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Introduction

Once again I am writing the introduction to one of my compilations.

As usual, this compilation was designed for my home campaign, but I thought it might prove useful to others.

The version includes all feats from dragon magazine and the annuals from issue #274 to the version number.

I have not included any other the side bars (For Your Campaign, For Your Character, etc), unless they were essential or I felt that they could add something to the compilation that would not otherwise be self-evident.

I have, however, included all the feats from dragon magazine, regardless of their usefulness, or even their seriousness. Some of them are not useful and require the character to be in a game system that is not D&D.

Also, since not every campaign includes Epic Characters or even Epic Rules, these classes were placed at the end of the compilation.

If you enjoy this collection, I strongly encourage you to get a hold of the Dragon Magazines that the classes come from, as they are an invaluable resource for any gaming group and countless other gems exist within them to enhance your gaming experience.

Hope this proves useful to you.

As a final note, as anyone who works with OCR scanners knows, they are not entirely accurate, and neither are editors. If you notice any errors within this file, be they spelling, grammar or anything, please e-mail me at tatsuki@shaw.ca, so that I can see that they are corrected for the next release, thank you.

Tatsuki

My Oops! There are some of the feats that are missing the issue numbers, and for the life of me, I cannot find what issues they came from. If you know, or find them, please let me know (tatsuki@shaw.ca) so I can update the list, thanks.

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Feats

Agile Riposte

[General]

Dragon #305

You have learned to strike when your opponent is most vulnerable—at the same instant he or she strikes at you.

Prerequisites: Dex 13+, Dodge, Weapon Finesse, base attack +1 or higher.

Benefit: If the opponent you have designated as your Dodge target (see the Dodge feat in the Player's Handbook) misses you with a melee attack or melee touch attack and you are wielding a weapon you have chosen for the Weapon Finesse feat, you may attempt an attack of opportunity against that opponent.

This feat can be used only once per round, even if you are allowed more than one attack of opportunity each round.

Special: A fighter may select Agile Riposte as one of his fighter bonus feats (see Chapter 3: Classes in the Player's Handbook).

Note: This feat appeared first in d20 Modern. This version, slightly modified from the original, is a variant suggested for use with D&D.

Airy Gallop

[Special]

You can run wherever your rider wishes—whether there's ground beneath you or not!

Prerequisites: Con -.

Benefit: Mounts with the Airy Gallop feat have the ability to gallop over chasms, run "downhill" from a sheer cliff to the ground below, or even be convinced to gallop "uphill" into the air itself.

To achieve these unbelievable tasks, the mount's rider must make a successful Ride check (DC 15) at the beginning of the action, and every 10 minutes thereafter with a cumulative -2 circumstance penalty to each successive check. Mounts cannot stand still while performing an Airy Gallop; if forced to move slower than a run or stop, they immediately fall.

Animation Mastery

[General]

Dragon #298

Your animations are exceptionally powerful.

Prerequisites: Improved Animation, Desecrated Animation, Spell Focus (Necromancy), 12+ ranks in Knowledge (religion).

Benefit: Undead you create using *animate dead* or the *create undead* spells gain maximum hit points and an additional +2 turn resistance.

Armored Fencer (Heavy)

[General]

Dragon #301

You may parry when wearing heavy armor.

Prerequisites: Dex 13+, Int 13+, Armor Proficiency (Medium), Armor proficiency (Heavy), Armor Proficiency (Light), Armored Fencer (Medium), Expertise, Parry.

Benefit: You make parry attempts while wearing Heavy armor.

Normal: You must be wearing light or no armor to parry a blow.

Armored Fencer (Medium)

[General]

Dragon #301

You may parry when wearing medium armor.

Prerequisites: Dex 13+, Int 13+, Armor Proficiency (Medium), Armor Proficiency (Light), Expertise, Parry.

Benefit: You make parry attempts while wearing medium armor.

Normal: You must be wearing light or no armor to parry a blow.

Augment Construction

[Psionic]

Dragon #287

Prerequisites: Manifest level 2nd+.

Benefit: Astral constructs you create with the astral construct powers gain +1 hit point per Hit Die and a +1 competence bonus on attack and damage rolls.

Avoid Critical Hit

[General]

Dragon #292

You sometimes avoid the most damaging blows.

Prerequisites: Dex 13+, Dodge, Skill Focus (Tumble), base attack bonus +8 or higher, Tumble skill.

Benefit: You can attempt to cancel any critical hit made against you. Note the modified attack roll that confirmed that a critical hit has been scored against you, and make a Tumble skill check. If your Tumble skill check result equals or exceeds the confirming roll (with modifications) then the critical hit is instead treated as a normal hit.

Battle Roar

[Kaiju]

Dragon #289

The kaiju's roar sounds especially fierce. **Prerequisites:** Kaiju template. **Benefit:** As a move equivalent action, the kaiju can unleash a battle roar. No two kaiju battle roars sound alike. A creature of 6 Hit Dice or less within 1,200 feet of the kaiju in the round that it roars becomes shaken and suffers a -2 morale penalty on attack rolls, weapon damage rolls, and saving throws. Creatures of 7 or more Hit Dice must make a Will saving throw (DC 10 + half the kaiju's hit dice + the kaiju's Charisma modifier) to avoid the same effects.

Normal: While tremendously loud and unique to that particular kaiju, the monster's roar has no additional effects on those who can hear it. A kaiju roar, under normal circumstances, can be easily heard for miles around.

Special: Deafened creatures or creatures that cannot hear are immune to the effects of a kaiju roar. As Battle Roar is a supernatural ability, a bard can use her countersong ability to allow allies within 30 feet to use her perform check in place of the saving throw.

Bend Spell

[Metamagic]

Dragon #291

Cover does little to reduce the effectiveness of your spells.

Benefit: Bend Spell reduces all benefits from cover for creatures affected by a spell. Target creatures gain no cover bonuses to Armor Class against a spell enhanced by the Bend Spell feat, and any saving throws made by creatures in the enhanced spell's area of effect gain no cover bonuses. This feat does not allow the spell to affect any target that would not normally be affected (for example, a target with total cover still cannot be affected).

A spell enhanced by Bend Spell uses up a slot one level higher than the spell's actual level.

Blessing of Merrshaulk

[Special]

Dragon #305

You were hatched from an egg mottled with a pattern resembling the Slumbering God himself. Because of this auspicious marking, you are

especially adept with the innate magics that Merrshaulk has granted to his servitors.

Prerequisites: Human-headed yuan-ti.

Benefit: Add 1 to the number of times per day you may use each of your spell-like abilities, and 2 to the DC of any saving throws they allow.

Bonus Mode

[Psionic]

<http://www.wizards.com/dnd/>

You have discovered an additional psionic combat mode.

Benefit: You learn one additional psionic combat mode or alteration.

Bowl Over

[General]

Dragon #304

Your attacks with thrown weapons can knock opponents off their feet.

Prerequisites: Sir 15+, Heft, Rout, Windup.

Benefit: Whenever you deal 10 or more points of damage to an opponent with a thrown weapon, you may make a trip attack as a free action against the same target. If you have the Improved Trip feat, you do not gain a free attack if the target falls. When you make a trip attack in this manner, you cannot be tripped in turn because it's the thrown weapon that's tripping your opponent, not your body.

Breathing Link

[Genasi]

Dragon #293

You can allow a person adjacent to you to breathe water.

Prerequisites: Base Will save +2. water genasi.

Benefit: As a free action on your turn, you may select one creature within five feet of you and give that creature the ability to breathe water as easily as you do. This ability renews automatically for that creature until you direct the ability to another creature or withdraw your power from it (a free action). The creature's ability to breathe water ends immediately if you are separated by more than five feet or if you die, at which point the creature begins to drown if it is still underwater. This ability does not hamper the creature's ability to breathe air, nor does it change the creature's ability to swim.

Special: You may select this feat more than once. Each time you take this feat, you may affect an additional creature with this ability. The affected creatures need only to remain within five feet of you (not each other). If one creature exceeds the reach of this ability, it has no effect on any other creatures you are helping.

Bully

[Wit]

Dragon #294

People are afraid to say bad things about you.

Prerequisites: Intimidate skill.

Benefit: When calculating your base reputation, do not add in your Bluff or Diplomacy skill ranks; instead, add triple your Intimidate ranks.

Normal: When calculating your base reputation, you add your Charisma modifier and your ranks in Bluff, Diplomacy, and Intimidate to your level to determine your base reputation score.

Special: Should the number of ranks you have in Diplomacy and Bluff both exceed the number of ranks you have in Intimidate, you may calculate your base reputation normally.

Chain Link

[Psionic]

<http://www.wizards.com/dnd/>

You can upgrade all recognized power chains in your primary

discipline.

Prerequisite: Manifest level 3rd+.

Benefit: All power chains in your primary discipline have the Upgrade Power feat. Whenever you learn a power from your primary discipline, you can "forget" a power from any of the chains in that discipline.

Chain Power

[Metapsionic]

Dragon #287

You can manifest powers that arc to other targets in addition to the primary target.

Prerequisites: Any other metapsionic feat.

Benefit: You can chain any power that specifies a single target and has a range greater than touch. The chained power affects that target (The primary target) normally, then arcs to a number of secondary targets equal to your manifest level. Each arc affects one secondary target. You choose the secondary targets as you like, but they must all be within 30 feet of the primary target, and no target can be affected more than once. You can affect fewer secondary targets than the maximum.

If the chained power deals damage, the secondary targets each take half as many dice of damage as the primary target (rounded down) and can attempt Reflex saving throws for half of the secondary damage. For powers that do not deal points of damage, the save DCs against arcing effects are reduced by 4. For example, a 16th-level psion manifests a chained baleful teleport on a nearby githzerai and can specify up to ten secondary targets. The githzerai, as primary target, must make a Will save against DC 17, while those affected by the secondary arcs save against DC 13.

A chained power costs a number of power points equal to its standard cost +6.

Clever Wrestling

[General]

Dragon #303

You have a better than normal chance to escape or wriggle free from a big creature's grapple or pin.

Prerequisites: Improved Unarmed Strike, Small or Medium-size,

Benefit: When your opponent is larger than Medium-size, you gain a circumstance bonus on your grapple check to escape a grapple or pin. The Size of the bonus depends on your opponent's size, according to the following table.

Opponent Size	Bonus
Colossal	+8
Gargantuan	+6
Huge	+4
Large	+2

Clinging Breath

[Metabreath]

Dragon #296

Your energy-based breath weapon clings to creatures and continues to affect them on the round after you breathe.

Prerequisites: Dragon, Con 13+

Benefit: Your breath weapon has its normal effects, but it also clings to anything caught in its area. The clinging breath weapon lasts one round beyond the initial attack. On the second round, the clinging breath weapon inflicts one half the damage it inflicted the previous round. Creatures that evade damage from the breath weapon (such as creatures with the evasion special quality or incorporeal creatures) do not suffer the extra damage. For example, an old silver dragon uses its cold breath and inflicts 72 points of cold damage (36 points with a successful saving throw). The following round, foes who failed their saves against the breath weapon suffer an additional 36 points of cold damage, and foes who made successful saves suffer 18

points of cold damage. A foe can take a full-round action to attempt to remove the clinging breath weapon before taking any additional damage. It takes a successful Reflex saving throw (same DC as the initial breath weapon) to remove the effect. Rolling around on the ground grants a +2 to the saving throw but leaves the foe prone. The breath weapon cannot be removed or smothered by jumping into water. The clinging breath weapon can be magically dispelled (DC equal to the breath weapon's save DC).

This feat only works on breath weapons that have instantaneous durations and that inflict energy damage (acid, cold, electricity, fire, or sonic).

When you use this feat, you must wait one extra round before using your breath weapon again.

Special: You can apply this feat more than once to the same breath weapon. Each time you do, the clinging breath lasts an additional round.

Combat Agility

[General]

Dragon #284

You have a knack for dodging non-melee attacks made by adjacent foes.

Prerequisites: Dodge, Lightning Reflexes

Benefit: Whenever an opponent within 5 feet makes an attack, casts a spell, or uses an ability that requires you to make a Reflex save (such as a breath weapon or lightning bolt spell), you gain a +4 competence bonus to your Reflex save. If an adjacent opponent within 5 feet of you tries to hit you with a ranged attack or ranged touch attack, you gain a +4 dodge bonus to your AC. Regular touch attacks are not affected by this feat, and you must be able to see your foe for the feat to be effective.

Construct Familiar

[General]

Dragon #280

Your familiar is a construct rather than a living being.

Benefit: Rather than a living creature, your familiar is a magical construct, a mechanical creature animated by magic. The arcane spellcaster must still specify a specific animal to call as a familiar; the familiar that appears, however, is a construct version of that creature. See page 5 in the Monster Manual for construct special qualities. Note that you cannot convert an existing non-construct familiar to a construct familiar by taking this feat.

Craft Masterpiece Performance

[Item Creation]

Dragon #301

You can create a work of art so great that those who perform it can reap greater benefits than normal.

Prerequisites: Craft (action, literature, or music; depending on the type of performance to be created) 5 ranks.

Benefit: You can create a masterpiece performance of any type of performance that you are skilled at crafting. By mastering and performing this work, a character gains extraordinary benefits. To create a masterpiece performance, the creator must spend 1/25 of the masterpiece performance's price in XP, use up raw materials costing half this price, and succeed at the appropriate Craft skill check. See the rest of this article for more masterpiece performance crafting rules.

Normal: You can craft performances and sell them, but they do not offer the benefits of a masterpiece performance.

Crowd Favorite

[Fame]

Dragon #303

Whenever you get into a match against a hated opponent, the crowd backs you.

Prerequisites: fame points 15+, must have won at least one grudge match.

Benefit: Any time you are in a grudge match, you gain a +1 morale bonus to your attack and damage rolls.

Crush

[General]

Dragon #304

Your blows use the weight of an opponent's armor against him, adding to the power of your own strikes.

Prerequisites: Str 15+, Power Attack, Weapon Focus (any bludgeoning weapon).

Benefit: When using the Power Attack feat with a bludgeoning weapon that you have chosen for the weapon focus feat, you can use your opponent's armor against him. If the number of points you dedicate to your damage bonus via the Power Attack feat equals or exceeds the armor bonus from the armor your opponent wears, then you may add his total armor bonus from armor worn to the damage you deal.

For example, if you attack an opponent wearing splint mail, you would have to dedicate 6 points from your base attack bonus to damage in order to use this ability. If you hit with that blow, you would add 6 points (the armor bonus for splint mail) to your damage.

Any enhancement bonuses the opponent's armor may have are added to the value that must be matched to use the ability. Thus, an attack against an opponent wearing +2 splint mail would require shifting 8 points from base attack to damage. However, these enhancement bonuses are not added to your resulting damage bonus, so +2 splint mail still grants a damage bonus of only +6 for a crush, not +8. An opponent with an armor bonus higher than +8 for armor worn is immune to the effects of this attack. This ability cannot be used against shields, nor do shields count toward the +8 armor bonus required to negate the ability.

Crushing Defense

[General]

Dragon #301

You parry with great force.

Prerequisites: Str 13+, Dex 13+, Int 13+, Expertise, Parry, Power Attack, Sunder, base attack +4 or higher.

Benefit: When you succeed at a parry attempt, you may attempt to sunder your opponent's weapon. Your weapon must be no more than one size category smaller than your opponent's weapon to sunder. If you succeed in parrying the blow, you deal damage to your opponent's weapon. If you succeed in destroying your opponent's weapon, he does not get a free opportunity to disarm you. You cannot sunder (and therefore damage) a natural attack or an unarmed strike when you parry.

Cryptic Psychology

[General]

Dragon #304

During your indoctrination into the Legion, the psychic surgery used to change your alignment and purge your memories altered your psyche. As a result, spells designed to affect a creature's mind sometimes fail to work on you.

Prerequisites: Member of the Nameless Legion, Wis 13+.

Benefit: You gain spell resistance equal to 10 + your Wisdom modifier against all mind-influencing spells. The spell resistance granted by this Feat does not stack with any other spell resistance the character already has.

Special: If you are no longer a member of the Nameless Legion, you do not lose access to this feat.

Cunning Wit

[Wit]

Dragon #294

You have mastered the art of witty repartee.

Prerequisites: Perform (wit) skill.

Benefit: You get a +4 bonus on all Perform (wit) skill checks when attempting to damage a foe's reputation.

Danger Sense

[General]

Dragon #301

You have the uncanny ability to sense the presence of foes before they reveal themselves.

Prerequisites: Wis 15+, Alertness.

Benefit: When you would ordinarily be surprised, make a Wisdom check (DC 15). If you succeed, you may act in the surprise round as if you had not been surprised.

Dead Eye

[General]

Dragon #304

Your precision with ranged weapons translates into more telling strikes than you could normally make.

Prerequisites: Dex 13+, base attack bonus -h, Point Blank Shot, Weapon Focus (any ranged weapon).

Benefit: You may add your Dexterity bonus to all damage rolls made with ranged weapons for which you have the Weapon Focus feat, so long as the target is within 30 feet.

Special: Dead Eye does not increase the damage dealt to creatures that are immune to critical hits.

Deceptive Dodge

[General]

Dragon #305

You can assume a defensive posture that allows you to redirect melee attacks made against you.

Prerequisites: Dex 13+, Int 13+, Dodge, Expertise, base attack bonus +4.

Benefit: When a melee attack by your dodge target misses you while you are fighting defensively, that attack has a chance to strike another target of your choice that is both adjacent to you and within the attacker's reach. The attacker must make a new attack roll for the redirected attack, using the same modifiers that were applied to the missed attack.

You may use this Feat once per round. If there are no other targets adjacent to you and within the attacker's reach, you can't have attacks strike others.

Special: A fighter may select Deceptive Dodge as one of his fighter bonus feats (see Chapter 3: Classes in the Player's Handbook).

Deflect Ranged Attack

[General]

Dragon #274

Choose one type of bow with which you are already proficient.

Prerequisites: Point Blank Shot, Precise Shot, Ranged Disarm, Dex 13+, base attack bonus +5 or higher. **Benefit:** You can attempt to deflect ranged weapons that are already in flight. To do so, ready an action against an opponent with a missile weapon. When that opponent fires, you attack AC 23 (for Thrown daggers), AC 25 (for arrows), or AC 28 (for crossbow bolts). A successful roll deflects the opponent's weapon and deals normal damage to it. This attack takes the place of your normal attack.

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.

Delay Spell

[Metamagic]

Dragon #275

You can cast a spell that triggers at a set duration after casting.

Benefit: A delayed spell doesn't activate until 1-5 rounds after you finish casting it. You determine the delay when casting the spell, and it cannot be changed once set. The spell activates on your turn on the round you designate. Only area, personal, and touch spells can be affected by this feat. Any decisions you would make about the spell (including attack rolls, designating targets, or determining or shaping an area) are decided when the spell is cast, while any effects resolved by those affected by the spell (including saving throws) are decided when the spell triggers. A delayed spell can be dispelled normally during the delay, and can be detected normally in the area or on the target with spells such as detect magic. A delayed spell uses up a spell slot three levels higher than the spell's actual level.

Desecrated Animation

[General]

Dragon #298

Your animations are especially resistant to turning attempts.

Prerequisites: Ability to cast desecrate, 5+ ranks in Knowledge (religion)

Benefit: Undead creatures you create using *animate dead* or the *create undead* spells gain +2 turn resistance.

Diplomat

[Wit]

Dragon #294

People don't like to think poorly of you.

Prerequisites: Diplomacy skill.

Benefit: When calculating your base reputation, do not add in your Bluff or Intimidate skill ranks; instead, add triple your Diplomacy ranks.

Normal: When calculating your base reputation, you add your Charisma modifier and your ranks in Bluff, Diplomacy, and Intimidate to your level to determine your base reputation score.

Special: Should the number of ranks you have in Intimidate and Bluff both exceed the number of ranks you have in Diplomacy, you may calculate your base reputation normally.

Dirty Fighting

[General]

Dragon #303

You know the brutal and effective tactics of the streets and back alleys.

Prerequisites: Base attack bonus + 2 or higher.

Benefit: As a full attack action, you may make a single melee attack that deals an additional +1d4 points of damage.

Divine Channeler

[General]

Dragon #305

You can channel some divine energy to turn or rebuke undead.

Prerequisites: God Touched, patron deity.

Benefit: Once per day, you can turn or rebuke undead as a cleric of one-half your character level. If you are good-aligned (or a neutral worshiper of a good deity), this feat lets you turn undead. If you are evil-aligned (or a neutral worshiper of an evil deity), it lets you rebuke undead. If you are a neutral worshiper of a neutral deity, you can choose to either turn or rebuke upon taking the feat, but you cannot later change that decision.

Special: You can take this feat more than once, gaining one extra use per day of the turn or rebuke ability each time.

Divine Conduit

[General]

Dragon #305

You can lend your own divine power to a divine spellcaster of your faith.

Prerequisites: Charisma 13, Divine Channeler, patron deity.

Benefit: If you touch a divine spellcaster who worships the same deity as you do, you can expend one daily use of your turn/rebuke undead ability to boost that character's spellcasting power with your own divine energy. Such a transfer requires a standard action. The touched character can cast any one prepared spell at +1 caster level but must wait until his or her next turn to do so. Unused energy lasts 1 round before it fades. All divine energy transferred in this way is completely absorbed by the touched character and has no other effects.

Divine Fervor

[General]

Dragon #305

You can use divine energy to gain a temporary boost to an ability score.

Prerequisites: God Touched, patron deity.

Benefit: Once per day, you can call upon your deity and gain a +2 bonus to any one ability score. The bonus lasts 1 round plus a number of rounds equal to your Charisma bonus (if any).

Using this feat requires some divine power. You can expend either your daily use of the God Touched feat or one daily use of the turn/rebuke ability (if you have it) as a free action to provide the necessary energy. Alternatively, another character who worships the same deity as you do and has the turn/rebuke ability can expend one daily use of that ability to provide the necessary divine energy for you. To transfer the energy, the donor must touch you on his or her turn. Such a transfer requires a standard action.

If you power the feat yourself, the benefit begins immediately. If you receive the necessary energy from another character, the benefit begins on your next turn. All divine energy transferred to you in this way is completely absorbed by your body and has no other effects.

Special: The benefits from this feat cannot be used at the same time as the benefits from the God Touched, Divine Fury, or Divine Fortification feats.

Divine Fortification

[General]

Dragon #305

You can use divine energy to gain temporary defensive bonuses.

Prerequisites: Divine Fervor, God Touched, patron deity.

Benefit: Once per day, you can call upon your deity and gain the following benefits:

- A deflection bonus to Armor Class equal to your Charisma bonus (if any) +1,
- Temporary hit points equal to your character level.
- A +2 bonus to Dexterity.

These benefits last a number of rounds equal to your Charisma bonus (if any) +1.

Using this feat requires some divine power. You can expend either your daily use of the God Touched feat or one daily use of the turn/rebuke ability (if you have it) as a free action to provide the necessary energy. Alternatively, another character who worships the same deity as you do and has the turn/rebuke ability can expend one daily use of that ability to provide the necessary divine energy for you. To transfer the energy, the donor must touch you on his or her turn. Such a transfer requires a standard action.

If you power the feat yourself, the benefit begins immediately. If you receive the necessary energy from another character, the benefit begins on your next turn. All divine energy transferred to you in this way is completely absorbed by your body and has no other effects.

Special: The benefits from this feat cannot be used at the same time as the benefits from the God Touched, Divine Fervor, or Divine Fury feats.

Divine Fury

[General]

Dragon #305

You can temporarily become a fighting powerhouse using the power of divine energy.

Prerequisites: Divine Fervor, God Touched, patron deity.

Benefit: Once per day, you can call upon your deity and gain the following benefits:

- An increase to your base attack bonus equal to your Charisma bonus (if any) +1. If this increase raises your base attack bonus enough to grant additional attacks per round, you gain those as well for the duration of the effect.
- Temporary hit points equal to your character level.
- A +2 bonus to Strength. These benefits last a number of rounds equal to your Charisma bonus (if any) + 1.

Using this feat requires some divine power. You can expend either your daily use of the God Touched feat or one daily use of the turn/rebuke ability (if you have it) as a free action to provide the necessary energy. Alternatively, another character who worships the same deity as you do and has the turn/rebuke ability can expend one daily use of that ability to provide the necessary divine energy for you. To transfer the energy, the donor must touch you on his or her turn. Such a transfer requires a standard action.

If you power the feat yourself, the benefit begins immediately. If you receive the necessary energy from another character, the benefit begins on your next turn. All divine energy transferred to you in this way is completely absorbed by your body and has no other effects.

Special: The benefits from this feat cannot be used at the same time as the benefits from the God Touched, Divine Fervor, or Divine Fortification feats.

Double Swing

[General]

Dragon #304

You can attack with two weapons in a single attack.

Prerequisites: Dex 13+, Improved Two-Weapon Fighting, Two-Weapon Fighting, base attack bonus +9 or higher.

Benefit: As a full attack, you may attack a foe with both of your weapons. Roll a single attack at your highest attack bonus. Count only the enhancement bonus of your primary weapon and include penalties for two-weapon fighting normally. If your attack is successful, apply damage as if you had hit with both weapons. If you score a critical hit, only the damage of your primary weapon is modified. For purposes of overcoming damage reduction, the damage from this attack counts as one hit from a weapon with the primary weapon's enhancement bonus.

Special: To attack in this manner, you must be wielding two weapons, each of which must be one-handed weapons for a creature of your size.

Double Team

[General]

Dragon #303

When fighting with at least one ally who also possesses this feat, you can coordinate your attacks effectively and threaten your opponent's vital areas more easily.

Prerequisites: Base attack bonus +6 or higher, Combat Reflexes, Dual Strike.

Benefit: When you and an ally who also has the Double Team feat both threaten the same opponent with a melee weapon, the target is treated as flanked regardless of position. Targets normally immune to flanking are immune to the special flanking conditions created by this

feat.

Drow Slayer

[General]

Dragon #298

Your enmity for the drow has led you to learn their tactics and fighting styles, giving you an advantage when fighting them.

Prerequisites: Damage bonus against drow.

Benefit: You gain a +2 insight bonus against spells and spell-like abilities cast by drow.

Dual Strike

[General]

Dragon #303

Your combat teamwork makes you a more dangerous foe.

Prerequisites: Base attack bonus +3 or higher, Combat Reflexes.

Benefit: When you and an ally who also has the Dual Strike feat are flanking an opponent, you both get a +4 bonus to your attack rolls.

This replaces the standard flanking bonus.

Elemental Bloodline

[Genasi]

Dragon #293

You have taken on some of the aspects of the type of element that infuses your flesh.

Prerequisites: Base Fortitude save +5, genasi (air, earth, fire, or water).

Benefit: You gain a +4 saving throw bonus to saving throws against poison, sleep, paralysis, or stunning. You also have a 25% chance to turn a critical hit or a sneak attack into a normal hit (as if you were wearing light fortification armor). If you are wearing fortification armor or a similar item, or you have an ability with a similar effect, use the one that has the larger percentage chance.

Empower Construction

[Psionic]

<http://www.wizards.com/dnd/>

You can manifest astral constructs with additional special abilities.

Prerequisite: Augment Construction

Benefit: Astral constructs you create with the astral construct powers gain one additional special ability. The ability must be from a menu that the construct can legally choose from. This ability cannot be traded in for choices from lesser menus, as is normally the case.

Enhanced Reputation

[Wit]

Dragon #294

You have a better reputation than normal.

Benefit: Add 10 to your base reputation points.

Special: You can take this feat multiple times.

Enspell Familiar

[General]

Dragon #280

You can cast spells on your familiar over a distance.

Benefit: You are always considered to be in contact your familiar for the purpose of casting shared spells. Thus any spell you cast on yourself also affects your familiar, as long as it is within 1 mile of you.

Normal: The familiar must be within 5 feet of the caster at the time such a spell is cast.

Expert Parry

[General]

Dragon #301

You may parry multiple attacks by the same creature.

Prerequisites: Dex 13+, Int 13+, Combat Reflexes, Expertise, Improved Parry, Parry,

Benefit: Your parry attempts can be divided among multiple creatures' attacks or a single creature's attacks as you see fit. Each parry attempt uses up an attack of opportunity granted by the Combat Reflexes feat.

Extra Familiar

[General]

Dragon #280

You have an additional familiar.

Benefit: By taking this feat you get an additional animal familiar of a type described in the Player's Handbook (or this article, with the DM's permission). This familiar can be the same type of animal as your first, or a different type. Existing familiar feats apply to the new familiar. So if you have the Construct Familiar feat, for example, the new familiar you call can be a construct. The sorcerer or wizard gains all the benefits of both familiars, but identical bonuses from multiple familiars don't stack. For example, a wizard with both an owl and a cat familiar receives only a +2 bonus to Move Silently checks, not a +4 bonus.

Special: A character can gain this feat multiple times. Each time you take the feat, you can call another familiar.

Extra Power

[Psionic]

Dragon #287

You can learn one more power.

Prerequisites: Manifest level 3rd+.

Benefit: You learn one additional power at any level up to one level lower than the highest-level power you can manifest. Thus, a 4th-level psion gains a new 0-level or 1st-level power, expanding his repertoire. A 4th-level psychic warrior can learn an extra 0-level power. You learn extra powers from your class power list.

Special: You can gain this feat multiple times. Each time, you learn a new power at any level up to one less than the highest-level power you can manifest.

Eye Rake

[General]

Dragon #304

You can make an unarmed attack that leaves an enemy sightless.

Prerequisites: Dex 15+, Improved Unarmed Strike, Stunning Fist, base attack bonus +5 or higher.

Benefit: You can make an unarmed attack against an opponent and choose to blind her instead of dealing damage. Make the attack as you usually would. A hit forces the opponent to make a Fortitude save (DC 10 + your base attack bonus). Success means the opponent takes no damage and is not blinded; failure leaves her blind for 1 round plus 1 round per 5 points by which she missed the save. You must have a free hand to perform this attack, and it is ineffective against creatures that either have many sets of eyes (like a beholder) or have no eyes at all. In addition you must be able to reach your foe's eyes in order to use this feat.

Face in the Crowd

[Wit]

Dragon #294

People don't think much about you.

Benefit: When calculating your base reputation and the damage your insults deal, do not add your Charisma modifier if it is negative.

Normal: When calculating your base reputation, you add your Charisma modifier and your ranks in Bluff, Diplomacy, and Intimidate to your level to determine your base reputation score. When rolling reputation damage, you roll 1d6 and add your Charisma modifier.

Falling Star Strike

[General]

Dragon #303

You have mastered the art of striking a nerve that blinds a humanoid opponent.

Prerequisites: Improved Unarmed Strike, Stunning Fist, base attack bonus +4, Wis 17+

Benefit: Against a humanoid opponent, you can make an unarmed attack that has a chance of blinding your target. If your attack is successful, your target must succeed at a Fortitude saving throw (DC 10 + 1/2 your level + your Wisdom modifier) or be blinded for 1 round per level you possess. Using this feat uses up one of your stunning attacks for the day (either a monk stunning attack or a use of the Stunning Fist feat)

Fast Armor

[General]

Dragon #284

You get in and out of armor with amazing grace and alacrity.

Prerequisites: Dex 13+.

Benefit: A character with this feat can don or remove any sort of armor in 5 rounds, and neither requires assistance nor gains any benefit if another character assists her. A character using the Fast Armor feat cannot "don hastily" - she's already donning it plenty fast!

Fast Rider

[General]

Dragon #285

You are a talented rider, able to get better performance from any animal you ride.

Prerequisites: Handle Animal skill, Ride skill

Benefit: When you are riding a mount that is carrying no more than a light load, its base speed is increased by 10 feet. Your mount's overland movement rate increases by 1 mile per hour, or 8 miles per day.

Find Hole

[General]

Dragon #304

Your most telling-blows slam home with greater frequency.

Prerequisites: Proficient with weapon, Improved Critical (any weapon), base attack bonus +8 or higher.

Benefit: You may add +2 to your roll to confirm a critical hit.

Firearms Drill

[General]

You have spent long hours drilling with firearms, making loading second nature.

Prerequisites: Dex 13+

Benefit: Each time you take this feat you can reduce your reload Time by one full-round action.

Normal: It usually takes three full-round actions to reload a firearm.

Fists of Iron

[General]

Dragon #296

You have learned the secrets of imbuing your unarmed attacks with extra force.

Prerequisites: Base attack bonus +2, Improved Unarmed Strike.

Benefit: Declare that you are using this Feat before you make your attack, roll (thus, a missed attack roll ruins the attempt). You deal an extra 1d4 points of damage when you make a successful unarmed attack. You may use this feat a number of times per day equal to 3 + your Wisdom modifier.

Foe Hunter

[Fighter, General]

<http://www.wizards.com/dnd/>

In lands threatened by evil nonhumans, many warriors learn ways to fight effectively against these creatures. You have served as a member of a militia or military unit devoted to protecting your home from the fierce raiders who trouble the area.

Regions: Chult, Cormyr, Damara, the Lake of Steam, the North, the Moonsea, Shield Dwarf, Tashalar, Tethyr, Vaasa, Wood Elf.

Benefit: Your homeland dictates the type of foe you have trained against. When fighting monsters of that race, you gain a +1 bonus to damage rolls with melee attacks and ranged weapons at ranges of up to 30 feet, and you act as if you had the Improved Critical feat for the weapon you are using. This does not stack with the Improved Critical feat, but does stack with the ranger's favored enemy bonus.

Special: In Cormyr, Damara, Tethyr, Vaasa, or as a Shield Dwarf, your traditional foes are goblinoids/goblins, hobgoblins, and bugbears. In Chult and Tashalar, this feat applies to lizard-folk and yuan-ti.

Wood elves train against gnolls. In the Lake of Steam, the North, and the Moonsea, this feat applies to orcs and half-orcs.

You may take this feat multiple times; its effects do not stack. Each time you take the feat you must qualify for learning regional feats in a land that hunts a different creature than that specified by the regional feat you already have.

Fortify Power

[Metapsionic]

Dragon #287

You can manifest powers to greater effect.

Benefit: All variable, numeric effects of an fortified power are increased by one-quarter (minimum of 1). A fortified power deals an extra twenty-five percent damage, cures twenty-five percent as many hit points, affects twenty-five percent more targets, and so on, as appropriate. For example, a fortified lesser concussion deals twenty-five percent more damage (roll 1d6 and multiply the result by 1.25, with a minimum extra damage of 1). 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. A fortified power costs a number of power points equal to its standard cost + 2.

Special: You can apply Fortify Power to the same power multiple times. Each time you apply it, the power is fortified another twenty-five percent, and it costs 2 more power points. For instance, a lesser concussion fortified 3 times deals 1d6 x 1.75 damage for a cost of 7 power points. You can't break the power point limit of the manifester level minus one when using Fortify Power multiple times on the same power. Thus, an 8th-level manifester could have used the power as described in the above example, while a 7th-level caster could not, though he could use Fortify Power twice on lesser concussion so that it deals 1d6 x 1.5 damage, for a cost of 5 power points.

Freezing the Lifeblood

[General]

Dragon #303

You paralyze a humanoid opponent with an unarmed attack.

Prerequisites: Improved Unarmed Strike, Stunning Fist, base attack bonus +5, Wis 17+.

Benefit: Against a humanoid opponent, you can make an unarmed attack that deals no damage but has a chance of paralyzing your

target. If your attack is successful, your target must succeed at a Fortitude saving throw (DC 10 + 1/2 your level + your Wisdom modifier) or be paralyzed for 1d4+1 rounds. Using this feat uses up one of your stunning attacks for the day (either a monk stunning attack or a use of the Stunning Fist feat).

Fury's Focus

[General]

Dragon #304

Your rage grants you extra speed in combat.

Prerequisites: Ability to rage.

Benefit: While raging, you may add an extra 10 feet to your base speed.

God Touched

[General]

Dragon #305

Your deity has recognized your devotion and gifted you with a small spark of divine power.

Prerequisites: Patron deity.

Benefit: Once per day, while performing an act related to one of your deity's portfolios, you can call upon your deity as a free action and gain a +1 luck bonus on any one die roll. For example, a character devoted to Moradin (whose portfolios are dwarves, creation, smithing, engineering, and war) could gain a +1 luck bonus on any attack or damage roll, a Craft check, a Profession (engineer) check, or a Knowledge check relating to dwarves or dwarf history.

Special: You can take this feat only once. The God Touched feat is incompatible with the Disciple of Darkness and Thrall to Demon feats from the Book of Vile Darkness. If you have either of those feats, you cannot take this one, and if you have the God Touched feat, you cannot subsequently take either of those feats.

The benefit of this feat cannot be used at the same time as the benefits from the Divine Fervor, Divine Fury, or Divine Fortification feats.

Good Manners

[General]

Dragon #305

You know how to present yourself in a manner that is considered polite and ingratiating by most city dwellers.

Prerequisites: Wis 12+, Cha 10+.

Benefits: You gain a +2 bonus to Diplomacy, Innuendo, and Sense Motive checks when in any urban environment.

Good Neighbor

[General]

Dragon #305

You have developed positive relations within your community, and its members are willing to offer you assistance when you need it.

Prerequisites: Cha 12+.

Benefits: When in your chosen city, the initial attitudes of regular members of the community toward you never begin worse than indifferent. You also gain a +4 circumstance bonus to Charisma checks for the purpose of influencing the attitudes of members of the community.

Note: You must specify one city or Town in which this feat applies.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new city or town.

Greater Two-Weapon Fighting

[General]

Dragon #303

You are a master at fighting with two weapons.

Prerequisites: Ambidexterity, Improved Two-Weapon Fighting, Two-Weapon Fighting, base attack bonus +15, Dex 13+.

Benefit: You gain a third attack with your off-hand weapon, albeit at a -10 penalty.

Greater Undead Legion

[General]

Dragon #298

You can control even greater numbers of undead.

Prerequisites: Cha 15+, 10+ ranks in Knowledge (religion), Undead Legion

Benefit: You can create and control an additional 8 Hit Dice of undead creatures when casting the spell *animate dead*. If you are a cleric attempting to command undead by virtue of a turning check, you can control an additional 4 Hit Dice worth of undead creatures. Also, as a cleric who is attempting to command a single undead creature with more Hit Dice than you have levels, you may control a creature with 4 more Hit Dice than your cleric level without concentrating continuously.

Special: The effects of this feat replace (and do not stack with) those of Undead Legion.

Grasshopper Strike

[General]

Dragon #279

Prerequisites: Dex 13+, Dodge, Mobility, base attack bonus +4 or higher, Spring Attack, 5 ranks in Tumble and Jump.

You confuse your foes by leaping around in combat, seemingly never touching the ground or standing still.

Benefit: You can take 10 on Jump and Tumble checks, even in the heat of combat, allowing you to jump as a part of your move without making a roll.

Greater Psionic Combat Buffer

[Psionic]

<http://www.wizards.com/dnd/>

You become more efficient at psionic combat.

Prerequisites: Psionic Combat Buffer

Benefit: You have developed a psionic combat power point buffer that allows you to activate psionic attack and defense modes at 1/3 the normal cost. If you maintain a reserve of at least 3 power points in your buffer, the cost to activate some combat modes can be reduced to zero, otherwise the minimum cost is 1 power point. You may choose to designate a maximum of half of your total power points per day as buffer points for use in psionic combat only (subject to available power points -- you cannot spend what you do not have). You can do this at any time, but charging the buffer is a full-round action. If in combat while charging the buffer, you are considered flat-footed for that round of psionic combat. You can use power points stored in the buffer only for psionic defense and attack modes, and they have a duration of 1 hour per manifester level. Once the duration has been reached, no additional power points can be placed in the buffer that day. Half of any unused points are returned to the character at the end of the duration; the remaining half dissipates harmlessly. The buffer may be dismissed at any time and is treated as though it had reached its duration.

Guarded Defense

[General]

Dragon #301

Prerequisites: Dex 13+, Int 13+, Expertise, Improved Disarm, Parry, base attack +4 or higher.

Benefit: When you make a parry attempt, it does not provoke an automatic disarm attempt.

Hammer Fist

[General]

Dragon #279

Prerequisites: Str 13+, Improved Unarmed Strike.

You are trained in an unarmed fighting style that emphasizes a two-handed strike.

Benefit: You add one and a half times your Strength bonus to your damage when you hit with an unarmed strike. This extra damage does not apply if you make a flurry of blows attack or if you are holding anything in either hand. You must use both hands to make the unarmed attack.

Healing Flames

[Genasi]

Dragon #293

You can draw energy from open flames to heal yourself.

Prerequisites: Base Will save +3, fire genasi.

Benefit: When you use your control flame spell-like ability, you may instead touch the flame and heal yourself a number of hit points of damage depending upon the size of the fire.

Doing so uses your control flame ability for the day. Touching the flame causes you no harm when you use this ability, but if you enter the flame, are otherwise exposed to more than just its edge, or remain touching it for more than 1 round, you take damage from the fire.

Fire Size	Example	HP
Fine	Tindertwig	1
Diminutive	Torch	1d3
Tiny	Small campfire	1d6
Small	Large campfire	2d6
Medium-Size	Forge	3d6
Large	Bonfire	4d6
Huge	Burning shack or tree	5d6
Gargantuan	Burning tavern	6d6
Colossal	Burning inn	7d6

Heft

[General]

Dragon #304

You have learned how to take full advantage of your natural musculature when throwing a weapon.

Prerequisites: Str 15+, Windup.

Benefit: You may add 150% of your Strength bonus to all damage rolls for thrown weapons instead of the Strength bonus you would normally add. If you are using weapons in both hands, this feat applies only to weapons thrown with your primary hand.

Hill Fighter

[General]

Dragon #285

You are skilled at fighting from higher ground.

Prerequisites: Base attack bonus +2

Benefit: When attacking from higher ground, you gain a +2 circumstance bonus to melee attack rolls or a +1 circumstance bonus to ranged attack rolls.

Normal: You gain a +1 circumstance bonus to melee attack rolls for attacking from higher ground and no bonus to ranged attack rolls.

Hometown Advantage

[General]

Dragon #305

You know the quickest routes, safest places, and most undetectable hiding spaces within your city.

Benefits: You gain a +3 bonus to Hide checks and to Spot Checks to

oppose another's Hide check when on the streets of your chosen city. This effect does not work inside any building unless you have intimate knowledge of its layout (DM's discretion).

Note: You must specify one city or town in which this feat applies.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new city or town.

Implant Spellware

[Item Creation]

Dragon Annual #6

You can modify and augment living beings with spellware, such as darkvision and enhanced strength.

Prerequisites: Spellcaster level 5th+, Technical Proficiency,

Benefit: You can create any spellware whose prerequisites you meet. Implanting a spellware enhancement in a patient takes 1 hour for each 1,000 credits in its price and costs half its price in raw materials, supplies, and equipment. The recipient of the spellware must spend 1/25 of the enhancement's price in XP.

You can also upgrade certain enhancements. Doing so costs half the XP, half the materials, and half the time it would take to implant the spellware in the first place.

Some spellware enhancements cost extra credits or XP as noted in their descriptions. These costs are in addition to those derived from the enhancement's base price. You must pay this cost to implant or upgrade the spellware.

Improved Animation

[General]

Dragon #298

Your undead animations are unusually powerful.

Prerequisites: Spellcaster level 6th+, 5+ ranks in Knowledge (religion)

Benefit: Undead you create using *animate dead* or the *create undead* spells gain an additional Hit Die and a +1 competence bonus to attack and damage rolls.

Note: Undead do not gain an increase in size due to the increased Hit Dice from this feat.

Improved Counterspell

[General]

Dragon #298

You understand the nuances of magic to such an extent that you can counter your opponents' spells with great efficiency.

Benefit: When counterspelling, instead of using the exact spell you are trying to counter, you may use a spell of the same school that is one or more levels higher than the target spell.

Improved Dirty Fighting

[General]

Dragon #282

You are a master of the brutal and effective fighting tactics of the streets and back alleys.

Prerequisites: Base attack bonus +6, Dirty Fighting

Benefit: When you perform the full attack action, you can give up your regular attacks and instead make one melee attack at your full base attack bonus. If successful, your attack deals extra damage, as follows:

Base Attack	Extra damage
+6 to +9	+2d4
+10 to +14	+3d4
+15 to +19	+4d4
+20 or more	+5d4

Improved Dirty Fighting

[General]

Dragon #303

You are an expert in the brutal and effective fighting tactics of the streets and back alleys.

Prerequisites: Base attack bonus +6 or higher, Dirty Fighting.

Benefit: As a full attack action, you may make a single melee attack that deals an additional +2d6 points of damage. The extra damage dice from this feat replaces (and does not stack with) the extra damage die from the Dirty Fighting feat.

Improved Encumbrance

[General]

Dragon #292

You can carry more than your Strength would normally allow.

Prerequisites: Con 13+

Benefit: Your encumbrance and carrying capacity is determined (from the chart on page 142 of the Player's Handbook) as though your Strength was 4 points higher than it is. For example, if your strength is 7, this feat would allow you to carry up to 38 lb. as a light load (as though your Strength were 11).

Improved Flying

[General]

[Wuxia]

Dragon #289

You can fly better than average.

Prerequisites: Base attack Bonus +11, Dex 13+

Benefit: Your flight maneuverability advances to good. As a result, you can hover in the air, fly backward, and turn up to 90 degrees midflight.

Improved Grapple

[General]

Dragon #290

You are skilled in martial arts Thai emphasize holds and throws.

Prerequisites: Improved Unarmed Strike

Benefit: If you hit with an unarmed strike, you deal normal damage and can attempt to start a grapple as a free action without provoking an attack of opportunity. No initial touch attack is required. You can deal normal damage while grappling, rather than subdual damage, without suffering a penalty on your grapple check.

Normal Characters without this feat make a melee touch attack to grab their opponent and provoke an attack of opportunity when doing so. They also suffer a -4 penalty on their grapple checks when trying to inflict normal damage in a grapple.

Improved Inertial Armor

[Psionic]

<http://www.wizards.com/dnd/>

You upgrade your Inertial Armor.

Prerequisite: Inertial Armor, reserve power points (see text).

Benefits: The improved field of protective energy provides a +2 armor bonus. This bonus stacks with the bonus from the Inertial Armor feat. The reserve power points requirement from Inertial Armor is increased by 2.

Special: You can take this feat multiple times. Each time this feat is taken, it provides a +2 armor bonus. The bonus stacks with that of Inertial Armor and Improved Inertial Armor. The reserve power points requirement from Inertial Armor is increased by 2 each time the feat is taken.

For example, a psychic warrior has the inertial armor feat and has taken Improved Inertial Armor 3 times. As long as she keeps 7 power points in reserve, her armor bonus is +10. If she has only 3 power

points in reserve, the armor bonus is +6.

Improved Levitation

[Genasi]

Dragon #293

You have learned to use part of your levitate spell-like ability at a time, allowing multiple uses with a shorter duration.

Prerequisites: Naturally able to levitate as a spell like ability.

Benefit: You may use your levitate spell-like ability in 10-minute increments instead of all at once. The number of times per day that you may now use the ability at this shorter duration is equal to your caster level.

For example, if you are an air genasi, you normally have the ability to levitate once per day as a spell-like; ability as if cast by a 5th-level sorcerer, allowing you to levitate once per day for up to 50 minutes. With this Feat, you can now levitate five times per day, each time for up to 10 minutes.

If you could levitate more than once per day, multiply your caster level by the number of times per day to get the total number of shorter uses of levitate that you have. For example, a creature that could levitate two times per day as a spell-like ability as if cast by a 9th-level sorcerer would be able to levitate 10 (2 x 5) times per day, each time for up to 10 minutes.

Improved Low Blow

[General]

Dragon #285

You are especially good at using the Low Blow feat.

Prerequisites: Dodge, Mobility, Low Blow, base attack bonus +4 or higher

Benefit: Using the Low Blow feat does not provoke an attack of opportunity when you move into an opponent's square to perform the attack.

Improved Mounted Archery

[General]

Dragon #285

You make ranged attacks from a mount almost as well as you can from the ground

Prerequisites: Ride skill, Mounted Combat, Mounted Archery

Benefit: The penalty you suffer when using a ranged weapon if your mount is taking a double move is eliminated, and the penalty for using a ranged weapon when your mount is running is halved to -2 instead of -4. You can move before and after your attack, provided the total distance is not greater than your mount's speed.

Improved Parry

[General]

Dragon #301

You may make many parry attempts in a round

Prerequisites: Dex 13+, Int 13+, Combat Reflexes, Expertise, Parry.

Benefit: You may make a number of additional parry attempts in a round equal to your Dexterity bonus. Just as you cannot make multiple attacks of opportunity against the same creature in a round, you cannot attempt to parry multiple attacks made by a single creature in a round. Each parry attempt uses up an attack of opportunity granted by the Combat Reflexes feat.

Improved Rapid Shot

[General]

Dragon #275

You are an expert at firing weapons with exceptional speed.

Prerequisites: Dex 13+, Point Blank Shot, Rapid Shot, base attack bonus +2 or higher

Benefit: When using the Rapid Shot feat, you can ignore the -2 attack penalty on all of your ranged attacks.

Improved Trample

[Kaiju]

Dragon #289

The kaiju is especially skilled at crushing buildings and foes underfoot.

Prerequisites: Kaiju template.

Benefit: If the kaiju tramples a creature, that creature does not gain an attack of opportunity against the kaiju. If the kaiju tramples a structure (building, ship, castle wall, and so on), its trample attack does double damage to it.

Normal: Trampling a creature provokes an attack of opportunity from that creature. Trampling a structure deals normal damage to the structures.

Incredible Parry

[General]

Dragon #301

You can parry attacks from weapons much larger than the one you wield.

Prerequisites: Dex 13+, Int 13+, Expertise, Parry, base attack +6 or higher.

Benefit: You can parry and attack from a weapon up to three size categories larger than the one you wield.

Special: This feat can be taken multiple times. Each time it is taken, you can parry a weapon one more size category larger than you normally could. Thus, a character who had taken this feat three times could parry a Gargantuan weapon with a dagger.

Inscribe Rune

[Item Creation]

<http://www.wizards.com/dnd/>

You can create magical runes that hold spells until triggered.

Prerequisite: Intelligence 13+, appropriate Craft skill, divine spellcaster level 3rd+.

Benefit: You can cast any divine spell you have prepared as a rune. A rune is a temporary magical writing similar to a scroll. A rune can be triggered once before it loses its magical power, but it lasts indefinitely until triggered. A rune written or painted on a surface fades away when expended, erased, or dispelled, but a rune carved into a surface remains behind as a bit of nonmagical writing even after its magic has been expended.

Special: Inscribing a rune takes 10 minutes plus the casting time of the spell to be included. When you create a rune, you set the caster level, which must be sufficient to cast the spell in question and no higher than your own level. When you create a rune, you make any choices that you would normally make when casting the spell. Whoever touches the rune triggers the rune and becomes the target of the spell. (If the spell only affects objects, then an object must somehow trigger the rune.) You may touch the rune safely without triggering it. The rune itself must be touched in order to trigger it, so an object with a rune may be handled safely as long as care is taken to avoid contacting the rune. As with a symbol spell, a rune cannot be placed upon a weapon with the intent of having the rune triggered when the weapon strikes a foe.

The caster must have prepared the spell to be scribed and must provide any material components or focuses the spell requires. If casting the spell would reduce the caster's XP total, he pays the cost upon beginning the rune in addition to the XP cost for making the rune itself. Likewise, material components are consumed when he begins writing, but focuses are not. (A focus used in casting a rune can be reused.)

Inscribing a rune requires a Craft check with a DC of 20 + the level of the spell used. The Craft skill you use is anything appropriate to the

task of creating a written symbol on a surface (metalworking, calligraphy, gemcutting, stonecarving, and so on). You paint, draw, or engrave the rune onto a surface (dwarves usually engrave their runes in stone or metal in order to take advantage of their racial affinity for these items) and make the check. If the check fails, the rune is imperfect and cannot hold the spell.

The act of writing triggers the prepared spell, whether or not the Craft check is successful, making the spell unavailable for casting until the character has rested and regained spells. (That is, that spell slot is expended from his currently prepared spells, just as if it had been cast.)

A single object of medium size or smaller can hold only one rune. Larger objects can hold one rune per 25 square feet (an area 5 feet square) of surface area. Runes cannot be placed on creatures. The rune has a base price of the spell level x caster level x 100 gp (a 0-level spell counts as 1/2 level). You must spend 1/25 of its base price in XP and use up raw materials costing half this base price. A rune's market value equals its base price.

A successful erase spell deactivates a rune, but the DC is 15+ your caster level. Touching the rune to erase it does not trigger the rune unless the erase spell fails to deactivate the rune. A dispel magic spell targeted on an untriggered rune can dispel its magic if successful (the DC is 11+ your caster level). Untriggered runes are not subject to area dispels. A read magic spell allows the caster to identify the spell held in a rune with a successful Spellcraft check (DC 15 + the spell's level). A rogue can use Disable Device to disable runes (the DC is 25 + the spell's level, like any magic trap).

Inner Fortitude

[Psionic]

<http://www.wizards.com/dnd/>

You can trade the ability to manifest a power for increased power points.

Prerequisite: Inner Strength.

Benefit: Upon gaining this feat, you may choose one unassigned power and trade it in for power points. The power points gained equal the cost to manifest a power of the chosen level. For example, upon reaching 12th level, the psion takes Inner Fortitude and chooses to trade in her unassigned 5th-level power. This gives her 9 additional power points per day.

Special: You can gain this feat multiple times, each time choosing a new unassigned power to trade in for power points. You can choose to trade in only a power that has not been assigned to a power yet. You may not trade in an unassigned power that should be assigned to your primary discipline.

You can choose to defer selecting a power when you take this feat and instead choose a power to trade in upon gaining a level in the future. However, upon reaching 20th-level, a psion must discover powers for all unassigned power slots or use the feat to trade them in for power points. You must maintain a power reserve of 1 point per deferred Inner Fortitude feat until any unassigned powers have been selected.

For example a 10th-level psion has taken Inner Fortitude at levels 1, 3, 6, and 9 and has deferred them. This requires a power reserve of 4 points per day. Upon reaching 11th level, the psion cashes in all 4 deferred feats, trading in a 5th-, two 4th-, and a 3rd-level unassigned power for 28 additional power points per day. Note that the psion would have had to not assign the 4th- or 3rd-level power she gained at 9th-level.

Irresistible Embrace

[Special]

Dragon #305

With your genius for manipulation, you can easily circumvent the basic mental defenses that normally set the limits for mind control.

Prerequisites: Cha 15+, Yaun-Ti.

Benefit: You gain a +4 bonus on all opposed Charisma checks.

Kick Them While They're Down

[General]

Dragon #301

You can attack an opponent who is attempting to stand up.

Prerequisites: Base attack bonus +3, Alertness.

Benefit: You may take an attack of opportunity when an opponent you threaten stands up from prone.

Normal: Standing up from prone does not provoke an attack of opportunity.

Line of Credit

Dragon #305

[General]

Your reputation for trustworthiness is such that members of your community are willing to sell you goods and services on credit.

Prerequisites: Cha 12+. Good Neighbor Benefits: When purchasing an item or service in your chosen city, you can have a line of credit for a number of gold pieces equal to your Charisma score x too. (This value can not be higher than one-half the town's GP Limit based on Table 4-40: Random Town Generation in the dungeon master's Guide)

Once you use this ability, you have one month in which to repay the money owed. If you fail to repay the money owed in one month, while within your chosen city you suffer a -5 penalty to all Charisma-based skill checks. This penalty increases by -5 every month (-10 after two months, -15 after three months, and so on).

After you use a line of credit for any amount, you may not use it again until you repay the outstanding balance.

Note: This feat only applies within the town or city specified for the Good Neighbor feat used as a prerequisite.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new city or town, but you must also have taken the Good Neighbor feat for the appropriate community first.

Lingering Breath

[General]

<http://www.wizards.com/dnd/>

Thanks to expanded lung capacity, your breath weapon lasts longer than most creatures.

Prerequisites: Breath weapon.

Benefit: Each use of your breath weapon lingers until the creature's next turn, and those entering or staying within the area of effect on the second round may take damage (see below). Those using Lingering Breath must decide before breathing that they are using the feat, otherwise the breath weapon acts as normal. Damage done in the second round is reduced by half. For example, a great red wyrm can normally breathe a cone of fire every 1d4+1 rounds doing 24d10 damage. A great red wyrm with the Lingering Breath feat can breathe a cone of fire every 1d4+1 rounds that lasts 2 rounds, doing 24d10 damage the first round and 12d10 damage the second round.

Normal: Each use of a breath weapon normally lasts one round.

Low Blow

[General]

Dragon #285

You can get underfoot and attack creatures larger than you.

Prerequisites: Dodge, Mobility, base attack bonus +4 or higher

Benefit: As a full-round action, you can enter an area occupied by an opponent who is at least one size category larger than you. You can then make a single melee attack at your highest attack modifier against this creature, who is considered flat-footed against the attack. After your attack, you return to the 5-foot square from which you entered the opponent's 5-foot square. Using this feat provokes attacks of opportunity normally.

Luck Of Heroes

[General]

Dragon Annual #5

Your people survive when no one expects them to come through.

Regions: Aglarond, Dalelands, Tethyr, the Vast.

Benefit: You get a +1 bonus to all Fortitude, Reflex, and Will saves.

Magically Adept

[General]

Dragon #291

Your innate magical abilities manifested in a slightly different manner than they do for most gnomes.

Prerequisites: Gnome, Intelligence 10+.

Benefit: The three 0 level spells you can cast each day can be any three 0 level spells selected from the druid or the sorcerer/wizard spell list. You may select the same spell more than once; if you do, you can cast it multiple times each day. These spells are always arcane spells (even if they are druid spells), and spell failure penalties for armor apply. Once you select your three spells, you cannot change them.

Normal: A gnome with an Intelligence of 10 or higher may cast dancing lights, ghost sound, and prestidigitation, each once per day as a 1st-level caster.

Special: This feat may only be taken as a 1st-level character.

Maim

[General]

Dragon #304

Your blows are particularly painful and damaging:

Prerequisites: Wis 15+, Weapon Specialization (any weapon), base attack bonus +6 or higher.

Benefit: For every 10 points of damage you deal with a single strike, your opponent must make a Fortitude save (DC 15 + the base attack bonus of the blow just landed) or take a -1 penalty on his attack rolls. This penalty lasts for 1 minute or until the foe receives healing equivalent to a cure light wounds spell or greater.

Special: Opponents immune to stunning attacks, pain, or critical hits are not affected by this ability.

Master Discipline

[Psionic]

<http://www.wizards.com/dnd/>

You can learn one additional power from your primary discipline.

Prerequisite: Extra Power, Manifestor level 3rd+.

Benefit: You learn one additional power at any level up to the highest-level power you can manifest. For example, a 12th-level psion character can learn a new power from 0 level to 6th level.

Special: You can gain this feat multiple times. Each time you gain the feat, you learn a new power at any level up to the highest-level power you can manifest.

Master of Arms

[General]

Dragon #304

You have fought on many planes and visited countless civilizations, learning their ways of combat and studying their martial arts. When presented with a strange weapon, you readily master its use.

Prerequisites: Member of the Nameless Legion, Exotic Weapon Proficiency (any).

Benefit: You suffer a -2 penalty rather than the normal -4 when fighting with a weapon for which you do not possess proficiency.

Special: If you are no longer a member of the Nameless Legion, you do not lose access to this feat.

Mercantile Background

[General]

Dragon Annual #5

You come from a family that excels at a particular trade.

Regions: Gray Dwarf, Impiltur, Lake of Steam, Lantan, Sembia, Svirkneblin, Tashalar, Tethyr, Thesk, the Vast.

Benefit: Choose a Craft or Profession skill. You get a +2 bonus to all Craft or Profession checks for that skill and a +2 bonus to all Appraise checks.

Mind Blind

[Psionic]

Dragon #287

Your mind becomes partially closed off to psionic combat.

Prerequisites: Psychic Bastion.

Benefit: You permanently gain a mental hardness of 3. This mental hardness stacks with mental hardness provided by Psychic Bastion and psionic defense modes. However, your partially closed-off mind also inhibits your use of psionic attack modes—all your psionic attack modes are assessed a -3 ability damage penalty (minimum damage 1).

Minor Divine Spellcaster

[General]

Dragon #305

You can cast orisons.

Prerequisites: Charisma 13, Divine Channeler, patron deity.

Benefit: Upon taking this feat, you gain knowledge of four orisons of your choice from the cleric spell list. Each day, you can cast three of these spells, in any combination, without preparing them, in the same manner as a sorcerer knows and casts spells. The save DC (if any) for each such spell is 10 + your Charisma modifier. Your caster level for these spells is one-half your character level.

Special: You can take this feat multiple times, gaining one extra orison known and one extra spell slot per day each time. However, you cannot know more than seven orisons or cast more than six orisons per day by virtue of this feat.

Minor Divine Spellcaster does not affect and is not affected by the spellcasting ability of any other class you have or subsequently gain. The orisons gained from the two sources are treated separately in all ways. For example, if you gain levels as a cleric after taking this feat, you still know the orisons you gained from this feat, have the same number of slots per day for them, and cast them as a caster of one-half your character level. The orisons you gain for being a cleric must be chosen daily from the list and prepared normally, and your caster level for those is equal to your cleric level plus any adjustments you would normally be entitled to because of domains or other factors.

Neck Hairs Rise

[Pulp Hero]

Dragon Annual #6

You have a sixth sense that warns you of danger.

Prerequisites: Wisdom 13+.

Benefit: You can make a Wisdom check (DC 20) to avoid being surprised. A successful check allows you to act during the surprise round, even if you would otherwise be surprised.

Nobody's Fool

[General]

Dragon #285

You naturally think of things in the most efficient way possible and tend to react to situations more gracefully and rapidly than most people,

Prerequisites: Wisdom 13+

Benefit: You gain a +2 bonus all Sense Motive checks and Gather Information checks.

Off-Hand Parry

[General]

Dragon #303

You use your off-hand weapon to defend against melee attacks.

Prerequisites: Ambidexterity, Two Weapon Fighting, base attack bonus + 3, Dex 13+, proficiency with weapon

Benefit: When fighting with two weapons and using the full attack option, you can on your action decide to attack normally or to sacrifice all your off-hand attacks for that round in exchange for a +2 dodge bonus to your AC. If you take this option, you also suffer penalties on your attacks as if you were fighting with two weapons. If you are using a buckler, its AC bonus stacks with the dodge bonus. You can only use blades or hafted weapons of a size category smaller than your own with this feat.

Overpower

[Metapsionic]

<http://www.wizards.com/dnd/>

You can manifest a power at twice its normal effect.

Prerequisite: Fortify Power.

Benefit: All variable, numeric effects of an overpowered power are doubled. An overpowered power deals twice as much damage, cures twice as many hit points, affects twice as many targets, and so on, as appropriate. For example an overpowered lesser concussion deals twice the amount of damage (roll 1d6 and multiply the result by 2). 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. An overpowered power costs a number of power points equal to its standard cost + 6.

Special: You can apply overpower to the same power multiple times. You can't break the power point limit of the manifester level minus one when using overpower. For instance, a lesser concussion overpowered twice deals 1d6 times 3 damage for a cost of 13 power points. Thus, a 14th-level manifester could have used the power as described in the example above, but a 13th-level manifester could not.

You can simultaneously apply overpower in conjunction with fortify power. You can't break the power point limit of the manifester level minus one when using these feats in conjunction with each other. For instance, a lesser concussion overpowered once and fortified twice deals 1d6 times 2.5 damage for a cost of 10 power points. Thus an 11th-level manifester could have used the power as described in the example above, but a 10th-level manifester could not. See Tables 1-1, 1-2 and 1-3 for available combinations, optimal combinations, and maximum effect.

Table 1-1: Available Combinations

Fortify Power	Overpower	Power Points	Multiplier (1 plus)	Minimum Level*
1	-	2	0.25	3
2	-	4	0.5	5
3	-	6	0.75	7
4	-	8	1	9
5	-	10	1.25	11
6	-	12	1.5	13
7	-	14	1.75	15
8	-	16	2	17
9	-	18	2.25	19
-	1	6	1	7
1	1	8	1.25	9
2	1	10	1.5	11
3	1	12	1.75	13
4	1	14	2	15
5	1	16	2.25	17
6	1	18	2.5	19
-	2	12	2	13
1	2	14	2.25	15
2	2	16	2.5	17
3	2	18	2.75	19
-	3	18	3	19

* Minimum Level does not take into consideration the level of the power.

Table: 1-2: Optimal Combinations

Fortify Power	Overpower	Power Points	Multiplier (1 plus)	Minimum Level*
1	-	2	0.25	3
2	-	4	0.5	5
-	1	6	1	7
1	1	8	1.25	9
2	1	10	1.5	11
-	2	12	2	13
1	2	14	2.25	15
2	2	16	2.5	17
-	3	18	3	19

* Minimum Level does not take into consideration the level of the power.

Table: 1-3: Maximum Effect

Power Level	Base PP	Fortify Power	Overpower	Final PP	Final Multiplier*
1	1	-	3	19	4
2	3	2	2	19	3.5
3	5	1	2	19	3.25
4	7	-	2	19	3
5	9	2	1	19	2.5
6	11	1	1	18	2.25
7	13	-	1	19	2
8	15	2	-	19	1.5
9	17	1	-	19	1.25

* Assumes that the power is manifested by a 20th-level manifester.

Pain Touch

[General]

Dragon #303

You can cause intense pain in an opponent with a successful stunning attack.

Prerequisites: Improved Unarmed Strike. Stunning Fist, base attack bonus -i, Wis 19 + .

Benefit: Victims of a successful stunning attack are subject to such debilitating pain that they are nauseated for 1 round following the round they are stunned. Creatures immune to stunning are immune to this attack as are creatures more than one size category larger than the feat user. Using this feat uses up one of your stunning attacks for the day (either a monk stunning attack or a use of the Stunning Fist feat).

Parry

[General]

Dragon #301

You are skilled at deflecting the attacks of your enemies.

Prerequisites: Dex 13+, Int 13+, Expertise.

Benefit: Alter a melee attack roll to hit your character has been made, but before damage is assigned, you may attempt to parry the blow. You may only attempt to parry an attack against a weapon up to two size categories larger than the one you wield. Natural attacks are considered to be weapon two size categories smaller than the creature's size. You cannot parry an attack when unarmed, when wearing medium or heavy armor, or when you are denied your Dexterity bonus to AC. Attempting a parry uses up an attack of opportunity for the round. You may only make one parry attempt a round.

To parry, you must make a melee attack roll in an attempt to surpass the attack roll that you are trying to parry. When wielding a light weapon, you gain a +4 bonus to your parry roll. If you succeed, the attack fails and deals no damage. If you fail, the attack deals damage normally. In either case, making a parry attempt gives your opponent the opportunity to make a disarm attempt against the weapon you are parrying with. Attempting to disarm you is a free action that does not provoke an attack of opportunity, and failure does not allow you to make a disarm attempt in return.

Pebble Underfoot

[General]

Dragon #279

Prerequisites: Int 13+, Expertise, Improved Trip.

You have learned a special combat technique useful for bringing down creatures much larger than you.

Benefit: When fighting a creature at least two size categories larger than you, you gain a +4 bonus on opposed checks when you try to trip your opponent. If you fail to trip the creature, it cannot immediately attempt to trip you.

Penetrate Hardness

[Kaiju]

Dragon #289

The kaiju's melee attacks can crush buildings and objects with ease.

Prerequisites: Kaiju template. Improved Critical,

Benefit: When the kaiju strikes an object using one of its melee attacks with the Improved Critical feat, the hardness of the object struck is halved for purposes of determining how much damage penetrates and applies.

Peripheral Blow

[General]

Dragon #304

You can exploit a distracted opponent's defensive weaknesses.

Prerequisites: Dex 15+, base attack bonus +5.

Benefit: If you are flanking an opponent, you may ignore 2 points of her armor bonus when making your attack. If the opponent has no armor bonus to her Armor Class, this feat provides no benefit.

Persistent Spell

[Metamagic]

<http://www.wizards.com/dnd/>

You make one of your spells last all day.

Prerequisite: Extend Spell

Benefit: A persistent spell has a duration of 24 hours. The persistent spell must have a personal range or a fixed range (for example, comprehend languages or detect magic). Spells of instantaneous duration cannot be affected by this feat, nor can spells whose effects are discharged. You need not concentrate on spells such as detect magic and detect thoughts to be aware of the mere presence or absence of the thing detected, but you must still concentrate to gain additional information as normal. Concentration on such a spell is a standard action that does not provoke an attack of opportunity. A persistent spell uses up a spell slot four levels higher than the spell's actual level.

Poison Specialization

[General]

Dragon #303

Choose a type of poison, such as injury, contact, ingested, or inhaled. All such poisons that you craft are more deadly than normal.

Prerequisites: Craft (poisonmaking) 5+ ranks.

Benefit: Whenever you create a poison of the chosen type, the Fortitude DC to resist the poison's effects increases by +2. This adjustment applies to both the initial and secondary saving throws.

Special: You may select this feat more than once. Each time you select the feat, it applies to a different type of poison.

Power Lunge

[General]

Dragon #303

Your ferocious attack can catch an opponent unprepared.

Prerequisites: Power Attack, base attack bonus +3, Str 13+.

Benefit: A successful attack roll during a charge allows you to inflict double your normal Strength modifier in addition to the attack's damage. You provoke an attack of opportunity from the opponent you charged.

Power Specialization

[Psionic]

Dragon #287

You deal more damage with ray powers.

Prerequisites: Weapon Focus (ray), Manifestor level 4th+.

Benefit: Your damage-dealing powers that require a ranged touch attack gain a +2 damage modifier. For instance, finger of fire is considered a ray power. The damage bonus only applies if the target is within 30 feet, because only at that range can you strike precisely enough to hit more effectively.

Predict Outcome

[General]

Dragon #292

Sometimes you can learn the outcome of a situation before it happens.

Prerequisites: Cha 13+, Wis 13+.

Benefit: Once per day, you can cast augury as a sorcerer of a level equal to your character level. This is a spell-like ability.

Predict Path

[General]

Dragon #292

You gain an intuitive feel for how a creature will behave.

Prerequisites: Wis 13+.

Benefit: Once per day, you can pick a creature you can see and for the remainder of the day, you gain a +2 insight bonus to all Sense Motive checks to gain information about that creature, all Wilderness Lore or Search checks to track that creature, and all Spot checks to see the creature when it is hiding.

Protective Parry

[General]

Dragon #301

Your training enables you to defend not only yourself, but also friendly creatures adjacent to you.

Prerequisites: Dex 13+, Int 13+, Expertise, Parry.

Benefit: When a creature that you threaten is attacked, you can use a parry attempt for the round to parry a blow that would hit that creature/

Normal: You may only attempt to parry attacks directed at you.

Special: if you have the Improved Parry feat, you may parry multiple attacks against allies within the area you threaten with your weapon, but you cannot protect any creature more than once per round. If you have the Expert Parry feat, you may parry multiple attacks that would hit the same creature, regardless of their source. In both cases parrying for another creature uses up a parry attempt and a possible attack of opportunity for the round.

Psionic Boost

[Psionic]

<http://www.wizards.com/dnd/>

You can use your free 0-level manifestations to increase your speed and Constitution.

Prerequisite: 3rd-level psion or psychic warrior.

Benefit: You can trade in two free 0-level manifestations to increase your base speed by 10 feet and gain a +2 enhancement bonus to your Constitution. The effects last 1 minute.

Psionic Combat Buffer

[Psionic]

<http://www.wizards.com/dnd/>

You become more efficient at psionic combat.

Prerequisites: Minimum level 6th+, any other psionic combat feat*

Benefit: You have developed a psionic combat power point buffer that allows you to activate psionic attack and defense modes at 1/2 the normal cost (minimum 1 power point). You may choose to designate a maximum of half of your total power points per day as buffer points for use in psionic combat only (subject to available power points -- you cannot spend what you do not have). You can do this at any time, but charging the buffer is a full-round action. If in combat while charging the buffer, you are considered flat-footed for that round of psionic combat. You can use power points stored in the buffer only for psionic defense and attack modes, and they have a

duration of 1 hour per manifester level. Once the duration has been reached, no additional power points can be placed in the buffer that day. Half of any unused points are returned to the character at the end of the duration; the remaining half dissipates harmlessly. The buffer may be dismissed at any time and is treated as though it had reached its duration.

*Psionic combat feats that can be used as a prerequisite include Psychic Assault, Mental Adversary, Mind Trap, Psychic Bastion, Disarm Mind, and Mind Blind.

Psionic Defense

[Psionic]

Dragon #287

Choose a psionic discipline, such as Telepathy. You can resist powers from that school better than normal.

Benefit: Add +2 to your saving throws against powers of a chosen 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 psionic discipline.

Psionic Energy Substitution

[Metapsionic]

Dragon #287

You can modify a power that uses one type of energy to use another type of energy.

Prerequisites: Any other metapsionic feat, 5 ranks in Knowledge (psionics).

Benefit: Choose one type of energy: acid, cold, electricity, fire, or sonic. You can modify a power with an energy designator to use the chosen type of energy instead. A substituted power works normally in all respects except the type of damage dealt.

A substituted power costs a number of power points equal to its standard cost (there is no extra cost), modified by any other metapsionic feats.

Special: You can gain this Feat multiple times, each time it applies to a different type of energy.

Psionic Energy Admixture

[Metapsionic]

Dragon #287

You can modify a power that uses one type of energy to mix in an equal amount of another type of energy.

Prerequisites: Psionic Energy Substitution (one other), one other metapsionic feat, 5 ranks in Knowledge (psionics).

Benefit: Choose one type of energy: acid, cold, electricity, fire, or sonic for which you already have selected for the Psionic Energy Substitution feat. You can modify a power with an energy designator to acid an equal amount of the chosen type of energy. The altered power works normally in all respects except for the type of damage dealt. For instance, a sonic admixed fireball would deal 5d4 points of sonic damage and 5d4 points of fire damage.

Even opposed types of energy, such as fire and cold: can be combined using this feat. An admixed power costs a number of power points equal to its standard cost +8.

Special: You can gain this feat multiple times, choosing a different type of energy each time. You can use Psionic Energy Admixture to further alter a power that has already been modified with Psionic Energy Substitution. You can also use Psionic Energy Admixture to include your chosen energy type with a power that already uses the same type, in effect doubling the damage dice.

Psionic Equilibrium

[Psionic]

<http://www.wizards.com/dnd/>

You can use your free 0-level manifestations to make yourself more effective in melee and unarmed combat.

Prerequisite: 3rd-level psion or psychic warrior.

Benefit: You can trade in two free 0-level manifestations to gain a +2 bonus to hit with all melee and unarmed attacks. This bonus lasts for 1 minute.

Psionic Fortitude

[Psionic]

<http://www.wizards.com/dnd/>

You can use your free 0-level manifestations to improve you and your allies' willpower.

Prerequisite: 3rd-level psion or psychic warrior.

Benefit: You can trade in two free 0-level manifestations to grant all allies within a 30-foot burst (including yourself) a +2 insight bonus on Will saving throws for 1 minute.

Psionic Infusion

[Psionic]

<http://www.wizards.com/dnd/>

You can use your free 0-level manifestations to decrease the power point cost of manifesting a power.

Prerequisite: 1st-level psion or psychic warrior.

Benefit: When manifesting a power, you can trade in two of your free 0-level manifestations to reduce the cost to manifest the power by 1 power point.

Special: You can apply this feat multiple times to the power as it is manifested. A power that has its cost reduced to 0 is manifested for free.

Psionic Might

[Psionic]

<http://www.wizards.com/dnd/>

You can use your free 0-level manifestations to temporarily infuse a weapon with psionic energy.

Prerequisite: 1st-level psion or psychic warrior.

Benefit: You can trade in two free 0-level manifestations to add the charged weapon special ability (see Psionics Handbook) to all weapons you attack with until the end of your next action.

Psionic Resistance

[Psionic]

<http://www.wizards.com/dnd/>

You can use your free 0-level manifestations to temporarily reduce damage you and your allies take from some sources.

Prerequisite: 3rd-level psion or psychic warrior.

Benefit: You can trade in two free 0-level manifestations to imbue all allies within a 30-foot burst (including yourself) with psionic energy resistance 5 (acid, cold, electricity, fire, and sonic). The resistance does not stack with similar resistances, such as those granted by spells, powers, special abilities, or itself. The protection lasts for 1 minute.

Psionic Smash

[Psionic]

<http://www.wizards.com/dnd/>

You can use your free 0-level manifestations to temporarily infuse your unarmed attacks with psionic energy.

Prerequisite: 1st-level psion or psychic warrior.

Benefit: You can trade in two free 0-level manifestations to add the charged weapon special ability to all unarmed attacks you make until the end of your next action.

Psionic Vengeance

[Psionic]

<http://www.wizards.com/dnd/>

You can use your free 0-level manifestations to create an energy field that damages your opponents when they successfully strike you in combat.

Prerequisite: 6th-level psion or psychic warrior.

Benefit: You can trade in two free 0-level manifestations to create a temporary energy barrier around yourself. Each successful unarmed or melee attack against you causes a discharge of psionic energy, doing 1d4 points of psionic energy damage (acid, cold, electric, fire, sonic) to the opponent. The type of damage is random (See Table 1-1: Random Energy Determination). This protection lasts for a 10 minutes.

Table 1-1: Random Energy Determination

d20	Result
1-4	Acid
5-8	Cold
9-12	Electricity
13-16	Fire
17-20	Sonic

Psychic Assault

[Psionic]

<http://www.wizards.com/dnd/>

You can increase your chance of success in psionic combat.

Benefit: You may add up to half of your manifester level as a modifier to the defender's Will save DC for psionic combat when you pay the cost of +3, plus +2 power points per +1 DC modifier. You must pay this cost prior to determining the failure or success of the psionic attack. For example, a 13th-level psion selects mind thrust in psionic combat and adds half his manifester level (+6) to the Will save DC. He pays 15 power points to use this feat.

Quicken Mode

[Psionic]

<http://www.wizards.com/dnd/>

You can activate a psionic combat mode with a moment's thought.

Prerequisites: Minimum level 6th, any other psionic combat feat*.

Benefit: Activating a psionic combat mode as a quickened mode is a free action. You can perform another action, including activating another psionic combat mode, in the same round that you activated the quickened mode. You can activate only one quickened mode per round. A quickened mode costs a number of power points equal to its standard cost +8. In addition to the +8 additional power points required, a combat mode that has had alterations applied costs an additional +3 power points for each application of an alteration.

*Psionic combat feats that can be used as a prerequisite include Psychic Assault, Mental Adversary, Mind Trap, Psychic Bastion, Disarm Mind, Psionic Combat Buffer, Greater Psionic Combat Buffer, Bonus Mode, and Mind Blind.

Rapid Swimming

[Genasi]

Dragon #293

You are one with the water.

Prerequisites: Base Fortitude save +2, water genasi.

Benefit: Your swim speed increases to 50 feet.

Normal: A water genasi normally has a swim speed of 30 feet.

Ranged Disarm

[General]

Dragon #274

Choose one type of bow with which you are already proficient.

Prerequisites: Point Blank Shot, Precise Shot, Dex 13+, base attack bonus +5 or higher.

Benefit: You can perform The disarm action with this weapon.

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.

Ranged Pin

[General]

Dragon #274

Prerequisites: Point Blank Shot, precise Shot, Dex 13+, base attack bonus +5 or higher.

Benefit: You can perform a ranged grapple attack against an opponent by pinning a bit of clothing to a nearby surface. The Target must be within 5 feet of a wall, tree, or other surface in which an arrow or bolt can be stuck. To break free, the victim must take a partial action to perform a Strength check (DC 15) or make a successful Escape Artist check (DC 15).

Ranged Sunder

[General]

Dragon #274

Prerequisites: Point Blank Shot, Precise Shot, Ranged Pin, Dex 13+, base attack bonus +5 or higher.

Benefit: When attacking objects, you deal normal damage (instead of half damage) with ranged weapons. See item hardness and toughness ratings on page 136 of The Player's Handbook.

Rapier Wit

[Wit]

Dragon #294

After creating a cruel jape to ridicule your opponent, you are skilled at spreading it throughout the community so that it is soon on everyone's lips.

Prerequisites: Perform (wit) skill. Cunning Wit.

Benefit: When damaging a foe's reputation, roll 1d10 and add your Charisma modifier to determine damage.

Normal: When rolling reputation damage, you roll 1d6 and add your Charisma modifier.

Ray Burst

[Metamagic]

Dragon Annual #5

You change the effect of a ray spell to a 30-foot radius burst centered on yourself.

Benefit: A ray burst hits all targets (friend or foe) within 10 feet.

Targets within 30 feet are allowed a Reflex save 10 avoid the burst.

Any targets that do not avoid the effect are treated as if they were hit by the ray spell. Any target with 100% cover with respect to the caster is not affected. A ray burst spell uses up a spell slot three levels higher than the spell's actual level.

Ray Coning

[Metamagic]

Dragon Annual #5

You expand a ray spell to a 30-foot cone.

Benefit: All targets in the area of effect receive Reflex saves to avoid the effect, but are otherwise affected as if they were hit by the ray

spell. A coned ray uses up a spell slot two levels higher than the spell's actual level.

Ray Extension

[Metamagic]

Dragon Annual #5

You maintain a ray spell for an additional round.

Benefit: When the extended ray spell is cast, you can use your next action to attack with the same ray. You can designate either a different target or the same target. A successful ranged touch attack is required for the second target. If any other actions are taken, or the spell is disrupted before your next action, then you lose the extended spell (though any previous effects remain). An extended ray uses up a spell slot one level higher than the spell's actual level.

Ray Focus

[General]

Dragon Annual #5

Your ray spells are more effective than normal.

Benefit: Add +2 to the DC for all saving throws against all ray spells that you cast.

Special: The effects of this feat stack with the effects of the Spell Focus feat.

Ray Splitting

[Metamagic]

Dragon Annual #5

You can attack three adjacent targets with a ray spell.

Benefit: A split ray can hit three targets. A successful ranged touch attack is needed for each target and each roll incurs a -3 penalty to hit. A target cannot be attacked more than once with a given spell. A split ray uses up a spell slot two levels higher than the spell's actual level.

Reach Power

[Metapsionic]

Dragon #287

You can manifest a power with a range of "touch" at a distance. Prerequisite: Enlarge Power.

Benefit: You can manifest a power that normally has a range of "touch" at any distance up to 25 feet. The power effectively becomes a ray, so you must succeed at a ranged touch attack to bestow the power upon a recipient.

A reach power costs a number of power points equal to its standard cost +2.

Rend

[General]

Dragon #296

You can rend things you hit with your claws.

Prerequisites: Power Attack, Snatch, Str 13+

Benefit: If you strike the same opponent with two claw attacks, you automatically inflict additional damage equal to two claws plus 1 and 1/2 times your Strength bonus. You cannot grab an opponent at the same time you rend that opponent.

Repeat Power

[Metapsionic]

Dragon #287

You can manifest a power that repeats the following round.

Prerequisites: Any other metapsionic feat.

Benefit: A repeated power is automatically manifested again at the beginning of your next turn. No matter where you are, the second

power originates from the same location and affects the same area as the original power. You cannot use this feat on powers with a touch range. If the original power designates a target, the repeated power affects the same Target if it is within 30 feet of its original position; otherwise the second power fails.

A repeated power costs a number of power points equal to its standard cost +6.

Resculpt Mind

[Psionic]

Dragon #287

You gain a metapsionic feat instead of a psionic combat mode.

Prerequisites: Psion only, manifester level 3rd+

Benefit: Instead of gaining a new psionic combat mode when you go up a level, you instead choose any metapsionic feat, gaining it as a bonus feat. You now choose to gain a metapsionic feat or a psionic combat mode at each level you normally qualify for a new psionic combat mode (3rd, 5th, 7th, 9th, and 11th). You still have the option of gaining four of the five the psionic combat modes you gave up for bonus metapsionic feats, at levels 13th, 15th, 17th, and 19th, respectively. You may not give up psionic combat modes for bonus metapsionic feats at these higher levels.

Riposte

[General]

Dragon #304

You are adept at striking from a defensive posture.

Prerequisites: Int 13+, Expertise, base attack bonus +5.

Benefit: Use Expertise as you normally would. If an opponent attacks you and misses, you gain a +2 bonus on the first attack roll you make against that opponent during the following round.

Rout

[General]

Dragon #304

Your attacks with thrown weapons can drive opponents back.

Prerequisites: Str 13+, Windup.

Benefit: Any attack you make with a thrown weapon weighing at least 2 pounds also affects your opponent as if you had performed a bull rush. You don't actually move or provoke attacks of opportunity, nor can you push your opponent back more than 5 feet or move along with the defender.

Run on Air

[Psionic]

<http://www.wizards.com/dnd/>

You can manipulate the effects of gravity for short distances.

Prerequisite: Wisdom 15+, Speed of Thought, Psionic Charge, Up the Walls, reserve power points 9+.

Benefits: You can use one of your move actions to run across less than solid surfaces including air. This movement can be taken only in a straight line, and it must begin and end on a solid surface. If it doesn't, you fall into whatever you were running across. The maximum increase or decrease in elevation cannot exceed half your movement rate, and this elevation change counts against the total distance of your movement. For example, a psychic warrior with a movement rate of 40 could run at an angle to put her at the top of a 20-foot wall 20 feet away or the bottom of a 20-foot ravine 20 feet away. If you run across a surface that causes damage, such as lava, you are still subject to damage as normal.

Scathing Wit

[General]

Dragon #291

You are particularly gifted in the art of hurling insults.

Benefit: As a full round action, you can belittle and insult a single creature that can understand you and is within 30 feet. You and the target must make opposed Intimidate checks; if you win, the target is humiliated and suffers a -1 morale penalty to attack rolls, weapon damage rolls, ability checks, skill checks, and saving throws for a number of rounds equal to your Charisma bonus (minimum of 1 round). If you fail the opposed Intimidate check, the target shrugs the insults off. A particular target may only be subjected to your Scathing Wit once per day. This feat is an exceptional ability.

Scathing Wit

[Wit]

Dragon #294

Your insults can cause physical pain.

Prerequisites: Perform (wit) skill. Cunning Wit, Rapier Wit.

Benefit: If you successfully damage a target's reputation in his presence and the target can hear and understand you, the target must make a Fortitude saving throw with a DC equal to 10 + your Perform (wit) skill modifier. Failure indicates that the target breaks out in hives or boils and suffers subdual damage equal to the reputation damage you inflicted.

Normal: Damaging a target's reputation in his presence causes no physical damage or discomfort.

Sculpt Power

[Metapsionic]

Dragon #287

You can alter the shape of a power's area.

Prerequisites: Any other metapsionic feat.

Benefit: You can modify an area power by changing the area's shape. The new area must be chosen from the following list cylinder (10-foot radius, 30 feet high), 40-foot cone, four 10-foot cubes, or a ball (20-foot-radius spread). The sculpted power works normally in all respects except for its shape. For example, a fireball power whose area is changed to a cone deals the same amount of damage, but the fireball affects a 40-foot cone burst.

A sculpted power costs a number of power points equal to its standard cost +2.

Sculpt Self

[General]

Dragon #304

You have the ability to modify the essence of your being.

Benefit: You may spend XP to gain prestige race alterations. You cannot spend the XP for a prestige race alteration if that expenditure would reduce your level.

A creature must meditate for one day per 1,000 XP of the cost of the prestige race alteration, and the creature is presumed to spend about 8 hours meditating each day. You cannot rush the process by meditating more than 8 hours each day. Small interruptions or light activity do not disrupt this process so long as the creature spends about 8 hours a day meditating, but fighting, casting spells, using magic items, or other mentally or physically intensive activities ruin the day's meditation. Unlike a spellcaster creating a magic item, interruptions merely ruin the day's work, not the whole process. Thus, a creature can take as long as it wishes to gain the prestige race alteration.

Once gained, the prestige race alteration cannot be taken away. Loss of levels due to energy drain and other effects never take away a prestige race alteration, and they cannot be dispelled. Most of the

effects of a prestige race alteration are considered extraordinary abilities, but any spellcasting ability granted by the prestige race alteration should be considered supernatural.

You cannot take the same prestige race alteration more than once.

Gear Focus

Gadget Creature

[Gear]

Gadget creatures see the opportunities that technology brings and have taken the first step of meeting it headlong. Turning their hopes, aspirations, and investigations inward, gadget creatures soon find ways to augment their physical and mental abilities. Generally, these augmentations focus on a single area of their bodies and supplement that area with unusual and fascinating arrays of gadgets and mechanisms. Depending on the nature and design of the enhancement, the general appearance of gadget creatures varies dramatically from one creature to another.

Prerequisites: Sculpt Self feat.

Benefit: One of the creature's ability scores gains a +1 inherent bonus. Once the ability is chosen, it cannot be changed. In addition, a gadget creature gains a +4 competence bonus to Knowledge (architecture and engineering) skill checks and may use the skill untrained.

Cost: 5,628 XP.

Clockwork Creature

[Gear]

Clockwork creatures replace the weaker parts of their physical form, allowing themselves to slowly transform entire parts of their bodies into clockwork substitutes. Typically, limbs or even sections of clockwork creatures' bodies are replaced with mechanical twins, thereby strengthening their frames and increasing their abilities. Depending on the nature and design of their creations, the general appearance of a clockwork creature varies dramatically from one creature to another.

Prerequisites: Gadget Creature, Sculpt Self feat.

Benefit: Another of the creature's ability scores gains a +1 inherent bonus. This must be a different ability than that chosen for Gadget Creature. Once the ability is chosen, it cannot be changed. In addition, the gadget creature also gains a +2 natural armor bonus.

Cost: 8,700 XP.

Contraption Creature

[Gear]

Contraption creatures have gained enough knowledge of technology, clockwork mechanisms, and the rudimentary properties of the physical world to move their exploits to a new level. Contraption creatures now possess not only the knowledge to augment physical properties and mannerisms of the body, but also of how to drastically boost those properties. Contraption creatures are usually encased within several layers of interlocked and inter-working devices, to the point that they seem more metal than flesh. Depending on the nature and design of their augmentations, the general appearance of a contraption creature varies dramatically from one to another.

Prerequisites: Clockwork Creature. Gadget Creature. Sculpt Self feat.

Benefit: The creature gains a +4 resistance bonus to all Fortitude saves. In addition, the extra damage from critical hits and sneak attacks has a 25% chance to be negated, causing the attack to deal only normal damage. This does not stack or double with the fortification armor qualify, but it does provide an additional negation chance should a contraption creature wear

such armor.

Cost: 2,531 XP.

Flame Focus

Kindled Creature

[Flame]

Kindled creatures have felt the stirrings of the flame deep within their souls for as long as they can remember. Within the furnaces of their hearts, a tiny fire has sprung into existence and sears outward, eternally unquenchable. Kindled creatures' dispositions become strained; their tempers shorten as the spark within them grows. Typically, the creature's skin takes on a reddish-orange hue, and their hair and eyes begin to roil with an inner flame.

Prerequisites: Sculpt Self feat.

Benefit: The creature gains low-light vision and fire resistance 5.

Special: This prestige race alteration is unavailable to creatures with wave prestige race alterations.

Cost: 1,600 XP.

Ember Creature

[Flame]

Ember creatures have discovered how to fan the flame within them; they have learned how to draw upon its inherent power in order to react with speed and precision. An ember creature's skin becomes opaque, dark, and cracked, with the vague hints of a smoldering fire lying deep beneath its surface. All of the hair on an ember creature's body falls away or vanishes in a puff of acrid smoke, and its eyes darken, leaving only two tiny pinpricks of gleaming light.

Prerequisites: Kindled Creature, Sculpt Self feat.

Benefit: The creature gains fire resistance 10 and the ability to cast produce flame at will as a 3rd-level sorcerer.

Cost: 7,520 XP.

Fiery Creature

[Flame]

Fiery creatures speak with a voice of their inner flame and act through its authority. There is little that evokes fear in them, for they are the masters of their own destinies and giants among mere mortals. Fiery creatures sprout flame and blaze where they once sported hair and whiskers, and their ever-glowing skin ripples with the heat of a hundred torches.

Prerequisites: Ember Creature, Kindled Creature, Sculpt Self feat.

Benefit: The creature gains a +1 inherent bonus to Charisma and the ability to cast wall of fire once per day as a 7th-level sorcerer.

Cost: 7,516 XP.

Inferno Creature

[Flame]

Inferno creatures are the lords of the flame and cower before none. The roar of fire is their voice, crackling conflagration is their laughter, and the all-consuming blaze is their wrath. An inferno creature's dark skin sizzles and pops with heat and is constantly licked with flickering flame.

Prerequisites: Ember Creature, Fiery Creature, Kindled Creature, Sculpt Self feat.

Benefit: The creature gains the ability to cast fire shield once per day as a 7th-level sorcerer.

Cost: 4,480 XP.

Mineral Focus

Grounded Creature

[Mineral]

Grounded creatures have connected with the deep-seated, underlying energies of the earth. As a result, the creature's skin darkens to the color of rich soil and becomes slightly gritty; their legs harden into thick pillars, and their feet begin to resemble wide, flat stones. A grounded creature becomes solidly linked with the ground beneath its feet.

Prerequisites: Sculpt Self feat.

Benefit: The creature gains a +1 natural armor bonus and a +4 competence bonus to resist trip, bull rush, and overrun attacks.

Special: This prestige race alteration is unavailable to creatures with wind or wave prestige race alterations.

Cost: 928 XP.

Earthen Creature

[Mineral]

Earthen creatures have begun to understand how to harness the profuse powers of the earth. Earthen creatures develop a thick skin composed of pebbles, small stones, and a soil-like substance. Their bones gain the density of stone, and their blood thickens to mud. Lastly, their eyes become cold and smooth like well-worn rocks.

Prerequisites: Grounded Creature, Sculpt Self feat.

Benefit: The creature gains a +2 natural armor bonus, and it can cast soften earth and stone once per day as a 3rd-level druid.

Cost: 3,264 XP.

Steeled Creature

[Mineral]

Steeled creatures hear the whispered secrets of stones and minerals and know how to unravel them. The skin of a steeled creature has hardened into sombrous steel, beneath which pulse muscles of magma. Their eyes smolder and smoke like the core of the earth.

Prerequisites: Earthen Creature, Grounded Creature, Sculpt Self feat.

Benefit: The creature gains a +3 natural armor bonus and a burrow speed of 10 feet.

Cost: 6,400 XP.

Adamantine Creature

[Mineral]

Adamantine creatures have mastered the songs of the stones and ground. They have gained the ability to transform their minds into unassailable fortresses of steel and their flesh into an impervious sheet of adamantine. Adamantine creatures are welcomed by the stone as brothers and walk within it unhindered.

Prerequisites: Earthen Creature, Grounded Creature, Steeled Creature, Sculpt Self feat.

Benefit: The creature gains a +4 natural armor bonus and a +4 resistance bonus to all saves against mind-influencing effects and polymorphing. The creature also gains the ability to cast meld into stone once per day as a 7th-level druid.

Cost: 8,280 XP.

Soul Focus

Blessed Creature

[Soul]

Blessed creatures have found the light within their souls and

have begun to foster its growth. Slowly, they begin to realize that despite their many years of self-realization and spiritual growth, their eyes are only now truly opening. Blessed creatures can then begin to apply this thought-expanding knowledge to their lives with immediate and stunning results.

Prerequisites: Sculpt Self feat.

Benefit: The creature gains a +1 inherent bonus to Charisma and a +4 insight bonus to Sense Motive, Spot, and Listen checks.

Cost: 5,884 XP.

Sacred Creature

[Soul]

These creatures realize that they have the potential to change the world and set out to do so, relying on their everstrengthening soul for guidance and support. A sacred creature's skin takes on a warmer tone (often rosy, golden, or silvery). Their eyes melt into twin pools of tranquil light, and their hair becomes fuller, more glossy, and vibrant.

Prerequisites: Blessed Creature, Sculpt Self feat.

Benefit: The creature gains a +1 inherent bonus to Strength and a +4 resistance bonus to all Will saving throws.

Cost: 7,631 XP.

Hallowed Creature

[Soul]

Hallowed creatures understand that the path to their ultimate destiny takes them not only through the calm but also through the storm. The countenances of hallowed creatures change, taking on more ethereal and timeless qualities, as if the weights and signs of the years simply vanish. Further, their voices boom with the resonating strength of righteousness.

Prerequisites: Blessed Creature, Sacred Creature, Sculpt Self feat.

Benefit: The creature gains a +1 inherent bonus to Wisdom and can cast searing light three times per day as a 5th-level cleric.

Cost: 11,980 XP.

Wave Focus

Sodden Creature

[Wave]

Sodden creatures realize how truly vast and limitless the powers of the sea can be, and they have managed to bind a portion of that realization to their forms. A sodden creature's skin becomes coated with a slick, transparent film of water that can never be removed or sloughed off. The sodden creature's hair, fur, or plumage turns wet and slimy, remaining so despite all attempts to make it clean or dry. The creature's toes and fingers become webbed and elongated. Further, its eyes become paler and more luminous, like twin full moons reflected upon the surface of a calm bay.

Prerequisites: Sculpt Self feat.

Benefit: The creature gains a +4 competence bonus to all Escape Artist and Swim checks. In addition, any opponent attempting to grapple the sodden creature or use grapple actions, such as attempting to pin or damage a grappled sodden creature, suffers a -4 circumstance penalty to its grapple checks.

Special: This prestige race alteration is unavailable to creatures with flame or mineral prestige race alterations.

Cost: 384 XP.

Watery Creature

[Wave]

Watery creatures have become one with the waves, and their hearts pound with the rhythmic sound of the sea. Their bodies

seem to contain rushing rivers held back only by thin skins of vellum. It is said that the color of watery creatures' eyes always reflect their mood, much like the color of the waves might hint at a coming storm.

Prerequisites: Sculpt Self feat, Sodden Creature.

Benefit: A watery creature can breathe water at will like an aquatic creature.

Cost: 4,000 XP.

Saturated Creature

[Wave]

Saturated creatures discover how to tap into the immense power that lies beneath the waves in such a way as to actually alter their physical makeup. As a result, the bodies of these creatures undergo a transformation whereby the internal organs become little more than water. While the organs continue to perform their assigned tasks, the potential damage that can be delivered to them by most weapons is essentially nullified. The only outwardly noticeable sign of this change is that the creatures now bleed clear, pure water.

Prerequisites: Sculpt Self feat, Sodden Creature, Watery Creature.

Benefit: The creature is no longer subject to critical hits or sneak attacks.

Cost: 10,000 XP.

Wind Focus

Stirred Creature

[Wind]

Stirred creatures hear the clarion call of the wind early in their lives. The mere hint of a gust on their faces and in their hair brings them alive and exhorts them onward toward their goals. Stirred creatures can employ the wind to defend themselves against opponents for brief moments before the capricious wind swiftly flows from them. A stirred creature's hair always seems to be tossed and stirred by a slight breeze, even when no breeze is present. Their voices change, becoming airy and hollow sounding, but they seem to carry farther than normal.

Prerequisites: Sculpt Self feat.

Benefit: The creature gains the ability to cast wind wall once per day as a 7th-level sorcerer.

Special: This prestige race alteration is unavailable to creatures with mineral prestige race alterations.

Cost: 4,032 XP.

Zephyr Creature

[Wind]

Zephyr creatures have learned to flow with the wind and make its force their own. Zephyr creatures' bodies become more pliable and sinuous, and their skin and hair tones pale considerably as they strive to become one with the air. Further, their eyes turn a soft, airy color, usually light blue, white, or pale yellow.

Prerequisites: Sculpt Self feat, Stirred Creature.

Benefit: The creature gains electricity resistance 5 and the ability to cast whispering wind three times per day as a 3rd-level sorcerer.

Cost: 3,391 XP.

Tempest Creature

[Wind]

Tempest creatures are one with the wind and the air—it is not only their home but also their closest companion and most trusted friend. Because tempest creatures have unlocked the secrets of the wind and co-exist with it at all times, the wind becomes their

protector. Invisible swirls of rushing wind surround these creatures at all times. Further, the smells of wind-borne rain and the sharp tang of lightning always surround tempest creatures.

Prerequisites: Gale Creature, Sculpt Self feat, Stirred Creature, Zephyr Creature.

Benefit: The creature gains the ability to cast improved invisibility three times per day as a 1st-level sorcerer.

Cost: 9,071 XP.

Gale Creature

[Wind]

Gale creatures channel wind at will, working with it as a potter works clay. However, they can rarely maintain their grip upon it for long. Gale creatures know still that the wind is a fickle and passing thing and that their ability is a privilege given to them by the wind rather than a right to impose upon it. These creatures become impossibly thin, often appearing sickly or even at death's door. Their bones lighten and become supple, allowing them to walk upon the winds.

Prerequisites: Sculpt Self feat, Stirred Creature, Zephyr Creature.

Benefit: The creature gains the ability to cast wind walk once per day as an 11th-level cleric.

Cost: 9,504 XP.

Seer

[General]

Dragon #305

You receive flashes of insight from your god.

Prerequisites: Charisma 13, Divine Channeler, patron deity.

Benefit: You gain a +1 luck bonus on Listen, Search, Sense Motive, and Spot checks.

In addition, you can call upon your god once per day for limited information about the future in general, though this usage of the feat temporarily depletes your capacity for divine insight. The effect is similar to that of an augury spell, except that there is no material component and you can see only about 10 minutes into the future. This usage of the feat is a spell-like ability requiring a full-round action. Once you have used the feat in this way, the luck bonus it normally provides is negated for 1d4+1 rounds.

Shatter Confidence

[Wit]

Dragon #294

You specialize in sniffing out and exposing the insecurities of others.

Prerequisites: Perform (wit) skill, Cunning Wit.

Benefit: While conversing with a target, who must be able to hear and understand you, you single out one of his skills. Make a Perform (wit) check against a DC equal to 10 + his Charisma score. If you are successful, his next attempt to use the chosen skill suffers a -5 morale penalty.

Signature Move

[Fame]

Dragon #303

You have developed a move that has become famous throughout the arena.

Prerequisites: Base attack bonus 13 or higher, must have won at least two gladiatorial matches, must name your signature move.

Benefit: Once per day while fighting in the arena, you can perform your signature move with one normal melee attack. When attacking in this manner, you get a morale bonus to damage equal to half of your Fame point total.

Special: You can take this feat multiple times. Each time you take it, you gain another daily use of the feat, but you must name the

subsequent move.

Signature Vehicle

[Pulp Hero]

Dragon Annual #6

You are most at home at the controls of your favorite car or plane.

Prerequisites: Dex 13+ and either Pilot 6+ or Drive 6+.

Benefit: When you choose this feat, choose a specific model of vehicle (like a Pan Am Clipper or a Duesenberg roadster), the vehicle gains a +2 Dodge bonus to AC.

Single Blade Style

[General]

Dragon #301

You wield a single weapon well.

Prerequisites: Int 13+, Expertise, Weapon Focus (chosen weapon).

Benefit: When fighting with a weapon you have chosen for the Weapon Focus feat, wearing light armor or no armor, and with nothing in your off-hand, you gain a +2 Dodge bonus to your AC. This feat can be chosen as a fighter bonus feat.

Sly

[Wit]

Dragon #294

People have a hard time believing anything bad about you.

Prerequisites: Bluff skill,

Benefit: When calculating your base reputation, do not add in your Intimidate or Diplomacy skill ranks; instead, add triple your Bluff ranks.

Normal: When calculating your base reputation, you add your Charisma modifier and your ranks in Bluff, Diplomacy, and Intimidate to your level to determine your base reputation score.

Special: Should the number of ranks you have in Diplomacy and Intimidate both exceed the number of ranks you have in Bluff, you may calculate your base reputation normally.

Snatch Weapon

[General]

Dragon #301

You can snatch a weapon from a foe you've just disarmed.

Prerequisites: Int 13+, Expertise, Improved Disarm.

Benefit: When you disarm a foe, you can catch his weapon in your off-hand, even if you disarmed your foe by using a weapon. Your off-hand must be empty to use this feat.

Normal: Your opponent's weapon only ends up in your grasp if you attempted to disarm him with an unarmed strike.

Spelunker

[General]

Dragon #298

You spend a long amount of time exploring and studying caves

Prerequisites: Alertness, Wis 13+.

Benefit: You gain a +2 bonus on all Search, Spot, and Climb checks made in natural tunnels. Note that these bonuses do not apply in worked stone or masonry tunnels. The bonuses from this feat stack with those from the Alertness feat.

Spellcasting Prodigy

[General]

<http://www.wizards.com/dnd/>

You have an exceptional gift for magic.

Benefit: For the purpose of determining bonus spells and the saving throw DCs of spells you cast, treat your primary spellcasting ability

score (Charisma for bards and sorcerers, Wisdom for divine spellcasters, Intelligence for wizards) as 2 points higher than its actual value. If you have more than one spellcasting class, the bonus applies to only one of those classes.

Special: You may only take this feat as a 1st-level character. If you take this feat more than once (for example, if you are a human or another type of creature that gets more than one feat at 1st level), it applies to a different spellcasting class each time. You can take this feat even if you don't have any spellcasting classes yet.

Split Psionic Ray

[Metapsionic]

<http://www.wizards.com/dnd/>

You can affect two targets with a single ray.

Prerequisites: Any other metapsionic feat.

Benefit: You can split powers that specify a single target and require a ranged touch attack. Only powers that deal damage can be affected by this feat. The split ray affects any two targets that are both within the power's range and within 30 feet of each other. Each target takes half as much damage as normally indicated (round down). If desired, you can have both rays attack the same target.

A split ray costs a number of power points equal to its standard cost (there is no extra cost), modified by any other metapsionic feats.

Spook Animals

[Special]

Living animals are greatly disturbed by your chilling presence.

Prerequisites: Con -.

Benefit: When an animal or its rider is the subject of a charge or attack by a mount with this feat, it must make a Will save (DC 10 + 1/2 mount's HD + mount's Charisma modifier). If the saving throw fails, the animal suffers a -a morale penalty on attack rolls, damage rolls, and saving throws as long as the mount is within 30 ft.

Staggering Blow

[General]

Dragon #279

When you hit a stunned opponent with an unarmed strike, you can stagger him.

Prerequisites: Dex 13+, Improved Unarmed Strike, Wis 13+, base attack bonus +8 or higher, Stunning Fist, Str 15+ or stunning attack, base attack bonus +4 or higher, Strength 15+.

Benefit: If you make a successful unarmed strike against a stunned opponent, your opponent must make a successful Fortitude save against the same DC as that for your stunning attack. If he fails this saving throw, he is staggered. Staggered characters can only take partial actions each round (see page 85 of the *dungeon master's Guide*). Your foe remains staggered for a number of rounds equal to half your monk class level.

Staggering Blow

[General]

Dragon #303

You are capable of delivering devastating strikes in melee combat, and when you land a critical blow, opponents seldom recover in time to fend off your attacks.

Prerequisites: Improved Critical (unarmed or bludgeoning weapon), Power Attack, 3 or more ranks of Heal, Str 13+.

Benefit: Whenever you confirm a critical hit with a melee attack that deals bludgeoning or subdual damage, your opponent must make a Fortitude save (DC 10 + half your level + your Strength modifier) or be stunned for one round.

Special: You must be using the weapon or natural attack with which you have the Improved Critical feat in order to gain the benefits of this feat.

Steel Skin

[General]

Dragon #301

You have learned how to parry when unarmed, enabling you to block sword blows with your open hand. When you do so successfully, you can avoid any damage to your own hand or body.

Prerequisites: Dex 13+, Int 13+, Expertise, Improved Unarmed Strike, Parry, base attack +4 or higher,

Benefit: You may make a parry attempt with an unarmed strike. Your hand counts as a weapon two size categories smaller than you.

Normal: You can only parry with a weapon.

Steely Gaze

[Pulp Hero]

Dragon Annual #6

Just looking into your eyes can be a frightening experience.

Benefit: You get a +s bonus on Intimidate checks, and you can Intimidate as a move-equivalent action.

Normal: Attempts to intimidate are generally full-round actions.

Sterling Reputation

[Wit]

Dragon #294

You quickly recover from the insults of others.

Benefit: You recover your full reputation after just three weeks, and when calculating the reputation you regain from performing an impressive deed, roll 1d10 and add your Charisma modifier.

Normal: You recover your full reputation after a month, and when calculating the reputation you regain from performing an impressive deed, you roll 1d6 and add your Charisma modifier.

Stoic Composure

[General]

Dragon #284

You can stoically sustain huge amounts of damage and persevere despite terrible wounds.

Prerequisites: Con 13+, Endurance, Toughness

Benefit: You automatically make your save when subjected to massive damage (as per the rules on page tag of the *Player's Handbook*). Additionally, if you are brought to negative hit points, you have a 50% chance to stabilize at the end of each round. Damage that exceeds your hit points and drops you to -10 kills you regardless.

Stone Colossus

[Genasi]

Dragon #293

You can focus a part of your power to increase the toughness of your skin.

Prerequisites: Base Fortitude save +3, earth genasi.

Benefit: When you use the attack action or full attack action in melee, you can take a penalty of as much as -5 on your attack and add the same number (up to +5) to your Armor Class as a natural armor bonus. This number may not exceed your base attack bonus. The changes to attack foils and Armor Class last until your next action.

Stone Slide

[Genasi]

Dragon #293

You have attuned yourself to stone to such an extent that you can merge with it for a short time.

Prerequisites: Base Fortitude save +4, earth genasi.

Benefit: Instead of using your spell-like ability to pass without trace, you may instead meld into stone as per the spell cast by a 5th-level

druid. Doing so uses your ability to pass without trace for the day.

Stunning Roar

[Kaiju]

Dragon #289

The kaiju's roar is particularly forceful and disorienting

Prerequisites: Kaiju template, Battle Roar, Thunderous Roar.

Benefit: As a full round action, the kaiju can unleash a stunning roar.

No two kaiju stunning roars sound alike. A stunning roar has the same effects as a thunderous roar and a battle roar. Additionally, the sheer force of a stunning roar forces all creatures of 7 or more Hit Dice within 1,200 feet of the kaiju to make a fortitude saving throw (DC in + half the kaiju's hit dice + the kaiju's Charisma modifier or become stunned for 1d4 rounds. Creatures of 6 or fewer Hit Dice are automatically stunned for 1d4 rounds

Special: Deafened creatures or creatures that cannot hear are immune to the effects of a kaiju roar. As Stunning Roar is a supernatural ability, a bard can use her countersong ability to allow allies within 30 feet to use her perform check in place of the saying throw.

Surge Step

[General]

Dragon #304

You may charge for greater distances than you otherwise could. This ability applies only to charges, not to any other type of movement.

Benefit: Your charge distance increases by 5 feet.

Special: You may take this feat multiple times, and its effects stack. Such stacking might even increase your charge distance beyond your normal movement allowance.

Swarmfighting

[General]

Dragon #285

You and allies with this feat can coordinate melee attacks against a single target and are adept at fighting side by side in close quarters.

Prerequisites: Size Small, Dex 13+, base attack bonus +1 or higher

Benefit: You can occupy the same 5-foot square in combat with any other allied, Small creature who also possesses the Swarm fighting feat.

When you attack a Medium-size or larger creature with a melee attack, and at least one other ally with the Swarmfighting feat threatens the target, you gain a +1 morale bonus to the attack roll. This bonus increases by +1 for each additional ally beyond the first with the Swarmfighting feat that threatens the same target. The total morale bonus imparted to your attack roll cannot exceed your Dexterity bonus.

Tail Attack

[Special]

Dragon Annual #6

Nations: Any

Prerequisites: Lizard folk, Dex 13+

Description: You have learned how to use your Tail as an offensive weapon in melee combat. When using the full-attack option, you can use your tail to make an extra melee attack at your highest base attack bonus, but this attack and all others made during the round suffer a -2 penalty. Alternately, the lizardfolk character may choose to make a single melee tail attack at her highest base attack.

A lizardfolk's tail has a reach of 5 feet and deals 1d4 plus 1 1/2 times the lizardfolk's Str bonus points of damage. Tail attacks are considered unarmed attacks. A lizardfolk who fails a trip attempt made with the tail is not susceptible to The usual retributive trip attempt

Taint Spell

[Metamagic]

Dragon #303

Your magic is so steeped in the powers of death that your other spells become partially infused with necromantic energy.

Prerequisites: Spell Focus (Necromancy), any other metamagic feat.

Benefit: Whenever you cast a spell with an energy descriptor that causes damage, half of the damage resulting from that spell is caused by negative energy and the other half of the damage is caused by the spell's normal energy descriptor. A tainted spell uses up a spell slot one level higher than the spell's actual level.

Technical Proficiency

[General]

Dragon Annual #6

You either hail from or have lived in a Technologically advanced civilization for a significant period of time.

Benefit: You can use common high-tech devices, such as communicators and holovids. You can also learn to use high-tech weapons, computers, vehicles, and other complex or specialized equipment with the appropriate training.

Normal: Without this Feat, a character cannot use high-tech devices without instruction. Such characters cannot choose feats or learn skills that have Technical Proficiency as a prerequisite.

Special: This feat is typically not chosen when a character is eligible to select a new Feat. Characters who hail from a high-tech civilization such as the Dragon Empire gain this feat for free when they are created. Characters from Outlands worlds may take it for free once they have spent one full level gaining experience with advanced technology. A character could meet this requirement by adventuring in the Empire, training at an imperial enclave on an Outlands world, or traveling with others who are equipped and experienced with high technology.

Thorny Reputation

[Wit]

Dragon #294

When others mock you, their jokes often backfire with disastrous results.

Prerequisites: Perform (wit) skill, Cunning Wit.

Benefit: When someone attempts to damage your reputation and fails to beat the DC by 5 or more, her own reputation score takes damage equal to 1d4 + your Charisma modifier.

Normal: Opponents that fail to damage your reputation suffer no ill effect.

Tightening Coils

[Special]

Dragon #305

Having once forced your superior will on the mind of another, you find it trivially easy to resume your grip on that creature's emotions and behavior.

Prerequisites: Cha 15+, Spell Focus (Enchantment), Yuan-Ti

Benefit: When you use any of your mind-affecting spells or spell-like abilities, the save DC increases by +2 if you have ever successfully used any such ability on that target before.

Token Familiar

[General]

Dragon #280

Your familiar can assume an innocuous, inanimate form.

Benefit: Your familiar can, on command, assume a small, inanimate form, much like a figurine of wondrous power (see the dungeon master's Guide for details). The form can be any Diminutive, stone,

hand-held object, typically a statuette of the familiar. In this form, the familiar does not require food or care, and it is easy to hide, but its powers are unavailable to you while in its statue form. The familiar in its statuette form still has a mind, but it cannot use any of its senses, special attacks, or special qualities. If its inanimate form is broken or destroyed, the familiar is slain. It can return to its normal form upon command.

Thug

[General]

Dragon Annual #5

Your people know how to get the jump on the competition and push other people around.

Regions: Calimshan, Dragon Coast, Moonsea, Pirate Isles, Unther, the Vast, Vilhon Reach, Waterdeep,

Benefit: You get a +2 bonus on Initiative checks, and a +2 bonus on Intimidate checks.

Thunderous Roar

[Kaiju]

Dragon #289

The kaiju's roar is unbelievably loud.

Prerequisites: Kaiju template, Battle Roar.

Benefit: As a standard action, the kaiju can unleash a thunderous roar. A thunderous roar has the same effects as a battle roar.

Additionally, creatures of 7 or more Hit Dice within 1,200 feet must make a Fortitude saving throw (DC 10 + half the kaiju's hit dice + the kaiju's Charisma modifier; or be deafened for 3d6 rounds. Creatures of 6 Hit Dice or less are automatically deafened for 1d6 rounds,

Special: Deafened creatures or creatures that cannot hear are immune to the effect of a kaiju roar. As Thunderous Roar is a supernatural ability, a bard can use her countersong ability to allow allies within 30 feet to use her perform check in place of the saving throw

Trade-Off

[Psionic]

<http://www.wizards.com/dnd/>

You can trade in powers from your primary discipline for additional powers.

Prerequisite: Manifestor level 3rd+.

Benefit: When you gain a power from your primary discipline, you can trade it in for up to three powers of a lower level. New powers must be from your primary discipline. The total levels of the powers you choose cannot exceed the level of the power you traded in. Any 0-level powers count as 1st level for purposes of this feat. For example, at 18th-level a psion could trade in the 9th-level power he or she receives from his or her primary discipline for a 5th-level power, a 3rd-level power and a 1st-level power.

Twin Spell

[Metamagic]

<http://www.wizards.com/dnd/>

You can cast a spell simultaneously with another spell just like it.

Prerequisite: Any other metamagic feat.

Benefit: Casting a spell altered by this feat causes the spell to take effect twice on the target, as if you were simultaneously casting the same spell two times on the same location or target. Any variables in the spell (such as targets, shaping an area, and so on) apply to both of the resulting spells. The target suffers all the effects of both spells individually and receives a saving throw for each.

In some cases, failure of both of the target's saving throws results in redundant effects, such as a twinned charm person (see Combining Magical Effects, page 153 of the Player's Handbook), although any ally of the target would have to succeed at two dispel attempts in

order to free the target from the charm. As with other metamagic feats, twinning a spell does not affect its vulnerability to counterspelling (for example, using an untwinned form of the spell doesn't negate just half of the twinned spell). A twinned spell uses up a spell slot four levels higher than the spell's actual level.

Ultra Talented

[Metapsionic]

<http://www.wizards.com/dnd/>

You can use power points to grant you additional free 0-level manifestations.

Prerequisite: 6th-level psion or psychic warrior, Talented, Inner Strength.

Benefit: You can trade in 2 power points to recharge 3 free 0-level manifestations. You cannot spend more points this way per day than your level. You cannot have more free 0-level manifestations than your daily total.

Unbalance

[General]

Dragon #304

Your successful melee attacks don't necessarily knock an opponent to the ground, but they consistently erode an opponent's stability.

Prerequisites: Int 13+, Expertise, Improved Trip, base attack bonus +5.

Benefit: Any time you deal more than 10 points of damage to an opponent with a single melee attack, that opponent suffers a -2 penalty on all Strength checks made to resist trip attempts until the beginning of your next action.

Undead Familiar

[General]

Dragon #280

Your familiar is an undead creature.

Benefit: Rather than a living creature, your familiar is an undead version of a normal animal. See page 6 in the Monster Manual for undead special qualities. Note that you cannot convert an existing non-undead familiar to an undead familiar by taking this feat, although if your familiar is slain and you have this feat, you can reanimate your dead familiar with a raise dead spell. Undead familiars tend to be associated with characters of evil alignment, particularly necromancers.

Undead familiars can be turned or rebuked. Use the familiar's effective Hit Dice (see the Player's Handbook, page 51) for the purposes of turning or rebuking. A familiar fleeing or cowering as the result of a successful turn can't obey commands from the master (any more than it could while fearstruck or paralyzed). Raising a destroyed undead familiar brings it back as a living creature.

Undead Legion

[General]

Dragon #298

You can control more undead than normal.

Prerequisites: Cha 13+, 5+ ranks in Knowledge (religion)

Benefit: You can create and control an additional 4 Hit Dice of undead creatures when casting the spell *animate dead*. If you are a cleric attempting to command undead by virtue of a turning check, you can control an additional 2 Hit Dice worth of undead creatures. Also, as a cleric who is attempting to control a single undead creature with more Hit Dice than you have levels, you may control a creature with 2 Hit Dice more than your cleric level without concentrating continuously.

Normal: Using *animate dead*, you can control only a Hit Dice worth of creatures per caster level. As a cleric using your control undead

ability, you can only control any number of undead whose total Hit Dice do not exceed your level,

Unorthodox Flurry

[Special]

Dragon #279

Prerequisites: Monk level 6th+.

You are trained in a monastic tradition that uses nontraditional weapons.

Benefit: Choose one light weapon. You become proficient with that weapon and can use it as a special monk weapon. You can use your unarmed base attack when striking with it, including your more favorable number of attacks per round. You can also make a flurry of blows attack with this weapon. (You cannot choose a light exotic weapon unless you already have proficiency with that weapon.)

Normal: Without this feat, monks only gain these benefits with specific weapons: the kama, siangham, or nunchaku.

Unpredictable Blow

[General]

Dragon #304

Your wild swings are nearly impossible for an opponent to parry.

Prerequisites: Base attack bonus +3.

Benefit: You can designate any attack with a melee weapon to be an unpredictable blow. Designating an attack as an unpredictable blow is a free action that you can take once per round. When you declare that you are making an unpredictable blow, you gain a +2 bonus on your attack roll. However, because of the erratic motion of the weapon, you lose any Strength bonus that you would otherwise add to damage and cannot make a successful critical hit with that attack.

Upgrade Power

[Psionic]

<http://www.wizards.com/dnd/>

Prerequisite: Any other psionic or metapsionic feat.

Benefit: Choose one power chain from which you have learned a psionic power. When you learn a higher-level power on that chain, you can "forget" one or more lower-level powers you know on the chain, substituting new, different powers of the same lower level instead. If you "forget" a lower-level power and that is the only power you know from your discipline at that level, you must substitute another power from your discipline at that level. You can choose not to "forget" a lower-level power you know, even if learning a higher-level power on a chain for which you have chosen this feat. Recognized power chains are described in the Recognized Power Chains sidebar -- other power chains may be possible (or the recognized power chains may be altered), at your DM's discretion.

Special: You can gain this feat multiple times. Each time, it applies to a new power chain.

Recognized Power Chains

Psychometabolism

Biofeedback

Improved biofeedback

Psychofeedback

Bite of the wolf

Claws of the bear

Bite of the tiger / claws of the vampire

Energy barrier

Psychokinesis

Biocurrent

Greater biocurrent

Create sound

Control sound

Far hand or far punch

Control object

Control body

Energy conversion

Hammer

Painful touch

Dissolving touch

Lesser body adjustment

Body adjustment

Rejuvenation

True metabolism

Lesser natural armor

Natural armor

Oak body

Iron body

Polymorph self

Metamorphosis

Shapechange

Verve

Vigor

Improved vigor

Psychoportation

Baleful teleport

Divert teleport

Dimension slide

Dimension door

Teleport

Teleport without error

Dismissal

Banishment

Ethereal jaunt

Etherealness

Improved etherealness

Glide

Fly

Improved fly

Plane shift

Dream travel

Astral projection / probability travel

Telekinesis

Clairtancy

Improved telekinesis
Improved clairtancy / telekinetic sphere

True telekinesis

Invisibility

Amplified invisibility

Lesser concussion

Concussion

Greater concussion

Mass concussion

True concussion

Detonation

Matter agitation

Matter rearrangement

Disintegrate

Matter manipulation

Dissolution

My Light

Control light

Metacreativity

Finger of fire

Firefall

Burning ray

Whitefire

Flaming shroud

Lesser metaphysical weapon

Metaphysical weapon

Ectoplasmic cocoon

Mass cocoon

Trinket

Minor creation

Sudden minor creation

Fabricate

Major creation

Improved fabricate

True creation

Genesis

Astral Construct I

	Astral Construct II
<i>Time hop</i>	Astral Construct III
Temporal acceleration	Astral Construct IV
Temporal velocity / time regression	Astral Construct V
	Astral Construct VI
	Astral Construct VII
	Astral Construct VIII
	Astral Construct IX

Clairsentience

Inkling

Augury

Divination

Precognition

Anchored navigation
Improved anchored navigation

Combat precognition

Shield of prudence

Destiny dissonance

Recall pain

Recall agony

Recall death

Expanded vision

Ubiquitous vision

Emulate power

Greater emulation

Telepathy

Charm person

Charm monster

Attraction

Aversion

Suggestion

Lesser domination

Domination

Greater domination

Mass suggestion

True domination

Monster domination / thrall

Lesser mindlink

Mindlink

Forced mindlink

Confidante

Missive

Telepathic projection

Empathy

Detect thoughts

Mind probe

Sense link

Intrusive sense link

False sensory input

Tailor memory

Mind seed

Wakefulness

[General]

<http://www.wizards.com/dnd/>

You need less sleep than others of your race to function.

Benefit: You need only half the amount of sleep per night normal for your species to get a good night's rest. You can recover from fatigue after 4 hours of complete rest. You can move from exhausted to fatigued after half an hour of complete rest.

Normal: Most creatures need 8 hours of sleep per night. A character can recover from fatigue after 8 hours of complete rest. An exhausted character becomes fatigued after 1 hour of complete rest.

Wall Breaker

[General]

Dragon #285

You have a knack for destroying inanimate objects.

Prerequisites: Str 13+, Power Attack

Benefit: A character with this feat can ignore the first 5 points of hardness when striking an object. Note that this is not extra damage, so if the object doesn't have any hardness, the feat does not help.

Widen Power

[Metaspionic]

<http://www.wizards.com/dnd/>

You can increase the area of your powers.

Prerequisite: Any other metaspionic feat.

Benefit: You can alter a burst, emanation, or spread power to increase its area. Powers that do not have an area of one of these three sorts are not affected by this feat. Any numeric measurements of the power's area increase by one-half. For example, a widened whitefire power (which normally produces a 20-foot-radius spread) now fills a 30-foot-radius spread. A widened power costs a number of power points equal to its standard cost +6.

Wildspeak

[General]

Dragon #291

You are more talented than most gnomes at speaking with animals.

Prerequisites: Gnome, Charisma 15+.

Benefit: You can speak with animals as a 1st-level druid a number of times per day equal to your Charisma bonus (minimum of once per day). This spell-like ability works just as the spell, and allows speech with all animals. This replaces the gnome's standard speak with animals ability.

Normal: A gnome without this feat can only use this ability once per day, and even then can only speak with burrowing mammals.

Windup

[General]

Dragon #304

You have a throwing technique that lets you put extra force into a hurled attack.

Prerequisites: Str 13+.

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

Wingstorm

[General]

Dragon #296

You can flatten targets with blasts of air from your wings.

Prerequisites: Dragon, fly speed 20+, Hover, Power Attack, size Large+, Str 13+

Benefit: As a full-round action, you can hover in place and use your wings to create a blast of air in a cylinder with a radius and height of to feet times your age category.

The wind blows from the center of your body down toward the ground. Creatures on the ground (including those driven to the ground by the use of this feat) are blown toward the edge of the cylinder.

The wind strength depends on your size:

Dragon Size Wind Effect

Large	Severe
Huge	Windsblorm
Gargantuan	Hurricane
Colossal	Tornado

Because the blast of air only lasts for your turn, creatures ignore the checked wind effect unless they are airborne (in which case they are blown back 1d6x5 feet).

Special: You can opt to continue the effect until the beginning of your next turn. Anyone in or entering the cylinder is affected. Because you are producing a continuous blast of air, the checked condition works normally while the wind lasts (checked creatures cannot move forward against the force of the wind, if airborne, they are blown backward 1d6x5 feet).

Wuxia Flying

[General]

Dragon #289

Following the number one rule of wuxia, all high-level characters in a wuxia campaign gain the ability to fly. Upon reaching 10th level, regardless of class, a character can fly at a speed of 30 feet with average maneuverability as described on page 69 of the dungeon master's Guide. A flyer with average maneuverability cannot hover or fly backward, but she can turn up to 45 degrees after moving at least 5 feet. A character that meets the requirements may choose to take the Improved Flying feat and increase her flying ability from average to good.

Zen Archery

[General]

Dragon #303

Your intuition guides your hand when you use a ranged weapon.

Prerequisites: Base attack bonus +3, Wis 13+.

Benefit: You can use your Wisdom modifier instead of your Dexterity modifier when making a ranged attack at a target within 30 feet.

Epic Feats

Battle Dance

[Epic]

Dragon #297

You are so graceful and nimble in combat that you gain bonuses to Reflex saving throws, attack rolls, and Armor Class.

Prerequisites: Dex 21+, Cha 21+, Perform 30+ ranks.

Benefit: Whenever you are in melee combat, you gain an insight bonus to your Armor Class, attack rolls, and Reflex saving throws equal to your Charisma bonus.

Destructive Attack

[Epic]

Dragon #297

You can destroy plants, undead, and constructs with your death attack.

Prerequisites: Death attack ability. Improved Death Attack, Power Attack, Str 21 + .

Benefit: You can make death attacks against plant, undead, and construct targets. If the target fails to resist your destructive attack, it is destroyed (reduced to 0 hit points). The target struck suffers any sneak attack damage from the attack as well, even though plants, undead, and constructs are normally immune to sneak attack damage: this damage comes from the sheer power of the assassin's destructive attack.

Normal: Without this feat, an assassin's death attack cannot harm plants, undead, or constructs: these creature types are immune to sneak attack damage.

Infusion of Balance

[Epic]

Dragon #297

You can make full use of certain magical weapons that are keyed to specific alignments, and you gain protection from similar magical attacks.

Prerequisites: Cha 19+, neutral component of alignment.

Benefit: You are infused with a balance of cosmic energies, and as a result need not fear the detrimental effects of manipulating certain magic items. You can use weapons with the following magical qualities as if you were of the most beneficial alignment: chaotic, lawful, holy, and unholy.

Additionally, you can avoid attacks that use chaotic, evil, good, or lawful energies through sheer force of will. If you make a successful saving throw against an attack that has any of the above descriptors (such as the *Chaos Hammer* spell) and that normally causes half damage on a successful save, you instead take no damage. This is an extraordinary ability.

Legendary Sniper

[Epic]

Dragon #297

Your ability to make ranged attacks from hiding is legendary.

Prerequisites: Hide 24 + ranks. Skill Focus (hide), Dex 21 + .

Benefit: If you've already successfully hidden at least 10 feet from your target, you can make one ranged attack and then immediately hide again as a move equivalent action without suffering a penalty to your Hide check.

In addition, when you make a sneak attack with a ranged weapon, you deal +1 point of damage per die of sneak attack damage you deal.

Normal: If you've already successfully hidden at least 10 feet from your target, you can make one ranged attack and then immediately hide again as a move-equivalent action, but to suffer a -20 circumstance penalty to your Hide check.

Lingering Death

[Epic]

Dragon #297

A failed death attack continues to threaten the target for an additional round.

Prerequisites: Death attack ability, Improved Death Attack. Cha 21+,

Benefit: Any death attack you make that deals extra sneak attack damage but fails to kill its target continues to pose a threat. On your turn on the round after the failed death attack, the target must make a second Fortitude saving throw against the death attack to avoid being slain.

Special: This feat can be taken multiple times: each time it is taken, the number of rounds the lingering death remains (and the number of extra Fortitude saves to resist it) increases by 1,

Quicken Wildshape

[Epic]

Dragon #297

You can change shapes with wildshape instantly.

Prerequisites: Fast Wildshape (from Masters of the Wild), Dex 21+.

Benefit: You can change Forms using your wildshape ability as a tree action. This counts toward the limit of one quickened spell or spell like ability per round.

Normal: A druid normally uses wild-shape as a standard action.

Staggering Strike

[Epic]

Dragon #297

Your sneak attacks are particularly demoralizing and painful.

Prerequisites: Sneak attack +8d6. Str 21+.

Benefit: Any time you inflict damage with a sneak attack, you can choose to forgo a number of additional dice of sneak attack damage to make a staggering strike. A creature struck with a staggering strike must make a Fortitude saving throw (DC 10 + your Strength modifier + the number of sneak attack dice sacrificed) or only take a partial action when he would otherwise be allowed to act normally for a number of rounds equal to the number of sneak attack dice sacrificed.

Humorous Feats

Avoid Random Damage

[Lucky]

Dragon #294

When the DM rolls to see who gets hit by a random attack, you're out of the running.

Prerequisites: Interest in self-preservation.

Benefit: Whenever there is a need for the DM to determine whose character suffers the effect of an indiscriminate attack (grenade-like weapons, botched attack, blindfolded kobold with a repeating crossbow, and so on), yours doesn't even have the chance of being in the wrong place at the wrong time.

Normal: You take your chances at eating a wayward flask of alchemist's fire.

Avoid Bookkeeping

[Lazy]

Dragon #294

You came to play, not to take notes.

Prerequisites: Ability to proclaim, "Someone should write this down."

Benefit: Keeping up with your own character is enough responsibility for you. Someone else can take care of the mapping, treasure inventory, and all those other things the party will want a record of.

Normal: Anyone with a pencil and paper can get stuck doing this stuff.

Adjust Miniature

[Shady]

Dragon #294

Minor repositioning of a miniature can greatly extend your character's life expectancy.

Prerequisites: A game that uses miniatures, realization your character is about to get smacked.

Benefit: Occasionally, your miniature, through no fault of its own, might accidentally misrepresent your character's position as being just inside the edge of an area-of-effect spell or similar damage. That can usually be remedied with a gentle nudge. If your character is well within the affected area, you might need to retrieve your miniature "to see if the paint is chipped" and then return it to the table in a more satisfactory and safe location.

Normal: You can go from "Wow, that was close" to "Ouch, that hurt" at the whim of a measuring stick.

Dodge Food Run

[Lazy]

Dragon #294

Someone has to make a trip to the grocery store or Chinese restaurant, but it's not you.

Prerequisites: A plausible excuse.

Benefit: At some point during the gaming session, people are going to get hungry. Whether it's because you've all run out of snacks or decide to order take-out, someone has to leave the game to go get the provisions, but your quick thinking and persuasive talents enable you to avoid the legwork and still get the goodies.

Normal: Everyone takes a turn.

Evade Chipping In

[Thrifty]

Dragon #294

Your gaming group splits the cost of the pizza five ways instead of six. **Prerequisites:** A wallet with no visible cash or an impressive wad of pocket lint.

Benefit: Your stomach gets filled, but your wallet doesn't get emptied. When the pizza guy is at the door and everyone is tossing in a few bucks, you manage to convince your pals to throw in for you.

Normal: Everyone splits the bill.

Lightning Dibs Calling

[Greedy]

Dragon #294

When the party divides up the treasure from an adventure, you lay claim to the Tastiest doo-dad.

Prerequisites: Great need for a particular gewgaw.

Benefit: Whenever the party uncovers one of those pieces of treasure that are coveted by two or more characters, you manage to get your hands on it by quickly proclaiming rightful ownership before anyone else.

Normal: You have to roll for your treasure pick or determine which character would benefit most from it.

Repeat Die Roll

[Shady]

Dragon #294

Unfavorable die rolls can be re-rolled by pointing out a disqualifying factor.

Prerequisites: Need for a good die roll, an uneven rolling surface.

Benefit: Uneven rolling surfaces can cause dice to be cocked, making it unclear as to which number was rolled. Dice that roll off of a designated rolling surface resulting in a low number can be considered out-of-bounds. Contact with any and all objects (including books, pencils, other dice, body parts, and rolling surfaces) can adversely affect your result as well.

Normal: You're stuck with a crappy roll and your character ends up disintegrated or something.

Seat Jockey

[Comfy]

Dragon #294

If there is one chair that's better than the rest, it's all yours.

Prerequisites: Desire to sit in the best spot.

Benefit: Your place at the gaming table has it all. It's got the cushiest seat; it has plenty of space for your books, dice, character sheet, and snacks; you've got a great view of the map; and the DM is close enough that you never miss a thing.

Normal: Whoever sits in the best seat first gets it.

Snatch Last Soda

[Thirsty]

Dragon #294

Only one coke is left, and its carbonated cola goodness is yours.

Prerequisites: Ability to down the last few gulps of your current drink.

Benefit: When someone announces there's only one pop left in the fridge, you're able to chug-a-lug the beverage you've already got and lay claim to the last can.

Normal: Someone else usually gets it.