psionic]

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Prerequisite: Str 13+

Benefit: Your unarmed strikes deal +1d4 points of bludgeoning damage when you pay the cost of 1 power point. You must decide whether or not to pay the cost prior to making the melee attack. Your hand or foot remains “charged” for a maximum number of rounds equal to your Strength modifier +1, or until you make your next attack, whichever occurs first. If your attack misses, the power point expenditure is wasted.

Balance: 4.00 (Purp 3.00, Pow 4.00, Port 5.00, Comp 3.00, Rule 5.00)

PSIONIC FOCUS [Psionic]

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Benefit: Add +2 to the DC for all saving throws against powers from the selected discipline.

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

discipline, but a psion must choose his primary discipline the first time he takes this feat.

Balance: 4.80 (Purp 5.00, Pow 4.00, Port 5.00, Comp 5.00, Rule 5.00)

PSIONIC GHOST FIST [Psionic]

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You can psionically charge your unarmed strikes to effectively attack incorporeal opponents.

Prerequisite: Str 13+, Psionic Fist

Benefit: By spending 1 power point your unarmed strikes can attack incorporeal opponents as if you had the ghost touch power, negating an incorporeal creature’s ability to ignore 50% of successful attacks from a corporeal source. Although your unarmed strikes do not gain a bonus on attack or damage rolls with this feat, they do gain the ability to negate the damage reduction of incorporeal creatures as if your hands and feet were +1 magic weapons. You must decide whether or not to pay the cost for this feat prior to making your attack and the power point is lost if your attack misses. Your hands and feet can remain “charged” for a number of rounds equal to your Strength modifier +1 or until your next unarmed attack, whichever occurs first.

Balance: 4.30 (Purp 4.75, Pow 3.75, Port 4.50, Comp 4.25, Rule 4.25)

PSIONIC GHOST SHOT [Psionic]

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You can psionically charge your ranged attacks to effectively strike incorporeal opponents.

Prerequisite: Dex 13+, Point Blank Shot, Psionic Shot

Benefit: By spending 1 power point your ranged shots can attack incorporeal opponents as if they had the ghost touch power, negating an incorporeal creature’s ability to ignore 50% of successful attacks from a corporeal source. Although your ranged shots do not gain a bonus on attack or damage rolls with this feat, they do gain the ability to negate the damage reduction of incorporeal creatures as if they were +1 magic weapons. You must decide whether or not to pay the cost for this feat prior to making your attack and the power point is lost if your attack misses. Your arrow, bolt or bullet remains “charged” for a number of rounds equal to your Strength modifier +1 or until your next ranged attack, whichever occurs first.

Balance: 4.30 (Purp 4.75, Pow 3.75, Port 4.50, Comp 4.25, Rule 4.25)

PSIONIC GHOST WEAPON [Psionic]

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You can psionically charge your melee weapon to effectively strike incorporeal opponents.

Prerequisite: Str 13+, Power Attack, And Psionic Weapon

Benefit: By spending 1 power point your melee weapon can attack incorporeal opponents as if it had the ghost touch

power, negating an incorporeal creature's ability to ignore 50% of successful attacks from a corporeal source. Although your weapon does not gain a bonus on attack or damage rolls with this feat, it does gain the ability to negate the damage reduction of incorporeal creatures as if it were a +1 magic weapon. You must decide whether or not to pay the cost for this feat prior to making your attack and the power point is lost if your attack misses. Your weapon can remain "charged" for a number of rounds equal to your Strength modifier +1 or until your next melee attack, whichever occurs first.

Balance: 4.30 (Purp 4.75, Pow 3.75, Port 4.50, Comp 4.25, Rule 4.25)

PSIONIC INITIATIVE [Psionic]

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You receive flashes of insight that enable you to react instantly.

Prerequisite: Improved Initiative, Reserve power points 5+

Benefit: You gain an additional +2 bonus to initiative checks.

Special: This feat stacks with the Improved Initiative feat or any other skill, feat or ability that provides a bonus on Initiative checks unless otherwise specified.

Balance: 4.10 (Purp 4.00, Pow 4.00, Port 3.75, Comp 4.50, Rule 4.25)

PSIONIC METABOLISM [Psionic]

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Prerequisite: Con 13+, Rapid Metabolism

Benefit: You convert 1 point of normal damage to 1 point of subdual damage per hour, if you pay the cost of 1 power point per hour. If you are unconscious or dying, Psionic Metabolism does not work.

Balance: 4.40 (Purp 5.00, Pow 3.00, Port 5.00, Comp 4.00, Rule 5.00)

PSIONIC MULTIFIST [Psionic]

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You can charge multiple unarmed strikes with psionic power
Prerequisite: Str 13+, Psionic Fist, Base attack bonus +3 or higher

Benefit: At the cost of 2 power points, your hands and feet can be charged as a free action to inflict +1 point of damage for a number of rounds equal to your Strength modifier +1. While your unarmed strikes are charged with psionic power you are considered armed and do not provoke attacks of opportunity.

Special: This feat does not stack with Psionic Fist or Improved Psionic Fist; only one of the feats can be used at any one time.

Balance: 4.10 (Purp 3.75, Pow 4.25, Port 4.25, Comp 4.00, Rule 4.25)

PSIONIC MULTISHOT [Psionic]

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You can charge multiple ranged attacks with psionic power

Prerequisite: Str 13+, Point Blank Shot, Psionic Shot, Base attack bonus +3 or higher

Benefit: At the cost of 2 power points, all of your ranged attacks can be charged as a free action to inflict +1 point of piercing damage for a number of rounds equal to your Str modifier +1.

Special: This feat does not stack with Psionic Shot or Improved Psionic Shot; only one of the feats can be used at any one time.

Balance: 4.05 (Purp 3.75, Pow 4.25, Port 4.25, Comp 4.00, Rule 4.00)

PSIONIC MULTIWEAPON [Psionic]

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You can your weapon with psionic power usable on multiple attacks.

Prerequisite: Str 13+, Power Attack, Psionic Weapon, Base attack bonus +3 or higher

Benefit: At the cost of 2 power points, your melee weapon can be charged as a free action to inflict +1 point of damage for a number of rounds equal to your Strength modifier +1.

Special: This feat does not stack with Psionic Weapon or Improved Psionic Weapon; only one of the feats can be used at any one time.

Balance: 4.05 (Purp 3.50, Pow 4.25, Port 4.25, Comp 4.00, Rule 4.25)

PSIONIC REJUVENATION [Psionic]

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You can rapidly heal wounds that strike at the core of your being.

Prerequisite: Con 13+, Rapid Metabolism

Benefit: You can naturally heal a number of temporary ability points per day equal to 1 + your base, undamaged ability bonus in the attribute damaged (with a minimum of 1 point per ability damaged per day).

Balance: 4.38 (Purp 4.00, Pow 5.00, Port 4.00, Comp 4.30, Rule 4.60)

PSIONIC SHOT [Psionic]

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Prerequisite: Dex 13+, Point Blank Shot

Benefit: Your ranged shots deal +1d4 points of piercing damage when you pay the cost of 1 power point. You must decide whether or not to pay the cost prior to making the ranged attack. Your arrow, bolt, or bullet remains "charged" for a maximum number of rounds equal to your Strength modifier +1, or until you make your next attack, whichever occurs first. If your attack misses, the power point expenditure is wasted.

Balance: 4.00 (Purp 3.00, Pow 4.00, Port 5.00, Comp 3.00, Rule 5.00)

PSIONIC STRIKE [Psionic]

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With your psionic ability you are a deadly opponent in unarmed combat.

Prerequisite: Str 13+, Psionic Fist, Reserve power points 1+

Benefit: As long as you have 1 or more power points, your unarmed strikes are charged with psionic power. Your unarmed strikes do not provoke attacks of opportunity from armed opponents and inflict 1d6 points of lethal damage in unarmed combat if Medium-sized and 1d4 points of real damage if Small-sized.

Normal: Unarmed attacks normally provoke attacks of opportunity against armed attackers and inflict 1d4 points of subdual damage in Medium-sized and 1d3 points of subdual damage if small sized.

Special: This feat can be combined with the Psionic Fist feat, allowing you to inflict 1d10 points of damage if Medium-sized at the cost of 1 power point per strike (1d6 points if Small-sized).

Balance: 4.00 (Purp 3.75, Pow 4.00, Port 4.00, Comp 4.25, Rule 4.00)

PSIONIC WEAPON [Psionic]

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Prerequisite: Str 13+, Power Attack

Benefit: Your melee weapon deals +1d4 points of damage (slashing, piercing, or bludgeoning, as appropriate to the weapon) when you pay the cost of 1 power point. You must decide whether or not to pay the cost prior to making the melee attack. Your weapon remains “charged” for a maximum number of rounds equal to your Strength modifier +1, or until you make your next attack, whichever occurs first. If your attack misses, the power point expenditure is wasted.

Balance: 4.00 (Purp 3.00, Pow 4.00, Port 5.00, Comp 3.00, Rule 5.00)

PSYCHIC BASTION [Psionic]

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Benefit: You gain +1 mental hardness against a foe’s successful psionic attack when you pay the cost of 3 power points. You decide whether or not to pay the cost after determining the failure or success of the psionic attack to breach your Will save.

Special: You can gain this feat multiple times, each time gaining bonus mental hardness equal to the previous bonus +1, but you must pay a cost equal to the previous cost + 8. You decide what mental hardness increment to use within the range granted by gaining this feat multiple times.

Balance: 4.00 (Purp 4.00, Pow 3.00, Port 4.00, Comp 4.00, Rule 5.00)

PSYCHIC INQUISITOR [Psionic]

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Prerequisite: Cha 13+, Psychoanalyst

Benefit: When a living humanoid lies directly to you, you perceive it. You detect a maximum number of lies per conversation equal to your Charisma modifier. A conversation with an individual, once concluded, may not be renewed with Psychic Inquisitor active for a period of 8 hours. You decide when, or if, to begin using this feat during a conversation.

Balance: 4.20 (Purp 5.00, Pow 4.00, Port 4.00, Comp 4.00, Rule 4.00)

PSYCHIC SENSE [Psionic]

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Your psychic senses allow you to intuitively sense the presence of danger.

Prerequisite: Wis 17+, Reserve power points 5+

Benefit: As long as you have 5 or more power points, you can make a Will save (DC 20) to avoid being caught surprised or flat-footed. On a successful save, you can act during the surprise round even if you would otherwise be surprised and you can retain your Dex bonus to armor class even if you would otherwise be caught flat-footed.

Balance: 4.25 (Purp 4.25, Pow 3.75, Port 4.50, Comp 4.25, Rule 4.50)

PSYCHOANALYST [Psionic]

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Prerequisite: Cha 13+

Benefit: You get a +2 bonus on all Diplomacy, Bluff, and Intimidate checks against living humanoids with an Intelligence score of 4 or higher. You get the same +2 bonus on Charisma checks used to influence or interact with living humanoids having an Intelligence score of 4 or higher.

Balance: 4.20 (Purp 5.00, Pow 4.00, Port 5.00, Comp 4.00, Rule 3.00)

QUICKEN POWER [Metapsionic]

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Benefit: Manifesting a quickened power is a free action. You may only manifest one quickened power per round. A power whose time to manifest is more than 1 full round cannot be quickened. The quickened power costs a number of power points equal to its standard cost +8.

Special: Possession of the Power Touch feat allows the use of that feat and one quickened power in the same round.

Balance: 4.80 (Purp 5.00, Pow 5.00, Port 5.00, Comp 4.00, Rule 5.00)

QUICKEN PSIONIC ATTACK MODE [Metapsionic]

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You can manifest a psionic attack mode with a mere moment's thought.

Benefit: You can manifest a psionic attack mode as a free action. You can perform another action in the round you manifest a quickened attack mode, including manifesting another psionic attack mode or psionic power or casting a spell, but can only use one quickened ability per round. A quickened psionic attack mode costs a number of power points equal to the standard cost +8.

Balance: 4.30 (Purp 4.50, Pow 4.25, Port 4.25, Comp 4.00, Rule 4.50)

QUIET WHISPER OF THE MIND [Psionic]

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You can telepathically communicate with other intelligent beings.

Prerequisite: Cha 15+, Psychoanalyst, Psychic Inquisitor, Reserve power points 3+

Benefit: You can communicate telepathically with any creature that uses language at a range of 60 feet. This feat allows communication only; it does not allow you to read other creatures minds, determine the truth or intent of another being or otherwise influence or command another being. The level and depth of your telepathic communication is limited by the creature's intelligence.

Balance: 3.95 (Purp 3.50, Pow 4.25, Port 4.00, Comp 4.50, Rule 3.50)

RETURN SHOT [Psionic]

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Prerequisite: Dex 13+, Point Blank Shot, Psionic Shot, Reserve power points 5+

Benefit: You need not have a free hand (holding nothing) to use this feat, but you must relinquish a two-handed hold on a single item or drop a shield as a free action. Once per round when you would normally be hit with a ranged weapon, you may make a Reflex save (DC 20; if the ranged weapon has an enhancement bonus to attack, the DC increases by that amount). If you succeed, you snatch the ranged weapon. You must be aware of the attack and not flat-footed, and you cannot already have acted in the round. You may only use this feat once in any given round. Snatching a ranged weapon or ammunition (such as an arrow, bolt, or sling bullet) counts as a free action. If you successfully retrieve a bolt, arrow, or sling bullet, you can load and fire it back at your foe if you hold the appropriate weapon. A bow requires a move-equivalent action, a crossbow requires a standard action, and a thrown weapon such as a spear or knife is a free action to throw back. If you are not holding a ranged weapon suitable to the snatched ammunition in your off hand, you cannot return the attack. You make the return attack at a bonus equal to half your foe's ranged attack bonus (round down) + your full ranged

attack bonus. Exceptional ranged weapons, such as boulders hurled by giants or Melf's acid arrow, can't be snatched.

Special: If you also have the Deflect Arrows feat (see the Player's Handbook), you make return attacks at a bonus equal to your foe's full ranged attack bonus + your full attack bonus.

Balance: 3.20 (Purp 4.00, Pow 3.00, Port 4.00, Comp 3.00, Rule 2.00)

SOLIDIFY INERTIAL ARMOR [Psionic]

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You can solidify your Inertial Armor, making it harder for weapons to damage you.

Prerequisite: Inertial Armor, Strengthen Inertial Armor, Reserve power points 3+, Base attack bonus +4 or higher

Benefit: As a move equivalent action you can increase the strength of your inertial armor, causing the normally invisible armor to take form and solidify around you. This costs 5 power points and provides damage reduction equal to 5/+1 for a number of rounds equal to 1 plus your strength modifier.

Balance: 4.25 (Purp 4.25, Pow 3.75, Port 4.50, Comp 4.25, Rule 4.50)

SPEED OF THOUGHT [Psionic]

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Prerequisite: Wis 13+, Reserve power points 1+

Benefit: Your base speed is equal to your normal speed +10.

Special: You can take this feat multiple times. Each time increases your base speed by 10 feet and increases your prerequisite of reserve power points by 4.

Balance: 4.60 (Purp 5.00, Pow 4.00, Port 4.00, Comp 5.00, Rule 5.00)

STAND STILL [Psionic]

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Prerequisite: Str 13+, Reserve power points 1+

Benefit: When a foe's movement would otherwise grant you an attack of opportunity, you may give up that attack and instead attack your foe prior to your foe's actual movement. This is akin to a readied action, but Stand Still doesn't affect your initiative count or actual readied actions, if any. The foe must succeed at a Fortitude save against a DC equal to 10 + the damage you deal, or be unable to move into or out of the area you threaten—essentially, this ends the movement of a foe who is closing, and prevents any movement of a foe who is fleeing (if you are normally allowed an attack of opportunity against the fleeing foe). Since you use the Stand Still feat in place of your attack of opportunity, you may only do so a number of times per round equal to the number of times per round you could make an attack of opportunity (normally just one).

Normal: Attacks of opportunity occur after a foe has already moved within the area you threaten; thus, you are unable to affect their movement with an attack.

Balance: 4.80 (Purp 5.00, Pow 5.00, Port 5.00, Comp 4.00, Rule 5.00)

STRENGTHEN INERTIAL ARMOR [Psionic]

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You can increase the strength of your inertial armor.

Prerequisite: Inertial Armor, Reserve power points 1+, Base attack bonus +3 or higher

Benefit: As a move equivalent action you can increase the strength of your inertial armor. This costs 3 power points and increases the armor bonus provided by your Inertial Armor to +7. The armor can remain strengthened for a number of rounds equal to 1 plus your strength modifier. Like Inertial Armor, the armor bonus provided by Solidify Inertial Armor does not stack with the armor bonus provided by mundane or enchanted armor and shields and is fully effective against ethereal and incorporeal beings.

Balance: 3.90 (Purp 3.50, Pow 3.50, Port 4.25, Comp 4.25, Rule 4.00)

TALENTED [Psionic]

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Prerequisite: Inner Strength

Benefit: You can manifest three more 0-level powers for free per day than normal.

Balance: 4.00 (Purp 4.00, Pow 4.00, Port 4.00, Comp 4.00, Rule 4.00)

THIRD EYE [Psionic]

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You have a psionic third eye that enables you to pierce illusions and identify psionic powers and effects.

Prerequisite: Wis 13+

Benefit: You gain a +2 bonus on all Psicraft checks and a +2 bonus on all Will saves against illusion spells and spell-like effects.

Balance: 4.35 (Purp 4.00, Pow 4.25, Port 4.25, Comp 4.50, Rule 4.75)

TRIGGER POWER [Psionic]

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Prerequisite: Inner Strength, Talented, Reserve power points (see below)

Benefit: Choose any 0-, 1st-, 2nd-, or 3rd-level power you know. From now on you can attempt to trigger that power without paying its cost. To trigger a power, you must first satisfy the requirement of a power point reserve equal to or greater than what it would normally cost you to manifest the power. Then, make an ability check appropriate for the power's discipline (for instance, you would make a Charisma check for charm person). If you meet or exceed the ability

check DC (see below), the power is manifested normally with no power point cost. If you fail the check, you are forced to pay its cost, but the power is still manifested normally. You can't use Trigger Power in conjunction with psionic attack or defense modes. DCs for the ability check are determined by level: 0-level, 11; 1st level, 13; 2nd level, 15; and 3rd level, 17.

Special: You can take this feat multiple times, each time using it for a new triggered power.

Balance: 5.00 (Purp 5.00, Pow 5.00, Port 5.00, Comp 5.00, Rule 5.00)

TRIGGER PSIONIC DEFENSE [Metapsionic]

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You can attempt to raise one psionic defense mode without spending power points

Prerequisite: Psychic Bastion, Reserve power points (see below)

Benefit: This feat mimics the Trigger Power feat, except that it applies to one known psionic defense mode of your choice. You can attempt to raise this defense mode for free, without spending power points, as a free action every time that you use it, though you must have at least enough power points in reserve to raise the defense mode normally. On a successful Wisdom ability check (DC 12 + power points used to activate your defense mode), you can raise this psionic defense without spending power points. On a failed check, you are forced to pay the normal power point cost to raise the defense mode.

Special: You can take this feat up to five times, each time applying the feat to one additional known psionic defense mode of your choice. This feat only applies to previously known psionic defense modes and does not allow the character to discover additional defense modes.

Balance: 4.10 (Purp 4.25, Pow 4.00, Port 4.25, Comp 3.75, Rule 4.25)

TRUE POWER OF THE MIND [Psionic]

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You are adept at manifesting psionic powers from any discipline.

Benefit: Add +1 to the Difficulty Class for all saving throws against your psionic powers.

Balance: 3.95 (Purp 3.50, Pow 3.50, Port 3.50, Comp 4.75, Rule 4.50)

TWIN POWER [Metapsionic]

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Benefit: Manifesting a power altered by this feat causes the power to take effect twice on the target, as if you were simultaneously manifesting the same power two times on the same location or target. Any variables in the power (such as targets, shaping an area, and so on) apply to both of the resulting powers. The target suffers all the effects of both

powers individually and receives a saving throw for each. In some cases, failure of both of the target's saving throws results in redundant effects. A twinned power costs a number of power points equal to its standard cost +8.

Balance: 4.00 (Purp 4.00, Pow 4.00, Port 4.00, Comp 4.00, Rule 4.00)

TWIN PSIONIC ATTACK [Psionic]

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You can attack with a psionic attack mode simultaneously with another attack mode just like it.

Prerequisite: Cha 13+, Mental Adversary

Benefit: When attacking in psionic combat, you can make a psionic attack mode take effect twice on your target, as if you were simultaneously attacking with the same psionic attack mode two times on the same target. The target suffers all of the effects of both psionic powers individually, receives a saving throw against both psionic attacks and if capable, must defend with a psionic attack mode against each attack. A twinned psionic attack costs a number of powers equal to twice the cost to use the psionic attack mode +8.

Balance: 4.00 (Purp 4.00, Pow 4.00, Port 4.25, Comp 3.50, Rule 4.25)

UNAVOIDABLE STRIKE [Psionic]

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Prerequisite: Str 13+, Psionic Fist, Base attack bonus +3 or higher

Benefit: If you pay 5 power points per unarmed attack, you can resolve your unarmed attack as a touch attack for purposes of assessing your foe's Armor Class. You must decide whether or not to pay the cost prior to making the unarmed melee attack. Your hand or fist remains "charged" for a maximum number of rounds equal to your Strength modifier +1 or until your next attack, whichever occurs first. If your attack misses, the power point expenditure is wasted.

Balance: 3.80 (Purp 4.00, Pow 3.00, Port 4.00, Comp 4.00, Rule 4.00)

UP THE WALLS [Psionic]

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Prerequisite: Wis 13+, Speed of Thought, Psionic Charge, Reserve power points 5+

Benefit: You can take part of one of your move actions on a wall if you begin and end your move on a horizontal surface. The height you can achieve on the wall is limited only by this movement restriction. If you do not end your move on a horizontal surface, you fall prone, taking damage as appropriate for your height above the floor. Treat the wall as a normal floor for the purposes of measuring your movement. Passing the boundary between horizontal and vertical is equivalent to 5 feet of movement along a normal floor. Opponents on the floor still get attacks of

opportunity as you move up the wall within areas they threaten.

Special: You can take other move actions in conjunction with moving on a wall.

Balance: 4.00 (Purp 4.00, Pow 4.00, Port 4.00, Comp 4.00, Rule 4.00)

VAMPIRE MIND [Psionic]

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You can drain power points from opposing minds on a successful psionic attack.

Prerequisite: Cha 13+, Mental Adversary, Disarm Mind

Benefit: You gain power points equal to your charisma modifier x4 each time that you use your Disarm Mind feat, up to your normal power point maximum.

Balance: 4.25 (Purp 4.75, Pow 4.00, Port 3.50, Comp 4.50, Rule 4.50)

VIGILANT PSYCHIC DEFENDER [Psionic]

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You are adept at defending yourself in psionic combat

Prerequisite: Psychic Bastion, Reserve power points 2+

Benefit: You are able to react instantly to psionic attack and can raise a psionic defense mode even when caught flat-footed. Raising a psionic defense mode in this manner requires you to pay power points equal to the cost of the defense + 1.

Normal: A psionic defender cannot normally raise a defense mode when caught flat-footed.

Balance: 4.25 (Purp 4.00, Pow 4.25, Port 4.25, Comp 4.50, Rule 4.25)

Ultra-Special Feats

Ultra-special feats are those that use special rules or are keyed to abilities not found in the SRD or core rules of the d20 system.

AREA POWER RESISTANCE [General: Monster]

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The creature's Power Resistance (PR) can negate area effect psionic powers.

Prerequisite: Creature type: Aberration, Dragon, Elemental, Fey, Magical Beast, Outsider, Shapechanger, or Undead

Benefit: Any psionic power that includes the creature within its area of effect must beat the creature's PR or be instantly negated.

Normal: PR normally applies only for the creature with PR against area effect spells, protecting the individual creature but not negating the attacking psionic power.

Special: If using the default Psionics-Magic Transparency option, this feat applies against area effect spells and spell-like abilities as well.

Balance: 4.20 (Purp 4.50, Pow 3.75, Port 4.25, Comp 4.25, Rule 4.25)

AREA SPELL RESISTANCE [General: Monster]

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The creature's Spell Resistance (SR) can negate area effect spells and spell-like abilities.

Prerequisite: Creature type: Aberration, Dragon, Elemental, Fey, Magical Beast, Outsider, Shapechanger or Undead

Benefit: Any spell or spell-like ability that includes the creature within its area of effect must beat the creature's SR or be instantly negated.

Normal: SR normally applies only for the creature with SR against area effect spells, protecting the individual creature but not negating the attacking spell or spell-like ability.

Special: If using the default Psionics-Magic Transparency option, this feat applies against area effect psionic powers as well.

Balance: 4.20 (Purp 4.50, Pow 3.75, Port 4.25, Comp 4.25, Rule 4.25)

CHANNELED RESISTANCE [General: Monster]

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The creature can protect other beings that it touches with its Spell Resistance (SR) or Power Resistance (PR).

Benefit: As a standard action, the creature can share its SR or PR with any single creature touched. This protection lasts only so long as the creature with SR or PR concentrates on providing the protection and only as long as the beneficiary remains in contact with the creature with resistance. If the creature with resistance is distracted or suffers damage in any way while maintaining this shared protection it must make a Concentration check as if casting a spell. Failing this check

instantly negates the shared SR or PR until the creature with resistance spends another action to share it again.

Normal: As stated in Core Rulebook II, only the rarest of creatures and magic items can bestow SR or PR on another.

Balance: 4.45 (Purp 4.75, Pow 4.50, Port 4.50, Comp 4.00, Rule 4.50)

ENLARGE BREATH WEAPON [General: Monster]

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The creature's breath weapon has a longer range than normal.

Benefit: Double the range of the creature's breath weapon, unless it is cone-shaped. If the creature has a cone-shaped breath weapon, increase the range of its breath weapon (and its width and height as well) by 50% instead.

Balance: 4.40 (Purp 4.50, Pow 4.25, Port 4.50, Comp 4.25, Rule 4.50)

EXTRA PRIMEVAL ABILITY [General: Monster]

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The creature can use one of its supernatural or spell-like abilities more than once per day.

Prerequisite: Innate supernatural or spell-like ability

Benefit: Choose one innate supernatural or spell-like ability that the creature can use one or more times per day. The creature can now use this ability one more time per day.

Special: This feat can be taken multiple times and will stack with itself. Each additional time that this feat is taken you can apply it to the same innate supernatural or spell-like ability or to one of your other innate supernatural or spell-like abilities. This feat cannot be used with class based spell-like abilities, like the druid's wild shape or paladin's ability to cure disease.

Balance: 4.75 (Purp 4.75, Pow 4.75, Port 4.75, Comp 4.75, Rule 4.75)

FOCUSED PRIMEVAL ABILITY [General: Monster]

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One of the creature's supernatural or spell-like abilities is more potent than normal.

Prerequisite: Innate supernatural or spell-like ability

Benefit: Choose one of your innate supernatural or spell-like abilities. Add +2 to the Difficulty Class for all saving throws made to resist this ability.

Special: This feat can be taken multiple times but its benefits do not stack. Each time that it is taken the creature must apply it to another of its innate supernatural or spell-like abilities. This feat cannot be used with class based spell-like abilities, like the druid's wild shape or paladin's ability to cure disease.

Balance: 4.70 (Purp 4.50, Pow 4.75, Port 4.75, Comp 4.75, Rule 4.75)

GREATER FOCUSED PRIMEVAL ABILITY**[General: Monster]**

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One of creature's supernatural or spell-like abilities is especially potent.

Prerequisite: Innate supernatural or spell-like ability, Focused Primeval Ability

Benefit: Choose one innate supernatural or spell-like ability that you have augmented with the Focused Primeval Ability feat. Add +4 to the Difficulty Class for all saving throws made to resist this ability. This bonus supercedes (i.e., does not stack with) the bonus provided by the Focused Spell-Like Ability feat.

Special: The creature can take this feat multiple times but its benefits do not stack. Each time that it is taken the creature must apply it to another of its innate supernatural or spell-like abilities that has been augmented with the Focused Primeval Ability feat. This feat cannot be used with class based spell-like abilities, like the druid's wild shape or paladin's ability to cure disease.

Balance: 4.60 (Purp 4.25, Pow 4.50, Port 4.75, Comp 4.75, Rule 4.75)

HEIGHTEN PRIMEVAL ABILITY [General:**Monster]**

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The creature has achieved mastery of its innate supernatural or spell-like powers.

Prerequisite: Innate supernatural or spell-like ability

Benefit: Choose one of your supernatural abilities or all of your spell-like abilities. You can use this chosen ability or abilities at +1 level of experience.

Special: This feat cannot be used with class based spell-like abilities, like the druid's wild shape or paladin's ability to cure disease. This feat can be chosen more than once and will stack with itself.

Balance: 4.45 (Purp 4.25, Pow 4.50, Port 4.50, Comp 4.50, Rule 4.50)

IMPROVED MULTIWEAPON FIGHTING [General: Monster]

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The creature is an expert in multiweapon combat.

Prerequisite: Three or more hands, Dex 15+, Multidexterity, Multiweapon Fighting, Base attack bonus +9 or higher,

Benefit: In addition to the standard single extra attack that the creature gains for each extra weapon used per round, the creature gains a second attack with each of these weapons at a -5 penalty to its attack roll.

Normal: Without this feat, the creature can only gain one additional attack with each extra weapon used per round.

Special: This feat replaces the Improved Two-Weapon Fighting feat for creatures with three or more arms.

Balance: 4.25 (Purp 4.00, Pow 3.75, Port 4.50, Comp 4.00, Rule 5.00)

IMPROVED RESISTANCE [General: Monster]

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The creature is innately more resistant to spells or psionics.

Prerequisite: Innate Spell Resistance (SR) or Power Resistance (PR)

Benefit: Increase the creature's SR or PR by +2.

Special: This feat can be taken multiple times, each time adding +2 to the creature's SR or PR.

Balance: 4.75 (Purp 4.25, Pow 4.75, Port 4.75, Comp 5.00, Rule 5.00)

INNATE METAMAGIC [General: Monster]

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The creature can use its spellcasting knowledge to modify its innate spell-like abilities with learned metamagic feats.

Prerequisite: Int 11+, Innate spell-like ability, Ability to cast spells, One or more metamagic feats

Benefit: The creature can modify any of its innate spell-like abilities with any spell altering metamagic feat that it knows. In order to alter a spell-like ability in this manner, the creature must prepare (Wizards or Divine spellcasters) or spend (Sorcerer or Bard) a spell slot equal in level to the bonus level required for the metamagic feat in question (see examples below). Casting a metamagically enhanced spell-like ability also counts as one of its uses of that spell-like ability per day. Spontaneously casting a metamagically enhanced spell-like ability, like a Sorcerer or Bard, requires a full-round action (rather than 1-action).

Normal: Creatures cannot normally modify spell-like abilities with spell altering metamagic feats.

Special: This feat does not provide knowledge of any other metamagic feat and it cannot be used with class based spell-like abilities, like the druid's wild shape or paladin's ability to cure disease. Spell altering metamagic feats from Core Rulebook I include: Empower Spell, Enlarge Spell, Extend Spell, Heighten Spell, Maximize Spell, Quicken Spell, Silent Spell and Still Spell. Because spell-like abilities are cast without need of verbal, somatic or material components, modifying a spell-like ability with Silent Spell or Still Spell provides no additional game related benefit.

Example: Spell slots for modifying a spell-like ability with a spell altering metamagic feat from Core Rulebook I are: Empower Spell (2nd level spell slot), Enlarge Spell (1st level spell slot), Extend Spell (1st level spell slot), Heighten Spell (+1 level spell slot per enhanced level), Maximize Spell (3rd level spell slot) and Quicken Spell (4th level spell slot).

Balance: 3.80 (Purp 4.00, Pow 4.00, Port 4.00, Comp 3.00, Rule 4.00)

MULTIATTACK [General: Monster]

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Prerequisite: Three or more natural weapons

Benefit: The creature's secondary attacks with natural weapons suffer only a -2 penalty.

Normal: Without this feat, the creature's secondary natural attacks suffer a -5 penalty.

Balance: 5.00 (Purp 5.00, Pow 5.00, Port 5.00, Comp 5.00, Rule 5.00)

MULTIDEXTERITY [General: Monster]

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Prerequisite: Dex 15+, Three or more arms

Benefit: The creature ignores all penalties for using an off hand.

Normal: Without this feat, a creature who uses an off hand suffers a -4 penalty to attack rolls, ability checks, and skill checks. A creature has one primary hand, and all the others are off hands; for example, a four-armed creature has one primary hand and three off hands.

Special: This feat replaces the Ambidexterity feat for creatures with more than two arms.

Balance: 4.90 (Purp 4.75, Pow 5.00, Port 5.00, Comp 4.75, Rule 5.00)

MULTIHANDED WEAPON [General: Monster]

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The creature can wield a weapon with three or more hands at once, like a human or dwarf can wield a weapon with two hands.

Prerequisite: Dex 15+, Multidexterity, Three or more arms, Base attack bonus +1 or higher

Benefit: The creature can wield a single weapon with a size class equal to or one larger than its own with three or more hands. This allows the creature to multiply its strength bonus by a factor that increase with the number of hands used to wield the weapon. The creature gains 1.0 times its Strength bonus on damage rolls for wielding a weapon with its primary hand, plus .5 times its strength bonus for each additional off-hand used to wield the weapon. If the primary hand isn't used to wield the weapon, the creature adds .5 times its Strength bonus on damage rolls for each off-hand used to wield the weapon.

Normal: The creature gains no benefit for wielding a weapon with more than two hands.

Special: If the creature has the Multiweapon Fighting feat, it can combine use of a weapon with two or more hands and still gain extra attacks for wielding additional weapons in combat. When determining the penalty for wielding a weapon with two or more hands in a multiattack sequence, treat all multihanded weapons as one-handed weapons.

Example: A typical Marilith with Strength 21, Multihanded Weapon and Multiweapon Fighting could wield two greatswords, each with three hands. She would inflict 2 times her Strength bonus on damage inflicted by her primary greatsword (1 for her primary hand plus 2 off-hands x .5 = 2), and 1.5x her Strength bonus with her off-hand

greatsword (3 x .5 = 1.5). She could also drop one of the greatswords to wield the other with all six hands, gaining 3.5 times her Strength bonus on damage rolls (1 for using her primary hand plus 5 x .5 = 2.5 for her 5 off-hands).

Balance: 4.20 (Purp 4.00, Pow 4.67, Port 3.67, Comp 4.00, Rule 4.67)

MULTIWEAPON FIGHTING [General: Monster]

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Prerequisite: Three or more hands

Benefit: Penalties for fighting with multiple weapons are reduced by 2.

Normal: A creature without this feat suffers a -6 penalty to attacks made with its primary hand and a -10 penalty to attacks made with its off hands. (It has one primary hand, and all the others are off hands.) See Attacking with Two Weapons, page 124 in the Player's Handbook.

Special: This feat replaces the Two-Weapon Fighting feat for creatures with more than two arms. The Multidexterity feat further reduces penalties for off-hand attacks.

Balance: 4.90 (Purp 4.75, Pow 5.00, Port 5.00, Comp 4.75, Rule 5.00)

POWER RESISTANCE: CLAIRENTIENCE & TELEPATHY [General: Monster]

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The creature can apply its Power Resistance (PR) against psionic powers from the clairsentience and telepathy disciplines.

Benefit: All psionic powers from the clairsentience and telepathy disciplines must beat the creature's PR in order to discover anything about it.

Normal: PR does not normally apply against most powers from the clairsentience discipline or against powers from the telepathy discipline that do not directly influence, control or effect the target creature.

Special: Characters that gain PR by race (like githyanki or githzerai) can choose this feat as a Special feat. If using the default Psionics-Magic Transparency option, this feat also extends your PR to resist all spells and spell-like abilities from the divination school of magic.

Balance: 4.70 (Purp 5.00, Pow 4.75, Port 4.75, Comp 4.50, Rule 4.50)

POWER SPELL-LIKE ABILITIES [General: Monster]

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The creature's spell-like abilities are especially potent, able to affect others and pierce spell resistance with ease.

Prerequisite: Innate spell-like ability

Benefit: When using any of its innate spell-like abilities, add +1 to the Difficulty Class for all saving throws made to resist the ability and add +1 to any caster level check made to overcome another creature's spell resistance.

Special: This feat cannot be used with class based spell-like abilities, like the druid's wild shape or paladin's ability to cure disease.

Balance: 4.25 (Purp 4.50, Pow 4.25, Port 4.50, Comp 4.00, Rule 4.00)

PRIMEVAL POWER [General: Monster]

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The creature can augment one of its supernatural or spell-like abilities with arcane, divine or profane power.

Prerequisite: Innate supernatural or spell-like ability

Benefit: Half of the damage inflicted by the creature's chosen supernatural or spell-like ability is derived from arcane, divine or profane power and is resistant to protection from elements and similar magic. The other half of the damage is inflicted normally. Celestial creatures infuse their chosen ability with divine power, fiendish creatures with profane power and other creatures with arcane power.

Notes: Beware, never underestimate the power of a Dragon!

Balance: 4.45 (Purp 4.25, Pow 4.50, Port 4.50, Comp 4.25, Rule 4.75)

RANGED RESISTANCE [General: Monster]

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The creature can bestow its Spell Resistance (SR) or Power Resistance (PR) on others.

Prerequisite: Channeled Resistance

Benefit: As a standard action, the creature can extend its SR or PR to protect one creature within 30 feet. This protection lasts only as long as both creatures remain within 30 feet of each other and only as long as the creature with SR or PR concentrates on maintaining the link. If the creature with resistance is distracted or suffers damage in any way while maintaining this link it must make a Concentration check as if casting a spell. Failing this check instantly negates the shared SR or PR until the creature with resistance spends another action to restart the link.

Normal: As stated in Core Rulebook II, only the rarest of creatures and magic items can bestow SR or PR on another.

Special: This feat can be taken more than once and stacks with itself, each time allowing the creature to extend its SR or PR to one additional ally within range.

Balance: 4.45 (Purp 4.75, Pow 4.50, Port 4.50, Comp 4.00, Rule 4.50)

RESISTANCE COUNTERSPELL [General: Monster]

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The creature can use its Spell Resistance (SR) to counterspell.

Prerequisite: Channeled Resistance, Ranged Resistance

Benefit: As a readied action, the creature can use its SR to counterspell one spell at a range of 100 ft. This requires the caster to beat the creature's SR in order to cast her spell. The creature does not need to make a Spellcraft check to identify the spell being cast in order to use this ability.

Normal: SR cannot be used to counterspell.

Balance: 4.15 (Purp 4.25, Pow 4.00, Port 4.00, Comp 4.00, Rule 4.50)

RESISTANCE POWER TURNING [General: Monster]

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The creature can reflect a psionic power that fails to beat its Power Resistance (PR).

Benefit: Once per round as a readied action, the creature can reflect any psionic power that fails to beat its PR back towards its original manifester. If the psionic power cannot normally be reflected by power turning, the creature's PR has its standard affect against the power instead. The creature's readied action is wasted if no spell beats its PR prior to its next action.

Special: If using the default Psionics-Magic Transparency option, this feat can be used to turn spells and spell-like abilities in a manner similar to the spell turning spell.

Notes: This feat cannot be used to reflect psionic attack modes.

Balance: 4.10 (Purp 4.25, Pow 4.00, Port 4.00, Comp 3.75, Rule 4.50)

RESISTANCE SPELL TURNING [General: Monster]

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The creature can reflect a spell or spell-like ability that fails to beat its Spell Resistance (SR).

Benefit: Once per round as a readied action, the creature can reflect any spell or spell-like ability that fails to beat its SR back towards its original caster. If the spell or spell-like ability cannot normally be reflected by spell turning, the creature's SR has its standard affect against the spell or spell-like ability instead. The creature's readied action is wasted if no spell beats its SR prior to its next action.

Special: If using the default Psionics-Magic Transparency option, this feat can be used to turn psionic powers in a manner similar to the power turning psionic power.

Balance: 4.10 (Purp 4.25, Pow 4.00, Port 4.00, Comp 3.75, Rule 4.50)

RESISTANCE: ILLUSION [General: Monster]

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The creature can apply its Spell Resistance (SR) or Power Resistance (PR) against illusions.

Benefit: All spells and spell-like abilities from the illusion school of magic must beat the creature's SR or PR in order to deceive the creature.

Normal: SR does not normally apply against spells and spell-like abilities from the illusion school that deceive the senses.

Special: Creatures with PR can only use this feat if the default Psionics-Magic Transparency option is used.

Balance: 4.20 (Purp 4.50, Pow 4.00, Port 4.00, Comp 4.25, Rule 4.25)

SPELL RESISTANCE: DIVINATION [General: Monster]

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The creature can apply its Spell Resistance (SR) against divination magic.

Benefit: All spells and spell-like abilities from the divination school of magic must beat the creature's SR in order to discover anything about it.

Normal: SR does not normally apply to spells and spell-like abilities from the divination school.

Special: Characters that gain SR by race (like drow) can choose this feat as a Special feat. If using the default Psionics-Magic Transparency option, this feat also extends your SR to resist all psionic powers from the telepathy and clairvoyance disciplines.

Balance: 4.70 (Purp 5.00, Pow 4.75, Port 4.75, Comp 4.50, Rule 4.50)

SPIRITED DIVE [General: Monster]

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The creature can perform a terrifying dive-bomb attack.

Prerequisite: Fly speed, Flyby Attack

Benefit: When performing a dive attack, the creature can inflict triple damage with a successful claw or weapon attack. Like a standard dive attack, the creature gains a +2 attack bonus but suffers a 2 penalty to AC when making this attack. The creature can still use its Flyby Attack feat when making a Spirited Dive.

Normal: All flying creatures can make diving claw attacks that inflict double damage and gain the benefits of a charge (+2 attack bonus, -2 penalty to AC).

Balance: 4.80 (Purp 5.00, Pow 4.50, Port 4.75, Comp 4.75, Rule 5.00)

SPONTANEOUS SPELL-LIKE CASTING [General: Monster]

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The creature is able to use its arcane or divine spell knowledge to power its spell-like abilities.

Prerequisite: Innate spell like ability, Ability to cast spells

Benefit: The creature can use its class derived spell slots or prepared spells to spontaneously cast any of its spell-like abilities in a manner similar to the way a cleric can spontaneously cast cure or inflict spells. This allows the creature to convert one of its spell slots or prepared spells of the same level or higher to power the casting of the spell-like ability without using up one of the spell-like ability's uses per day. The spell-like ability must appear on the same spell list as the spell slot or prepared spell used to power the casting. A spontaneously cast spell-like ability requires a full-

round action but does not require any material, somatic or verbal components.

Special: This feat cannot be used to spontaneously cast spell-like abilities that do not have a spell level.

Balance: 4.10 (Purp 4.00, Pow 4.50, Port 4.00, Comp 3.75, Rule 4.25)

SUPERNATURAL RESISTANCE [General: Monster]

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The creature can use its Spell Resistance (SR) or Power Resistance (PR) to defend itself against supernatural abilities.

Benefit: Any supernatural ability that directly effects the creature must beat the creature's SR or PR to have any effect. If the attacking creature cannot beat the SR or PR of the defender on a level check (1d20 + CR creature), the supernatural ability is negated exactly as if it were a spell or spell-like ability.

Normal: Supernatural abilities are not normally subject to SR or PR.

Special: Characters that gain SR or PR by race (like drow, githyanki and githzerai) can choose this feat as a Special feat. Characters with PR can only choose this feat if the default Psionics-Magic Transparency option.

Balance: 4.60 (Purp 4.75, Pow 4.50, Port 4.75, Comp 4.75, Rule 4.25)

TURN/REBUKE RESISTANCE [General: Monster]

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By virtue of unholy power or exceptional strength of will, the creature is more difficult to turn or rebuke than normal.

Benefit: The creature adds +2 to its Hit Dice total when resisting turn or rebuke attempts.

Special: This feat can be taken more than once and its benefits stack with itself. Each time it is taken, add +2 to the creature's Hit Dice when resisting turn or rebuke attempts.

Balance: 4.75 (Purp 4.75, Pow 4.75, Port 4.75, Comp 4.75, Rule 4.75)

Feat Rules

What is a Feat?

A feat is essentially a highly developed super-skill, bestowing a permanent, non-magical, fixed ability usable at will. Feats represent a learned, trained, and experienced use of a physical, mental, or spiritual focus, granting an increased capability or function.

This new feature of the character generation/advancement process allows you to develop anything from a very specialized heroic character type to one with a wide array of heroic abilities and functions.

Feat Format

Here is the format for feat descriptions used in the Netbook of Feats.

Feat Name [Type of feat: Subtype]

Description: What the feat does or represents in plain language. Note that this section is not preceded by the header “Description;” in actual feats.

Prerequisites: A minimum ability score, another feat or feats, a minimum base attack, a skill, or a level that a character must have in order to acquire this feat. A character must have the listed ability score, feat, skill, or base attack bonus in order to select or use that feat. A character can gain a feat at the same level at which he or she gains the prerequisite. A character can’t use a feat if the character has lost a prerequisite. This entry is absent if a feat has no prerequisite. A feat may have more than one prerequisite. If after taking a feat the character fails to meet the prerequisites they can no longer use the feat until they qualify for it again.

Benefit: What the feat enables the character to do.

Normal: What a character who does not have this feat is limited to or restricted from doing. If not having the feat causes no particular drawback this entry is absent.

Special: Additional facts about the feat.

Example: This is where the author can show you how the feat works with an example of play.

Notes: Here the author makes notes or suggestions regarding the use of the feat. Sometimes it will contain rules citations or clarifications regarding the purpose or idea behind the feat.

The Netbook of Feats has two additional pieces of information for the feats we print. These are not part of the feat itself. They are the ratings and comments that have been added to the feat by the review board, the feats author, or our readers. We indent these sections to denote that they are separate from the feat itself.

Balance: This is the rating each feat receives in 5 categories, preceded by an overall rating. For a detailed description see About the Netbook – Feat Ratings.

Comments: These are comments by our readers or the review board on the feat. Sometimes they also contain comments from the original author.

Feat Types

The majority of feats are type General. They follow the standard rules for feats. Other feat types represent feats that follow a special pattern of rules or a deviation from the standard feat definition.

Psionic feats are a good example of a feat type that is outside the standard definition for a feat as a kind of super skill because their effects are generally supernatural. They are also a good example of a feat type that uses a special pattern of rules; in this case you must have a certain number of psionic

points held in reserve to use the feat. If they were not established as a specific feat type they would be considered too powerful, complex, and out of character with the standard definition for feats. But because they have been created under the auspices of a specific type they can be judged by the standards set in the definition of that type.

The System Reference Document, which forms the basis for the feat rules, has only a few feat types. They are: General, Item Creation, Metamagic, Metapsionic, Psionic, and Special. The netbook of feats also includes the types: Divine, Epic, Rage, Song, and Wild.

Divine: These feats channel the positive and negative energy a you would normally use to turn or rebuke undead. The results are often supernatural abilities used for combating the your foes. The standard mechanic for a divine feat is to perform your turning ritual, but instead of the standard effect you channel the divine energy into a supernatural benefit defined by the feat.

Epic: Epic feats can only be taken by characters with a level higher than 20. They are much more powerful than standard feats, enabling characters to do the sorts of things told of in legends. Prerequisites are often very high for these feats.

General: General feats are feats that do not fit into any specific category. They can usually be taken by anyone, often having very few limiting factors (if any at all). General feats can be further broken down into subtypes. If the feat does not fall into one of these subtypes, it is considered a general feat with no subtype.

Item Creation: An item creation feat lets a spellcaster create a magic item of a certain type. Regardless of the type of item, each item creation feat has certain features in common.

XP Cost - Power and energy that the spellcaster would normally have is expended when making a magic item. The XP cost equals 1/25 the cost of the item in gold pieces. A character cannot spend so much XP that he or she loses a level. However, on gaining enough XP to achieve a new level, he or she can immediately expend XP on creating an item rather than keeping the XP to advance a level.

Raw Materials Cost - Creating a magic item requires costly components, most of which are consumed in the process. The cost of these materials equals half the cost of the item.

Using an item creation feat also requires access to a laboratory or magical workshop, special tools, and so on. A character generally has access to what he or she needs unless unusual circumstances apply.

Time - The time to create a magic item depends on the feat and the cost of the item. The minimum time is 1 day.

Item Cost - Brew Potion, Craft Wand, and Scribe Scroll create items that directly reproduce spell effects and whose power depends on their caster level. A spell from one of these items has the power it would have if cast by a spellcaster of that level. The price of these items (and thus the XP cost and the cost of the raw materials) depends on the caster level. The caster level must be high enough that the spellcaster creating the item can cast the spell at that level. To find the final price in each case, multiply the caster level by the spell level and then multiply the result by a constant; Scrolls: Base price = spell level X caster level X 25 gp. Potions: Base price = spell level X caster level X 50 gp. Wands: Base price = spell level X caster level X 750 gp.

Extra Costs - Any potion, scroll, or wand that stores a spell with a costly material component or an XP cost also carries a commensurate cost. For potions and scrolls, the creator must expend the material component or pay the XP when creating the item. For a wand, the creator must expend fifty copies of the material component or pay fifty times the XP cost. Some magic items similarly incur extra costs in material components or XP as noted in their descriptions.

Metamagic: Metamagic feats are spellcasting techniques that can enhance nearly any aspect of a spell. Each Metamagic spell will indicate a number of levels that are added to the spells level when the feat is applied to it. When a spell is prepared with the Metamagic feat it counts as a spell of its adjusted level and not its original level when determining which spells can be prepared.

Spontaneous Casting and Metamagic Feats - Some spellcasters choose spells as they cast them. They can choose when they cast their spells whether to use metamagic feats to improve them. As with other spellcasters, the improved spell uses up a higher-level spell slot. Clerics spontaneously casting cure or inflict spells can cast metamagic versions of them. Casting a 1-action metamagic spell spontaneously is a full-round action, and spells with longer casting times take an extra full-round action to cast.

Effects of Metamagic Feats on a Spell - In all ways, a metamagic spell operates at its original level even though it is prepared and cast as a higher-level spell. Saving throw modifications are not changed (unless stated otherwise in the feat description). The modifications made by these spells only apply to spells cast directly by the feat user. A spellcaster can't use a metamagic feat to alter a spell being cast from a wand, scroll, or other device.

Multiple Metamagic Feats on a Spell - A spellcaster can use multiple metamagic feats on a single spell. Changes to its level and effect are cumulative.

Magic Items and Metamagic Spells - With the right item creation feat, a character can store a metamagic spell in a scroll, potion, or wand. Level limits for potions and wands apply to the spell's higher, metamagic level. A character doesn't need the metamagic feat to activate an item storing a metamagic spell.

Counterspelling Metamagic Spells - Whether a spell has been enhanced by a metamagic feat does not affect its vulnerability to counterspelling or its ability to counterspell another spell.

Metapsionic: Similar to Metamagic feats, these allow you to alter your powers by paying an additional power point cost when manifesting. They generally alter some aspect of the manifested power in a way that is beneficial. The greater the additional cost the greater the benefit.

Psionic: These feats are only available to Manifesters. They allow you to channel your psionic strength for specific effects without actually manifesting, or in some way improve your ability to use psionics.

Reserve Power Points - Some Psionic feats have a prerequisite indicating a number of Power Points that must be held in reserve for you to be able to use the feat. Generally the higher the reserve requirement the stronger the feat benefit becomes. If you ever have less Power Points available to use than the requirement you cannot perform the feat or gain its benefits.

Rage: Rage feats allow you to channel your rage class ability into something other than the traditional benefit. Each time you uses a Rage feat it counts as a use of your rage ability. Using rage feats is a free action as is using the standard rage ability; it also has the same duration and leaves you fatigued afterwards as rage does. Rage feats are usually extraordinary abilities but are usually stronger than ordinary feats.

Song: Song feats are essentially new magical effects you can create if you have the bardic music class ability. They are generally super natural effects and using them is just like using one of the standard bardic music abilities. Each should have a prerequisite of a number of ranks in the perform skill.

Special: Special feats are those that can only be taken by specific groups. Most often, acquisition is based on character class or class ability. Weapon Specialization and Extra Turning are good examples. Psionic, Rage, Song, and Divine feats would all be under this category if they did not have a defined type already. Feats having to do with casting spells would also fall under this category but the d20 lists them as General feats so we are sticking with that designation for them.

Wild: Wild feats are those that involve a druid's ability to shape change into a wild animal.

Feat Sub-Types

The Netbook of Feats introduces subtypes for the purpose of categorizing feats into groups. Sub-types are mostly used with General feats but this is not necessarily so. Subtypes are indicated after the primary feat type and are separated with a colon. If a feat has more than one subtype they will be delimited with commas.

Offense: Offense feats make you better at dispatching your foes in mortal combat. Many grant bonuses to hit, damage rolls, or additional attacks.

Defense: Defense feats help keep your character safe, raising their armor class, increasing your saves, or in some way helping you survive a dangerous world.

Martial Style: These feats are generally limited to characters that use special unarmed combat techniques like the Monk or similar prestige classes. This is usually a subtype of the Special type.

Magical: These are general feats that enhance a character's magical ability in some fashion or change the way they learn, cast or memorize spells.

Monster: Monster feats are generally not intended for player characters, although some DMs may allow them for characters with a "monster" race. They are often more powerful and far reaching than standard feats. Ideally they allow a monster to take full advantage of one of their natural or supernatural features.

Regional: Regional feats are a category of special feats that relate to a specific area or environment. In order to learn these you must either come from a particular location, or spend an appropriate amount of time learning the ways of the people there. In order to qualify for a regional feat, you must either begin play as a character from the region in question, or acquire at least two ranks of knowledge (local) for that region and spend an appropriate amount of time there.

Racial: These are special feats that can only be taken by those who are of a specific race, or those who have received training from that specific race. While open to anyone, many racial feats are considered secrets. Very few are shared with those outside of that race.

Trait: Traits are very similar to general feats, but generally reflect on personality, history, and character type. Traits are

based on inborn talents or birthrights and can only be taken during initial character generation.

Virtual Feats

Virtual feats are simply class or racial abilities that duplicate feats or can stand in for feats as prerequisites. For instance, Flurry of Blows is a virtual feat that only Monks get. A ranger's ability to fight as if he had ambidexterity and two weapon fighting are each virtual feats and can be used as prerequisites when taking real feats.

Acquiring Feats

All characters start the game at first level with at least one feat. All character classes gain one feat upon achieving the following levels (one for every level divisible by three):

3rd, 6th, 9th, 12th, 15th, 18th, etc.

There are other ways to gain additional feats based on race and class:

Humans: Humans gain one additional feat at first level.

Fighters: At 1st level, the fighter gets a bonus feat in addition to the feat that any 1st-level character gets and the bonus feat granted to humans. The fighter gains an additional bonus feat at 2nd level and every two levels thereafter (4th, 6th, 8th, etc.). These bonus feats can be any feat from the General Type with the subtype Offense or Defense. (The SRD gives a specific list of feats that fighters may choose from. Because this is the netbook of feats we have effectively codified these feats and others that are similar.) A fighter must still meet all prerequisites for a feat, including ability score and base attack bonus minimums.

Weapon Specialization - On achieving 4th level or higher, as a feat the fighter (and only the fighter) may take Weapon Specialization. Weapon Specialization adds a +2 damage bonus with a chosen weapon. The fighter must have Weapon Focus with that weapon to take Weapon Specialization. If the weapon is a ranged weapon, the damage bonus only applies if the target is within 30 feet, because only at that range can the fighter strike precisely enough to hit more effectively. The fighter may take this feat as a bonus feat or as a regular one.

Wizards: Wizards gain one additional feat for every 5 levels achieved: 5th, 10th, 15th, 20th, etc., but they must be spent on Metamagic, Item Creation, or Spell Mastery feats.

Others: Many classes gain specific additional feats (at no cost) as class abilities. Many Prestige Classes grant bonus feats that are added to the characters repertoire (at no cost) as they advance in levels.

Ideas for Optional Rules

Granting Bonus Feats

A DM may wish to grant feats to characters as a reward for good role playing, upon completing a quest, or just for fun. Ideally such bonus feats should make sense for what the character has been doing or with the situation at hand. It is also a good way to nudge a character's development in some direction without being obtrusive.

Buying Feats

You could allow characters to buy feats by expending experience, starting statistics, or skill points but we don't recommend such systems. Part of what balances feats is that you receive a limited number of them. If you could gain twice as many as a typical character of your class you could probably create combinations and effects that were not intended by the feat designers.

About the Netbook

Web site & Email Information

The Netbook of Feats website contains information you will find nowhere else. It's got artwork, bios of the staff, news updates, links to other great sites, and lots more.

Netbook of Feats:

http://www.netbookof_feats.org

The Fan Community Council website has links to all the other great Netbooks, like classes, magic, traps and more. You can also find out how to become a member of the Council so you can contribute to the Netbooks.

Fantasy Netbook Community Council:

<http://www.fancc.org>

If you want to contact the Netbook staff for any reason all you need to do is send us an e-mail. Unless we are super busy we usually respond within a day or two, but often within a few hours.

Netbook Email: nbofeats@attbi.com

We have a Yahoo! Public discussion forum. Anyone can join up to discuss feats, participate in polls, and get the latest announcements from the Netbook staff. You will need to sign up with Yahoo groups but its fairly easy to do.

Yahoo! Netbook of Feats:

<http://groups.yahoo.com/group/dndfeat>

We here love Darrel and his artwork. You should definitely check out his website. He's got the pieces he did for us plus a lot of his other work there.

Darrel's Scribbles:

<http://www.goddamnindependent.com/staff/grivage/grivage.htm>

Our Mission

1. The Netbook of Feats strives to be the single most comprehensive collection of feats for the D20 system anywhere.
2. The Netbook of Feats should be 100% OGL and D20 compliant, and contain 100% OGC feats and related material.
3. The Netbook of Feats strives for professional or near professional quality in both content and presentation.
4. The Netbook of Feats treats its authors with consideration and courtesy and works to ensure their material has the widest audience possible.
5. The Netbook of Feats seeks to be a standard reference document for D20 players around the world.

Review Process

Rating feats is a time consuming and involved process. We try to examine each feat thoroughly and weigh all its merits and flaws so that it's rating is useful for prospective game masters and players. It's not an exact science, but we have developed a system that works fairly well. Were going to look at what happens to a feat as it is prepared for publication in the Netbook.

Step 1: Submitting the feat

We have an entire document dedicated to this process. Hopefully the first thing an author does is read that document. It has all the instructions needed for submitting plus a lot of suggestions on how to make your feats as good as they can be. After looking through the guide, an author signs a permission agreement with the Fantasy Netbook Community Council. This will cover every submission they make to any of the FanCC Netbooks. Next the author prepares their submissions and sends them to nbofeats@home.com with the Authority to Contribute statement. We receive the e-mail and then immediately send confirmation to the author that they were received along with a nice thank you. We save the submission as originally sent, then copy the feats into a document called Unformatted Feats.

Step 2: Initial Editing and Formatting

We take the Unformatted Feats file and go through each submission putting it into the standard feat format, correcting spelling and some grammatical errors, and removing references not allowed under the OGL. The closer a feat is to meeting all of these standards the faster it will get out of initial editing and to the reviewing stage. The formatted feats go into a Formatted Feats document.

Step 3: Selecting feats for review

Each week or so, the team leader selects around 20 feats from the Formatted Feats document for review. Feats are selected on a number of criteria, mostly for perceived quality and originality but also based on how long they have been lingering in the formatted stage. The feats are then divided by author into separate files and labeled with a code using the date of the batch, the author's name, and the stage of the review process they are in.

Step 4: Initial Review

Each member of the review board goes over the feats assigning them a rating, and making comments and suggestions for the author. This usually takes a week or two, but sometimes much more. Each reviewer has their own criteria and style, but we do follow a basic set of guidelines and principles detailed later in this chapter.

Step 5: Compilation

After all the members of the review board are finished with their reviews, the team leader consolidates the reviews, averaging the ratings, and occasionally editing the comments for clarity and brevity. If a feat has good rating and the review board has few or trivial suggestions, the feat is accepted and added into the Ready for Netbook document. Very few feats are accepted without any revisions but it does happen.

Step 6: Author Revision

Now the author has the chance to edit their feats or have them placed in the Netbook with their current ratings. Any

feat with an overall balance score of 3.0 or higher is eligible but we recommend authors try to get as high a score as they can. Once the author has finished revisions they return the edited feats to the review board for more reviewing.

Step 7: Continual Review and Revision

The back and forth between the author and the review board continues until the author is satisfied with the feats. Often feats are withdrawn during this process or undergo significant changes. When the author says they are done and if the feat has gotten a rating of 3.0 or higher it is put in the Ready for Netbook document. This process sometimes spans over the course of a few months if the feats are complicated or the author is slow in getting revisions back to the board. If a feat is unedited by an author after a long time, and repeated attempts to contact them, it is either set aside, or on rare occasions edited by the review board and accepted into the Netbook.

Step 8: Publishing

Finally the feat is ready for publication. The team leader and editor give the feat any final editing needed for spelling and grammar, then load the feat into our database. After all the feats for a given month are ready they are exported into various formats for inclusion in the next version of the Netbook. It's a long journey from start to finish but the results are usually quite excellent.

Feat Ratings

Rating feats is a subjective process. We have had a number of reviewers on the board and each has their own style and technique. We try to maintain a staff of 5 reviewers whenever possible and we do our best to ensure that all reviewers are well versed in the rules and have a lot of practical experience on both sides of the DMs screen.

The Netbook of feats uses the standard FanCC method for rating feats. The purpose of these ratings is two fold. Firstly they help us review and evaluate feats during the review and revision process. Secondly the final ratings help DMs and players select which feats they want to include in their games. Each feat is evaluated on 5 separate criteria and then those numbers are averaged to get an overall rating for the feat. The ratings go from 1 to 5 and are generally given in whole numbers. Once all the review board members have rated the feat, the values in each category are averaged, and then the average from each category is averaged for the final rating. What follows is a description of each rating category and some examples of what a number in that category might mean.

Purpose: Here are questions we ask when evaluating a feats purpose. Would anyone want to take this feat? Have I seen something like this in a movie or book? Does the feat help

me to make a certain kind of character? Are there already feats that accomplish this goal better than this one? Is this feat just a weaker version of some spell or class ability?

- 5 - This is a feat that makes a character more exciting and interesting.
- 4 - This is a feat a lot of players and GMs would like to use.
- 3 - While not exciting, this feat will appeal to some players.
- 2 - Its hard to imagine anyone who would want to take this feat.
- 1 - This feat is almost completely useless no one would ever use it.

Power: This is perhaps one of the most important ratings. When rating the power of a feat we usually compare it to the feats in the SRD with similar prerequisites. We rate feats lower for being too strong and for being too weak. Every feat should give the character some kind of useful advantage, but shouldn't give the character more of advantage than a character level or a spell. We try to think of ways to combine the feat with others, and ways it could be abused or taken advantage of. Feats vary a lot in overall power, but high prerequisites will help a powerful feat's rating in this category.

- 5 - This feat is useful, well balanced for its prerequisites, and almost impossible to abuse.
- 4 - This feat may be a little strong or a fairly weak, but its within the norm of the SRD.
- 3 - This feat is either very strong or almost uselessly weak. It might not unbalance a game but if taken full advantage of it might.
- 2 - This feat is simply too strong for most peoples campaigns, it will unbalance the character that takes it.
- 1 - This feat is ridiculously strong and is probably better than a full character level.

Portability: This is a measure of how generally acceptable a feat is from one campaign world to another. It takes into account cultural assumptions, power level, use of special rules, and the like. Some feats may suffer because they seem implausible to perform, while others will suffer because they are specific to an unusual race or culture. Sometimes a feat with a low power rating will suffer here because its unlikely many DMs will accept it without special circumstances.

- 5 - This feat could be used in nearly any game or campaign setting.
- 4 - This feat may not fit in to some games but is generally acceptable.
- 3 - This feat has some very specific requirements or assumptions about the game world.
- 2 - This feat is probably only useful in a specific and unusual campaign world.
- 1 - This feat is very exotic or for some reason wholly unacceptable to nearly anyone but its author.

Complexity: This is one of the easier categories to judge. Here are some questions we ask when evaluating complexity. How easy is it to understand the feat? How long is it, and

how many different rules does it have? Would the feat make combat or other situations more time consuming and monotonous? Could this feat do the same thing but in a more simple fashion? Does the feat require bookkeeping? Does the feat clearly explain how it is used, or are there a lot of unanswered questions?

- 5 - Simple as pie. The effect is clear and concise; it may even eliminate complexities in the standard rules.
- 4 - An average feat, it is probably well written but simply involves more rules than a 5.
- 3 - Either a very complicated feat, or one that needs to be tightened up.
- 2 - Almost hopelessly confusing or involved.
- 1 - A real mess, its just too much information for a feat or is nearly impossible to understand.

Rules: This covers two major concepts. Firstly does the feat follow the SRD rules properly and does it explain its mechanics properly. Second does the feat follow the standard feat guidelines and conventions. This category is where the expertise of our staff comes into play.

- 5 - This is a prime example of what a feat should be.
- 4 - This feat breaks some convention or standard of feat design bit its not serious.
- 3 - This feat is definitely outside the scope of a standard feat, but it is still playable.
- 2 - This feat does not follow the SRD rules well or is very much not what a feat should be.
- 1 - This isn't really a feat at all or completely misinterprets the SRD rules.

Overall Rating: This is the average of the five categories, and represents the overall quality of the feat. Any feat with an overall rating less than 3.0 is simply not included in the Netbook. Many feats get a low rating when we first review them, but by the time we are finished working with the author nearly all feats achieve a 3.0 or better or are withdrawn by its creator.

- 4.5 to 5 - This is the pinnacle of featsmanship, a real gem.
- 4 to 4.5 - This is a good solid feat and should be acceptable for most games.
- 3.5 to 4 - This is a decent feat but it has some features that might make it unacceptable.
- 3 to 3.5 - This feat is not for everyone but still has value for the right game.

Submitting Feats

We have a whole document dedicated to submitting feats to the Netbook, but here is the short story version. Its really not too complicated once you are signed up with the FanCC, but the more work you put into preparing your submissions the better they will be and the faster we can process them.

1. You need to go to the FanCC page and find the submissions section. There you can download the Permission Agreement (PA) and print it out.
2. Fill out your PA and send it into the address provided. Then wait for a little while. You can take this time to read the NBOF submission document and make sure your feats are in good shape.
3. Someone from the FanCC will send you a contributor ID number. Now you are ready to send in your feats.
4. Send your feats in an email along with the “authority to contribute” statement. You can put the feats and the statement in the body of the e-mail or in a Word attachment to the e-mail. You can send as many as you like but be sure to include them all in the contribution statement. Send submissions to nbofeats@attbi.com

In case you are gung ho and decide to skip the submissions guideline, here are some basic rules of thumb.

1. Check your feats for spelling and grammar errors.
2. Make sure they are in the proper format used by the Netbook of Feats.
3. Only submit your own work, never send us other peoples feats as a contribution. If you just want to pass along something you found somewhere you don’t need to go through all the official channels. Just send us a URL or the like.
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5. Give your feat a lot of thought, and compare it with feats already published.
6. Phrase your feat like those in the Netbook. Feats are written in with “You” and “Your” as the standard pronoun. Example: “You have learned how to turn apples into deadly weapons.”

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Introduction

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I strongly recommend checking out the mailing lists if you really want to be an expert.
OGF: <http://www.opengamingfoundation.org/index.html>

And of course there is Mages of the Beach's website dealing with these licenses.
D20: <http://www.wizards.com/D20/main.asp?x=welcome,3>

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Albert Nakano (Bertman4);

Anything Goes Combat By: Anne Trent;

Armor Focus, Heroic Evasion, Shield Focus By: B. Marcus

Lindberg;

Arcane Understanding, Armored Caster, Bookworm,

Cannibalistic Casting, Cantrip, Cantrip Mastery, Concerted

Attack, Controlled Burst, Craft Magic Tattoo, Cross-class

Learning, Defensive Study, Destructive Force, Determined

Soul, Divine Dominion, Divine Gift, Expert Healing, Fast

Mover, Favored Class, Greater Divine Dominion, Greater

Held Charge, Hardy Brawler, Learning Sacrifice, Mind's Eye,

Mindless Effort, Natural Leader, Pack Mule, Pack Rat,

Recharge, Research Genius, Research Trinity, Restore Effort,

Skill Mastery, Stand Against Spell, Touch Mastery,

Transference By: Bradley H. Bemis Jr.;

Accurate Attack, Fearsome Display, Flashy Attack By:

Brendan Quinn;

Create Opportunity, Double Weapon Fighting, Tumbling

Attack By: Brian A. Smith;

Aggressive Casting, All-out Attack, Area Control, Armed

Deflect Arrows, Attack Focus, Beast Tongues, Big Familiar,

Body Combat, Cadaverous Familiar, Called Shot,

Camouflage, Channel Against Outsiders, Clinch, Close

Order Combat, Concentration Spell, Cross-class Secrets,

Destruction, Dexterous Dodge, Divine Dispel, Domain

Mastery, Double Step, Enchanted Familiar, Expanded

Domains, Extend Spell List, Fake Spell, Familiar

Concentration, Familiar Development, Familiar Feat,

Familiar Feat Merge, Familiar Focus, Fast Item Creation, Fast

Spell, Fencing Stance, Flurry Of Blades, Fortune, Foul Sneaking, Giveaway Spell, Greater Overrun, Hide Tracks, Hole In The Middle, Improved Caster Level, Improved Deflect Arrows, Improved Dodge, Improved Feint, Improved Mounted Combat, Improved Power Attack, Improved Recovery, Improved Toughness, Improvised Weapons, Lethal Fist, Light Sleeper, Magic Secret, Main Gauche, Mimicry, Mounted Dodge, Mounted Overrun, Necrophysiology, Opportunity Counterspell, Opportunity Shot, Pack Attack, Pack Initiative, Pidgin, Piercing Shot, Pin Weapon, Poison Resistance, Poison Tolerance, Poison Use, Pole Fighting, Power Finesse, Powerless Spell, Rank Fighting, Reflex Set, Riposte, Ritual Spell, Seduction, Sense Feint, Sense Magic, Skill Knack, Skirmishing, Slow Spell, Spear And Shield, Stable Spell, Summoning Concentration, Throw And Charge, Two-weapon Combination, Undead Horde, Undead Mastery, Ventriloquism, Ward, Weapon Juggle, Weapon Tricks, Wheeling Attack, Wild Rider, Wondrous Pet By: Carl Cramér;

Expanded Domains By: Curtis Bennett;

Improved Deflect Arrows By: Daniel Langdon;

Apothecary, Arcane Spell, Area Power Resistance, Area Spell

Resistance, Armed Deflect Arrows, Armed Flurry Of Blows,

Armored Vigilance, Backstab, Bow Mastery, Channel Psionic

Touch, Channel Touch Spell, Channeled Resistance, Cold-

blooded Killer, Combat Fury, Crystal Psiweapon, Detect

Poison, Discover Psionic Combat Mode, Discover Psionic

Power, Disease Resistance, Divine Armor, Divine Armor Of

The Soul, Divine Deathward, Divine Elemental Fury, Divine

Flame, Divine Fury, Divine Ghost Armor, Divine Ghost

Weapon, Divine Impact, Divine Sight, Divine Weapon,

Divine Wrath, Domain Focus, Domain Mastery, Double

Weapon Fighting, Draconic Bloodline, Elven Archery, Elven

Swordmastery, Enhanced Draconic Bloodline, Enhanced

Turning, Enlarge Breath Weapon, Extra Rage, Extra Wild

Shape, Familiar Development, Familiar Focus, Familiar

Focus, Fiery Rage, Fire To Ice, Focused Primeval Ability,

Focused Psionic Power, Force Spell, Ghost Touch, Gigantic

Weapon, Greater Disease Resistance, Greater Focused

Primeval Ability, Greater Poison Resistance, Greater Psionic

Attack Focus, Greater Spell Mastery, Greater Spell

Toughness, Greater Weapon Mastery, Healing Ki Touch,

Heart Of Defiance, Heart Of Fury, Heart Of Invulnerability,

Heighten Primeval Ability, Herculean Effort, Improved

Crystal Psiweapon, Improved Inertial Armor, Improved

Monk Ac Bonus, Improved Multiweapon Fighting,

Improved Power Double Weapon, Improved Psionic

Buffer, Improved Psionic Dodge, Improved Psionic Fist,

Improved Psionic Metabolism, Improved Psionic Shot,

Improved Psionic Weapon, Improved Rapid Metabolism,

Improved Resistance, Improved Spells Per Day, Innate

Metamagic, Inspire Cooperation, Instant Awakening,

Intuitive Spell Knowledge, Ki Of The Masters, Ki Sense,

Layered Psionic Defense, Learned Metamagic, Legendary

Toughness, Linked Resistance, Maximize Psionic Attack,

Metaffinity, Metaphysical Armoring, Metaspell, Mind Leach, Mirror Mind, Monk Weapon Mastery, Multihanded Weapon, Night Owl, Opportunity Shot, Penetrating Ki Strike, Penetrating Psionic Fist, Penetrating Psionic Shot, Penetrating Psionic Weapon, Power Double Weapon, Power Psicrystal, Power Resistance: Clairsentience & Telepathy, Power Spell-like Abilities, Primeval Power, Profane Death Blow, Profane Ghoul Strike, Profane Shadow Strike, Profane Shadowspawn, Profane Wight Strike, Profane Wightspawn, Profane Wraith Strike, Profane Wraithspawn, Psionic Ability Drain, Psionic Attack Focus, Psionic Ghost Fist, Psionic Ghost Shot, Psionic Ghost Weapon, Psionic Initiative, Psionic Multifist, Psionic Multishot, Psionic Multiweapon, Psionic Rejuvenation, Psionic Strike, Psychic Sense, Quicken Divine Channeling, Quicken Psionic Attack Mode, Quicksilver, Quiet Whisper Of The Mind, Ranged Resistance, Resistance Counterspell, Resistance Power Turning, Resistance Spell Turning, Resistance: Illusion, Shadowleap, Shield Undead, Skilled Multiclass, Solidify Inertial Armor, Spell Affinity, Spell Defense, Spell Resistance: Divination, Spirited Dive, Spontaneous Metacasting, Spontaneous Spell-like Casting, Stalwart Defender, Strengthen Inertial Armor, Strike Favored Enemy, Supernatural Resistance, Terrifying Rage, Third Eye, Threatened Reach, Tornado Attack, Touch To Ray, Trigger Psionic Defense, True Power Of The Mind, Turn/rebuke Resistance, Twin Psionic Attack, Twin Weapon Fighting, Two-handed Flurry, Ultimate Cleave, Undead Horde, Undead Mastery, Vampire Mind, Vigilant Psychic Defender, Weapon Mastery, Whirlwind Defense, Whirlwind Strike, Zealous Smite By: Eric D. Harry;

Anything Goes Long By: Joshua Turton;

Alternate Attack, Ambitious Leader, Battle Leader, Cleave Asunder, Combat Focus, Combat Opportunist, Combat Surge, Combat Tactics, Deflect Attack, Deft Lunge, Ever-ready Shield, Expert Aim, Fracture, Hardened Spell, Impact Spell, Improved Combat Focus, Improved Deflect Attack, Improved Sneak Attack, Inner Depths Of The Soul, Inspiring Leader, Missile Proof, Near And Far, Penetrating Shot, Self Item, Shield Mastery, Spell Toughness, Sudden Action, Tap Item, Trick Spell, Vital Strike, Way Of The Gargoyle By: Michael J. Kletch;

Craftsman, Professional, Sage, Touch Of Grace By: Paul King;

Power Resting By: Peter K. Campbell;

Aerobatics, Expand Spell, Improved Subdue, Transfer Spell By: Rebecca Glenn (Becky);

Attribute Training, Greatweapon Quickness, Heirloom, Improved Animal Friendship, Knowledge Focus, Metalinguist, Natural Harmony, Ranged Shield Pin, Rapid Thrust, Sage Focus, Skirmishing, Smooth Talker, Stipend, Wildcasting By: Rick Coen;

Armor Focus, Create Wondrous Creature, Improved Subdual, Shield Expertise, Shield Focus, Subtle Spell, Team Fighting By: Scott Metzger;

Anything Goes Combat, Campaigner, Heroic Recovery, Manic Depressive, Pain Is My Friend, Prophetic Dreamer, Pull Blow, Silver Spoon, Spirit Of Vengeance, Stone Thrower, Stylize Spell By: Sigfried Trent;

Alertness, Ambidexterity, Armor Proficiency (heavy), Armor Proficiency (light), Armor Proficiency (medium), Blind-fight, Body Fuel, Brew Potion, Cleave, Combat Casting, Combat Manifestation, Combat Reflexes, Craft Crystal Capacitor, Craft Dorje, Craft Magic Arms And Armor, Craft Psionic Arms And Armor, Craft Rod, Craft Staff, Craft Universal Item, Craft Wand, Craft Wondrous Item, Deep Impact, Deflect Arrows, Delay Power, Disarm Mind, Dodge, Empower Spell, Encode Stone, Endurance, Enlarge Power, Enlarge Spell, Exotic Weapon Proficiency, Expertise, Extend Power, Extend Spell, Extra Turning, Far Shot, Fell Shot, Flyby Attack, Forge Ring, Great Cleave, Great Fortitude, Great Sunder, Greater Power Penetration, Greater Psionic Focus, Heighten Power, Heighten Spell, Hide Power, Improved Bull Rush, Improved Critical, Improved Disarm, Improved Initiative, Improved Psicrystal, Improved Trip, Improved Two-weapon Fighting, Improved Unarmed Strike, Inertial Armor, Inner Strength, Iron Will, Leadership, Lightning Reflexes, Martial Weapon Proficiency, Master Dorje, Maximize Power, Maximize Spell, Mental Adversary, Mental Leap, Metacreative, Mind Trap, Mobility, Mounted Archery, Mounted Combat, Multiattack, Multidexterity, Multiweapon Fighting, Persistent Power, Point Blank Shot, Power Attack, Power Penetration, Power Touch, Precise Shot, Psionic Body, Psionic Charge, Psionic Dodge, Psionic Fist, Psionic Focus, Psionic Metabolism, Psionic Shot, Psionic Weapon, Psychic Bastion, Psychic Inquisitor, Psychoanalyst, Quick Draw, Quicken Power, Quicken Spell, Rapid Metabolism, Rapid Shot, Return Shot, Ride-by Attack, Run, Scribe Scroll, Scribe Tattoo, Shield Proficiency, Shot On The Run, Silent Spell, Simple Weapon Proficiency, Skill Focus, Speed Of Thought, Spell Focus, Spell Mastery, Spell Penetration, Spirited Charge, Spring Attack, Stand Still, Still Spell, Stunning Fist, Sunder, Talented, Toughness, Track, Trample, Trigger Power, Twin Power, Two-weapon Fighting, Unavoidable Strike, Up The Walls, Weapon Finesse, Weapon Focus, Weapon Specialization, Whirlwind Attack By: System Reference Document;

Familiar Development By: Sébastien Adhikari;

Bonded Weapon, Counter Strike By: Tyson Neumann;

Bonus Spells Focus, Extra Bardic Music, Known Spells Focus, Powerful Voice, Skill Specialization By: William Setzer;

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