



# Hearts ReForged

Vol. I - CORE RULES



REFORGING 180 CORE FEATS TO  
LEVEL IN ABILITY AS YOU DO!



# PATHFINDER®

ROLEPLAYING GAME COMPATIBLE

# FEATS REFORGED

Scalable Feats for the Core Rules & Bestiary

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## INTRODUCTION

Character growth is an important aspect of any fantasy roleplaying game, and with the advent of feats in 3<sup>rd</sup> edition D&D™, players have always had a lot of growth potential and new abilities.

One of the problems people discussed is that many feats are static and have a diminished amount of return as you advance. I decided to try something that could change that. Feats should scale in ability as you do, so that their level of ability matches your own.

Many of the so-called “worthless” feats have been reformed, so that their abilities are on par with other feats, and each feat now scales in ability with the characters.

You will find that most feats now also have an additional bonus effect at around 7<sup>th</sup>, 14<sup>th</sup> and sometimes even 20<sup>th</sup> level. This

represents your increase in skill with these feats and talents.

In addition, these feats are an excellent resource if you play in a low magic setting. You can focus on allowing the players to be the heroes, relying on their own abilities, rather than focusing on the magic items they carry.

## BALANCE

The inevitable question is, “will this unbalance my game?” If you make the feat improvements in this product available to both the PCs and their opponents (NPCs or monsters), the answer is ‘No.’ If the monsters gain increased effect from the *Reformed* feats as well as the players, then you should not see any tipping of the scales, as the relative power remains unchanged. The utility of the feats is what increases. Use a monster’s racial HD plus any class levels to determine their effective level.

*Every feat should remain viable, at every level.*

## FEATS REFORGED

### Ability Focus

One of this creature's special attacks is particularly difficult to resist.

**Prerequisite:** Special attack.

**Benefit:** Choose one of the creature's special attacks. Add +2 to the DC on all saving throws against the special attack on which the creature focuses.

At 14<sup>th</sup> level, increase the DC against the creature's focused special attack to +3.

At 20<sup>th</sup> level, increase the DC against the creature's focused special attack to +4.

**Special:** A creature can gain this feat multiple times. Its effects do not stack. Each time the creature takes the feat, it applies to a different special attack.

### Acrobatic

You are skilled at leaping, jumping, and flying.

**Benefit:** You get a +2 bonus on all Acrobatics and Fly skill checks.

At 7<sup>th</sup> level, once per day each, as a swift action, you may reroll a failed Acrobatics or Fly skill check.

At 14<sup>th</sup> level, the bonus increases to +4 for those skills, and you may reroll both skills twice per day.

### Acrobatic Steps

You can easily move over and through obstacles.

**Prerequisites:** Dex 15, Nimble Moves.

**Benefit:** Whenever you move, you may move through up to 15 feet of difficult terrain each round as if it were normal terrain.

At 7<sup>th</sup> level, you may move through up to 20 feet of difficult terrain each round as if it were normal terrain.

At 14<sup>th</sup> level, you may move through up to 25 feet of difficult terrain each round as if it were normal terrain.

The effects of this feat stack with those provided by Nimble Moves (allowing you to move normally through a total of 20 [25 or 30] feet of difficult terrain each round).

### Agile Maneuvers (Combat)

You've learned to use your quickness in place of brute force when performing combat maneuvers.

**Benefit:** You add your Dexterity bonus to your base attack bonus and size bonus when determining your Combat Maneuver Bonus instead of your Strength bonus.

At 7<sup>th</sup> level, you gain a +1 dodge bonus to your CMD.

At 14<sup>th</sup> level, the dodge bonus increases to +2.

**Normal:** You add your Strength bonus to your base attack bonus and size bonus when determining your Combat Maneuver Bonus.

### Alertness

You often notice things that others might miss.

**Benefit:** You get a +2 bonus on Perception and Sense Motive skill checks.

At 7<sup>th</sup> level, once per day, as a swift action, you may reroll a failed Perception or Sense Motive skill check.

At 14<sup>th</sup> level, the bonus increases to +4 for those skills, and you may reroll both skills twice per day.

### Alignment Channel

Choose chaos, evil, good, or law. You can channel divine energy to affect outsiders that possess this subtype.

**Prerequisites:** Ability to channel energy.

**Benefit:** Instead of its normal effect, you can choose to have your ability to channel energy heal or harm outsiders of the chosen alignment subtype. You must make this choice each time you channel energy. If you choose to heal or harm creatures of the chosen alignment subtype, your channel

energy has no effect on other creatures. The amount of damage healed or dealt and the DC to halve the damage is otherwise unchanged.

At 7<sup>th</sup> level, choose another alignment subtype that you may affect.

At 14<sup>th</sup> level, choose a third alignment subtype that you may affect.

### Animal Affinity

You are skilled at working with animals and mounts.

**Benefit:** You get a +2 bonus on all Handle Animal and Ride skill checks.

At 7<sup>th</sup> level, once per day, as a swift action, you may reroll a failed Handle Animal or Ride skill check.

At 14<sup>th</sup> level, the bonus increases to +4 for those skills, and you may reroll both skills twice per day.

### Arcane Armor Mastery (Combat)

You have mastered the ability to cast spells while wearing armor.

**Prerequisites:** Arcane Armor Training, Medium Armor Proficiency, caster level 7th.

**Benefit:** As a swift action, reduce the arcane spell failure chance due to the armor you are wearing by an additional 10% for any spells you cast this round.

At 14<sup>th</sup> level, you may reroll a failed arcane spell failure check once per day.

### Arcane Armor Training (Combat)

You have learned how to cast spells while wearing armor.

**Prerequisites:** Light Armor Proficiency, caster level 3rd.

**Benefit:** As a swift action, reduce the arcane spell failure chance due to the armor you are wearing by 10% for any spells you cast this round.

At 10<sup>th</sup> level, you may reduce the arcane spell failure chance due to the armor you are wearing by 15%.

At 18<sup>th</sup> level, you may reduce the arcane spell failure chance due to the armor you are wearing by 20%.

### Arcane Strike (Combat)

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

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

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

At 7<sup>th</sup> level, your extra damage can be of the acid, cold, electricity or fire type.

At 14<sup>th</sup> level, your weapon also gains the corrosive, flaming, frost, or shocking ability, corresponding to the type of damage you choose.

**Where are the armor and weapon proficiency feats?** These “feats” are intended to represent a basic aptitude and ability with use of a weapon or armor. As such, they do not qualify for “reforging.”

### Athletic

You possess inherent physical prowess.

**Benefit:** You get a +2 bonus on Climb and Swim skill checks.

At 7<sup>th</sup> level, once per day, as a swift action, you may reroll a failed Climb or Swim skill check.

At 14<sup>th</sup> level, the bonus increases to +4 for those skills, and you may reroll both skills twice per day.

### Augment Summoning

Your summoned creatures are more powerful and robust.

**Prerequisite:** Spell Focus (conjunction).

**Benefit:** Each creature you conjure with any summon spell gains a +4 enhancement bonus to Strength and Constitution for the duration of the spell that summoned it.

At 7<sup>th</sup> level, your summoned creature also gains a +1 deflection bonus to AC.

At 14<sup>th</sup> level, your summoned creature's deflection bonus to AC increases to +2.

### **Awesome Blow (Combat)**

This creature can send opponents flying.

**Prerequisites:** Str 25, Power Attack, Improved Bull Rush, size Large or larger.

**Benefit:** As a standard action, the creature may perform an awesome blow combat maneuver. If the creature's maneuver succeeds against a corporeal opponent smaller than itself, its opponent takes damage (typically slam damage plus Strength bonus) and is knocked flying 10 feet in a direction of the attacking creature's choice and falls prone. The attacking creature can only push the opponent in a straight line, and the opponent can't move closer to the attacking creature than the square it started in. If an obstacle prevents the completion of the opponent's move, the opponent and the obstacle each take 1d6 points of damage, and the opponent is knocked prone in the space adjacent to the obstacle.

At 14<sup>th</sup> level, opponents are knocked flying 15 feet in a direction of the attacking creature's choice and fall prone.

At 20<sup>th</sup> level, if an obstacle prevents the completion of the opponent's move, the opponent and the obstacle each take 2d6 points of damage, and the opponent is knocked prone in the space adjacent to the obstacle.

### **Bleeding Critical (Combat, Critical)**

Your critical hits cause opponents to bleed profusely.

**Prerequisites:** Critical Focus, base attack bonus +11.

**Benefit:** Whenever you score a critical hit with a slashing or piercing weapon, your opponent takes 2d6 points of bleed damage each round on his turn, in addition to the damage dealt by the critical hit. Bleed damage can be stopped by a DC 15 Heal skill check or through any magical healing. The effects of this feat stack.

At 18<sup>th</sup> level, add +2 points of bleed damage and increase the Heal skill check to stop the bleeding to DC 17.

**Special:** You can only apply the effects of one critical feat to a given critical hit unless you possess Critical Mastery.

### **Blind-Fight (Combat)**

You are skilled at attacking opponents that you cannot clearly perceive.

**Benefit:** In melee, every time you miss because of concealment (see Chapter 8), you can reroll your miss chance percentile roll one time to see if you actually hit. An invisible attacker gets no advantages related to hitting you in melee. That is, you don't lose your Dexterity bonus to Armor Class, and the attacker doesn't get the usual +2 bonus for being invisible. The invisible attacker's bonuses do still apply for ranged attacks, however. You do not need to make Acrobatics skill checks to move at full speed while blinded.

At 7<sup>th</sup> level, if moving faster than half speed, you only need to make a DC 5 Acrobatics check when checking to see if you fall prone.

At 14<sup>th</sup> level, you do not need to make an Acrobatics check when moving up to your normal speed while blind.

**Normal:** Regular attack roll modifiers for invisible attackers trying to hit you apply, and you lose your Dexterity bonus to AC. The speed reduction for darkness and poor visibility also applies.

**Special:** The Blind-Fight feat is of no use against a character who is the subject of a blink spell.

### **Blinding Critical (Combat, Critical)**

Your critical hits blind your opponents.

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

**Benefit:** Whenever you score a critical hit, your opponent is permanently blinded. A successful Fortitude save reduces this to dazzled for 1d4 rounds. The DC of this Fortitude save is equal to 10 + your base

attack bonus. This feat has no effect on creatures that do not rely on eyes for sight or creatures with more than two eyes (although multiple critical hits might cause blindness, at the GM's discretion). Blindness can be cured by heal, regeneration, remove blindness, or similar abilities.

At 20<sup>th</sup> level, the duration for being dazzled is increased to 2d4 rounds.

**Special:** You can only apply the effects of one critical feat to a given critical hit unless you possess Critical Mastery.



### Brew Potion (Item Creation)

You can create magic potions.

**Prerequisite:** Caster level 3rd.

**Benefit:** You can create a potion of any 3rd-level or lower spell that you know and that targets one or more creatures. Brewing a potion takes 2 hours if its base price is 250 gp or less, otherwise brewing a potion takes

1 day for each 1,000 gp in its base price. When you create a potion, you set the caster level, which must be sufficient to cast the spell in question and no higher than your own level. To brew a potion, you must use up raw materials costing one half this base price. When you create a potion, you make any choices that you would normally make when casting the spell. Whoever drinks the potion is the target of the spell.

At 7<sup>th</sup> level, decrease the amount of time needed to brew a potion by 10%.

At 14<sup>th</sup> level, decrease the amount of time needed to brew a potion by 20%.

### Catch Off-Guard (Combat)

Foes are surprised by your skilled use of unorthodox and improvised weapons.

**Benefit:** You do not suffer any penalties for using an improvised melee weapon. Unarmed opponents are flatfooted against any attacks you make with an improvised melee weapon.

At 7<sup>th</sup> level, you gain a +1 circumstance bonus to attacks with improvised weapons.

At 14<sup>th</sup> level, you gain a +2 circumstance bonus to attacks with improvised weapons.

**Normal:** You take a -4 penalty on attack rolls made with an improvised weapon.

### Channel Smite (Combat)

You can channel your divine energy through a melee weapon you wield.

**Prerequisite:** Channel energy class feature.

**Benefit:** Before you make a melee attack roll, you can choose to spend one use of your channel energy as a swift action. If you channel positive energy and you hit an undead creature, that creature takes an amount of additional damage equal to the damage dealt by your channel positive energy ability. If you channel negative energy and you hit a living creature, that creature takes an amount of additional damage equal to the damage dealt by your channel negative energy ability. Your target can make a Will save, as normal, to halve this additional damage. If your attack

misses, the channel energy ability is still expended with no effect.

At 7<sup>th</sup> level, if you miss, this ability still deals half your channel damage.

At 14<sup>th</sup> level, if you miss, this ability still deals your full channel damage.

### **Cleave (Combat)**

You can strike two adjacent foes with a single swing.

**Prerequisites:** Str 13, Power Attack, base attack bonus +1.

**Benefit:** As a standard action, you can make a single attack at your full base attack bonus against a foe within reach. If you hit, you deal damage normally and can make an additional attack (using your full base attack bonus) against a foe that is adjacent to the first and also within reach. You can only make one additional attack per round with this feat. When you use this feat, you take a -2 penalty to your Armor Class until your next turn.

At 7<sup>th</sup> level, you only take a -1 penalty to your Armor Class until your next turn.

At 14<sup>th</sup> level, you suffer no penalty to your Armor Class when cleaving.

### **Combat Casting**

You are adept at spellcasting when threatened or distracted.

**Benefit:** You get a +4 bonus on concentration checks made to cast a spell or use a spell-like ability when casting on the defensive or while grappled.

At 7<sup>th</sup> level, you may reroll a failed Concentration check once per day, taking the new result.

At 14<sup>th</sup> level, your bonus to concentration checks increases to +5.

### **Combat Expertise (Combat)**

You can increase your defense at the expense of your accuracy.

**Prerequisite:** Int 13.

**Benefit:** You can choose to take a -1 penalty on melee attack rolls and combat maneuver checks to gain a +1 dodge bonus

to your Armor Class. When your base attack bonus reaches +4, and every +4 thereafter, the penalty increases by -1 and the dodge bonus increases by +1. You can only choose to use this feat when you declare that you are making an attack or a full-attack action with a melee weapon. The effects of this feat last until your next turn.

At 7<sup>th</sup> level, you gain an additional +1 dodge bonus whenever you use Combat Expertise.

At 14<sup>th</sup> level, you gain an additional +2 dodge bonus whenever you use Combat Expertise.

### **Combat Reflexes (Combat)**

You can make additional attacks of opportunity.

**Benefit:** You may make a number of additional attacks of opportunity per round equal to your Dexterity bonus. With this feat, you may also make attacks of opportunity while flat-footed.

At 7<sup>th</sup> level, you gain a +1 circumstance bonus to attack rolls on attacks of opportunity.

At 14<sup>th</sup> level, you gain a +2 circumstance bonus to attack rolls on attacks of opportunity.

**Normal:** A character without this feat can make only one attack of opportunity per round and can't make attacks of opportunity while flat-footed.

**Special:** The Combat Reflexes feat does not allow a rogue to use her opportunist ability more than once per round.

### **Command Undead**

Using foul powers of necromancy, you can command undead creatures, making them into your servants.

**Prerequisites:** Channel negative energy class feature.

**Benefit:** As a standard action, you can use one of your uses of channel negative energy to enslave undead within 30 feet. Undead receive a Will save to negate the effect. The DC for this Will save is equal to 10 + 1/2



your caster level + your Charisma modifier. Undead that fail their saves fall under your control, obeying your commands to the best of their ability, as if under the effects of control undead. Intelligent undead receive a new saving throw each day to resist your command. You can control any number of undead, so long as their total Hit Dice do not exceed your cleric level. If you use channel energy in this way, it has no other effect (it does not heal or harm nearby creatures). If an undead creature is under the control of another creature, you must make an opposed Charisma check whenever your orders conflict.

At 7<sup>th</sup> level, you can use this ability against undead within 40 feet.

At 14<sup>th</sup> level, you can use this ability against undead within 50 feet.

#### **Craft Magic Arms and Armor (Item Creation)**

You can create magic armor, shields, and weapons.

**Prerequisite:** Caster level 5th.

**Benefit:** You can create magic weapons, armor, or shields. Enhancing a weapon, suit of armor, or shield takes 1 day for each 1,000 gp in the price of its magical features. To enhance a weapon, suit of armor, or shield, you must use up raw materials costing half of this total price. The weapon, armor, or shield to be enhanced must be a masterwork item that you provide. Its cost is not included in the above cost. You can also mend a broken magic weapon, suit of armor, or shield if it is one that you could make. Doing so costs half the raw materials and half the time it would take to craft that item in the first place.

At 12<sup>th</sup> level, decrease the amount of time needed to craft arms or armor by 10%.

At 19<sup>th</sup> level, decrease the amount of time needed to craft arms or armor by 20%.

#### **Craft Construct (Item Creation)**

You can create construct creatures like golems.

**Prerequisites:** Caster level 5th, Craft Magic Arms and Armor, Craft Wondrous Item.

**Benefit:** You can create any construct whose prerequisites you meet. The act of animating a construct takes 1 day for each 1,000 gp in its market price. To create a construct, you must use up raw materials costing half of its base price, plus the full cost of the basic body created for the construct. Each construct has a special section that summarizes its costs and other prerequisites. A newly created construct has average hit points for its Hit Dice.

At 12<sup>th</sup> level, decrease the amount of time needed to craft constructs by 10%.

At 19<sup>th</sup> level, decrease the amount of time needed to craft constructs by 20%.

#### **Craft Rod (Item Creation)**

You can create magic rods.

**Prerequisite:** Caster level 9th.

**Benefit:** You can create magic rods. Crafting a rod takes 1 day for each 1,000 gp in its base price. To craft a rod, you must use up raw materials costing half of its base price.

At 16<sup>th</sup> level, decrease the amount of time needed to craft rods by 10%.

#### **Craft Staff (Item Creation)**

You can create magic staves.

**Prerequisite:** Caster level 11th.

**Benefit:** You can create any staff whose prerequisites you meet. Crafting a staff takes 1 day for each 1,000 gp in its base price. To craft a staff, you must use up raw materials costing half of its base price. A newly created staff has 10 charges.

At 18<sup>th</sup> level, decrease the amount of time needed to craft staves by 10%.

#### **Craft Wand (Item Creation)**

You can create magic wands.

**Prerequisite:** Caster level 5th.

**Benefit:** You can create a wand of any 4th-level or lower spell that you know. Crafting a wand takes 1 day for each 1,000 gp in its base price. To craft a wand, you must use up

raw materials costing half of this base price. A newly created wand has 50 charges.

At 12<sup>th</sup> level, decrease the amount of time needed to craft staves by 10%.



### Craft Wondrous Item (Item Creation)

You can create wondrous items, a type of magic item.

**Prerequisite:** Caster level 3rd.

**Benefit:** You can create a wide variety of magic wondrous items. Crafting a wondrous item takes 1 day for each 1,000 gp in its price. To create a wondrous item, you must use up raw materials costing half of its base price. You can also mend a broken wondrous item if it is one that you could make. Doing so costs half the raw materials and half the time it would take to craft that item.

At 10<sup>th</sup> level, decrease the amount of time needed to craft wondrous items by 10%.

At 17<sup>th</sup> level, decrease the amount of time needed to craft wondrous items by 20%.

### Critical Focus (Combat)

You are trained in the art of causing pain.

**Prerequisites:** Base attack bonus +9.

**Benefit:** You receive a +4 circumstance bonus on attack rolls made to confirm critical hits.

At 16<sup>th</sup> level, you gain an additional +1 circumstance bonus on attack rolls to confirm critical hits.

### Critical Mastery (Combat)

Your critical hits cause two additional effects.

**Prerequisites:** Critical Focus, any two critical feats, 14<sup>th</sup> level fighter.

**Benefit:** When you score a critical hit, you can apply the effects of two critical feats in addition to the damage dealt.

At 20<sup>th</sup> level, you can apply the effects of a third critical feat.

**Normal:** You can only apply the effects of one critical feat to a given critical hit in addition to the damage dealt.

### Dazzling Display (Combat)

Your skill with your favored weapon can frighten enemies.

**Prerequisite:** Weapon Focus, proficiency with the selected weapon.

**Benefit:** While wielding the weapon in which you have Weapon Focus, you can perform a bewildering show of prowess as a full-round action. Make an Intimidate check to demoralize all foes within 30 feet who can see your display.

At 7<sup>th</sup> level, you gain a +1 circumstance modifier to your Intimidate check.

At 14<sup>th</sup> level, once per day, you may reroll an Intimidate check, taking the new result.

### Deadly Aim (Combat)

You can make exceptionally deadly ranged attacks by pinpointing a foe's weak spot, at the expense of making the attack less likely to succeed.

**Prerequisites:** Dex 13, base attack bonus +1.

**Benefit:** You can choose to take a -1 penalty on all ranged attack rolls to gain a +2 bonus on all ranged damage rolls. When your base attack bonus reaches +4, and every +4 thereafter, the penalty increases by -1 and the bonus to damage increases by +2. You must choose to use this feat before making an attack roll and its effects last until your next turn. The bonus damage does not apply to touch attacks or effects that do not deal hit point damage.

At 7<sup>th</sup> level, you gain an additional +1 bonus to ranged damage rolls when using Deadly Aim.

At 14<sup>th</sup> level, you gain an additional +2 bonus to ranged damage rolls when using Deadly Aim.

### **Deadly Stroke (Combat)**

With a well-placed strike, you can bring a swift and painful end to most foes.

**Prerequisites:** Dazzling Display, Greater Weapon Focus, Shatter Defenses, Weapon Focus, proficiency with the selected weapon, base attack bonus +11.

**Benefit:** As a standard action, make a single attack with the weapon for which you have Greater Weapon Focus against a stunned or flat-footed opponent. If you hit, you deal double the normal damage and the target takes 1 point of Constitution bleed (see Appendix 2). The additional damage and bleed is not multiplied on a critical hit.

At 18<sup>th</sup> level, the Constitution bleed is increased to 2.

### **Deafening Critical (Combat, Critical)**

Your critical hits cause enemies to lose their hearing.

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

**Benefit:** Whenever you score a critical hit against an opponent, the victim is permanently deafened. A successful Fortitude save reduces the deafness to 1 round. The DC of this Fortitude save is equal to 10 + your base attack bonus. This feat has no effect on deaf creatures. This

deafness can be cured by heal, regeneration, remove deafness, or a similar ability.

At 20<sup>th</sup> level, you increase the duration of deafness to 1d6 rounds after a successful save.

**Special:** You can only apply the effects of one critical feat to a given critical hit unless you possess Critical Mastery.

### **Deceitful**

You are skilled at deceiving others, both with the spoken word and with physical disguises.

**Benefit:** You get a +2 bonus on all Bluff and Disguise skill checks.

At 7<sup>th</sup> level, once per day each, as a swift action, you may reroll a failed Bluff or Disguise skill check.

At 14<sup>th</sup> level, the bonus increases to +4 for those skills, and you may reroll both skills twice per day.

### **Defensive Combat Training (Combat)**

You excel at defending yourself from all manner of combat maneuvers.

**Benefit:** You treat your total Hit Dice as your base attack bonus when calculating your Combat Maneuver Defense (see Chapter 8).

At 7<sup>th</sup> level, you gain a +1 competence bonus to your CMD.

At 14<sup>th</sup> level, you gain a +2 competence bonus to your CMD.

### **Deflect Arrows**

You can knock arrows and other projectiles off course, preventing them from hitting you.

**Prerequisites:** Dex 13, Improved Unarmed Strike.

**Benefit:** You must have at least one hand free (holding nothing) to use this feat. Once per round when you would normally be hit with an attack from a ranged weapon, you may deflect it so that you take no damage from it. You must be aware of the attack and not flat-footed. Attempting to deflect a ranged attack doesn't count as an action.

Unusually massive ranged weapons (such as boulders or ballista bolts) and ranged attacks generated by natural attacks or spell effects can't be deflected.

At 7<sup>th</sup> level, you may use this ability a second time per round.

At 14<sup>th</sup> level, you may use this ability a third time per round.

### **Deft Hands**

You have exceptional manual dexterity.

**Benefit:** You get a +2 bonus on all Disable Device and Sleight of Hand skill checks.

At 7<sup>th</sup> level, once per day each, as a swift action, you may reroll a failed Disable Device or Sleight of Hand skill check.

At 14<sup>th</sup> level, the bonus increases to +4 for those skills, and you may reroll both skills twice per day.

### **Diehard**

You are especially hard to kill. Not only do your wounds automatically stabilize when grievously injured, but you can remain conscious and continue to act even at death's door.

**Prerequisite:** Endurance.

**Benefit:** When your hit point total is below 0, but you are not dead, you automatically stabilize. You do not need to make a Constitution check each round to avoid losing additional hit points. You may choose to act as if you were disabled, rather than dying. You must make this decision as soon as you are reduced to negative hit points (even if it isn't your turn). If you do not choose to act as if you were disabled, you immediately fall unconscious. When using this feat, you are staggered. You can take a move action without further injuring yourself, but if you perform any standard action (or any other action deemed as strenuous, including some swift actions, such as casting a quickened spell) you take 1 point of damage after completing the act. If your negative hit points are equal to or greater than your Constitution score, you immediately die.

At 7<sup>th</sup> level, you treat your Constitution score as 5 points higher for the purpose of determining when hit point damage kills you.

At 14<sup>th</sup> level, you can ignore being staggered for a round by suffering 5 points of damage.

**Normal:** A character without this feat who is reduced to negative hit points is unconscious and dying.

### **Disruptive (Combat)**

Your training makes it difficult for enemy spellcasters to safely cast spells near you.

**Prerequisites:** 6th-level fighter.

**Benefit:** The DC to cast spells defensively increases by +4 for all enemies that are within your threatened area. This increase to casting spells defensively only applies if you are aware of the enemy's location and are capable of taking an attack of opportunity. If you can only take one attack of opportunity per round and have already used that attack, this increase does not apply.

At 13<sup>th</sup> level, you still harry spellcasters even if you do not have an attack of opportunity in the current round and they still suffer the +4 penalty to cast defensively.

At 20<sup>th</sup> level, spellcasters suffer a +6 penalty to cast defensively when you threaten them.

### **Dodge (Combat)**

Your training and reflexes allow you to react swiftly to avoid an opponent's attacks.

**Prerequisite:** Dex 13.

**Benefit:** You gain a +1 dodge bonus to your AC. A condition that makes you lose your Dex bonus to AC also makes you lose the benefits of this feat.

At 7<sup>th</sup> level, you gain a +1 competence bonus to your Reflex saves.

At 14<sup>th</sup> level, your dodge bonus increases to +2.

### Double Slice (Combat)

Your off-hand weapon while dual-wielding strikes with greater power.

**Prerequisite:** Dex 15, Two-Weapon Fighting.

**Benefit:** Add your Strength bonus to damage rolls made with your off-hand weapon.

At 7<sup>th</sup> level, you deal an additional +1 point of damage on all attacks if you successfully strike a target with both weapons in the same round.

At 14<sup>th</sup> level, you deal an additional +2 points of damage on all attacks if you successfully strike a target with both weapons in the same round.

**Normal:** You normally add only half of your Strength modifier to damage rolls made with a weapon wielded in your off-hand.

### Elemental Channel

Choose one elemental subtype, such as air, earth, fire, or water. You can channel your divine energy to harm or heal outsiders that possess your chosen elemental subtype.

**Prerequisites:** Channel energy class feature.

**Benefit:** Instead of its normal effect, you can choose to have your ability to channel energy heal or harm outsiders of your chosen elemental subtype. You must make this choice each time you channel energy. If you choose to heal or harm creatures of your elemental subtype, your channel energy has no effect on other creatures. The amount of damage healed or dealt and the DC to halve the damage is otherwise unchanged.

At 7<sup>th</sup> level, choose another elemental subtype that you may affect.

At 14<sup>th</sup> level, choose a third elemental subtype that you may affect.

At 20<sup>th</sup> level, choose a fourth elemental subtype that you may affect.

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

### Empower Spell (Metamagic)

You can increase the power of your spells, causing them to deal more damage.

**Benefit:** All variable, numeric effects of an empowered spell are increased by half. Saving throws and opposed rolls are not affected, nor are spells without random variables. An empowered spell uses up a spell slot two levels higher than the spell's actual level.

At 7<sup>th</sup> level, you may reroll a single die of damage, keeping the new result.

At 14<sup>th</sup> level, you may reroll up to two dice of damage, keeping the new results.

### Empower Spell-Like Ability

One of this creature's spell-like abilities is particularly potent and powerful.

**Prerequisite:** Spell-like ability at caster level 6th or higher.

**Benefit:** Choose one of the creature's spell-like abilities, subject to the restrictions below. The creature can use that ability as an empowered spell-like ability three times per day (or less, if the ability is normally usable only once or twice per day). When a creature uses an empowered spell-like ability, all variable, numeric effects of the spell-like ability are increased by half (+50%). Saving throws and opposed rolls are not affected. Spell-like abilities without random variables are not affected. The creature can only select a spell-like ability duplicating a spell with a level less than or equal to  $\frac{1}{2}$  its caster level (round down) - 2.

At 14<sup>th</sup> level, you may reroll a single die of damage, keeping the new result.

At 20<sup>th</sup> level, you may reroll up to two dice of damage, keeping the new results.

**Special:** This feat can be taken multiple times. Each time it is taken, the creature can apply it to a different spell-like ability.

### Endurance

Harsh conditions or long exertions do not easily tire you.

**Benefit:** You gain a +4 bonus on the following checks and saves: Swim checks made to resist nonlethal damage from exhaustion; Constitution checks made to continue running; Constitution checks made to avoid nonlethal damage from a forced march; Constitution checks made to hold your breath; Constitution checks made to avoid nonlethal damage from starvation or thirst; Fortitude saves made to avoid nonlethal damage from hot or cold environments; and Fortitude saves made to resist damage from suffocation. You may sleep in light or medium armor without becoming fatigued.

At 7<sup>th</sup> level, your bonus to endurance related saves increases to +5.

At 14<sup>th</sup> level, you may reroll a failed endurance related roll once per day, keeping the new results.

**Normal:** A character without this feat who sleeps in medium or heavier armor is fatigued the next day.

### Enlarge Spell (Metamagic)

You can increase the range of your spells.

**Benefit:** You can alter a spell with a range of close, medium, or long to increase its range by 100%. An enlarged spell with a range of close now has a range of 50 ft. + 5 ft./level, while medium-range spells have a range of 200 ft. + 20 ft./level and long-range spells have a range of 800 ft. + 80 ft./level. An enlarged spell uses up a spell slot one level higher than the spell's actual level. Spells whose ranges are not defined by distance, as well as spells whose ranges are not close, medium, or long, do not benefit from this feat.

At 7<sup>th</sup> level, you can increase a spell's range by an additional 10%.

At 14<sup>th</sup> level, you may increase a spell's range by an additional 20%.

### Eschew Materials

You can cast many spells without needing to utilize minor material components.

**Benefit:** You can cast any spell with a material component costing 1 gp or less without needing that component. The casting of the spell still provokes attacks of opportunity as normal. If the spell requires a material component that costs more than 1 gp, you must have the material component on hand to cast the spell, as normal.

At 7<sup>th</sup> level, you may reduce the cost of any material components by 10%.

At 14<sup>th</sup> level, you may reduce the cost of any material components by 25%.

### Exhausting Critical (Combat, Critical)

Your critical hits cause opponents to become exhausted.

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

**Benefit:** When you score a critical hit on a foe, your target immediately becomes exhausted. This feat has no effect on exhausted creatures.

At 20<sup>th</sup> level, your opponent is also staggered for 1 round.

**Special:** You can only apply the effects of one critical feat to a given critical hit unless you possess the Critical Mastery feat.

### Exotic Weapon Proficiency (Combat)

Choose one type of exotic weapon, such as the spiked chain or whip. You understand how to use that type of exotic weapon in combat, and can utilize any special tricks or qualities that exotic weapon might allow.

**Prerequisite:** Base attack bonus +1.

**Benefit:** You make attack rolls with the weapon normally.

At 7<sup>th</sup> level, add +1 to any special weapon features granted by the exotic weapon.

At 14<sup>th</sup> level, add +2 to any special weapon features granted by the exotic weapon.

**Normal:** A character who uses a weapon with which he is not proficient takes a -4 penalty on attack rolls.

**Special:** You can gain Exotic Weapon Proficiency multiple times. Each time you take the feat, it applies to a new type of exotic weapon.

### **Extend Spell (Metamagic)**

You can make your spells last twice as long.

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

At 7<sup>th</sup> level, the duration is increased to 2.5 times the normal duration.

At 14<sup>th</sup> level, the duration is increased to 3 times the normal duration.

### **Extra Channel**

You can channel divine energy more often.

**Prerequisite:** Channel energy class feature.

**Benefit:** You can channel energy two additional times per day.

At 7<sup>th</sup> level, you gain a third bonus channel. Paladins gain two additional uses of lay on hands, but only to channel positive energy.

At 14<sup>th</sup> level, you gain a fourth bonus channel. Paladins gain two additional uses of lay on hands, but only to channel positive energy.

**Special:** If a paladin with the ability to channel positive energy takes this feat, she can use lay on hands four additional times a day, but only to channel positive energy.

### **Extra Ki**

You can use your ki pool more times per day than most.

**Prerequisite:** Ki pool class feature.

**Benefit:** Your ki pool increases by 2.

At 7<sup>th</sup> level, you gain a third bonus ki point.

At 14<sup>th</sup> level, you gain a fourth bonus ki point.

**Special:** You can gain Extra Ki multiple times. Its effects stack.

### **Extra Lay On Hands**

You can use your lay on hands ability more often.

**Prerequisite:** Lay on hands class feature.

**Benefit:** You can use your lay on hands ability two additional times per day.

At 7<sup>th</sup> level, you gain a third bonus lay on hands ability usage.

At 14<sup>th</sup> level, you gain a fourth bonus lay on hands ability usage.

**Special:** You can gain Extra Lay On Hands multiple times. Its effects stack.

### **Extra Mercy**

Your lay on hands ability adds an additional mercy.

**Prerequisites:** Lay on hands class feature, mercy class feature.

**Benefit:** Select one additional mercy for which you qualify. When you use lay on hands to heal damage to one target, it also receives the additional effects of this mercy.

At 14<sup>th</sup> level, choose an additional mercy.

**Special:** You can gain this feat multiple times. Its effects do not stack. Each time you take this feat, select a new mercy.

### **Extra Performance**

You can use your bardic performance ability more often than normal.

**Prerequisite:** Bardic performance class feature.

**Benefit:** You can use bardic performance for 6 additional rounds per day.

At 7<sup>th</sup> level, you gain a 7<sup>th</sup> additional bonus round.

At 14<sup>th</sup> level, you gain an 8<sup>th</sup> additional bonus round.

**Special:** You can gain Extra Performance multiple times. Its effects stack.

### **Extra Rage**

You can use your rage ability more than normal.

**Prerequisite:** Rage class feature.

**Benefit:** You can rage for 6 additional rounds per day.

At 7<sup>th</sup> level, you gain a 7<sup>th</sup> additional bonus round.

At 14<sup>th</sup> level, you gain an 8<sup>th</sup> additional bonus round.

**Special:** You can gain Extra Rage multiple times. Its effects stack.

### Far Shot (Combat)

You are more accurate at longer ranges.

**Prerequisites:** Point-Blank Shot.

**Benefit:** You only suffer a –1 penalty per full range increment between you and your target when using a ranged weapon.

At 7<sup>th</sup> level, you may ignore the first range increment when calculating range penalties.

At 14<sup>th</sup> level, you may ignore the first and second range increments when calculating range penalties.

**Normal:** You suffer a –2 penalty per full range increment between you and your target.

### Fleet

You are faster than most.

**Benefit:** While you are wearing light or no armor, your base speed increases by 5 feet. You lose the benefits of this feat if you carry a medium or heavy load.

At 7<sup>th</sup> level, you gain an additional 5 feet of movement.

At 14<sup>th</sup> level, you keep your additional movement, even in medium armor.

**Special:** You can take this feat multiple times. The effects stack.

### Flyby Attack

This creature can make an attack before and after it moves while flying.

**Prerequisite:** Fly speed.

**Benefit:** When flying, the creature can take a move action and another standard action at any point during the move. The creature cannot take a second move action during a round when it makes a flyby attack.

At 7<sup>th</sup> level, if you move 30 or more feet in the round, you gain a +1 circumstance bonus to attacks made during that movement.

At 14<sup>th</sup> level, if you move 30 or more feet in the round, you gain a +1 circumstance bonus to attacks and damage made during that movement.

**Normal:** Without this feat, the creature takes a standard action either before or after its move.



### Forge Ring (Item Creation)

You can create magic rings.

**Prerequisite:** Caster level 7th.

**Benefit:** You can create magic rings. Crafting a ring takes 1 day for each 1,000 gp in its base price. To craft a ring, you must use up raw materials costing half of the base price. See the magic item creation rules in Chapter 15 for more information. You can also mend a broken ring if it is one that you could make. Doing so costs half the raw materials and half the time it would take to forge that ring in the first place.

At 14<sup>th</sup> level, you can reduce the time to craft rings by 10%.



### **Gorgon's Fist (Combat)**

With one well-placed blow, you leave your target reeling.

**Prerequisites:** Improved Unarmed Strike, Scorpion Style, base attack bonus +6.

**Benefit:** As a standard action, make a single unarmed melee attack against a foe whose speed is reduced (such as from Scorpion Style). If the attack hits, you deal damage normally and the target is staggered until the end of your next turn unless it makes a Fortitude saving throw (DC 10 + 1/2 your character level + your Wis modifier). This feat has no effect on targets that are staggered.

At 13<sup>th</sup> level, increase the duration of Gorgon's Fist by 1 round.

At 20<sup>th</sup> level, increase the duration of Gorgon's Fist by 2 rounds.

### **Great Cleave (Combat)**

You can strike many adjacent foes with a single blow.

**Prerequisites:** Str 13, Cleave, Power Attack, base attack bonus +4.

**Benefit:** As a standard action, you can make a single attack at your full base attack bonus against a foe within reach. If you hit, you deal damage normally and can make an additional attack (using your full base attack bonus) against a foe that is adjacent to the previous foe and also within reach. If you hit, you can continue to make attacks against foes adjacent to the previous foe, so long as they are within your reach. You cannot attack an individual foe more than once during this attack action. When you use this feat, you take a -2 penalty to your Armor Class until your next turn.

At 11<sup>th</sup> level, you gain a +1 circumstance bonus to attack rolls when cleaving.

At 18<sup>th</sup> level, you gain a +2 circumstance bonus to attack rolls when cleaving.

### **Great Fortitude**

You are resistant to poisons, diseases, and other maladies.

**Benefit:** You get a +2 bonus on all Fortitude saving throws.

At 7<sup>th</sup> level, your bonus on Fortitude saves improves to +3.

At 14<sup>th</sup> level, once per day, you may reroll a single failed Fortitude save and keep the new result.

### **Greater Bull Rush (Combat)**

Your bull rush attacks throw enemies off balance.

**Prerequisites:** Improved Bull Rush, Power Attack, base attack bonus +6, Str 13.

**Benefit:** You receive a +2 bonus on checks made to bull rush a foe. This bonus stacks with the bonus granted by Improved Bull Rush. Whenever you bull rush an opponent, his movement provokes attacks of opportunity from all of your allies (but not you).

At 13<sup>th</sup> level your target is denied his Dexterity bonus against these attacks of opportunity.

At 20<sup>th</sup> level, you deal +1d6 precision damage against opponents denied their Dexterity bonus.

**Normal:** Creatures moved by bull rush do not provoke attacks of opportunity.

### **Greater Disarm (Combat)**

You can knock weapons far from an enemy's grasp.

**Prerequisites:** Combat Expertise, Improved Disarm, base attack bonus +6, Int 13.

**Benefit:** You receive a +2 bonus on checks made to disarm a foe. This bonus stacks with the bonus granted by Improved Disarm. Whenever you successfully disarm an opponent, the weapon lands 15 feet away from its previous wielder in a random direction.

At 13<sup>th</sup> level, the disarmed weapon lands 20 feet away.

At 20<sup>th</sup> level, the disarmed weapon lands 30 feet away, in a direction you choose.

**Normal:** Disarmed weapons and gear land at the feet of the disarmed creature.

### **Greater Feint (Combat)**

You are skilled at making foes overreact to your attacks.

**Prerequisites:** Combat Expertise, Improved Feint, base attack bonus +6, Int 13.

**Benefit:** Whenever you use feint to cause an opponent to lose his Dexterity bonus, he loses that bonus until the beginning of your next turn, in addition to losing his Dexterity bonus against your next attack.

At 13<sup>th</sup> level, you deal +1 damage against opponents denied their Dexterity bonus.

At 20<sup>th</sup> level, you deal +1d6 precision damage against opponents denied their Dexterity bonus.

**Normal:** A creature you feint loses its Dexterity bonus against your next attack.

### **Greater Grapple (Combat)**

Maintaining a grapple is second nature to you.

**Prerequisites:** Improved Grapple, Improved Unarmed Strike, base attack bonus +6, Dex 13.

**Benefit:** You receive a +2 bonus on checks made to grapple a foe. This bonus stacks with the bonus granted by Improved Grapple. Once you have grappled a creature, maintaining the grapple is a move action. This feat allows you to make two grapple checks each round (to move, harm, or pin your opponent), but you are not required to make two checks. You only need to succeed at one of these checks to maintain the grapple.

At 13<sup>th</sup> level, you inflict +1 point of damage when dealing damage to a grappled opponent.

At 20<sup>th</sup> level, you inflict +2 points of damage when dealing damage to a grappled opponent.

**Normal:** Maintaining a grapple is a standard action.

### **Greater Overrun (Combat)**

Enemies must dive to avoid your dangerous move.

**Prerequisites:** Improved Overrun, Power Attack, base attack bonus +6, Str 13.

**Benefit:** You receive a +2 bonus on checks made to overrun a foe. This bonus stacks with the bonus granted by Improved Overrun. Whenever you overrun opponents, they provoke attacks of opportunity if they are knocked prone by your overrun.

At 13<sup>th</sup> level, you gain a +1 circumstance bonus to attacks of opportunity created through Greater Overrun.

At 20<sup>th</sup> level, you gain a +2 circumstance bonus to attacks of opportunity created through Greater Overrun.

**Normal:** Creatures knocked prone by your overrun do not provoke an attack of opportunity.

### **Greater Penetrating Strike (Combat)**

Your attacks penetrate the defenses of most foes. Choose a weapon that you have selected for Penetrating Strike.

**Prerequisites:** Penetrating Strike, Weapon Focus, 16<sup>th</sup> level fighter.

**Benefit:** Your attacks with the selected weapon ignore up to 10 points of damage reduction. This amount is reduced to 5 points for damage reduction without a type (such as DR 10/—).

At 20<sup>th</sup> level, this damage is no longer reduced against DR without a type.

### **Greater Shield Focus (Combat)**

You are skilled at deflecting blows with your shield.

**Prerequisites:** Shield Focus, Shield Proficiency, base attack bonus +1, 8th-level fighter.

**Benefit:** Increase the AC bonus granted by any shield you are using by 1. This bonus stacks with the bonus granted by Shield Focus.

At 15<sup>th</sup> level, decrease the armor check penalty of any shield by -2 to a minimum of 0.

### Greater Spell Focus

Choose a school of magic to which you have already applied the Spell Focus feat. Any spells you cast of this school are very hard to resist.

**Prerequisite:** Spell Focus.

**Benefit:** Add +1 to the Difficulty Class for all saving throws against spells from the school of magic you select. This bonus stacks with the bonus from Spell Focus.

At 7<sup>th</sup> level, increase your effective caster level by +1 when casting spells of this school.

At 14<sup>th</sup> level, add +1 to your caster level check to overcome spell resistance when casting spells from your chosen school.

**Special:** You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new school to which you already have applied the Spell Focus feat.

### Greater Spell Penetration

Your spells break through spell resistance much more easily than most.

**Prerequisite:** Spell Penetration.

**Benefit:** You get a +2 bonus on caster level checks (1d20 + caster level) made to overcome a creature's spell resistance. This bonus stacks with the one from Spell Penetration.

At 7<sup>th</sup> level, your bonus to overcome spell resistance increases to +3.

At 14<sup>th</sup> level, once per day, you may reroll a failed spell penetration check, keeping the new result.

### Greater Sunder (Combat)

Your devastating strikes cleave through weapons and armor and into their wielders, damaging both item and wielder alike in a single terrific strike.

**Prerequisites:** Improved Sunder, Power Attack, base attack bonus +6, Str 13.

**Benefit:** You receive a +2 bonus on checks made to sunder an item. This bonus stacks with the bonus granted by Improved Sunder. Whenever you sunder to destroy a weapon, shield, or suit of armor, any excess

damage is applied to the item's wielder. No damage is transferred if you decide to leave the item with 1 hit point.

At 13<sup>th</sup> level, you gain an additional +1 bonus to sunder items.

At 20<sup>th</sup> level, once per day, if you fail a sunder attempt, you may reroll, taking the new result.

### Greater Trip (Combat)

You can make free attacks on foes that you knock down.

**Prerequisites:** Combat Expertise, Improved Trip, base attack bonus +6, Int 13.

**Benefit:** You receive a +2 bonus on checks made to trip a foe. This bonus stacks with the bonus granted by Improved Trip. Whenever you successfully trip an opponent, that opponent provokes attacks of opportunity.

At 13<sup>th</sup> level, you gain an additional +1 bonus to trip attacks.

At 20<sup>th</sup> level, once per day, if you fail a trip attempt, you may reroll the attack, taking the new result.

**Normal:** Creatures do not provoke attacks of opportunity from being tripped.

### Greater Two-Weapon Fighting (Combat)

You are incredibly skilled at fighting with two weapons at the same time.

**Prerequisites:** Dex 19, Improved Two-Weapon Fighting, Two-Weapon Fighting, base attack bonus +11.

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

At 18<sup>th</sup> level, the penalty to your third attack with your off-hand is reduced to -5.

### Greater Vital Strike (Combat)

You can make a single attack that deals incredible damage.

**Prerequisites:** Improved Vital Strike, Vital Strike, base attack bonus +16.

**Benefit:** When you use the attack action, you can make one attack at your highest base attack bonus that deals additional damage. Roll the damage dice for the attack

four times and add the results together, but do not multiply damage bonuses from Strength, weapon abilities (such as flaming), or precision-based damage (such as sneak attack). This bonus damage is not multiplied on a critical hit (although other damage bonuses are multiplied normally).

At 20<sup>th</sup> level, you may add an additional +1 damage per die of vital strike.

### **Greater Weapon Focus (Combat)**

Choose one type of weapon (including unarmed strike or grapple) for which you have already selected Weapon Focus. You are a master at your chosen weapon.

**Prerequisites:** Proficiency with selected weapon, Weapon Focus with selected weapon, base attack bonus +1, 8th-level fighter.

**Benefit:** You gain a +1 bonus on attack rolls you make using the selected weapon. This bonus stacks with other bonuses on attack rolls, including those from Weapon Focus.

At 15<sup>th</sup> level, you gain an additional +2 bonus to critical confirmation checks with your chosen weapon.

**Special:** You can gain Greater Weapon Focus multiple times. Its effects do not stack. Each time you take the feat, it applies to a new type of weapon.

### **Greater Weapon Specialization (Combat)**

Choose one type of weapon (including unarmed strike or grapple) for which you possess the Weapon Specialization feat. Your attacks with the chosen weapon are more devastating than normal.

**Prerequisites:** Proficiency with selected weapon, Greater Weapon Focus with selected weapon, Weapon Focus with selected weapon, Weapon Specialization with selected weapon, 12th-level fighter.

**Benefit:** You gain a +2 bonus on all damage rolls you make using the selected weapon. This bonus to damage stacks with other damage roll bonuses, including any you gain from Weapon Specialization.

At 19<sup>th</sup> level, you gain an additional +1 bonus on all damage rolls using the selected weapon.

**Special:** You can gain Greater Weapon Specialization multiple times. Its effects do not stack. Each time you take the feat, it applies to a new type of weapon.

### **Heighten Spell (Metamagic)**

You can cast spells as if they were a higher level.

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

At 7<sup>th</sup> level, you may add up to +1 level of metamagic to a spell cast and have it count toward the effective spell level when using Heighten Spell.

At 14<sup>th</sup> level, you may add up to +2 levels of metamagic to a spell cast and have it count toward the effective spell level when using Heighten Spell.

### **Hover**

This creature can hover in place with ease and can kick up clouds of dust and debris.

**Prerequisite:** Fly speed.

**Benefit:** A creature with this feat can halt its movement while flying, allowing it to hover without needing to make a Fly skill check. If a creature of size Large or larger with this feat hovers within 20 feet of the ground in an area with lots of loose debris, the draft from its wings creates a hemispherical cloud with a radius of 60 feet. The winds generated can snuff torches, small campfires, exposed lanterns, and other small, open flames of nonmagical origin. Clear vision within the cloud is limited to 10 feet. Creatures have concealment at 15 to 20 feet

(20% miss chance). At 25 feet or more, creatures have total concealment (50% miss chance, and opponents cannot use sight to locate the creature).

At 7<sup>th</sup> level, medium creatures hovering within 15 feet can create a 30 foot radius of loose debris.

At 14<sup>th</sup> level, increase the radius of debris by 10 feet.

**Normal:** Without this feat, a creature must make a Fly skill check to hover and the creature does not create a cloud of debris while hovering.

### Improved Bull Rush (Combat)

You are skilled at pushing your foes around.

**Prerequisite:** Str 13, Power Attack, base attack bonus +1.

**Benefit:** You do not provoke an attack of opportunity when performing a bull rush combat maneuver. In addition, you receive a +2 bonus on checks made to bull rush a foe. You also receive a +2 bonus to your Combat Maneuver Defense whenever an opponent tries to bull rush you.

At 7<sup>th</sup> level, you gain an additional +1 bonus to your CMD to defend against bull rush attacks.

At 14<sup>th</sup> level, you gain an additional +1 bonus to CMB when attempting bull rush attacks.

**Normal:** You provoke an attack of opportunity when performing a bull rush combat maneuver.

### Improved Channel

Your channeled energy is harder to resist.

**Prerequisite:** Channel energy class feature.

**Benefit:** Add 2 to the DC of saving throws made to resist the effects of your channel energy ability.

At 7<sup>th</sup> level, you gain a +1 bonus to each die of your channel energy.

At 14<sup>th</sup> level, add an additional +1 to the DC of saving throws to resist the effects of your channel energy ability.

### Improved Counterspell

You are skilled at countering the spells of others using similar spells.

**Benefit:** When counterspelling, you may use a spell of the same school that is one or more spell levels higher than the target spell.

At 7<sup>th</sup> level, you may use a spell of the same level and school to counterspell.

At 14<sup>th</sup> level, you may expend a number of spell levels equal to the spell to be counterspelled, provided they are all of the same school.

**Normal:** Without this feat, you may counter a spell only with the same spell or with a spell specifically designated as countering the target spell.

### Improved Critical (Combat)

Attacks made with your chosen weapon are quite deadly.

**Prerequisite:** Proficient with weapon, base attack bonus +8.

**Benefit:** When using the weapon you selected, your threat range is doubled.

At 15<sup>th</sup> level, you also gain a +2 bonus to critical confirmation checks with your selected weapon.

At 20<sup>th</sup> level, if you are wielding a keen weapon that you have improved critical selected for, you gain an additional +1 bonus to your threat range.

**Special:** You can gain Improved Critical multiple times. The effects do not stack. Each time you take the feat, it applies to a new type of weapon. This effect doesn't stack with any other effect that expands the threat range of a weapon.

### Improved Disarm (Combat)

You are skilled at knocking weapons from a foe's grasp.

**Prerequisite:** Int 13, Combat Expertise.

**Benefit:** You do not provoke an attack of opportunity when performing a disarm combat maneuver. In addition, you receive a +2 bonus on checks made to disarm a foe. You also receive a +2 bonus to your

Combat Maneuver Defense whenever an opponent tries to disarm you.

At 7<sup>th</sup> level, you gain an additional +1 bonus to your CMD to defend against disarm attacks.

At 14<sup>th</sup> level, you gain an additional +1 bonus to CMB when attempting disarm attacks.

**Normal:** You provoke an attack of opportunity when performing a disarm combat maneuver.

### Improved Familiar

This feat allows you to acquire a powerful familiar, but only when you could normally acquire a new familiar.

**Prerequisites:** Ability to acquire a new familiar, compatible alignment, sufficiently high level (see below).

**Benefit:** When choosing a familiar, the creatures listed below are also available to you (see the Pathfinder RPG Bestiary for statistics on these creatures). You may choose a familiar with an alignment up to one step away on each alignment axis (lawful through chaotic, good through evil).

Familiar	Alignment	Arcane Spellcaster Level
Celestial hawk <sup>1</sup>	NG	3 <sup>rd</sup>
Dire rat	N	3 <sup>rd</sup>
Fiendish viper <sup>2</sup>	NE	3 <sup>rd</sup>
Elemental, Small (any type)	N	5 <sup>th</sup>
Stirge	N	5 <sup>th</sup>
Homunculus <sup>3</sup>	Any	7 <sup>th</sup>
Imp	LE	7 <sup>th</sup>
Mephit (any type)	N	7 <sup>th</sup>
Pseudodragon	NG	7 <sup>th</sup>
Quasit	CE	7 <sup>th</sup>

<sup>1</sup> Or other celestial animal from the standard familiar list.

<sup>2</sup> Or other fiendish animal from the standard familiar list.

<sup>3</sup> The master must first create the homunculus.

Improved familiars otherwise use the rules for regular familiars, with two exceptions: if the creature's type is something other than animal, its type does not change; and improved familiars do not gain the ability to speak with other creatures of their kind (although many of them already have the ability to communicate).

At 7<sup>th</sup> level, add +2 hp to your familiar.

At 14<sup>th</sup> level, add an additional +3 hp to your familiar.

### Improved Feint (Combat)

You are skilled at fooling your opponents in combat.

**Prerequisites:** Int 13, Combat Expertise.

**Benefit:** You can make a Bluff check to feint in combat as a move action.

At 7<sup>th</sup> level, you gain a +1 bonus to Bluff checks when attempting to feint in combat.

At 14<sup>th</sup> level, you gain a +2 bonus to Bluff checks when attempting to feint in combat.

**Normal:** Feinting in combat is a standard action.

### Improved Grapple (Combat)

You are skilled at grappling opponents.

**Prerequisite:** Dex 13, Improved Unarmed Strike.

**Benefit:** You do not provoke an attack of opportunity when performing a grapple combat maneuver. In addition, you receive a +2 bonus on checks made to grapple a foe. You also receive a +2 bonus to your Combat Maneuver Defense whenever an opponent tries to grapple you.

At 7<sup>th</sup> level, you gain an additional +1 bonus to your CMD to defend against grapple attacks.

At 14<sup>th</sup> level, you gain an additional +1 bonus to CMB when attempting grapple attacks.

**Normal:** You provoke an attack of opportunity when performing a grapple combat maneuver.

### Improved Great Fortitude

You can draw upon an inner reserve to resist diseases, poisons, and other grievous harm.

**Prerequisites:** Great Fortitude.

**Benefit:** Once per day, you may reroll a Fortitude save. You must decide to use this ability before the results are revealed. You must take the second roll, even if it is worse.

At 7<sup>th</sup> level, add an additional +1 bonus to your Fortitude saves.

At 14<sup>th</sup> level, add a +2 bonus on all rerolled Fortitude saves.

**Special:** These abilities stack with the abilities granted by the Great Fortitude feat.

### Improved Initiative (Combat)

Your quick reflexes allow you to react rapidly to danger.

**Benefit:** You get a +4 bonus on initiative checks.

At 7<sup>th</sup> level, you gain an additional +2 bonus on initiative checks.

At 14<sup>th</sup> level, once per day, you may reroll an initiative roll, taking the new result.

### Improved Iron Will

Your clarity of thought allows you to resist mental attacks.

**Prerequisites:** Iron Will.

**Benefit:** Once per day, you may reroll a Will save. You must decide to use this ability before the results are revealed. You must take the second roll, even if it is worse.

At 7<sup>th</sup> level, add an additional +1 bonus to your Will saves.

At 14<sup>th</sup> level, add a +2 bonus on all rerolled Will saves.

**Special:** These abilities stack with the abilities granted by the Iron Will feat.

### Improved Lightning Reflexes

You have a knack for avoiding danger all around you.

**Prerequisites:** Lightning Reflexes.

**Benefit:** Once per day, you may reroll a Reflex save. You must decide to use this ability before the results are revealed. You must take the second roll, even if it is worse.

At 7<sup>th</sup> level, add an additional +1 bonus to your Reflex saves.

At 14<sup>th</sup> level, add a +2 bonus on all rerolled Reflex saves.

**Special:** This ability stacks with the abilities granted by the Improved Reflexes feat.

### Improved Natural Armor

This creature's hide is tougher than most.

**Prerequisites:** Natural armor, Con 13.

**Benefit:** The creature's natural armor bonus increases by +1.

At 14<sup>th</sup> level, the creature's natural armor bonus increases to +2.

At 20<sup>th</sup> level, you gain DR 3/magic or bludgeoning.

### Improved Natural Attack

Attacks made by one of this creature's natural attacks leave vicious wounds.

**Prerequisite:** Natural weapon, base attack bonus +4.

**Benefit:** Choose one of the creature's natural attack forms (not an unarmed strike). The damage for this natural attack increases by one step on the following list, as if the creature's size had increased by one category. Damage dice increase as follows: 1d2, 1d3, 1d4, 1d6, 1d8, 2d6, 3d6, 4d6, 6d6, 8d6, 12d6. A weapon or attack that deals 1d10 points of damage increases as follows: 1d10, 2d8, 3d8, 4d8, 6d8, 8d8, 12d8.

At 11<sup>th</sup> level, add +2 to the critical confirmation rolls of the improved natural attack.

At 18<sup>th</sup> level, increase the threat range of the improved natural attack by +1.

### Improved Overrun (Combat)

You are skilled at running down your foes.

**Prerequisite:** Str 13, Power Attack, base attack bonus +1.

**Benefit:** You do not provoke an attack of opportunity when performing an overrun combat maneuver. In addition, you receive a +2 bonus on checks made to overrun a foe. You also receive a +2 bonus to your Combat Maneuver Defense whenever an

opponent tries to overrun you. Targets of your overrun attempt may not choose to avoid you.

At 7<sup>th</sup> level, you gain an additional +1 bonus to your CMD to defend against overrun attacks.

At 14<sup>th</sup> level, you gain an additional +1 bonus to CMB when attempting overrun attacks.

**Normal:** You provoke an attack of opportunity when performing an overrun combat maneuver.

### Improved Precise Shot (Combat)

Your ranged attacks ignore anything but total concealment and cover.

**Prerequisites:** Dex 19, Point-Blank Shot, Precise Shot, base attack bonus +11.

**Benefit:** Your ranged attacks ignore the AC bonus granted to targets by anything less than total cover, and the miss chance granted to targets by anything less than total concealment. Total cover and total concealment provide their normal benefits against your ranged attacks.

At 18<sup>th</sup> level, once per day, if you miss a shot due to cover, you may reroll the attempt, taking the new result.

**Normal:** See the normal rules on the effects of cover and concealment in Chapter 8.

### Improved Shield Bash (Combat)

You can protect yourself with your shield, even if you use it to attack.

**Prerequisite:** Shield Proficiency.

**Benefit:** When you perform a shield bash, you may still apply the shield's shield bonus to your AC.

At 7<sup>th</sup> level, you gain a +1 competence bonus to shield bash attacks.

At 14<sup>th</sup> level, you gain a +2 competence bonus to critical confirmation checks when making shield bash attacks.

**Normal:** Without this feat, a character that performs a shield bash loses the shield's shield bonus to AC until his next turn.

### Improved Sunder (Combat)

You are skilled at damaging your foes' weapons and armor.

**Prerequisite:** Str 13, Power Attack, base attack bonus +1.

**Benefit:** You do not provoke an attack of opportunity when performing a sunder combat maneuver. In addition, you receive a +2 bonus on checks made to sunder an item. You also receive a +2 bonus to your Combat Maneuver Defense whenever an opponent tries to sunder your gear.

At 7<sup>th</sup> level, you gain an additional +1 bonus to your CMD to defend against sunder attacks.

At 14<sup>th</sup> level, you gain an additional +1 bonus to CMB when attempting sunder attacks.

**Normal:** You provoke an attack of opportunity when performing a sunder combat maneuver.

### Improved Trip (Combat)

You are skilled at sending your opponents to the ground.

**Prerequisite:** Int 13, Combat Expertise.

**Benefit:** You do not provoke an attack of opportunity when performing a trip combat maneuver. In addition, you receive a +2 bonus on checks made to trip a foe. You also receive a +2 bonus to your Combat Maneuver Defense whenever an opponent tries to trip you.

At 7<sup>th</sup> level, you gain an additional +1 bonus to your CMD to defend against trip attacks.

At 14<sup>th</sup> level, you gain an additional +1 bonus to CMB when attempting trip attacks.

**Normal:** You provoke an attack of opportunity when performing a trip combat maneuver.

### Improved Two-Weapon Fighting (Combat)

You are skilled at fighting with two weapons.

**Prerequisites:** Dex 17, Two-Weapon Fighting, base attack bonus +6.



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

At 13<sup>th</sup> level, reduce the off-hand attack penalty for this attack to -3.

At 20<sup>th</sup> level, reduce the off-hand attack penalty for this attack to 0.

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

### Improved Unarmed Strike (Combat)

You are skilled at fighting while unarmed.

**Benefit:** You are considered to be armed even when unarmed—you do not provoke attacks of opportunity when you attack foes while unarmed. Your unarmed strikes can deal lethal or nonlethal damage, at your choice.

At 7<sup>th</sup> level, increase your unarmed strike base damage by one die step larger.

At 14<sup>th</sup> level, increase your unarmed strike base damage by another die step larger.

**Normal:** Without this feat, you are considered unarmed when attacking with an unarmed strike, and you can deal only nonlethal damage with such an attack.

**Special:** If you have any ability that already grants improved unarmed damage, use the greater of the two. Do not increase already augmented unarmed damage.

### Improved Vital Strike (Combat)

You can make a single attack that deals a large amount of damage.

**Prerequisites:** Vital Strike, base attack bonus +11.

**Benefit:** When you use the attack action, you can make one attack at your highest base attack bonus that deals additional damage. Roll the damage dice for the attack three times and add the results together, but do not multiply damage bonuses from Strength, weapon abilities (such as flaming), or precision-based damage (such as sneak attack). This bonus damage is not multiplied

on a critical hit (although other damage bonuses are multiplied normally).

At 18<sup>th</sup> level, once per day, you may reroll the vital strike damage dice, keeping the new result.

### Improvised Weapon Mastery (Combat)

You can turn nearly any object into a deadly weapon, from a razor-sharp chair leg to a sack of flour.

**Prerequisites:** Catch Off-Guard or Throw Anything, base attack bonus +8.

**Benefit:** You do not suffer any penalties for using an improvised weapon. Increase the amount of damage dealt by the improvised weapon by one step (for example, 1d4 becomes 1d6) to a maximum of 1d8 (2d6 if the improvised weapon is two-handed). The improvised weapon has a critical threat range of 19–20, with a critical multiplier of ×2.

At 15<sup>th</sup> level, your threat range with improvised weapons increases to 18–20.

### Intimidating Prowess (Combat)

Your physical might is intimidating to others.

**Benefit:** Add your Strength modifier to Intimidate skill checks in addition to your Charisma modifier.

At 7<sup>th</sup> level, you gain a +1 competence bonus to Intimidate skill checks.

At 14<sup>th</sup> level, you gain an additional +1 competence bonus to Intimidate skill checks.

### Iron Will

You are more resistant to mental effects.

**Benefit:** You get a +2 bonus on all Will saving throws.

At 7<sup>th</sup> level, your bonus on Will saves improves to +3.

At 14<sup>th</sup> level, once per day, you may reroll a single failed Will save and keep the new result.

**Where's Leadership?** The Leadership feat is not included in the *Feats Reforged* book. It is not a skill-based feat, and already has strong benefits as you level.

### Lightning Reflexes

You have faster reflexes than normal.

**Benefit:** You get a +2 bonus on all Reflex saving throws.

At 7<sup>th</sup> level, your bonus on Reflex saves improves to +3.

At 14<sup>th</sup> level, once per day, you may reroll a single failed Reflex save and keep the new result.

### Lightning Stance (Combat)

The speed at which you move makes it nearly impossible for opponents to strike you.

**Prerequisites:** Dex 17, Dodge, Wind Stance, base attack bonus +11.

**Benefit:** If you take two actions to move or a withdraw action in a turn, you gain 50% concealment for 1 round.

At 18<sup>th</sup> level, if you charge, you gain 20% concealment for that turn.

### Lunge (Combat)

You can strike foes that would normally be out of reach.

**Prerequisites:** Base attack bonus +6.

**Benefit:** You can increase the reach of your melee attacks by 5 feet until the end of your turn by taking a –2 penalty to your AC until your next turn. You must decide to use this ability before any attacks are made.

At 13<sup>th</sup> level, the AC penalty for this feat is reduced to -1.

At 20<sup>th</sup> level, the AC penalty for this feat is reduced to 0.

### Magical Aptitude

You are skilled at spellcasting and using magic items.

**Benefit:** You get a +2 bonus on all Spellcraft checks and Use Magic Device checks.

At 7<sup>th</sup> level, once per day, as a swift action, you may reroll a failed Spellcraft or Use Magic Device skill check.

At 14<sup>th</sup> level, the bonus increases to +4 for those skills, and you may reroll both skills twice per day.

### Manyshot (Combat)

You can fire multiple arrows at a single target.

**Prerequisites:** Dex 17, Point-Blank Shot, Rapid Shot, base attack bonus +6.

**Benefit:** When making a full-attack action with a bow, your first attack fires two arrows. If the attack hits, both arrows hit. Apply precision-based damage (such as sneak attack) and critical hit damage only once for this attack. Damage bonuses from using a composite bow with a high Strength bonus apply to each arrow, as do other damage bonuses, such as a ranger's favored enemy bonus. Damage reduction and resistances apply separately to each arrow.

At 13<sup>th</sup> level, once per day, if you miss while using Manyshot, reroll the attack. If this attack hits, you still do normal damage as though hitting with a single arrow.

### Master Craftsman

Your superior crafting skills allow you to create simple magic items.

**Prerequisites:** 5 ranks in any Craft or Profession skill.

**Benefit:** Choose one Craft or Profession skill in which you possess at least 5 ranks. You receive a +2 bonus on your chosen Craft or Profession skill. Ranks in your chosen skill count as your caster level for the purposes of qualifying for the Craft Magic Arms and Armor and Craft Wondrous Item feats. You can create magic items using these feats, substituting your ranks in the chosen skill for your total caster level. You must use the chosen skill for the check to create the item. The DC to create the item still increases for any necessary spell requirements. You cannot use this feat to create any spell-trigger or spell-activation item.

At 12<sup>th</sup> level, once per day, if you fail a Craft or Profession skill check to craft a magical item, you may reroll, keeping the new result.

At 19<sup>th</sup> level, you gain an additional +2 bonus to your chosen Craft or Profession skill.

**Normal:** Only spellcasters can qualify for the Craft Magic Arms and Armor and Craft Wondrous Item feats.

### **Maximize Spell (Metamagic)**

Your spells have the maximum possible effect.

**Benefit:** All variable, numeric effects of a spell modified by this feat are maximized. Saving throws and opposed rolls are not affected, nor are spells without random variables. A maximized spell uses up a spell slot three levels higher than the spell's actual level. An empowered, maximized spell gains the separate benefits of each feat: the maximum result plus half the normally rolled result.

At 14<sup>th</sup> level, increase the DC to save against the maximized spell by +1.

At 20<sup>th</sup> level, increase the DC to save against the maximized spell by +2.

### **Medusa's Wrath (Combat)**

You can take advantage of your opponent's confusion, delivering multiple blows.

**Prerequisites:** Improved Unarmed Strike, Gorgon's Fist, Scorpion Style, base attack bonus +11.

**Benefit:** Whenever you use the full-attack action and make at least one unarmed strike, you can make two additional unarmed strikes at your highest base attack bonus. These bonus attacks must be made against a dazed, flat-footed, paralyzed, staggered, stunned, or unconscious foe.

At 18<sup>th</sup> level, you also deal +1d6 points of precision damage per strike against foes that are dazed, flat-footed, paralyzed, staggered, stunned, or unconscious.

### **Mobility (Combat)**

You can easily move through a dangerous melee.

**Prerequisites:** Dex 13, Dodge.

**Benefit:** You get a +4 dodge bonus to Armor Class against attacks of opportunity caused when you move out of or within a threatened area. A condition that makes you

lose your Dexterity bonus to Armor Class (if any) also makes you lose dodge bonuses. Dodge bonuses stack with each other, unlike most types of bonuses.

At 7<sup>th</sup> level, you gain a +5' bonus to your base movement rate.

At 14<sup>th</sup> level, if you move more than 10' during your turn, you gain a +1 dodge bonus to your AC.

### **Mounted Archery (Combat)**

You are skilled at making ranged attacks while mounted.

**Prerequisites:** Ride 1 rank, Mounted Combat.

**Benefit:** The penalty you take when using a ranged weapon while mounted is halved: -2 instead of -4 if your mount is taking a double move, and -4 instead of -8 if your mount is running.

At 7<sup>th</sup> level, if your mount is taking a double move, you only suffer a -1 attack penalty.

At 14<sup>th</sup> level, if your mount is running, you only suffer a -2 attack penalty.

At 20<sup>th</sup> level, you suffer no penalties to attacks if your mount is moving.

### **Mounted Combat (Combat)**

You are adept at guiding your mount through combat.

**Prerequisite:** Ride 1 rank.

**Benefit:** Once per round when your mount is hit in combat, you may attempt a Ride check (as a free action) to negate the hit. The hit is negated if your Ride check result is greater than the opponent's attack roll.

At 7<sup>th</sup> level, you may attempt to negate two hits per round.

At 14<sup>th</sup> level, you may attempt to negate three hits per round.

### **Multiattack (Combat)**

This creature is particularly skilled at making attacks with its natural weapons.

**Prerequisite:** Three or more natural attacks.

**Benefit:** The creature's secondary attacks with natural weapons take only a -2 penalty.

At 7<sup>th</sup> level, the creature's secondary attacks with natural weapons take only a -1 penalty.

At 14<sup>th</sup> level, the creature's secondary attacks with natural weapons take no penalty.

**Normal:** Without this feat, the creature's secondary attacks with natural weapons take a -5 penalty.

### **Multiweapon Fighting (Combat)**

This multi-armed creature is skilled at making attacks with multiple weapons.

**Prerequisites:** Dex 13, three or more hands.

**Benefit:** Penalties for fighting with multiple weapons are reduced by -2 with the primary hand and by -6 with off hands.

At 7<sup>th</sup> level, the penalties for fighting with multiple weapons are reduced by an additional -1.

At 14<sup>th</sup> level, the penalties for fighting with multiple weapons are reduced by an additional -1.

**Normal:** A creature without this feat takes a -6 penalty on attacks made with its primary hand and a -10 penalty on attacks made with all of its off hands. (It has one primary hand, and all the others are off hands.) See Two-Weapon Fighting in the Pathfinder RPG Core Rulebook.

**Special:** This feat replaces the Two-Weapon Fighting feat for creatures with more than two arms.

### **Natural Spell**

You can cast spells even while in a form that cannot normally cast spells.

**Prerequisites:** Wis 13, wild shape class feature.

**Benefit:** You can complete the verbal and somatic components of spells while using wild shape. You substitute various noises and gestures for the normal verbal and somatic components of a spell. You can also use any material components or focuses you possess,

even if such items are melded within your current form. This feat does not permit the use of magic items while you are in a form that could not ordinarily use them, and you do not gain the ability to speak while using wild shape.

At 14<sup>th</sup> level, any druid spell cast while using Natural Spell casts at +1 effective caster level.

### **Nimble Moves**

You can move across a single obstacle with ease.

**Prerequisites:** Dex 13.

**Benefit:** Whenever you move, you may move through 5 feet of difficult terrain each round as if it were normal terrain. This feat allows you to take a 5-foot step into difficult terrain.

At 7<sup>th</sup> level, you gain a +2 bonus to acrobatics checks to move through any sort of difficult terrain.

At 14<sup>th</sup> level, you gain a +4 bonus to acrobatics checks to move through any sort of difficult terrain.

### **Penetrating Strike (Combat)**

Your attacks are capable of penetrating the defenses of some creatures. Choose one type of weapon that you have already selected for Weapon Focus.

**Prerequisites:** Weapon Focus, base attack bonus +1, 12<sup>th</sup> level fighter, proficiency with weapon.

**Benefit:** Your attacks with the selected weapon ignore up to 5 points of damage reduction. This feat does not apply to damage reduction without a type (such as DR 10/—).

At 18<sup>th</sup> level, this is no longer reduced against DR without a type.

### **Persuasive**

You are skilled at swaying attitudes and intimidating others into your way of thinking.

**Benefit:** You get a +2 bonus on Diplomacy and Intimidate skill checks.

At 7<sup>th</sup> level, once per day each, as a swift action, you may reroll a failed Diplomacy or Intimidate skill check.

At 14<sup>th</sup> level, the bonus increases to +4 for those skills, and you may reroll both skills twice per day.

### **Pinpoint Targeting (Combat)**

You can target the weak points in your opponent's armor.

**Prerequisites:** Dex 19, Improved Precise Shot, Point Blank Shot, Precise Shot, base attack bonus +16.

**Benefit:** As a standard action, make a single ranged attack. The target does not gain any armor, natural armor, or shield bonuses to its Armor Class. You do not gain the benefit of this feat if you move this round.

At 20<sup>th</sup> level, you may take a 5 foot step and still use this ability.

### **Point-Blank Shot (Combat)**

You are especially accurate when making ranged attacks against close targets.

**Benefit:** You get a +1 bonus on attack and damage rolls with ranged weapons at ranges of up to 30 feet.

At 7<sup>th</sup> level, the range increases to 40 feet.

At 14<sup>th</sup> level, the bonus to attack and damage rolls increases to +2.

At 20<sup>th</sup> level, the range increases to 50 feet.

### **Power Attack (Combat)**

You can make exceptionally deadly melee attacks by sacrificing accuracy for strength.

**Prerequisites:** Str 13, base attack bonus +1.

**Benefit:** You can choose to take a -1 penalty on all melee attack rolls and combat maneuver checks to gain a +2 bonus on all melee damage rolls. This bonus to damage is increased by half (+50%) if you are making an attack with a two-handed weapon, a one handed weapon using two hands, or a primary natural weapon that adds 1-1/2 times your Strength modifier on damage rolls. This bonus to damage is halved (-50%) if you are making an attack with an off-hand weapon or secondary natural

weapon. When your base attack bonus reaches +4, and every 4 points thereafter, the penalty increases by -1 and the bonus to damage increases by +2. You must choose to use this feat before making an attack roll, and its effects last until your next turn. The bonus damage does not apply to touch attacks or effects that do not deal hit point damage.

At 7<sup>th</sup> level, you gain a +1 bonus to critical confirmation rolls when using Power Attack.

At 14<sup>th</sup> level, your bonus to critical confirmation rolls when using Power Attack increases to +2.

### **Precise Shot (Combat)**

You are adept at firing ranged attacks into melee.

**Prerequisite:** Point-Blank Shot.

**Benefit:** You can shoot or throw ranged weapons at an opponent engaged in melee without taking the standard -4 penalty on your attack roll.

At 7<sup>th</sup> level, you can ignore up to 1 point of a target's cover AC bonus.

At 14<sup>th</sup> level, you can ignore up to 2 points of a target's cover AC bonus.

### **Quick Draw (Combat)**

You can draw weapons faster than most.

**Prerequisite:** Base attack bonus +1.

**Benefit:** You can draw a weapon as a free action instead of as a move action. You can draw a hidden weapon (see the Sleight of Hand skill) as a move action. A character who has selected this feat may throw weapons at his full normal rate of attacks (much like a character with a bow). Alchemical items, potions, scrolls, and wands cannot be drawn quickly using this feat.

At 7<sup>th</sup> level, you gain a +2 bonus to initiative.

At 14<sup>th</sup> level, you may draw non-weapons that are within reach (not in containers) with this feat.

**Normal:** Without this feat, you may draw a weapon as a move action, or (if your base attack bonus is +1 or higher) as a free action

as part of movement. Without this feat, you can draw a hidden weapon as a standard action.

### **Quicken Spell (Metamagic)**

You can cast spells in a fraction of the normal time.

**Benefit:** Casting a quickened spell is a swift action. You can perform another action, even casting another spell, in the same round as you cast a quickened spell. A spell whose casting time is more than 1 full-round action cannot be quickened. A quickened spell uses up a spell slot four levels higher than the spell's actual level. Casting a quickened spell doesn't provoke an attack of opportunity.

At 7<sup>th</sup> level, any quickened spell cast that requires a Reflex save gains +1 to the DC to resist.

At 14<sup>th</sup> level, any quickened spell cast that requires a Reflex save gains +2 to the DC to resist.

**Special:** You can apply the effects of this feat to a spell cast spontaneously, so long as it has a casting time that is not more than 1 full-round action, without increasing the spell's casting time.

### **Quicken Spell-Like Ability**

This creature can use one of its spell-like abilities with next to no effort.

**Prerequisite:** Spell-like ability at CL 10th or higher.

**Benefit:** Choose one of the creature's spell-like abilities, subject to the restrictions described in this feat. The creature can use the chosen spell-like ability as a quickened spell-like ability three times per day (or fewer, if the ability is normally usable only once or twice per day).

Using a quickened spell-like ability is a swift action that does not provoke an attack of opportunity. The creature can perform another action—including the use of another spell-like ability (but not another swift action)—in the same round that it uses a quickened spell-like ability.

The creature can only select a spell-like ability duplicating a spell with a level less than or equal to ½ its caster level (round down) – 4.

A spell-like ability that duplicates a spell with a casting time greater than 1 full round cannot be quickened.

At 17<sup>th</sup> level, any quickened spell-like ability cast that requires a Reflex save gains +1 to the DC to resist.

**Normal:** The use of a spell-like ability normally requires a standard action (at the very least) and provokes an attack of opportunity.

**Special:** This feat can be taken multiple times. Each time it is taken, the creature can apply it to a different one of its spell-like abilities.

### **Rapid Reload (Combat)**

Choose a type of crossbow (hand, light, or heavy). You can reload such weapons quickly.

**Prerequisite:** Weapon Proficiency (crossbow type chosen).

**Benefit:** The time required for you to reload your chosen type of crossbow is reduced to a free action (for a hand or light crossbow) or a move action (for a heavy crossbow). Reloading a crossbow still provokes an attack of opportunity. If you have selected this feat for hand crossbow or light crossbow, you may fire that weapon as many times in a full-attack action as you could attack if you were using a bow.

At 7<sup>th</sup> level, you no longer provoke attacks of opportunity while reloading.

At 14<sup>th</sup> level, you may load a heavy crossbow as part of a move action, though your movement is reduced by half.

**Normal:** A character without this feat needs a move action to reload a hand or light crossbow, or a full-round action to reload a heavy crossbow.

**Special:** You can gain Rapid Reload multiple times. Each time you take the feat, it applies to a new type of crossbow.

### **Rapid Shot (Combat)**

You can make an additional ranged attack.

**Prerequisites:** Dex 13, Point-Blank Shot.

**Benefit:** When making a full-attack action with a ranged weapon, you can fire one additional time this round. All of your attack rolls take a -2 penalty when using Rapid Shot.

At 7<sup>th</sup> level, the penalty for your ranged attacks when using Rapid Shot is reduced to -1.

At 14<sup>th</sup> level, the penalty for your ranged attacks when using Rapid Shot is reduced to 0.

### **Ride-By Attack (Combat)**

While mounted and charging, you can move, strike at a foe, and then continue moving.

**Prerequisites:** Ride 1 rank, Mounted Combat.

**Benefit:** When you are mounted and use the charge action, you may move and attack as if with a standard charge and then move again (continuing the straight line of the charge). Your total movement for the round can't exceed double your mounted speed. You and your mount do not provoke an attack of opportunity from the opponent that you attack.

At 7<sup>th</sup> level, if you move 30 or more feet in the round, you gain a +1 circumstance bonus to attacks made during that charge.

At 14<sup>th</sup> level, if you move 30 or more feet in the round, you gain a +1 circumstance bonus to attacks and damage made during that charge.

### **Run**

You are swift of foot.

**Benefit:** When running, you move five times your normal speed (if wearing medium, light, or no armor and carrying no more than a medium load) or four times your speed (if wearing heavy armor or carrying a heavy load). If you make a jump after a running start (see the Acrobatics skill description), you gain a +4 bonus on your

Acrobatics check. While running, you retain your Dexterity bonus to your Armor Class.

At 7<sup>th</sup> level, you gain an additional +1 bonus on Acrobatics checks when making running jumps.

At 14<sup>th</sup> level, you may move up to five times your speed, even if wearing heavy armor or carrying a heavy load.

**Normal:** You move four times your speed while running (if wearing medium, light, or no armor and carrying no more than a medium load) or three times your speed (if wearing heavy armor or carrying a heavy load), and you lose your Dexterity bonus to AC.

### **Scorpion Style (Combat)**

You can perform an unarmed strike that greatly hampers your target's movement.

**Prerequisite:** Improved Unarmed Strike.

**Benefit:** To use this feat, you must make a single unarmed attack as a standard action. If this unarmed attack hits, you deal damage normally, and the target's base land speed is reduced to 5 feet for a number of rounds equal to your Wisdom modifier unless it makes a Fortitude saving throw (DC 10 + 1/2 your character level + your Wis modifier).

At 7<sup>th</sup> level, the duration of effect lasts for an additional round.

At 14<sup>th</sup> level, the duration of effect lasts for 2 additional rounds.

### **Scribe Scroll (Item Creation)**

You can create magic scrolls.

**Prerequisite:** Caster level 1st.

**Benefit:** You can create a scroll of any spell that you know. Scribing a scroll takes 2 hours if its base price is 250 gp or less, otherwise scribing a scroll takes 1 day for each 1,000 gp in its base price. To scribe a scroll, you must use up raw materials costing half of this base price.

At 7<sup>th</sup> level, decrease the amount of time needed to scribe a scroll by 10%.

At 14<sup>th</sup> level, decrease the amount of time needed to scribe a scroll by 20%.

### Selective Channeling

You can choose whom to affect when you channel energy.

**Prerequisite:** Cha 13, channel energy class feature.

**Benefit:** When you channel energy, you can choose a number of targets in the area up to your Charisma modifier. These targets are not affected by your channeled energy.

At 7<sup>th</sup> level, the number of targets you can choose not to affect increases by 1.

At 14<sup>th</sup> level, the number of targets you can choose not to affect increases by 2.

**Normal:** All targets in a 30-foot burst are affected when you channel energy. You can only choose whether or not you are affected.

### Self-Sufficient

You know how to get along in the wild and how to effectively treat wounds.

**Benefit:** You get a +2 bonus on all Heal checks and Survival checks.

At 7<sup>th</sup> level, once per day each, as a swift action, you may reroll a failed Heal or Survival skill check.

At 14<sup>th</sup> level, the bonus increases to +4 for those skills, and you may reroll both skills twice per day.

### Shatter Defenses (Combat)

Your skill with your chosen weapon leaves opponents unable to defend themselves if you strike them when their defenses are already compromised.

**Prerequisites:** Weapon Focus, Dazzling Display, base attack bonus +6, proficiency with weapon.

**Benefit:** Any shaken, frightened, or panicked opponent hit by you this round is flat-footed to your attacks until the end of your next turn. This includes any additional attacks you make this round.

At 14<sup>th</sup> level, you deal an additional +1 point of damage to flat-footed targets.

At 20<sup>th</sup> level, you deal an additional +2 points of damage to flat-footed targets.

### Shield Focus (Combat)

You are skilled at deflecting blows with your shield.

**Prerequisites:** Shield Proficiency, base attack bonus +1.

**Benefit:** Increase the AC bonus granted by any shield you are using by 1.

At 7<sup>th</sup> level, decrease the armor check penalty of any shield you are using by 1 to a minimum of 0.

At 14<sup>th</sup> level, decrease the armor check penalty of any shield you are using by 2 to a minimum of 0.

### Shield Master (Combat)

Your mastery of the shield allows you to fight with it without hindrance.

**Prerequisites:** Improved Shield Bash, Shield Proficiency, Shield Slam, Two-Weapon Fighting, base attack bonus +11.

**Benefit:** You do not suffer any penalties on attack rolls made with a shield while you are wielding another weapon. Add your shield's shield bonus to attacks and damage rolls made with the shield as if it was an enhancement bonus.

At 18<sup>th</sup> level, your shield's threat range increases to 19-20.

### Shield Slam (Combat)

In the right position, your shield can be used to send opponents flying.

**Prerequisites:** Improved Shield Bash, Shield Proficiency, Two-Weapon Fighting, base attack bonus +6.

**Benefit:** Any opponents hit by your shield bash are also hit with a free bull rush attack, substituting your attack roll for the combat maneuver check (see Chapter 8). This bull rush does not provoke an attack of opportunity. Opponents who cannot move back due to a wall or other surface are knocked prone after moving the maximum possible distance. You may choose to move with your target if you are able to take a 5-foot step or to spend an action to move this turn.



At 13<sup>th</sup> level, you gain a +1 competence bonus on shield bashes.

At 20<sup>th</sup> level, you gain a +2 competence bonus on shield bashes.

### Shot on the Run (Combat)

You can move, fire a ranged weapon, and move again before your foes can react.

**Prerequisites:** Dex 13, Dodge, Mobility, Point-Blank Shot, base attack bonus +4.

**Benefit:** As a full-round action, you can move up to your speed and make a single ranged attack at any point during your movement.

At 11<sup>th</sup> level, you may take a standard action during your movement.

At 18<sup>th</sup> level, you may take a full attack action during your movement.

**Normal:** You cannot move before and after an attack with a ranged weapon.

### Sickening Critical (Combat, Critical)

Your critical hits cause opponents to become sickened.

**Prerequisites:** Critical Focus, base attack bonus +11.

**Benefit:** Whenever you score a critical hit, your opponent becomes sickened for 1 minute. The effects of this feat do not stack. Additional hits instead add to the effect's duration.

At 18<sup>th</sup> level, your target must also make a Fortitude save equal to the damage dealt or become nauseated for one round when you confirm a critical hit.

**Special:** You can only apply the effects of one critical feat to a given critical hit unless you possess Critical Mastery.

### Silent Spell (Metamagic)

You can cast your spells without making any sound.

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

At 7<sup>th</sup> level, you can enhance Bard spells in this fashion, but your effective caster level is -8.

At 14<sup>th</sup> level, you can enhance Bard spells in this fashion, but your effective caster level is -4.

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

### Skill Focus

Choose a skill. You are particularly adept at that skill.

**Benefit:** You get a +3 bonus on all checks involving the chosen skill.

At 7<sup>th</sup> level, once per day each, as a swift action, you may reroll a failed skill check for the skill you have selected.

At 14<sup>th</sup> level, the bonus increases to +6 for this skill.

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

### Snatch

This creature can grab other creatures with ease.

**Prerequisite:** Size Huge or larger.

**Benefits:** The creature can start a grapple when it hits with a claw or bite attack, as though it had the grab ability. If it grapples a creature three or more sizes smaller, it squeezes each round for automatic bite or claw damage with a successful grapple check. A snatched opponent held in the creature's mouth is not allowed a Reflex save against the creature's breath weapon, if it has one.

The creature can drop a creature it has snatched as a free action or use a standard action to fling it aside. A flung creature travels 1d6 × 10 feet, and takes 1d6 points of damage per 10 feet traveled. If the creature flings a snatched opponent while flying, the opponent takes this amount or falling damage, whichever is greater.

At 7<sup>th</sup> level, you gain an additional +1 competence bonus on snatch attempts.

At 14<sup>th</sup> level, you fling creatures 1d6+1 × 10 feet.

### Snatch Arrows (Combat)

Instead of knocking an arrow or ranged attack aside, you can catch it in mid-flight.

**Prerequisites:** Dex 15, Deflect Arrows, Improved Unarmed Strike.

**Benefit:** When using the Deflect Arrows feat you may choose to catch the weapon instead of just deflecting it. Thrown weapons can immediately be thrown back as an attack against the original attacker (even though it isn't your turn) or kept for later use. You must have at least one hand free (holding nothing) to use this feat.

At 7<sup>th</sup> level, you may use this ability a second time per round.

At 14<sup>th</sup> level, you may use this ability a third time per round.

### Spell Focus

Choose a school of magic. Any spells you cast of that school are more difficult to resist.

**Benefit:** Add +1 to the Difficulty Class for all saving throws against spells from the school of magic you select.

**Special:** You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new school of magic.

At 7<sup>th</sup> level, you gain a +1 competence bonus to saves against spells of this school.

At 14<sup>th</sup> level, add +1 to all spell penetration checks while casting spells of your chosen school.

### Spell Mastery

You have mastered a small handful of spells, and can prepare these spells without referencing your spellbooks at all.

**Prerequisite:** 1st-level wizard

**Benefit:** Each time you take this feat, choose a number of spells that you already know equal to your Intelligence modifier. From that point on, you can prepare these spells without referring to a spellbook.

At 7<sup>th</sup> level, you can prepare 2 additional spells without referring to a spellbook.

At 14<sup>th</sup> level, you can prepare 2 additional spells without referring to a spellbook.

**Normal:** Without this feat, you must use a spellbook to prepare all your spells, except read magic.

### Spell Penetration

Your spells break through spell resistance more easily than most.

**Benefit:** You get a +2 bonus on caster level checks (1d20 + caster level) made to overcome a creature's spell resistance.

At 7<sup>th</sup> level, you gain an additional +1 bonus on caster level checks to overcome spell resistance.

At 14<sup>th</sup> level, you gain an additional +2 bonus on caster level checks to overcome spell resistance.

### Spellbreaker (Combat)

You can strike at enemy spellcasters who fail to cast defensively when you threaten them.

**Prerequisites:** Disruptive, 10th-level fighter.

**Benefit:** Enemies in your threatened area that fail their checks to cast spells defensively provoke attacks of opportunity from you.

At 17<sup>th</sup> level, you gain a +1 bonus on attack rolls when making attacks of opportunity against enemies casting spells.

**Normal:** Enemies that fail to cast spells defensively do not provoke attacks of opportunity.

### Spirited Charge (Combat)

Your mounted charge attacks deal a tremendous amount of damage.

**Prerequisites:** Ride 1 rank, Mounted Combat, Ride-By Attack.

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

At 7<sup>th</sup> level, when mounted and charging you gain a +2 bonus on critical confirmation checks.

At 14<sup>th</sup> level, when mounted and charging you gain a +4 bonus on critical confirmation checks.

### **Spring Attack (Combat)**

You can deftly move up to a foe, strike, and withdraw before he can react.

**Prerequisites:** Dex 13, Dodge, Mobility, base attack bonus +4.

**Benefit:** You can move up to your speed and make a single melee attack without provoking any attacks of opportunity from the target of your attack. You can move both before and after the attack, but you must move at least 10 feet before the attack and the total distance that you move cannot be greater than your speed. You cannot use this ability to attack a foe that is adjacent to you at the start of your turn.

At 11<sup>th</sup> level, if you move more than 10 feet in a turn and attack, you gain a +1 circumstance bonus to your next attack that round.

At 18<sup>th</sup> level, if you move more than 10 feet in a turn and attack, you gain a +2 circumstance bonus to your next attack that round.

**Normal:** You cannot move before and after an attack.

### **Staggering Critical (Combat, Critical)**

Your critical hits cause opponents to slow down.

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

**Benefit:** Whenever you score a critical hit, your opponent becomes staggered for 1d4+1 rounds. A successful Fortitude save reduces the duration to 1 round. The DC of this Fortitude save is equal to 10 + your base attack bonus. The effects of this feat do not stack. Additional hits instead add to the duration.

At 20<sup>th</sup> level, the target is still staggered for two rounds on a successful save, and staggered for 1d6+2 rounds if failed.

**Special:** You can only apply the effects of one critical feat to a given critical hit unless you possess Critical Mastery.

### **Stand Still (Combat)**

You can stop foes that try to move past you.

**Prerequisites:** Combat Reflexes.

**Benefit:** When a foe provokes an attack of opportunity due to moving through your adjacent squares, you can make a combat maneuver check as your attack of opportunity. If successful, the enemy cannot move for the rest of his turn. An enemy can still take the rest of his action, but cannot move. This feat also applies to any creature that attempts to move from a square that is adjacent to you if such movement provokes an attack of opportunity.

At 7<sup>th</sup> level, an enemy you successfully use Stand Still against loses their Dexterity bonus until the beginning of their next turn.

At 14<sup>th</sup> level, you may make a CMB check against the target of Stand Still as an immediate action. If successful, your opponent is additionally staggered on their next turn.

### **Stealthy**

You are good at avoiding unwanted attention and slipping out of bonds.

**Benefit:** You get a +2 bonus on all Escape Artist and Stealth skill checks.

At 7<sup>th</sup> level, once per day each, as a swift action, you may reroll a failed Escape Artist or Stealth skill check.

At 14<sup>th</sup> level, the bonus increases to +4 for those skills, and you may reroll both skills twice per day.

### **Step Up (Combat)**

You can close the distance when a foe tries to move away.

**Prerequisite:** Base attack bonus +1.

**Benefit:** Whenever an adjacent foe attempts to take a 5-foot step away from you, you may also make a 5-foot step as an immediate action so long as you end up adjacent to the foe that triggered this ability. If you take this step, you cannot take a 5-foot step during your next turn. If you take an action to move during your next turn, subtract 5 feet from your total movement.

At 7<sup>th</sup> level, you may take a 5-foot step during your next turn, but you must still subtract 5 feet from your base movement.

At 14<sup>th</sup> level, your movement is not hindered at all on your next turn.

### Still Spell (Metamagic)

You can cast spells without moving.

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

At 7<sup>th</sup> level, you gain a +2 bonus to Sleight of Hand checks to hide your spellcasting attempts when using Still Spell.

At 14<sup>th</sup> level, you gain a +4 bonus to Sleight of Hand checks to hide your spellcasting.

### Strike Back (Combat)

You can strike at foes that attack you using their superior reach, by targeting their limbs or weapons as they come at you.

**Prerequisite:** Base attack bonus +11.

**Benefit:** You can ready an action to make a melee attack against any foe that attacks you in melee, even if the foe is outside of your reach.

At 18<sup>th</sup> level, you gain a +1 circumstance bonus on attack rolls when using Strike Back.

### Stunning Critical (Combat, Critical)

Your critical hits cause opponents to become stunned.

**Prerequisites:** Critical Focus, Staggering Critical, base attack bonus +17.

**Benefit:** Whenever you score a critical hit, your opponent becomes stunned for 1d4 rounds. A successful Fortitude save reduces this to staggered for 1d4 rounds. The DC of this Fortitude save is equal to 10 + your base attack bonus. The effects of this feat do not stack. Additional hits instead add to the duration.

At 20<sup>th</sup> level, you increase the duration of your critical stunning effect by an additional round.

**Special:** You can only apply the effects of one critical feat to a given critical hit unless you possess Critical Mastery.

### Stunning Fist (Combat)

You know just where to strike to temporarily stun a foe.

**Prerequisites:** Dex 13, Wis 13, Improved Unarmed Strike, base attack bonus +8.

**Benefit:** You must declare that you are using this feat before you make your attack roll (thus, a failed attack roll ruins the attempt). Stunning Fist forces a foe damaged by your unarmed attack to make a Fortitude saving throw (DC 10 + 1/2 your character level + your Wis modifier), in addition to dealing damage normally. A defender who fails this saving throw is stunned for 1 round (until just before your next turn). A stunned character can't take actions, loses any Dexterity bonus to AC, and takes a -2 penalty to AC. You may attempt a stunning attack once per day for every four levels you have attained (but see Special), and no more than once per round. Constructs, oozes, plants, undead, incorporeal creatures, and creatures immune to critical hits cannot be stunned.

At 15<sup>th</sup> level, your target must make a successful saving throw, on their turn, in order to end the stun effect.

**Special:** A monk receives Stunning Fist as a bonus feat at 1st level, even if he does not meet the prerequisites. A monk may attempt a stunning attack a number of times per day equal to his monk level, plus one more time per day for every four levels he has in classes other than monk.

### Throw Anything (Combat)

You are used to throwing things you have on hand.

**Benefit:** You do not suffer any penalties for using an improvised ranged weapon. You receive a +1 circumstance bonus on attack rolls made with thrown splash weapons.

At 7<sup>th</sup> level, you gain an additional +1 circumstance bonus to attack rolls with improvised ranged weapons.

At 14<sup>th</sup> level, your threat range for improvised ranged weapons becomes 19-20.

**Normal:** You take a -4 penalty on attack rolls made with an improvised weapon.

### **Tiring Critical (Combat, Critical)**

Your critical hits cause opponents to become fatigued.

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

**Benefit:** Whenever you score a critical hit, your opponent becomes fatigued. This feat has no additional effect on a fatigued or exhausted creature.

At 20<sup>th</sup> level, when you successfully attack a fatigued or exhausted target, you deal +2d6 nonlethal damage.

**Special:** You can only apply the effects of one critical feat to a given critical hit unless you possess Critical Mastery.

### **Toughness**

You have enhanced physical stamina.

**Benefit:** You gain +3 hit points. For every Hit Die you possess beyond 3, you gain an additional +1 hit point. If you have more than 3 Hit Dice, you gain +1 hit points whenever you gain a Hit Die (such as when you gain a level).

At 10<sup>th</sup> level, you additionally gain a +1 bonus on Fortitude saves.

### **Trample (Combat)**

While mounted, you can ride down opponents and trample them under your mount.

**Prerequisites:** Ride 1 rank, Mounted Combat.

**Benefit:** When you attempt to overrun an opponent while mounted, your target may not choose to avoid you. Your mount may make one hoof attack against any target you knock down, gaining the standard +4 bonus on attack rolls against prone targets.

At 7<sup>th</sup> level, you deal +1 points of damage against prone targets.

At 14<sup>th</sup> level, you deal +2 points of damage against prone targets.

### **Turn Undead**

Calling upon higher powers, you cause undead to flee from the might of your unleashed divine energy.

**Prerequisites:** Channel positive energy class feature.

**Benefit:** You can, as a standard action, use one of your uses of channel positive energy to cause all undead within 30 feet of you to flee, as if panicked. Undead receive a Will save to negate the effect. The DC for this Will save is equal to 10 + 1/2 your cleric level + your Charisma modifier. Undead that fail their save flee for 1 minute. Intelligent undead receive a new saving throw each round to end the effect. If you use channel energy in this way, it has no other effect (it does not heal or harm nearby creatures).

At 7<sup>th</sup> level, undead flee for 1 additional minute.

At 14<sup>th</sup> level, undead flee for 2 additional minutes.

### **Two-Weapon Defense (Combat)**

You are skilled at defending yourself while dual-wielding.

**Prerequisites:** Dex 15, Two-Weapon Fighting.

**Benefit:** When wielding a double weapon or two weapons (not including natural weapons or unarmed strikes), you gain a +1 shield bonus to your AC. When you are fighting defensively or using the total defense action, this shield bonus increases to +2.

At 7<sup>th</sup> level, when you are fighting defensively or using the total defense action, this shield bonus increases to +3.

At 14<sup>th</sup> level, when you are fighting defensively or using the total defense action, this shield bonus increases to +4.

### **Two-Weapon Fighting (Combat)**

You can fight with a weapon wielded in each of your hands. You can make one extra attack each round with the secondary weapon.

**Prerequisite:** Dex 15.

**Benefit:** Your penalties on attack rolls for fighting with two weapons are reduced. The penalty for your primary hand lessens by 2 and the one for your off hand lessens by 6.

At 7<sup>th</sup> level, the penalties for fighting with two weapons are reduced by an additional -1.

At 14<sup>th</sup> level, the penalties for fighting with two weapons are reduced by an additional -1.

**Normal:** If you wield a second weapon in your off hand, you can get one extra attack per round with that weapon. When fighting in this way you suffer a -6 penalty with your regular attack or attacks with your primary hand and a -10 penalty to the attack with your off hand. If your offhand weapon is light, the penalties are reduced by 2 each. An unarmed strike is always considered light.

### **Two-Weapon Rend (Combat)**

Striking with both of your weapons simultaneously, you can use them to deliver devastating wounds.

**Prerequisites:** Dex 17, Double Slice, Improved Two-Weapon Fighting, Two-Weapon Fighting, base attack bonus +11.

**Benefit:** If you hit an opponent with both your primary hand and your off-hand weapon, you deal an additional 1d10 points of damage plus 1-1/2 times your Strength modifier. You can only deal this additional damage once each round.

At 18<sup>th</sup> level, if you successfully rend an opponent, they also suffer 1 point of bleed.

### **Unseat (Combat)**

You are skilled at unseating your mounted opponents.

**Prerequisites:** Str 13, Ride 1 rank, Mounted Combat, Power Attack, Improved Bull Rush, base attack bonus +1.

**Benefits:** When charging an opponent while mounted and wielding a lance, resolve the attack as normal. If it hits, you may immediately make a free bull rush attempt in addition to the normal damage. If successful, the target is knocked off his horse and lands prone in a space adjacent to his mount that is directly away from you.

At 7<sup>th</sup> level, if you successfully unseat your target, you deal +1d4 points of damage.

At 14<sup>th</sup> level, if you successfully unseat your target, you deal +1d6 points of damage.

### **Vital Strike (Combat)**

You make a single attack that deals significantly more damage than normal.

**Prerequisites:** Base attack bonus +6.

**Benefit:** When you use the attack action, you can make one attack at your highest base attack bonus that deals additional damage. Roll the damage dice for the attack twice and add the results together, but do not multiply damage bonuses from Strength, weapon abilities (such as flaming), or precision-based damage (such as sneak attack). This bonus damage is not multiplied on a critical hit (although other damage bonuses are multiplied normally).

At 14<sup>th</sup> level, add +1 bonus damage per die of vital strike damage dealt.

### **Weapon Finesse (Combat)**

You are trained in using your agility in melee combat, as opposed to brute strength.

**Benefit:** With a light weapon, rapier, whip, or spiked chain made for a creature of your size category, you may use your Dexterity modifier instead of your Strength modifier on attack rolls. If you carry a shield, its armor check penalty applies to your attack rolls.

At 7<sup>th</sup> level, you may add half of your Dexterity bonus (instead of Strength) to damage with finesse weapons.

At 14<sup>th</sup> level, you may add your full Dexterity bonus (instead of Strength) to damage with finesse weapons.

**Special:** Natural weapons are considered light weapons.

### **Weapon Focus (Combat)**

Choose one type of weapon. You can also choose unarmed strike or grapple (or ray, if you are a spellcaster) as your weapon for the purposes of this feat.

**Prerequisites:** Proficiency with selected weapon, base attack bonus +1.

**Benefit:** You gain a +1 bonus on all attack rolls you make using the selected weapon.

At 7<sup>th</sup> level, you also gain a +1 bonus to initiative when wielding a weapon with which you have chosen Weapon Focus.

At 14<sup>th</sup> level, you also gain a +2 bonus to critical confirmation checks when wielding a weapon with which you have chosen Weapon Focus.

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

### **Weapon Specialization (Combat)**

You are skilled at dealing damage with one weapon. Choose one type of weapon (including unarmed strike or grapple) for which you have already selected the Weapon Focus feat. You deal extra damage when using this weapon.

**Prerequisites:** Proficiency with selected weapon, Weapon Focus with selected weapon, fighter level 4th.

**Benefit:** You gain a +2 bonus on all damage rolls you make using the selected weapon.

At 11<sup>th</sup> level, you gain a +3 bonus on all damage rolls using the selected weapon.

At 18<sup>th</sup> level, you gain a +4 bonus on all damage rolls using the selected 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 type of weapon.

### **Whirlwind Attack (Combat)**

You can strike out at every foe within reach.

**Prerequisites:** Dex 13, Int 13, Combat Expertise, Dodge, Mobility, Spring Attack, base attack bonus +4.

**Benefit:** When you use the full-attack action, you can give up your regular attacks and instead make one melee attack at your highest base attack bonus against each opponent within reach. You must make a separate attack roll against each opponent. When you use the Whirlwind Attack feat, you also forfeit any bonus or extra attacks granted by other feats, spells, or abilities.

At 11<sup>th</sup> level, you gain a +1 bonus to attacks when making a Whirlwind Attack.

At 18<sup>th</sup> level, you gain a +2 bonus to attacks when making a Whirlwind Attack.

### **Widen Spell (Metamagic)**

You can cast your spells so that they occupy a larger space.

**Benefit:** You can alter a burst, emanation, line, or spread-shaped spell to increase its area. Any numeric measurements of the spell's area increase by 100%. A widened spell uses up a spell slot three levels higher than the spell's actual level. Spells that do not have an area of one of these four sorts are not affected by this feat.

At 7<sup>th</sup> level, you can increase a spell's area by 125%.

At 14<sup>th</sup> level, you can increase a spell's area by 150%.

### **Wind Stance (Combat)**

Your erratic movements make it difficult for enemies to pinpoint your location.

**Prerequisites:** Dex 15, Dodge, base attack bonus +6.

**Benefit:** If you move more than 5 feet this turn, you gain 20% concealment for 1 round against ranged attacks.

At 13<sup>th</sup> level, if you move more than 30 feet in a round, you gain 50% concealment for 1 round against ranged attacks.

At 20<sup>th</sup> level, if you move more than 15 feet in a round, you gain 50% concealment for 1 round against ranged attacks.

## Wingover

This creature can make turns with ease while flying.

**Prerequisite:** Fly speed.

**Benefits:** Once per round, the creature can turn up to 180 degrees as a free action without making a Fly check. This turn does not cost the creature any movement.

At 14<sup>th</sup> level, attacks made after a wingover maneuver treat the target as flat-footed against the first attack.

**Normal:** A flying creature can turn up to 90 degrees by making a DC 15 Fly check and expending 5 feet of movement.

A flying creature can turn up to 180 degrees by making a DC 20 Fly check and expending 10 feet of movement.



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