



FEATS REFORGED IV

VOL. IV - THE MAGIC FEATS



**REFORGING THE MAGIC FEATS
TO LEVEL IN ABILITY AS YOU DO!**

DATHFINDER
ROLEPLAYING GAME COMPATIBLE

FEATS REFORGED TV

The Ultimate Feats of Magic

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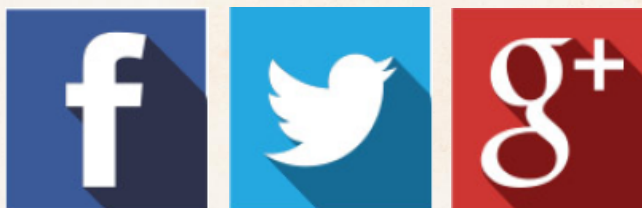
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FEATS REFORGED IV

INTRODUCTION

Character growth is an important aspect of any fantasy roleplaying game, and with the advent of feats in 3rd 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 7th, 14th and sometimes even 20th 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 use this product unilaterally, 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.

Every feat should remain viable, at every level.

THE MAGIC FEATS REFORGED:

ABUNDANT REVELATIONS

You can plumb the depths of your mystery to use your revelations more often.

Prerequisite: Mystery class feature.

Benefit: Choose one of your revelations that has a number of uses per day. You gain 1 additional use per day of that revelation.

At 7th level you gain a second additional use of the selected revelation.

At 14th level you gain a third additional use of the selected revelation.

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

ACCURSED CRITICAL (CRITICAL)

Your spells carry an embedded curse that manifests when they strike true.

Prerequisites: Critical Focus, ability to cast bestow curse or major curse, caster level 9th.

Benefit: When you confirm a critical hit with a spell or spell-like ability, you may cast bestow curse or major curse on that target as an immediate action. This works even with ranged spells. You must have bestow curse or major curse prepared or otherwise available to cast, and using this ability casts the corresponding spell.

At 16th level you may choose to bestow two different curse effects on the target. Each effect is saved against separately, using the same DC.



ACCURSED HEX

You can make a second attempt at failed hexes.

Prerequisite: Hex class feature.

Benefit: When you target a creature with a hex that cannot target the same creature more than once per day, and that creature succeeds at its saving throw against the hex's effect, you can target the creature with the same hex a second time before the end of your next turn. If the second attempt fails, you can make no further attempts to target that creature with the same hex for 1 day.

At 9th level the DC to resist your hex upon the second use increases by 1.

At 16th level you can make a third attempt on a creature who has successfully resisted your hex in a single 24 hour period.

Normal: You can only target a creature with these hexes once per day.

ADVANCED RANGER TRAP

Your ranger traps are especially difficult to notice and avoid.

Prerequisites: Trap class feature, ranger level 5th.

Benefit: Add +1 to the Difficulty Class on all Perception and Disable Device skill checks to find or disable the traps you make with your trap class feature. Add a +1 to the Difficulty Class on all saving throws against the effects of the trap you make with your trap class feature.

At 12th level your trap making skill is without peer. Increase the DC to perception and disable device checks against your traps by +1, and increase the save DC by an additional +1.

At 19th level you have learned to build fail-safes into your traps that make them nearly impossible to tamper with. If a disable device check fails by 2 or more then the trap automatically goes off.

ANTAGONIZE

Whether with biting remarks or hurtful words, you are adept at making creatures angry with you.

Benefit: You can make Diplomacy and Intimidate checks to make creatures respond to you with hostility. No matter which skill you use, antagonizing a creature takes a standard action that does not provoke attacks of opportunity, and has a DC equal to 10+ the target's Hit Dice + the target's Wisdom modifier. You cannot make this check against a creature that does not understand you or has an Intelligence score of 3 or lower. Before you make these checks, you may make a Sense Motive check (DC 20) as a swift action to gain an insight bonus on these Diplomacy or Intimidate checks equal to your Charisma bonus which lasts until the end of your next turn. The benefits you gain for this check depend on the skill you use. This is a mind-affecting effect.

Diplomacy: You fluster your enemy. For the next minute, the target takes a -2 penalty on all attacks rolls made against creatures other than you and has a 10% spell failure chance on all spells that do not target you or that have you within their area of effect.

Intimidate: The creature flies into a rage. On its next turn, the target must attempt to make a melee attack against you, make a ranged attack against you, target you with a spell, or include you in the area of a spell.

The effect ends if the creature is prevented from attacking you or attempting to do so would harm it (for example, if you are on the other side of a chasm or a wall of fire). If it cannot attack you on its turn, you may make the check again as an immediate action to extend the effect for 1 round (but cannot extend it thereafter). The effect ends as soon as the creature attacks you. Once you have targeted a creature with this ability, you cannot target it again for 1 day.

At 7th level you may make the sense motive check as a free action.

At 14th level you may attempt the second action as a swift action if the first action failed (using a swift action to make a diplomacy check in the event your intimidate check fails, or vice versa).

BLIGHTED CRITICAL (CRITICAL)

With a critical hit from a spell or spell-like ability, you give the target a minor spellblight.

Prerequisites: Caster level 5th.

Benefit: Whenever you confirm a critical hit with a touch spell, ranged touch spell, or spell-like ability against an opponent, the victim gains a random minor spellblight.

At 12th level the victim gains two randomly determined minor spellblights.

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

BLIGHTED CRITICAL MASTERY

You control the type of spellblight your critical hits give your opponent.

Prerequisites: Blighted Critical, caster level 9th.

Benefit: Whenever you apply a spellblight by way of the Blighted Critical or Greater Blighted critical feat, you can choose the spellblight you apply rather than determining it randomly.

At 16th level you may choose to inflict two minor spellblights in place of a major spellblight. You may do this for any number of major spellblights you inflict.

BURNING SPELL (METAMAGIC)

You cause creatures to take extra damage when you affect them with a spell that has the acid or fire descriptor.

Benefit: The acid or fire effects of the affected spell adhere to the creature, causing more damage

the next round. When a creature takes acid or fire damage from the affected spell, that creature takes damage equal to 2× the spell's actual level at the start of its next turn. The damage is acid or fire, as determined by the spell's descriptor. If a burning spell has both the fire and acid descriptor, the caster chooses what kind of damage is dealt by the burning spell effect. A burning spell uses up a slot two levels higher than the spell's actual level.

At 7th level damage caused by fire or acid spells modified by Burning Spell ignore 10 points of energy resistance.

At 14th level creatures who have immunity to the energy type still suffer half damage from the effect when modified with the Burning Spell feat.

CHANNELED SHIELD WALL

You draw upon your channel energy to enhance the protective ability of your shield and those of allies while they are adjacent to you.

Prerequisites: Channel energy 3d6, proficiency with a shield.

Benefit: As a swift action, you can spend a use of your channel energy to grant yourself a +2 deflection bonus while using a shield. This bonus lasts 1 minute per cleric level or effective cleric level. While you benefit from this bonus, allies with shields also gain a +2 deflection bonus while they are adjacent to you.

At 12th level you gain a +4 deflection bonus instead of a +2 while using a shield. Adjacent allies gain a +3 instead of a +2.

At 19th level you also gain DR 3/evil if you channel positive energy, and DR 3/good if you channel negative energy.

CONCUSSIVE SPELL (METAMAGIC)

You cause creatures to be disoriented when you affect them with a spell that has the sonic descriptor.

Benefit: With sonic damage comes a concussive wave of energy that rattles creatures affected by the spell.

A concussive spell causes creatures that take damage from a spell that has the sonic descriptor to take a -2 penalty on attack rolls, saving throws, skill checks, and ability checks for a number of rounds equal to the actual spell level of the spell. A concussive spell only affects spells with the sonic

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

At 7th level a Concussive Spell has a chance to deafen an opponent for a number of rounds equal to the spell's modified level. Any creature affected by a Concussive Spell must make a Fortitude save with a DC equal to 10 + spell level + your class's spellcasting attribute modifier (intelligence for wizards and magi, wisdom for clerics, charisma for sorcerers and oracles, etc.). Creatures who are immune to being deafened, plants, and those with no discernible anatomy are also immune to this effect.

At 14th level creatures who fail this save are permanently deafened.

CREATE RELIQUARY ARMS AND SHIELDS

Your magical creations are infused with divine power.

Prerequisites: Craft Magic Arms and Armor, ability to cast consecrate or desecrate.

Benefit: When you craft a magic weapon, magic armor, or magic shield, you may add one casting of consecrate or desecrate as part of the item crafting process. This increases the item's price by 250 gp. The item becomes a reliquary and can be used as a holy (or unholy) symbol divine focus of your deity. If you cast consecrate or desecrate, your reliquary counts as a permanent fixture for that spell while it remains in the spell's area.

At 10th level while you are carrying a reliquary item you created and within the area of a consecrate or desecrate effect that you created the save DCs of holy/unholy spells you cast increases by +2.

At 17th level any consecrate/desecrate effects that use your reliquary as a fixture may center on the reliquary, moving with you instead of remaining stationary.

CREATE SANGUINE ELIXIR

You can condense a fraction of your bloodline's power into a powerful elixir.

Prerequisites: Cha 15, Brew Potion, Craft (alchemy) 12 ranks, sorcerer level 3rd.

Benefit: Once per day, when you clear your mind to regain spell slots, you can create a sanguine elixir. When you do, pick one of your bloodline powers. You transfer that power into a small potion that any creature can drink to temporarily

gain the benefit of your bloodline power. Creating a sanguine elixir takes 1 hour, and requires special oils and distillates worth 100 gp, and when you make the sanguine elixir, you lose access to the bloodline power until the next time you clear your mind to regain spell slots.

When a creature drinks a sanguine elixir, it can activate the bloodline power any time before the end of its next turn, as if it had access to that bloodline power. A creature that drinks the elixir cannot gain the benefit if its character level does not equal or exceed the minimum level of the bloodline power. Any level-dependent effects use the character level of the creature that drinks the sanguine elixir, or your sorcerer level, whichever is lower. Drinking a sanguine elixir is just like drinking a potion. A sanguine elixir is treated as a magic item with your caster level.

Sanguine elixirs are extremely unstable. They lose their potency 1 day after they are created.

At 19th level you may imbue two bloodline powers into a sanguine elixir (if you choose), and the elixir must be activated within a number of rounds equal to your sorcerer level after it has been drunk.

DEFENDING EIDOLON

You have trained your eidolon to protect you.

Prerequisite: Shield ally feature.

Benefit: Whenever you are adjacent to your eidolon, you can choose for the eidolon 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 eidolon's base attack bonus reaches +5, and for every +5 thereafter, the penalty increases by -1 and the dodge bonus increases by +1. You must choose to use this feat when your eidolon is making an attack or full-attack action with melee or natural weapons, and its effect lasts until your eidolon's next turn, or until you are no longer adjacent to the eidolon, whichever occurs first.

At 11th level if your eidolon fights defensively and you are adjacent to it then both of you receive a +1 bonus to your AC. This ability is applicable any time your eidolon fights defensively.

At 18th level the total penalties your eidolon takes when using the Defending Eidolon feat are reduced by two.

DENY DEATH

Your ki is so strong that it can deny death.

Prerequisite: Ki pool, Endurance

Benefit: As long as you have 1 ki point in your ki pool, when you fail your Constitution check to stabilize, you do not lose 1 hit point. If you succeed at the check, you can spend 1 ki point to heal 1d6 hit points. If you roll a natural 20 on the check to stabilize, you can spend 1 ki point to heal 2d6 hit points of damage instead.

At 11th level you may spend 1 ki point after failing a Constitution check to stabilize as a free action to regain consciousness and act normally for 1 round. After a single round you fall unconscious again.

At 18th level as long as you have at least 1 ki point in your ki pool your hit points must be reduced to twice your Constitution score in order for you to die.

DETECT EXPERTISE

You can detect the mystic specialty of a foe.

Prerequisites: Int 13; ability to cast detect chaos, detect evil, detect good, detect law, or detect magic.

Benefit: When you use any of the spells listed in this feat's prerequisites to detect a creature's alignment or its magic, you have a chance of detecting what spellcasting expertise it has. After you observe a creature with the detect spell for 3 rounds, it must make a Will save (DC 10 + 1/2 your caster level + your Intelligence modifier). If it fails the saving throw, you learn what bloodlines, domains, hexes, schools, or mysteries (if any) the creature possesses. If the creature makes its save, it is immune to the effects of this feat for 24 hours.

At 7th level you may use this ability on the same creature one extra time in any given 24-hour period.

At 11th level you only need to observe a creature for 1 round in order to determine any spellcasting expertise it has (though the creature still receives a Will save).

DIE FOR YOUR MASTER

Your tumor familiar goes to any length to save your life.

Prerequisites: Tumor familiar alchemist discovery.

Benefit: If your tumor familiar is attached, and you would be reduced to 0 or fewer hit points by damage in combat (from a weapon or other blow,

not a spell or special ability), the familiar throws itself in the way of the attack as an immediate action. If it makes a Reflex saving throw (DC = damage dealt), it takes all the damage from the attack; if it fails, it takes half damage and you take half damage.

The familiar must be aware of the attack and able to react to it in order to use this ability, and it can only do this once per day—if it is denied its Dexterity bonus to AC, it can't use this ability. Since this effect would not normally allow the familiar to make a Reflex save for half damage, its improved evasion ability does not apply on this saving throw.

At 9th level the tumor familiar only suffers half the damage of the attack on a successful Reflex saving throw (the master still takes no damage).

At 16th level the tumor familiar may intercept spells that require an attack roll.



DIVINE INTERFERENCE

You can convert a spell to interfere with an enemy's attack.

Prerequisites: Divine spellcaster, caster level 10th.

Benefit: As an immediate action, when an enemy within 30 feet hits an ally with an attack, you can sacrifice a prepared divine spell or (if you are a spontaneous caster) an unused spell slot and make the enemy reroll the attack roll. The second attack roll takes a penalty equal to the level of the spell you sacrifice. You must sacrifice a spell of 1st-level or higher to use this ability. Whether or not the second attack is successful, you cannot use this effect on the same creature again for 1 day.

At 17th level the penalty the enemy takes is equal to twice the level of the spell or spell slot sacrificed.

DRAGONBANE AURA

Those within your dragonbane aura gain the same protection that you do.

Prerequisites: Aura of courage class feature, caster level 8th.

Benefit: When fighting dragons, your aura of courage expands to a 20-foot-radius emanation, and allies in the aura gain a morale bonus on saving throws against dragon breath equal to your aura of courage's bonus against fear effects.

At 18th level allies within your aura of courage are immune to any auras from creatures of the dragon subtype.

Normal: The aura of courage is a 10-foot-radius emanation, and grants a +4 morale bonus on fear effects.

ECHOING SPELL (METAMAGIC)

You have learned how to release most, but not all, of a spell's potential when you cast it.

Benefit: When you cast an echoing spell, it does not disappear entirely from memory, and you can cast it one additional time during that day. No effect that allows you to reprepare or recast a spell can affect the echoed spell. If you prepare spells, this second casting does not require you to prepare it in another spell slot. If you spontaneously cast spells, this second casting does not expend another available spell slot. An echoing spell uses up a spell slot three levels higher than the spell's actual level.

At 7th level the echoes in your head are so strong you can cast the spell with fewer required components. The second casting of a spell modified by Echoing Spell may be cast as if it were modified by either Still Spell or Silent Spell, even if

you do not have the Silent Spell or Still Spell metamagic feats.

At 14th level an Echoing Spell only takes up a spell slot 2 levels higher than the spell's actual level instead of three.

ELDRITCH HERITAGE

You are descended from a long line of sorcerers, and some portion of their power flows in your veins.

Prerequisites: Cha 13, Skill Focus with the class skill of bloodline selected for this feat (see below), character level 3rd.

Benefit: Select one sorcerer bloodline. You must have Skill focus in the class skill that bloodline grants to a sorcerer at 1st level (for example, Heal for the celestial bloodline). This bloodline cannot be a bloodline you already have. You gain the first-level bloodline power for the selected bloodline. For purposes of using that power, treat your sorcerer level as equal to your character level - 2, even if you have levels in sorcerer. You do not gain any of the other bloodline abilities.

At 10th level you gain one of the bloodline's bonus feats that you meet the prerequisites for.

At 17th level you gain a second bonus feat from your bloodline. You do not need to meet the prerequisites for this second feat.

ENSEMBLE (TEAMWORK)

You can create an ensemble of skilled and amateur performers to aid you in your performance.

Prerequisites: Perform 5 ranks

Benefit: When you are performing, allies within 20 feet who also have this feat can aid you with your Perform checks (including those made as part of bardic performance) as if they were aiding another as an immediate action. The allies make their aid another rolls before you make your check. No more than four allies can grant you a bonus with aid another. Allies aiding you do not need to use the same category of the Perform skill that you are using in order to aid you.

Special: If you possess one or more levels of the bard class, you can choose any one ally within 20 feet to be part of the ensemble. The ally is considered to have the ensemble teamwork feat for the purposes of aiding your performance.

At 12th level if you possess one or more levels of the bard class you can choose any two allies within

30 feet to be part of the ensemble, and these allies are considered to have the ensemble teamwork feat for the purposes of aiding your performance. Even if you do not have levels of the bard class, all allies who aid your performance grant a +3 instead of the usual +2.

At 19th level all allies who aid your performance grant a +4 bonus instead of a +2 bonus.

EVOLVED FAMILIAR

Your familiar is different from others of its kind.

Prerequisites: Int 13, Cha 13, familiar class feature.

Benefit: Select an evolution from the list of 1-point evolutions available to a summoner's eidolon. Your familiar has this evolution. The familiar must conform to any limitations of the evolution. For instance, no familiars can benefit from the mount evolution and only familiars with wings can take the wing buffet evolution.

If you gain a new familiar, your old familiar loses all evolutions, and you can select a new 1-point evolution for the new familiar.

Special: You can gain this feat multiple times. Its effects stack, granting a new 1-point evolution to your familiar each time you gain this feat.

At 7th level your familiar gains a second 1-point evolution.

At 14th level your familiar gains a 2-point evolution.

EXPLOIT LORE

You can use your knowledge of a creature's weaknesses to deliver a driving and relentless assault against it.

Prerequisites: Monster lore class feature, base attack bonus +11.

Benefit: Once per day, when you successfully identify all abilities and weaknesses of a creature using the appropriate Knowledge check, you gain a +2 bonus on attack and damage rolls against that creature for 1 minute. If you identify the abilities and weaknesses of numerous creatures, you must pick one creature to be the target of this effect.

At 18th level if you identify the abilities and weaknesses of numerous creatures you may apply this bonus against all of them. The total bonus still only lasts for one minute.

EXTRA ARCANAE

You have unlocked the secret of a new magus arcana.

Prerequisite: Magus arcana class feature.

Benefit: You gain one additional magus arcana. You must meet all the prerequisites for this magus arcana.

At 10th level a magus may exchange this magus arcana for any other magus arcana he qualifies for.

At 17th level a magus selects a single arcana. This arcana may be used one extra time per day. A single arcana cannot be modified more than once in this way.

Special: You can gain this feat multiple times. Its effects stack, granting a new arcana each time you gain this feat.

EXTRA ARCANAE POOL

You have learned how to draw more power from your arcane pool.

Prerequisite: Arcane pool class feature.

Benefit: Your arcane pool increases by 2.

At 7th level your arcane pool increases by 1 additional point.

At 14th level the cost of abilities that use points from your arcane pool are reduced by 1, to a minimum of 1 point.

Special: You can gain this feat multiple times. Its effects stack, granting you an increase to your arcane pool each time you take this feat.

EXTENDED BANE

Your dedication knows no limit. Your wrath dies hard.

Prerequisite: Bane class feature.

Benefit: Add your Wisdom bonus to the number of rounds per day that you can use your bane ability.

At 12th level you may activate and switch the bane's creature type as a free action.

At 19th level also add your intelligence modifier to the number of rounds per day you can use your bane ability.

EXTRA CANTRIPS OR ORISONS

You are a master of minor spells.

Prerequisites: Ability to cast cantrips or orisons.

Benefit: Add two cantrips to your cantrips known or two orisons to your orisons known.

At 7th level increase the number of cantrips or orisons you can prepare for the day by 2.

At 14th level increase your caster level by 2 and the save DC by 2 when using cantrips or orisons. You must choose one. You may take this feat multiple times, but you may only modify cantrips or orisons in this way once.

Special: You can take this feat multiple times. Each time you do, add two cantrips or orisons to your spells known.

EXTRA EVOLUTION

Your eidolon has more evolutions.

Prerequisite: Eidolon class feature.

Benefit: Your eidolon's evolution pool increases by 1.

Special: This evolution can be taken once at 1st level, and again at 5th, 10th, 15th and 20th.

At 7th level add a second point to your eidolon's evolution pool.

At 14th level add a third point to your eidolon's evolution pool.

EXTRA RANGER TRAP

You can use ranger traps more often.

Prerequisite: Trap class feature.

Benefit: You can set ranger traps two additional times per day.

At 12th level you can set ranger traps two additional times per day, which stacks with the initial feat for a total of 4 additional uses.

At 19th level add +2 to all DCs to spot, evade, and disable your ranger traps.

EXTRA SUMMONS

You can summon monsters more often each day.

Prerequisites: Ability to cast summon monster as a spell-like ability, summoner 1st.

Benefit: You gain 1 additional use of your summon monster spell-like ability per day.

At 7th level gain an additional use of your summon monster spell-like ability per day.

At 14th level treat your caster level as 1 higher when using your summon monster spell-like ability.

Special: You can take this feat multiple times, but it can only be taken once for every five summoner levels you possess.

EYES OF JUDGMENT

The true motives of creatures cannot escape your discerning gaze.

Prerequisites: Detect alignment class feature, caster level 6th.

Benefit: When using your detect alignment class feature, you may spend 3 rounds studying a creature within 60 feet. You cannot take any other actions while doing this. After that time has passed, you learn the alignment of the creature.

At 13th level you only need to spend a standard action per turn to study the target. You may take other actions, but must still study the target for 3 rounds to learn the creature's alignment.

At 20th level you only need to spend a single standard action to learn a creature's alignment.

FAST EMPATHY

Your empathic attunement to nature connects you swiftly with bestial minds.

Prerequisites: Handle Animal 5 ranks, wild empathy class feature.

Benefit: Using wild empathy is a standard action for you.

At 12th level using wild empathy is a move action for you.

At 19th level using wild empathy is a swift action for you.

Normal: Using wild empathy requires 1 minute.

FAVORED JUDGMENT

Your judgment against a particular type of creature is particularly harsh.

Prerequisites: Wis 13, judgment class feature.

Benefit: Select a favored race from the ranger's favored enemies chart. Any sacred or profane bonus you gain from a judgment is 1 higher for attacks you make against or take from creatures that match the selected favored enemy.

At 7th level the bonus you gain from a judgment is 2 higher for attacks you make against or take from creatures that match the selected favored enemy instead of 1.

At 14th level the bonus you gain from a judgment is 3 higher for attacks you make against or take from creatures that match the selected favored enemy instead of 2.

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

FEARLESS AURA

Your aura of courage becomes more potent, as your steadfast resolve is also manifested by your allies.

Prerequisites: Aura of courage class feature, caster level 8th.

Benefit: Your aura of courage expands to a 20-foot-radius emanation. Allies within the aura are immune to fear effects.

At 15th level allies within your aura are also immune to charm spells and spell-like abilities.

Normal: The aura of courage affects each ally within 10 feet, and grants a +4 morale bonus on saving throws against fear effects.

FIRE MUSIC

Your ability to command fire and bardic music has created a strange blend of both magics.

Prerequisites: Spellcraft 5 ranks, ability to cast bard spells, ability to cast an arcane fire spell from some other spellcasting class.

Benefit: When you cast a bard spell that deals damage, you may replace the spell's normal damage with fire damage or split the spell's damage so that half of it is the normal damage type and half is fire damage.

If you cast a summon monster spell as a bard spell, you may choose to give the summoned creature a fiery appearance, which gives it fire resistance 5 and adds +1 fire damage to all of its natural attacks. The creature sheds dim light in a 5-foot radius. This aspect of the feat has no effect if the creature already has the fire subtype.

When you use this feat, the affected spell gains the fire descriptor.

At 12th level any monster to whom you give a fiery appearance instead gains fire resistance 10 and adds 1d6 fire damage to all of its natural attacks.

At 19th level all fire damage dealt by bard spells increases by +1 per die of the spell's damage.

FLARING SPELL (METAMAGIC)

You dazzle creatures when you affect them with a spell that has the fire, light, or electricity descriptor.

Benefit: The electricity, fire, or light effects of the affected spell create a flaring that dazzles creatures that take damage from the spell. A flare spell causes a creature that takes fire or electricity

damage from the affected spell to become dazzled for a number of rounds equal to the actual level of the spell. A flaring spell only affects spells with a fire, light, or electricity descriptor. A flaring spell uses up a spell slot one level higher than the spell's actual level.

At 7th level a creature is dazzled for a number of rounds equal to twice the spell's actual level.

At 14th level a creature is blinded for a number of rounds equal to half the spell's level, and then dazzled for a number of rounds equal to twice the spell's actual level. The blinded condition may be negated if the target makes a fortitude save with a DC equal to 10 + your Int, Cha, or Wis modifier (for wizards, sorcerers, clerics, etc.) + the spell's actual level.

FOCUSED EIDOLON

Your bond with your eidolon helps to focus your concentration.

Prerequisite: Shield ally class feature.

Benefit: While you are adjacent to your eidolon, you receive a +4 bonus on concentration checks.

At 11th level while you are adjacent to your eidolon you receive a +6 on concentration checks instead of a +4.

At 18th level while you are adjacent to your eidolon you also gain +2 to your armor class against attacks of opportunity.

GLIDING STEPS

You skate across the surface of the earth as if gliding on ice.

Prerequisites: Dodge, Mobility, Nimble Moves, ki pool.

Benefit: If you have at least one ki in your ki pool, when you move you do not provoke attacks of opportunity when leaving the first square of that movement. You can spend 1 ki point to avoid provoking attacks of opportunity during that entire move.

At 11th level if you have at least 1 ki in your ki pool then when you move you do not provoke attacks of opportunity when leaving the first two squares of that movement.

At 18th level you may treat 15 feet of difficult terrain as if it were normal terrain as long as you have 1 ki in your pool. If you spend a ki point you may treat all difficult terrain as normal terrain for 1 round.

GREATER INITIATIVE

Not only are you a master at taking the initiative, but you can also grant it to someone else.

Prerequisites: Cunning initiative class feature.

Benefit: At the start of each encounter, you can either choose to keep the bonus granted to you by your Wisdom modifier on initiative checks or choose to give that bonus to one of your allies that you can see. You must make this choice before you or the ally you are granting the bonus to makes the initiative check.

At 9th level you can either grant your entire Cunning Initiative bonus to one of your allies that you can see, or grant each of your allies one half of the bonus (rounded down). This decision must be made before initiative is rolled.

At 16th level whenever you keep your Cunning Initiative bonus you may also grant one half of its value to an ally that you can see before initiative is rolled.

GREATER BLIGHTED CRITICAL (CRITICAL)

Your critical hit from a spell or spell-like ability afflicts the target with a major spellblight.

Prerequisites: Blighted Critical, caster level 12th.

Benefit: Whenever you confirm a critical hit with a touch spell, ranged touch spell, or spell-like ability against an opponent, the victim gains a random major spellblight.

At 19th level the creature gains the effects of 2 major spellblights.

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

GREATER ELDRITCH HERITAGE*

Your discovered bloodline power reaches its zenith.

Prerequisites: Cha 17, Eldritch Heritage, Improved Eldritch Heritage, character level 17th.

Benefit: You gain an additional power from the bloodline you selected with the Eldritch Heritage feat. You gain a 15th-level (or lower) sorcerer bloodline power that you do not already have. For purposes of using that power, treat your character level as your sorcerer level for all your sorcerer bloodline powers granted by this feat, Eldritch Heritage, and Improved Eldritch Heritage.

*This feat does not scale.

GREATER MERCY

Your mercy has incredible recuperative properties.

Prerequisites: Cha 13, lay on hands class feature, mercy class feature.

Benefit: When you use your lay on hands ability and the target of that ability does not have any conditions your mercies can remove, it instead heals an additional +1d6 points of damage.

At 10th level when you use your lay on hands ability and the target does not have any conditions your mercies can remove, it instead heals an additional +2d6 instead of +1d6 points of damage.

At 17th level even when your mercy does remove conditions from the target your lay on hands still heals an additional +1d6 points of damage.

GREATER SPELL SPECIALIZATION

You can sacrifice a prepared spell in order to spontaneously cast your specialized spell.

Prerequisites: Int 13, Spell Focus, Spell Specialization, able to prepare 5th-level spells.

Benefit: By sacrificing a prepared spell of the same or higher level than your specialized spell, you may spontaneously cast your specialized spell. The specialized spell is treated as its normal level, regardless of the spell slot used to cast it. You may add a metamagic feat to the spell by increasing the spell slot and casting time, just like a cleric spontaneously casting a cure or inflict spell with a metamagic feat.

At 16th level adding metamagic feats to your specialized spells no longer increases the casting time. It still increases the level of the slot required for the spell, however.

GREATER WILD EMPATHY

Your natural empathy stretches across the world of nature.

Prerequisites: Knowledge (nature) 5 ranks, wild empathy class feature.

Benefit: You gain a +2 insight bonus on wild empathy checks, and you may use wild empathy to duplicate an Intimidate check rather than a Diplomacy check. In addition, choose one of the following kinds of creatures: elementals, fey, lycanthropes, plants, or vermin. You may influence creatures of that type with wild empathy, if their Intelligence score is 1 or 2, or they do not possess

an Intelligence score. Once you choose the type of creature, it cannot be changed.

At 12th level you gain a +4 insight bonus on wild empathy checks instead of a +2.

At 19th level gain an additional type of creature you can influence from the list.

Special: You may select this feat more than once. Each time, you may choose an additional creature type to influence.

IMPLANT BOMB

You can attach a bomb to a creature that explodes when the creature dies or after 24 hours.

Prerequisites: Heal 5 ranks, delayed bomb alchemist discovery.

Benefit: You may implant a bomb in a willing or helpless creature (a mindless creature under your control, such as a zombie, counts as willing for this purpose). This takes 1 hour and expends 1 use of your bomb ability for the day. When the implanted creature dies or is destroyed, the bomb detonates in the creature's square as if it were a delayed bomb set by you (though you can set the bomb's damage to less than your normal bomb damage). You can use any bomb-affecting discoveries on this implanted bomb (acid bomb, frost bomb, smoke bomb, and so on) as normal. The bomb automatically detonates 24 hours after you implant it in the creature.

If you expend 150 gp worth of alchemical reagents per die of the bomb's damage (for example, 750 gp for a 5d6 bomb), the bomb does not automatically detonate after 24 hours, and only detonates if the creature dies or is destroyed (24 hours after implantation, this bomb no longer counts toward your daily total).

Implanting a bomb is as invasive as using the Heal skill to treat deadly wounds and leaves surgical scars unless the creature is healed by magic or abilities such as regeneration or fast healing. Some creatures (such as oozes, elementals, and creatures with the incorporeal quality) cannot have bombs implanted in them. Removing an implanted bomb requires a Heal check to treat deadly wounds, followed by a dispel magic spell or Disable Device check to neutralize the bomb (DC = 11 + alchemist's caster level).

At 12th level you may choose to have the implanted bomb last for up to one week before automatic detonation without any additional alchemical reagents. After the first 24 hours the

implanted bomb no longer counts toward your total number of bombs.

At 19th level you can implant a bomb into a helpless or willing creature in 1 minute. Doing so increases the Heal check required to perform the surgery by +10.

IMPROVED ELDRITCH HERITAGE

The power of your discovered bloodline continues to grow.

Prerequisites: Cha 15, Eldritch Heritage, character level 11th.

Benefit: You gain either the 3rd-level or the 9th-level power (your choice) of the bloodline you selected with the Eldritch Heritage feat. For purposes of using that power, treat your sorcerer level as equal to your character level – 2, even if you have levels in sorcerer. You do not gain any of the other bloodline abilities.

At 18th level you gain the Bloodline Arcana for your sorcerer bloodline.

Special: You may select this feat multiple times. Its effects do not stack. Each time you select the feat, it applies to a different bloodline power for that bloodline available at sorcerer level 3 or 9.



IMPROVED MONSTER LORE

You are obsessed with the abilities and weaknesses of monsters.

Prerequisite: Monster lore class feature.

Benefit: You gain a sacred bonus on all skill checks to identify the abilities and weaknesses of creatures equal to 1/2 your level in classes that grant you the monster lore class feature.

At 7th level you gain an additional +2 insight bonus on all skill checks to identify the abilities and weaknesses of creatures.

At 14th level even obscure monsters are not beyond your personal study. Reduce the base DC to identify the abilities and weaknesses of any monster by 5.

INSIGHTFUL GAZE

In your personal interactions, you notice what others don't. It's hard to get anything past you.

Prerequisites: Stern gaze class feature, Sense Motive 5 ranks.

Benefit: Whenever you make a Sense Motive check to oppose someone's Bluff check, you can roll two dice and take the higher result.

At 12th level you gain a +2 insight bonus on Sense Motive checks to oppose a Bluff check.

At 19th level all Bluff checks that attempt to deceive you suffer a -5 penalty. Attempts to pass on secret messages to you gain a +5 bonus as you are skilled at deciphering true meanings.

INTIMIDATING GAZE

There is something in your eyes that scares people.

Prerequisites: Cha 13+, stern gaze class feature, Intimidate 5 ranks.

Benefit: Once per day, as a free action, when making an Intimidate skill check, you can roll two dice and take the higher result.

At 12th level gain a +2 insight bonus to Intimidate checks.

At 19th level you know how to really get to people. The DC to Intimidate any creature without the Stern Gaze class feature is reduced by 5.

JUDGMENT SURGE

Once per day, the power of your faith surges, further empowering your judgments.

Prerequisites: Judgment class feature.

Benefit: Once per day, you can treat your class level for your judgment class feature as if it were 3

higher than normal. If you have multiple judgments active at the same time, this benefit applies to all of them.

At 7th level all mechanical benefits of a judgment increase by +2 during your Judgment Surge.

At 14th level your Judgment Surge lasts for 5 rounds per day. These rounds need not be consecutive, but must be declared at the start of your turn as a free action.

KI STAND

If an opponent knocks you down, you swiftly rebound with an attack.

Prerequisite: Ki pool.

Benefit: While you have at least 1 ki point in your ki pool, you can stand up as a swift action that provokes attacks of opportunity. You may spend 1 point of your ki pool to stand up as a swift action without provoking attacks of opportunity.

At 11th level you may stand up as a free action that provokes attacks of opportunities instead of a swift action. You may spend 1 point of your ki pool to not provoke attacks of opportunity while standing up.

At 19th level you no longer provoke attacks of opportunity when standing from prone as long as you have 1 ki point in your ki pool.

LEARN RANGER TRAP

You learn how to create one kind of ranger trap.

Prerequisites: Survival 5 ranks.

Benefit: Select one ranger trap. You may use this trap a number of times per day equal to your Wisdom bonus (minimum 1). The DC for your trap is equal to 10 + 1/2 your character's level + your Wisdom bonus, and it lasts 1 day per two character levels.

If you are not a ranger, you can only set extraordinary traps with this feat; like all extraordinary ranger traps, this decreases the trap DC by 2.

At 12th level learn a second ranger trap.

At 19th level add your Intelligence modifier as well as your Wisdom modifier to the DC of your ranger traps.

Special: A ranger may use ranger traps a number of times per day equal to 1/2 his ranger level plus his Wisdom bonus. See the description of ranger traps for durations.

LIFE LURE

Your channeled positive energy is irresistibly sweet to nearby undead.

Prerequisite: Channel positive energy class feature.

Benefit: As a standard action, you can channel positive energy to fascinate all undead within 30 feet for a number of rounds equal to your Charisma modifier (minimum of 1). Undead that succeed at a Will save (DC 10 + 1/2 your cleric level + your Charisma modifier) are unaffected. Channeling energy for this purpose does not heal or harm creatures.

At 7th level undead no longer add their channel resistance to saves against this effect.

At 14th level add your Wisdom modifier as well as your Charisma modifier to the save DC of your life lure.

MOONLIGHT SUMMONS

Your summoned minions are infused with the power of the moon.

Prerequisites: Spell Focus (conjuration), able to cast summon nature's ally.

Benefit: Creatures you summon shed light as a light spell. They are immune to confusion and sleep effects, and their natural weapons are treated as silver for the purpose of overcoming damage reduction.

At 7th level all creatures you summon gain DR 5/silver.

At 14th level you may cast summon nature's ally as a standard action instead of a full round action if you can see the moon.

MYSTIC STRIDE

Enchanted vegetation does not bar your path.

Prerequisites: Dex 15, Nimble Moves, woodland stride class feature.

Benefit: You can move at full speed even through thorns, briars, and overgrown areas that are enchanted or magically manipulated to impede motion, even if those areas confer the entangled condition.

At 14th level you may confer this ability to 1 ally, provided that ally stays within 5 feet of you.

Normal: Woodland stride does not apply to thorns, briars, and overgrowth areas that are enchanted or magically manipulated.

ORACULAR INTUITION

You are highly sensitive to magic and changes in a person's demeanor.

Prerequisite: Mystery class feature.

Benefit: You get a +2 bonus on Sense Motive checks and Spellcraft checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

At 7th level the DC to affect you with Intimidate checks raises by +2.

At 14th level you may use Zone of Truth as a spell like ability a number of times per day equal to your charisma modifier.

PAINFUL ANCHOR

Evil outsiders take damage when they attempt to connect to other planes.

Prerequisite: Anchoring aura class feature.

Benefit: When an evil outsider uses a calling, summoning, or teleportation effect, or any ability that physically transports a creature to or from another plane (such as blink or etherealness) within your anchoring aura, it takes damage equal to 4d8 + your Charisma modifier. This damage comes from holy power and is not subject to damage reduction, energy immunities, or energy resistances.

At 15th level the DC for creatures to succeed at extradimensional travel within your anchoring aura increases by +2.

PIERCING SPELL (METAMAGIC)

Your studies have helped you develop methods to overcome spell resistance.

Benefit: When you cast a piercing spell against a target with spell resistance, it treats the spell resistance of the target as 5 lower than its actual SR. A piercing spell uses up a spell slot one level higher than the spell's actual level.

At level 7 your knowledge of spell resistance has become intimate. Gain a +2 insight bonus to caster level checks made to overcome spell resistance.

At 14th level a Piercing Spell does not lengthen the casting time of the spell, though it still uses a spell slot one level higher.

PLANAR PRESERVATIONIST

You know how to preserve and reconstitute extraplanar monsters as well as normal animals.

Prerequisite: Preservationist alchemist archetype.

Benefit: For every summon nature's ally extract you know, you learn the equivalent summon monster spell as an extract. If you later learn other summon nature's ally extracts, you automatically learn the equivalent summon monster spell as an extract.

At 7th level you have learned to re-bottle your summoned allies. If a summoned creature still has rounds left in its duration you may, as a full-round action, re-bottle that creature. This doesn't extend the extract's life beyond 24 hours, and when you open a partially-used bottled ally it has all of the same conditions, damage, etc. that it had when it was re-bottled.

At 14th level you have mastered the secrets of preserving creatures. You can release or re-bottle your summoned allies as a standard action.

POWERFUL SHAPE

Your wild shapes are mighty and muscular.

Prerequisites: Wild shape class feature, druid level 8th.

Benefit: When in wild shape, treat your size as one category larger for the purpose of calculating CMB, CMD, carrying capacity, and any size-based special attacks you use or that are used against you (such as grab, swallow whole, and trample).

At 15th level you may choose to increase your size category by 1 as per the spell enlarge person when you use your wild shape ability.

PRODIGY

You are naturally skilled at arts, professions, and the acquisition of knowledge.

Benefit: Choose two Craft, Perform, or Profession skills in any combination (two Craft skills, a Craft skill and a Perform skill, and so on). You receive a +2 bonus on checks with these skills. If you have 10 or more ranks in any one of these skills, the bonus increases to +4 for that skill.

At 7th level you've become so prolific in your knowledge that you may make Profession skill checks even if you aren't trained in those skills.

At 14th level you gain a +3 bonus on all Profession, Craft, and Perform skills just as if they were trained class skills, even if you have no ranks in them. This bonus does not stack with the +3 you receive for actually putting ranks into a class skill.

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

PROPHETIC VISIONARY

Your oracular abilities give you a glimpse into the future.

Prerequisite: Mystery class feature.

Benefit: Once per day, you can enter a deep trance to receive a vision of the future. The trance lasts for 10 minutes, during which time you can take no other actions. If you are interrupted, you must begin again. When you come out of the trance, you know whether a particular action in the immediate future will bring good or bad results, as an augury spell with a 70% chance of success.

At 7th level you may attempt a prophetic vision twice per day.

At 14th level your visions act as an augury spell with an 80% chance of success.

PURE FAITH

Not only are you immune to disease, like most paladins, but you also are highly resilient to poisons.

Prerequisite: Divine health class feature.

Benefit: You gain a +4 sacred bonus to saving throws against poison.

At 9th level you gain immunity to poisons.

At 16th level allies within your aura are affected by your purity. They gain a +4 sacred bonus on saving throws against poison.

QUARTERSTAFF MASTER (COMBAT)

You can wield a quarterstaff as either a two-handed or one-handed weapon.

Prerequisites: Weapon Focus (quarterstaff), base attack bonus +5.

Benefit: By employing a number of different stances and techniques, you can wield a quarterstaff as a one-handed weapon. At the start of your turn, you decide whether or not you are going to wield the quarterstaff as a one-handed or two-handed weapon. When you wield it as a one-handed weapon, your other hand is free, and you cannot use the staff as a double weapon. You can take the feat Weapon Specialization in the quarterstaff even if you have no levels in fighter.

At 12th level you may take Greater Weapon Focus and Greater Weapon Specialization, even if you have no ranks in fighter. You must meet all other prerequisites.

At 19th level a quarterstaff counts as a light weapon when you wield it in one hand for the purposes of two-weapon fighting penalties.

QUICK CHANNEL

Your divine energies flash with dazzling speed.

Prerequisites: Knowledge (religion) 5 ranks, channel energy class feature.

Benefit: You may channel energy as a move action by spending 2 daily uses of that ability.

At 12th level you may channel energy as a swift action by spending 2 daily uses of that ability.

At 19th level you may channel energy as a swift action for only a single use of the ability.

QUICK WILD SHAPE

You sacrifice power for speed in changing form.

Prerequisites: Wild shape class feature, caster level 8th.

Benefit: You can wild shape as a move action or a swift action. However, you are limited to forms available to a druid two levels lower when changing form as a move action, or four levels lower as a swift action.

At 14th level you are limited to forms available to a druid one level lower when changing as a move action, or two levels lower when changing as a swift action.

RADIANT CHARGE

When you charge, you do so with the power of faith.

Prerequisite: Lay on hands class feature.

Benefit: When you hit with a charge attack, you can expend all of your remaining uses of lay on hands to deal extra damage equal to 1d6 per use of lay on hands expended + your Charisma bonus. This damage comes from holy power and is not subject to damage reduction, energy immunities, or energy resistances.

At 9th level you deal 1d8 per use of lay on hands expended + your Charisma modifier as a bonus when Radiant Charge is used against an outsider with the (evil) subtype, an evil-aligned dragon, or an undead creature.

At 16th level the power of your god protects you; you provoke no attacks of opportunity from any target during a Radiant Charge.

REMOTE BOMB

You can set off your delayed bombs at great distances.

Prerequisite: Delayed bomb discovery.

Benefit: The maximum delay for your delayed bombs increases to a number of minutes equal to your level.

If you have line of effect to your delayed bomb, you may detonate it earlier than its preset time by making a DC 20 Intelligence check; the DC increases by +1 for every 10 feet of distance between you and the bomb.

At 15th level you may detonate your delayed bomb from anywhere you have line of effect by making a DC 10 Intelligence check; the DC increases by +1 for every 10 feet of distance between you and the bomb.

RESILIENT EIDOLON

Your link with your eidolon is strong enough that it can remain with you for a short time after you fall unconscious or are killed.

Prerequisite: Eidolon class feature.

Benefit: If you are knocked unconscious, fall asleep, or are killed, your eidolon remains for a number of rounds equal to your summoner level before it is banished. If you are brought back to consciousness before this duration expires, your eidolon is not banished. If the duration expires before you are brought back to consciousness, your eidolon is banished normally.

At 7th level your eidolon remains for a number of minutes equal to your summoner level if you are knocked unconscious, fall asleep, or are killed.

At 14th level your eidolon is not banished when you fall asleep (including magical sleep or poison effects that cause you to fall asleep). Being knocked unconscious by damage, or being killed, will still cause it to be banished after a number of minutes equal to your summoner level.

Normal: An eidolon is immediately banished when its summoner is unconscious, asleep, or killed.

REWARD OF GRACE

When you lay on hands, divine energy ripples through you, granting you grace.

Prerequisite: Lay on hands class feature.

Benefit: Each time you use your lay on hands ability, you gain a +1 sacred bonus on all attack rolls for 1 round.

At 9th level each time you use your lay on hands ability you also gain a +1 sacred bonus on damage rolls for 1 round.

At 16th level your sacred bonus on attack and damage rolls granted by using your lay on hands ability increases to +2.

REWARD OF LIFE

When you lay on hands, you are also healed.

Prerequisite: Lay on hands class feature.

Benefit: Each time you use your lay on hands ability to heal a creature other than yourself, you heal a number of hit points equal to your Charisma bonus. This ability has no effect if you use lay on hands to harm undead.

At 9th level when you use lay on hands to heal a creature other than yourself you heal a number of hit points equal to your Charisma modifier, plus an additional +1 per d6 of your lay on hands. This

replaces the initial bonus granted by Reward of Life.

At 16th level when you use lay on hands to heal a creature other than yourself you may also remove one condition from yourself using a Mercy just as if you were the recipient of the lay on hands.

RICOCHET SPLASH WEAPON

Even when your thrown splash weapons miss, they are especially dangerous.

Prerequisites: Dex 13, Throw Anything.

Benefit: Whenever your splash weapon misses and the misdirection roll indicates it lands in a square occupied by a creature, you may make an attack roll (at a -5 penalty) as if you had thrown the splash weapon at that creature. If this attack roll succeeds, the splash weapon hits and the creature takes full damage instead of splash damage. Squares adjacent to this creature still take splash damage as normal.

At 7th level when you make your attack roll at a -5 penalty and hit, you may choose to have your splash weapon bounce from the secondary target and into any square up to 10 feet away. If there is a target in that square you must make another attack roll at a -10 in order to hit that target. If you



miss then the splash weapon simply lands in that square and does splash damage as normal.

At 14th level you may purposefully bounce a splash weapon off of a target and into another square. This allows you to ricochet a splash weapon off of a wall and around a corner, for example. This follows the same mechanics as if you had missed, including the secondary attack at a -5 penalty to hit a target in the secondary square, except you may determine where the splash weapon ricochets to. You must have line of sight to the target in order to use this ability.

Normal: A thrown splash weapon that misses deals splash damage in the square where it lands and in adjacent squares.

RIME SPELL (METAMAGIC)

Creatures damaged by your spells with the cold descriptor become entangled.

Benefit: The frost of your cold spell clings to the target, impeding it for a short time. A rime spell causes creatures that take cold damage from the spell to become entangled for a number of rounds equal to the original level of the spell.

This feat only affects spells with the cold descriptor. A rime spell uses up a spell slot one level higher than the spell's actual level.

At 7th level creatures affected by a Rime Spell are also fatigued for a number of rounds equal to the spell's actual level. Creatures with resistance or immunity to cold ignore this ability.

At 14th level your Rime Spells possess truly arctic hearts. Spells modified by this feat ignore 5 points of cold resistance, and deal half damage even to creatures immune to cold.

SACRED SUMMONS

The minions of your divine patron stand ready to answer your call.

Prerequisites: Aura class feature, ability to cast summon monster.

Benefit: When using summon monster to summon creatures whose alignment subtype or subtypes exactly match your aura, you may cast the spell as a standard action instead of with a casting time of 1 round.

At 7th level treat your caster level as 1 higher for the purposes of determining the strength of creatures you can summon.

At 14th level treat your caster level as 2 higher for the purposes of determining the strength of creatures you can summon instead of 1 higher.

SENSE LINK

When you and your eidolon share senses, your combined minds grant you exceptional powers of observation.

Prerequisite: Bond senses class feature.

Benefit: When sharing the senses of your eidolon, you gain a +4 competence bonus on Perception checks for the duration of your bond senses ability.

At 8th level the summoner may use this ability to call on any special senses his eidolon possesses (scent, darkvision, etc.). While this is happening the eidolon sees through the summoner's senses instead of the other way around.

At 15th level whenever a summoner ceases a senses bond with his eidolon, there are lingering effects. If the summoner chooses, he may continue to use one of the eidolon's unique senses which the summoner does not naturally possess for a number of rounds equal to his summoner level.

SHAPING FOCUS

Your powers of shapeshifting outstrip your dabbling in the druidic faith.

Prerequisites: Wild shape class feature, Knowledge (nature) 5 ranks.

Benefit: If you are a multiclassed druid, your wild shape ability is calculated as though your druid level were four higher, to a maximum level equal to your character level.

At 11th level your druid level is considered six higher instead of four higher, to a maximum of your character level.

At 18th level your character level is considered to be your druid level for the purposes of your wild shape class feature.

Special: This feat has no effect if you are not a multiclassed druid.

SIN SEER

Unlike others who have taken the oath against undeath, your preoccupation with the undead does not cloud your view of good and evil.

Prerequisite: Detect undead paladin class feature.

Benefit: You gain the detect evil class feature. You may use it or the detect undead class feature, but not at the same time.

At 7th level you may use detect evil and detect undead simultaneously, though it takes a full round action to detect both at once.

At 14th level you may activate both detect evil and detect undead with a single, standard action. You may then spend a move action to focus both detections on a single person or object as if you had studied it for three rounds.

SKELETON SUMMONER

The walking dead respond to your call.

Prerequisites: Spell Focus (necromancy), ability to cast summon monster.

Benefit: Add “human skeleton” to the list of creatures you can summon with summon monster I and “human skeletal champion” to the list of creatures you can summon with summon monster III.

Once per day, when you cast summon monster, you may summon a skeletal version of one of the creatures on that spell’s summoning list (apply the skeleton template to that creature to create this monster).

At 7th level you may summon a skeletal version of one of the creatures on that spell’s summoning list twice per day, instead of once.

At 14th level treat your caster level as 1 higher for the purpose of summoning skeletal monsters (whether human skeletons, or a monster with the skeleton template).

SORCERER’S BLOODSTRIKE

You can regain power when you kill a creature.

Prerequisites: Cha 13, sorcerer bloodline class feature.

Benefit: Once per day, as an immediate action upon reducing a creature to 0 or fewer hit points with one of your sorcerer spells, you can regain one usage of a sorcerer bloodline power that has a limited number of uses per day. The slain creature must have at least half as many Hit Dice as your sorcerer level. You cannot use this feat to gain another usage of a bloodline power that you have not yet used today.

At 7th level you may regain one usage of a sorcerer bloodline power if you use one of your bloodline powers to reduce a creature to 0 or fewer hit points. The power you regain one usage of does not necessarily need to be the one you reduced the creature to 0 or fewer hit points with.

The creature must have at least half as many Hit Dice as your sorcerer level, and you cannot use this ability to gain another usage of a bloodline power you have not used yet today.

At 14th level whenever you confirm a critical hit with a spell or bloodline power, you may regain a usage of one bloodline power under the same conditions as above.

SPELL BLUFF

You know the principles of arcane dueling and, when fighting other spellcasters, you have learned to hide the true nature of your spells until the last possible moment.

Prerequisites: Bluff 5 ranks, Spellcraft 5 ranks.

Benefit: If another spellcaster tries to counterspell your casting, she adds +4 to her Spellcraft DC when trying to determine your spell.

Because you have studied how to mask the recognizable elements of your spellcasting, you gain a +2 bonus on your Spellcraft checks to identify and counter an opponent’s spell if it is a spell you know or have in your spellbook.

At 12th level you have studied magic so extensively that you gain no negatives when dueling a caster whose spells are modified by Silent Spell or Still Spell. If a spell is modified by both you still cannot identify it as it’s being cast.

At 19th level another spellcaster attempting to counterspell you adds +6 to her Spellcraft DC when attempting to determine your spell instead of +4.

SPELL HEX

You can transform a 1st-level spell into a hex.

Prerequisite: Major hex class feature.

Benefit: Select one 1st-level spell in the class that grants you the major hex class feature. You can learn that spell as a hex, and can use that hex three times per day. This is a spell-like ability. You use your class level in the major-hex-granting class as your caster level for the spell hex. The spell hex uses your hex DC instead of its original spell DC.

If the spell is a touch spell and you miss the creature, you cannot target the creature with that spell hex again for 24 hours. If the spell allows a saving throw to negate or take a partial effect from the spell, and the target succeeds at that saving throw, it cannot be affected by the spell hex

for 24 hours, even if it is in the area of the spell hex.

At 17th level if the spell is a touch spell and you miss the creature it does not count against your uses of that particular spell hex for the day. The original target still cannot be the subject of the spell hex for 24 hours.

SPELL SPECIALIZATION

Select one spell. You cast that spell with greater than normal power.

Prerequisites: Int 13, Spell Focus.

Benefit: Select one spell of a school for which you have taken the Spell Focus feat. Treat your caster level as being two higher for all level-variable effects of the spell.

Every time you gain an even level in the spellcasting class you chose your spell from, you can choose a new spell to replace the spell selected with this feat, and that spell becomes your specialized spell.

At 7th level you no longer provoke attacks of opportunity when casting a specialized spell.

At 14th level you gain a +2 bonus for the purposes of overcoming spell resistance when you cast a specialized spell.

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

SPELLSONG

You can blend the power of your performance and spellcasting.

Prerequisites: Cha 13, bardic performance class ability, able to cast 1st-level spells.

Benefit: You can combine your bardic performance and your spellcasting in two ways. First, you can conceal the activity of casting a bard spell by masking it in a performance. As a swift action, you may combine your casting time of a spell with a Perform check. Observers must make a Perception or Sense Motive check opposed by your Perform check to realize you are also casting a spell. This uses 1 round of your bardic performance ability, regardless of the spell's casting time.

Second, as a move action, you can use 1 round of bardic performance to maintain a bard spell with a duration of concentration. You can cast another spell in the same round you are using bardic magic

to maintain concentration; if you do this, your concentration on the maintained spell ends when you end the bardic performance the spell is part of.

At 7th level combining your casting time with a Perform check becomes a free action instead of a swift.

At 14th level using 1 round of bardic performance to maintain a bard spell with a duration of concentration becomes a swift action instead of a move action.

SPLIT HEX

You can split the effect of one of your targeted hexes, affecting another creature you can see.

Prerequisite: Witch level 10th.

Benefit: When you use one of your hexes (not a major hex or a grand hex) that targets a single creature, you can choose another creature within 30 feet of the first target to also be targeted by the hex.

At 17th level you may split a hex that targets a single creature between up to three creatures, which may be no more than 30 feet apart.

SPLIT MAJOR HEX*

You can split the effect of one of your targeted hexes, affecting another creature you can see.

Prerequisites: Split hex, caster level 18th.

Benefit: When you use one of your major hexes (not a grand hex) that targets a creature, you can choose another creature within 30 feet of the first target to also be targeted by the major hex.

*This feat does not scale.

SPONTANEOUS METAFOCUS

You can focus to combine one of your known spells and metamagic feats.

Prerequisites: Cha 13, one metamagic feat, able to spontaneously cast spells.

Benefit: Pick a single spell that you are able to cast spontaneously. When you apply metamagic feats to that spell, you can cast the spell using the normal casting time instead of at the slower casting time.

At 7th level all metamagic feats you apply to this spell increase the spell level by 1 less, to a minimum of 1.

At 14th level you may pick a second spell you are able to cast spontaneously to apply this feat to.

Special: You can take this feat multiple times. Each time you select this feat, choose a new spell that you can cast spontaneously; the feat applies to that spell.

STARLIGHT SUMMONS

Your summoned minions slink along under the shadows of the stars.

Prerequisites: Spell Focus (conjuration), able to cast summon nature's ally.

Benefit: Creatures you summon gain the Blind-Fight feat, a +5 bonus to Perception and Stealth checks in dim light or darkness, and their natural weapons are treated as cold iron for overcoming damage reduction.

At 7th level creatures you summon gain concealment (20% miss chance) even under normal lighting conditions.

At 14th level creatures you summon gain the Hide in Plain Sight ability, allowing them to make stealth checks to hide whenever they are within 10 feet of an area of dim light even if they have nothing to hide behind.

SUNLIGHT SUMMONS

Your summoned minions shine with the power of the sun.

Prerequisites: Spell Focus (conjuration), able to cast summon nature's ally.

Benefit: Creatures that you summon shed light as a light spell. They are immune to blinding or dazzling effects, and their natural weapons are treated as magical for overcoming damage reduction.

At 7th level creatures you summon are immune to visual effects that would fascinate them.

At 14th level creatures you summon gain DR 5/evil and add 20 feet to their movement as long as they're within sunlight or effects that are considered the same as sunlight.

SUPERIOR SUMMONING

You can summon more creatures.

Prerequisites: Augment Summoning, caster level 3rd.

Benefit: Each time you cast a summoning spell that conjures more than one creature, add one to the total number of creatures summoned.

At 10th level add two creatures to spells that conjure more than one creature instead of one.

At 17th level whenever you summon multiple creatures instead of a single creature, you may do so as a standard action instead of a full round action.

THANATOPIC SPELL (METAMAGIC)

Your spells can pierce wards against negative energy and even affect undead targets.

Prerequisites: Knowledge (religion) 6 ranks, Spell Focus (necromancy).

Benefit: A thanatopic spell pierces defenses and immunities that protect against death effects, negative levels, and energy drain, affecting the target as if the protective barrier did not exist.

For example, you could cast a thanatopic vampiric touch or enervation spell on a target under the effects of death ward, and the target would suffer the normal effect of the spell. Saving throws and SR (if any) still apply.

Undead are susceptible to spells augmented by this feat, as it retunes the negative energy to be harmful to them. A thanatopic spell that would kill a living creature (such as by giving it negative levels equal to its Hit Dice) destroys an undead (though undead such as ghosts, lichs, and vampires may reform as normal). Undead affected by thanatopic spells that give negative levels automatically make their saving throws to remove negative levels after 24 hours.

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

At 13th level the DC to resist a Thanatopic Spell goes up by +2.

At 20th level a Thanatopic Spell only uses up a spell slot one level higher than the spell's actual level.

Normal: Defenses such as death ward negate death effects, negative levels, and energy drain. Undead are immune to these attacks.

THEURGY

You can blend the power of arcane and divine magic.

Prerequisites: Wis 13, Int or Cha 13, able to cast 1st-level arcane spells, able to cast 1st-level divine spells.

Benefit: You can augment the power of your divine spells with arcane energy and augment your arcane spells with divine energy.

When casting a divine spell, you may sacrifice an arcane spell slot or arcane prepared spell of that spell's level or higher as a swift action. The caster level for that divine spell increases by +1.

When casting an arcane spell, you may sacrifice a divine spell slot or prepared divine spell of the same or higher level as a swift action. Half the damage dealt by the arcane spell becomes holy (if you channel positive energy) or unholy (if you channel negative energy).

At 8th level you may sacrifice a divine spell slot or prepared divine spell of the same or higher level as a swift action to add +2 to an arcane spell's save DC. You may do the same for divine spells by sacrificing an arcane spell or spell slot of the equivalent level.

At 15th level you may sacrifice a divine spell slot or prepared divine spell in order to cast any arcane spell you have already cast that day which is at least 3 spell levels lower than the sacrificed divine spell. You may do the same with your arcane spells.

THOUGHTFUL DISCERNMENT

Thinking back, you discover a lie in what you once thought to be words of truth.

Prerequisite: Discern lies class feature.

Benefit: Once per day as a free action, you can think back about a single statement you heard in the last day and determine if it was a lie. This acts like the discern lies spell, but instead of affecting a creature, it affects a single statement a creature has made.

For example, if the king told you, "My daughter is in the monster's dungeon" before you left to find her, as long as the king said that to you within the past day, you can use this feat to determine whether or not the king deliberately and knowingly lied to you when he made that statement.

At 7th level you may use this ability twice per day.

At 14th level you may reflect on any statement you've heard within the past week.

THRENODIC SPELL (METAMAGIC)

You can convert mind-affecting magic to necromantic power capable of controlling undead.

Prerequisites: Knowledge (religion) 6 ranks, Spell Focus (necromancy).

Benefit: This feat only works on mind-affecting spells. A threnodic spell affects undead creatures (even mindless undead) as if they weren't immune to mind-affecting effects, but has no effect on living creatures. A threnodic spell uses up a spell slot two level higher than the spell's actual level.

At 13th level the DC for undead to resist a Threnodic Spell increases by +2.

At 20th level a Threnodic Spell only uses up a spell slot one level higher than the spell's actual level.

Normal: Undead are immune to mind-affecting effects.

TOPPLING SPELL (METAMAGIC)

Your spells with the force descriptor knock the affected creatures prone.

Benefit: The impact of your force spell is strong enough to knock the target prone. If the target takes damage, fails its saving throw, or is moved by your force spell, make a trip check against the target, using your caster level plus your casting ability score bonus (Wisdom for clerics, Intelligence for wizards, and so on). This does not provoke an attack of opportunity. If the check fails, the target cannot attempt to trip you or the force effect in response.

A toppling spell only affects spells with the force descriptor. A toppling spell uses up a spell slot one level higher than the spell's actual level.

At 7th level add +4 to any trip attempts made as part of a Toppling Spell.

At 14th level a Toppling Spell may affect spells with the force or sonic descriptor.

TRIPPING STAFF (COMBAT)

You can make a trip attack with your quarterstaff.

Prerequisites: Int 13, Combat Expertise, Improved Trip, Weapon Focus (quarterstaff), base attack bonus +6.

Benefit: You treat quarterstaves as if they had the trip special feature.

At 13th level you may use any magical staff as if it was a +1 quarterstaff.

At 20th level add an additional +2 to all trip attempts made with a quarterstaff.

Special: If you are a magus with the staff magus archetype, you can use spellstrike on any trip combat maneuver you make with the staff.

TRIPPING, TWIRL (COMBAT)

You can make a trip attack with a quarterstaff on all adjacent enemies.

Prerequisites: Int 13, Combat Expertise, Improved Trip, Tripping Staff, Weapon Focus (quarterstaff), Weapon Specialization (quarterstaff), base attack bonus +12.

Benefit: As a full-round action, while wielding a quarterstaff two-handed, you can attempt a trip combat maneuver against each enemy adjacent to you.

At 19th level if you are a magus using a spell with multiple touches (such as chill touch) as part of a spellstrike then you may apply that spell to as many trip attempts as you have available touches.

Special: If you are a magus with the staff magus archetype, you can use spellstrike on any one trip combat maneuver you make with the staff.

ULTIMATE MERCY

By using lay on hands, you can bring the dead back to life.

Prerequisites: Cha 19, Greater Mercy, lay on hands, mercy class feature.

Benefit: You can expend 10 uses of lay on hands to bring a single dead creature you touch back to life as a raise dead spell with a caster level equal to your paladin level. You must provide the material component for raise dead or choose to accept 1 temporary negative level; this level automatically goes away after 24 hours, never becomes a permanent negative level, and cannot be overcome in any way except by waiting for the duration to expire.

At 10th level you no longer take the temporary negative level, even if you don't provide the material component.

At 19th level you may spend 15 uses of lay on hands to bring a single dead creature you touch back to life as a resurrection spell.

ULTIMATE RESOLVE

Your aura of resolve does not fall with you.

Prerequisite: Aura of resolve class feature.

Benefit: Your aura of resolve is a 20-foot emanation, and does not end if you fall unconscious.

At 15th level your aura of resolve continues to emanate from you even if you die for a number of rounds equal to your paladin level.



Normal: The aura of resolve affects each ally within 10 feet, and ends when you fall unconscious.

UNCANNY ALERTNESS

Your research into arcana and the nature of reality has given you heightened senses.

Prerequisite: Alertness.

Benefit: This feat gives you an additional +1 bonus on Perception and Sense Motive checks, and you gain a +2 bonus on saving throws against sleep and charm effects.

At 7th level you gain +2 on perception and Sense Motive checks instead of +1, and your bonus on saving throws against sleep and charm effects improves to +4.

At 15th level you gain a +4 on saves against illusions, as you more easily recognize them for what they are.

UNCANNY CONCENTRATION

You have learned to enter a deeper state when casting spells, allowing you to shrug off distractions, damage, weather effects, and even the effects of other spells.

Prerequisite: Combat Casting.

Benefit: You do not need to make concentration checks when affected by vigorous or violent motion or by violent weather. You gain a +2 bonus on all other concentration checks.

At 7th level you no longer need to make concentration checks while entangled.

At 14th level you are so focused that even injury barely registers. If you take damage while casting only add ½ of the damage you took (rounded down) to the DC of your concentration check.

UNDEAD MASTER

You can marshal vast armies of the undead to serve you.

Prerequisites: Spell focus (necromancy), the ability to cast animate dead or command undead.

Benefit: When you cast animate dead or use the Command Undead feat, you are considered to be four levels higher when determining the number of Hit Dice you animate. When you cast command undead, your duration is doubled.

At 7th level you are considered five levels higher instead of four when using the Command Undead feat.

At 14th level your control of the undead is nearly absolute. When you cast command undead your duration is tripled instead of doubled.

UNSANCTIONED DETECTION

You can focus your ability to detect evil for more practical or mundane purposes.

Prerequisite: Detect evil class feature.

Benefit: As a swift action, you can focus the clarity granted by your detect evil ability to heighten your awareness of other things. This gives you a +10 sacred bonus on Perception and Sense Motive checks for one round. This expends your use of the detect evil class ability for the next 24 hours.

At 7th level use of this power only expends your use of detect evil for 12 hours instead of 24.

At 14th level your focus is so keen that this ability only expends your use of detect evil for one hour.

UNSANCTIONED KNOWLEDGE

You have searched through forbidden texts and are privy to powerful but proscribed magic.

Prerequisites: Int 13, ability to cast 1st-level paladin spells.

Benefit: Pick one 1st-level spell, one 2nd-level spell, one 3rd-level spell, and one 4th-level spell from the bard, cleric, inquisitor, or oracle spell lists. Add these spells to your paladin spell list as paladin spells of the appropriate level. Once chosen, these spells cannot be changed.

At 11th level choose an additional spell of 1st, 2nd, 3rd, and 4th level from the bard, cleric, inquisitor, or oracle spell lists to add to your own.

At 19th level you may choose to swap any spells you have chosen for different spells of the same level. Once a spell has been swapped in this manner, it cannot be changed again.

VERSATILE CHANNELER

You can choose to channel positive and negative energy.

Prerequisites: Channel energy class feature, necromancer or neutrally aligned cleric (see below).

Benefit: You may make a choice whenever you use your channel energy class feature.

If you normally channel positive energy, you may choose to channel negative energy as if your effective cleric level were 2 levels lower than normal.

If you normally channel negative energy, you may choose to channel positive energy as if your effective cleric level were 2 levels lower than normal.

Having this feat means you qualify for feats and abilities that have “channel positive energy” or “channel negative energy” as a prerequisite (for example, you qualify for the Command Undead feat and the Turn Undead feat).

At 7th level you channel as if your cleric level was 1 lower instead of 2.

At 14th level you become truly versatile, channeling positive and negative energy as your full cleric level.

Note: This feat only applies to necromancers, neutral clerics who worship neutral deities, or neutral clerics who do not worship a deity—characters who have the channel energy class ability and have to make a choice to channel positive or negative energy at 1st level. Clerics whose alignment or deity makes this choice for them cannot select this feat.

VIGILANT EIDOLON

Your eidolon is highly observant, and its link with you increases your own watchfulness.

Prerequisite: Eidolon class feature.

Benefit: While your eidolon is within your reach, you gain a +4 bonus on Perception checks. If you have 10 or more ranks in Perception, this bonus increases to +8. This does not apply if your eidolon is helpless or unconscious.

At 7th level you gain blindsense to 30 feet while your eidolon is within reach. This does not apply if your eidolon is helpless or unconscious.

At 14th level you gain blindsight to 60 feet while your eidolon is within reach. This does not apply if your eidolon is helpless or unconscious.

VOICE OF THE SIBYL

Your voice is strangely compelling.

Prerequisite: Cha 15.

Benefit: You get a +1 bonus on all Bluff, Diplomacy, and Perform (oratory) skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +3 for that skill. You do not get these bonuses if you do not use your voice when using the skill (such as using Bluff to feint in combat).

At 7th level whenever you use your voice as part of casting a compulsion spell or as part of a bardic music performance to fascinate, add +2 to the save DC.

At 14th level your bonuses on Bluff, Diplomacy, and Perform (oratory) skill checks increases to +2, or +6 if you have 10 or more ranks in them. These bonuses do not apply to uses of the skill when your voice is not involved.

WARRIOR PRIEST

Your religion is both a shield and a weapon in battle.

Prerequisites: Ability to cast divine spells, domain or mystery class feature.

Benefit: You gain a +1 bonus on initiative checks and a +2 bonus on concentration checks made to cast a spell or use a spell-like ability when casting defensively or while grappled.

At 7th level your initiative bonus increases to +2 instead of +1, and you receive a +3 bonus on concentration checks made to cast a spell or use a spell-like ability when casting defensively or while grappled.

At 14th level you may make two concentration checks when casting defensively or while grappled and take the better a number of times per day equal to your primary casting attribute modifier.

WILD SPEECH

You speak with the tongue of men and beasts.

Prerequisites: Druid level 6th, wild shape class feature.

Benefit: When using wild shape to take the form in which you cannot speak (such as an animal), you are able to speak normally in any language you know. This allows you to cast spells with verbal components, speak command words, and activate spell completion and spell trigger items. However, it does not give you the ability to cast spells requiring somatic components unless you also have the Natural Spell feat, or cast spells with material components merged into your form.

When using wild shape to take the form of an animal, you may use speak with animals to communicate with animals of your assumed form. This is a spell-like ability with a caster level equal to your druid level, and you may use it for a number of minutes per day equal to your druid level. These minutes do not have to be consecutive, but must be used in one-minute increments.

At 13th level you gain a +2 bonus on Bluff, Diplomacy, and Intimidate skill checks made against animals of your assumed form.

At 20th level you may always speak with animals of your assumed form. It remains a spell-like ability with a caster level equal to your druid level, but it may be used as long as you remain in the appropriate form.

WITCH KNIFE

You empower your witch spells by incorporating the use of a special ceremonial knife during your castings.

Prerequisite: Witch class.

Benefit: Each day, when you prepare your spells, you can select a masterwork or magical dagger, transforming it into a witch knife, which serves as an additional focus component for witch patron spells. Add +1 to the DC of all your patron spells.

At 7th level add +2 to the DC of all your patron spells instead of +1.

At 14th level add +1 to the DC of all your hexes, as long as your witch knife is in your hand.

WORD OF HEALING

Using the same divine energy as your lay on hands ability, you can heal others at a distance.

Prerequisite: Lay on hands class feature.

Benefit: You may use your lay on hands to heal another creature at a range of 30 feet as a standard action that does not provoke an attack of opportunity. You must be able to speak and have a free hand to use this ability. The target heals half the amount they would have healed if you had touched them, but gains the benefits of your mercies as normal.

At 8th level your range extends to 40 feet.

At 15th level targets receive the full benefit of your lay on hands healing.



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