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Intro

Greetings! Feats in this document are intended to work interdependently with the rest of this revamp.

Behind the Curtain: Feat Design Philosophy

When revamping feats for this system, I seriously considered [The Best Feats of D&D 3.5](#) and why they were ranked so highly. These were my major conclusions:

Aside from the Fighter whose main shtick is feats, class-specific feats throughout 3.x are rare. More common are feats mechanic-related feats like Turn Undead or Bardic Music and feats that affect broader systems, like psionics or melee combat. Unlike 3.5's design philosophy which made feats weak since Fighters got so many, I purposely didn't gimp feats for the sake of Fighters.

Each feat should provide some significant benefit for its intended audience, and the notion of gaining a level or 3 to obtain the next feat should feel exciting and rewarding instead of discouraging. Metamagic feats normally aren't meant to be used at level 1 or low levels in general, but they're handy eventually.

For me, +3 to a static number (accuracy, damage, etc.) is usually the minimum noticeable. While a video game can easily explain if the +1 from 3.5's Weapon Focus meant I hit instead of not, I'd normally much rather have another, better ability.

I generally don't like feat chains nor feats with prerequisites beyond having some obvious base ability, like needing the Turn Undead ability for

feats that modify Turn Undead. Full casters already get plenty powerful abilities without such chains, and, for example, a Wizard's first and only Enchantment spell he learned could be *dominate monster* which he casts at full power like any other level 9 spell he knows.

My method for determining what should be a feat or class feature was influenced by these main factors:

-Do I want any class or creature to be able to obtain this ability? If not, it's a class feature or, for Fighters mostly, a class-exclusive feat.

-If this is a feat that enhances a class or racial ability, is it powerful and interesting enough to have it warrant costing a feat? If not, it's probably rolled into that class or race.

-Is this effect or a similar effect already a feat in 3.5 or Pathfinder? If so, it likely stays that way.

Feat Basics

Some feats have prerequisites, such as requiring a separate feat before taking another feat.

Some feats are class-specific, meaning they can only be taken by a character of that class, or they're available to a variety of classes but have certain extra functionality when taken by a specific class.

Some feats are tied to a specific mechanic, such as Turn Undead, meaning anyone with this mechanic who otherwise qualifies can take this feat.

Also, due to the number of feats, they are sorted below into categories for ease of viewing.

Other Notes & Assumptions

-I wasn't sure how separate casting and manifesting were. I assume they're different types of casting, even if psionic powers use power points and not spell slots. Thus, I gave metamagic feats a spell slot cost and a power point cost, where the PP cost is +2 per +1 spell slot level.

-I assumed manifesters can't spend more power points on a single power manifestation than their manifester level for that ability.

-Casters and manifesters can apply multiple metamagics, like in 3.5 tabletop, so long as they pay the relevant costs.

-Metamagic can apply to spell-like abilities so long as the caster level for this ability is at least twice the normal spell slot level increase. For example, applying Empower Spell (+2) and Maximize Spell (+3) to a *magic missile* spell-like ability would require a minimum caster level of 10.

-Metamagic can apply to psi-like abilities so long as the manifester pays enough virtual power points and psionic focuses for this effect. For example, applying Empower Spell (+2PP) and Maximize Spell (+4PP) to a 3 power point *energy missile* psi-like ability would require a 2 psionic focuses and 6 minimum virtual power points for augments.

-Combat techniques (bull rush, disarm, trip, etc.) don't provoke attacks of opportunity per use.

-In tandem with my class revamp, all classes get bonus feats, though some classes must choose between bonus feats and class features.

Dude, Where's My Feat?

I removed, renamed, or revamped some feats to make feats in general more worthy of consideration for certain build types. For example, Point Blank Shot was folded into Marksman, and, as of this writing, no feat requires Point Blank Shot nor Marksman. Even with this, some feats are better to have before others, such as Marksman or/and Precise Shot likely being better to obtain before Rapid Shot.

Arcane Reservoir Feats

Capacious Reservoir [Arcane Reservoir]: Requires an Arcane Reservoir

Your arcane reservoir can hold 1 additional spell.

Aura Feats

Ability Focus: Aura [Aura]: Requires an Aura

All your auras with saves have their save DCs increased by 2.

Expanded Aura [Aura]: Requires an Aura

Your aura's size increases by 50%. For example, a Cleric with the Protection Domain and this feat would have an aura size of 45' instead of 30'.

Improved Aura Rank [Aura]: Requires an Aura of rank 1 or higher

Your Aura Rank for all your qualifying auras increases by 1.

Bardic Music Feats

Ability Focus: Bardic Music [Bardic Music]: Requires Bardic Music

Your Bardic Music effects with saves have their save DCs increased by 2.

Earworm [Bardic Music]: Requires Bardic Music, ability to use level 3 Bardic Musics

You gain a new styling for all Bardic Musics for which costs +3 Bardic Music uses. When you use a Bardic Music effect with a save, any creature that passed its save this turn must save again on its next turn at the same DC or be affected. If metaphysical resistance applied to the initial effect, it also applies to immediately before this second save. (There is only one additional save per Bardic Music effect.)

If the effect requires concentration, you must concentrate into the second turn for the second save to happen. If the duration is concentration + some number of rounds, you need not concentrate for the second save to happen.

Against a creature with Slippery Mind (such as a Rogue), neither Earworm nor Slippery Mind takes effect.

Elemental Inspiration [Bardic Music]: Requires Bardic Music, the ability to use War Song

You gain a new styling for war song which costs +1 Bardic Music use. Instead of war song's normal effects, affected allies instead deal +d6 fire damage per hit with weapons per +1 of Bardic Music Bonus. This energy damage stacks with other sources of energy damage on hit, such as Flaming weapons or a Half-Salamander's racial ability; however, multiple Elemental Inspiration uses of the same energy type on a subject simultaneously don't stack.

If you are a Drake, you may instead infuse your Elemental Inspiration with the same energy type as your breath weapon. If you are a Half-Salamander, you may instead infuse your Elemental Inspiration with your body's energy type, such as cold for a Frostbrother.

Fast Performance [Bardic Music]: Requires Bardic Music, Character Level 12

You may start your Bardic Music effects as a move action instead of a standard action. With this feat, if you use *cut to the chorus*, you need only spend a free action instead of a move action to start your Bardic Music.

Lasting Song [Bardic Music]: Requires Bardic Music

Your non-instantaneous Bardic Music effects last for double their normal duration after you stop performing. Typically, this means that these effects last for 10 rounds after you end this performance.

Barter Feats

Improved Barter [Barter]: Requires Bardic Barter or another Barter ability

Your Barter discount increases by 10% to a maximum of 25%.

Caster/Manifester Feats

Greater Spell & Power Focus [Caster/Manifester]: Requires Spell & Power Focus

You cast all your spells and spell-like abilities at another +1 accuracy, +1 caster level, and +1 DC. You manifest all your psionic powers and psi-like abilities at another +1 accuracy, +1 caster level, and +1 DC.

This feat also provides its benefit to all Bardic Music effects you use.

Greater Spell & Power Penetration [Caster/Manifester]: Requires Spell & Power Penetration

All your spells and spell-like abilities get another +2 on caster level checks to bypass metaphysical resistance. All your psionic powers and psi-like abilities get another +2 on manifester level checks to bypass metaphysical resistance.

Improved Armored Casting [Caster/Manifester]: Requires the Armored Casting class feature

You ignore arcane spell failure from armor and shields with which you are proficient and have only half the arcane spell failure from armor and shields with which you are not proficient.

Improved Concentration [Caster/Manifester]

You get a +4 bonus on all Concentration checks.

Negative Energy Saturation [Caster/Manifester]

First, your *inflict wounds* and *harm* spells and spell-like abilities (including their *mass* versions) heal +25% damage to those healed by negative energy (like Undead) and deal this extra damage to creatures damaged by negative energy, like most living creatures.

Second, the caster level cap for these abilities is removed.

Piercing Energy [Caster/Manifester]

All your spells and spell-like abilities ignore 1 energy resistance per caster level of the effect. For example, if you're a Cleric with this feat and you use *sound burst* at caster level 9, you ignore 9 points of sonic resistance;

however, if you use *flame strike* at caster level 11, you instead ignore 11 points of fire resistance.

This feat has no effect on immunities.

Positive Energy Saturation [Caster/Manifester]

First, your *cure wounds* and *heal* spells and spell-like abilities (including their *mass* versions) heal +25% damage and deal this extra damage to creatures damaged by positive energy, like Undead.

Second, the caster level cap for these abilities is removed.

Spell & Power Focus [Caster/Manifester]

You cast all your spells and spell-like abilities at +1 accuracy, +1 caster level, and +1 DC. You manifest all your psionic powers and psi-like abilities at +1 accuracy, +1 caster level, and +1 DC.

This feat also provides its benefit to all Bardic Music effects you use.

Spell & Power Penetration [Caster/Manifester]

All your spells and spell-like abilities get +2 on caster level checks to bypass metaphysical resistance. All your psionic powers and psi-like abilities get +2 on manifester level checks to bypass metaphysical resistance.

Spell & Power Potency [Caster/Manifester]: Requires Greater Spell & Power Focus, Spell & Power Focus, 15+ hit dice or character levels

You cast all your spells and spell-like abilities at +1 accuracy and +1 DC. You manifest all your psionic powers and psi-like abilities at +1 accuracy and +1 DC.

This bonus doubles on spells and spell-like abilities of your specialty school if you are a specialist Wizard and mastered spells (including spell-like abilities that reproduce your mastered spells) if you are a generalist Wizard. This bonus also doubles on psionic powers and psi-like abilities of your specialty psionic discipline if you are a Psion.

Spell & Power Reach [Caster/Manifester]

All your spells, spell-like abilities, psionic powers, and psi-like abilities with a range of Touch or greater have their range increased by 1

category - from Touch to Close, from Close to Medium, or from Medium to Long. This feat can't increase an ability's range beyond Long.

Superior Concentration [Caster/Manifester]: Requires Improved Concentration

You get another +4 bonus on all Concentration checks and, when you're in the melee reach of at least 1 foe, you don't provoke attacks of opportunity for using spells, spell-like abilities, psionic powers, nor psi-like abilities.

Charge Feats

Careless Charge [Charge]

When you charge, you may choose to use a careless charge. If you do, you provoke an attack of opportunity from all foes en route to the target of your attack, including this target if it doesn't have longer reach than you; however, your attacks deal double damage.

Damaging Charge [Charge]

Whenever you hit with a charge attack, you deal +d6 damage per hit. At 6 BAB and for every 5 BAB you have thereafter, this bonus increases by d6. This extra damage is not multiplied on a critical hit.

Pounce [Charge]: Requires 6 BAB

Whenever you charge, you may make a full attack instead of only a single attack at the end of it.

If you take this feat then later obtain the Rapid Full Attack ability (such as from being a Fighter), you lose this feat for the upgraded Rapid Full Attack ability, but you may choose another feat for which you qualify in its place. If you already have Rapid Full Attack, you may not take Pounce.

Class-Specific Feats: Cleric

Additional Clerical Healing [Cleric]

Your pool of Clerical Healing spell-like ability increases by 2 per day.

Class-Specific Feats: Fighter

Adrenaline Rush [Fighter]: Requires Fighter level 1

Whenever a non-summoned foe dies in combat, you regain 3 HP per Fighter level you have. If a non-summoned ally dies in combat, you instead regain 5 HP per Fighter level you have.

Athletics [Fighter]: Requires Fighter level 1

You gain +2 STR, DEX, and CON. Each of these increases by 1 for every 3 Fighter levels you have.

Combat Thicket [Fighter]: Requires Fighter level 1

Any foe that moves into or through your melee threat range provokes an attack of opportunity. A foe with the Tumble ability still provokes, but you have a penalty to accuracy against this subject equal to its hit dice.

Cover Buster [Fighter]: Requires Fighter level 1

Your physical attacks ignore accuracy penalties from cover and concealment; however, you still need line of effect to a subject to target it. Also, against a creature affected by *mirror image*, you only have a 50% miss chance against the real creature regardless of how many images are active. (Hitting a *mirror image* with a directed attack still destroys it.)

Deathless [Fighter]: Requires Fighter level 10

You are continually affected by a *death ward* effect with a caster level equal to your Fighter level. Unlike the spell, this effect can't be suppressed nor dispelled.

Distracting Strike [Fighter]: Requires Fighter level 1

As a free action, you may activate Distracting Strike, imbuing your weapon attacks with the ability to disrupt the concentration of casters and manifesters for 1 round per 5 Fighter levels you have (minimum 1). If you hit, the target must make a Fortitude save of 10 + half the damage dealt or become Distracted, requiring a Concentration check to use any spell, spell-like ability, psionic power, or psi-like ability. The DC of this Concentration check is 10 + half your Fighter level + the used ability's level. For example,

if you as a level 11 Fighter use Distracting Strike on a Wizard who fails his save and this Wizard tries using a level 6 spell, the Concentration DC to avoid being distracted is $10 + 5 + 6$ or 21.

You may use Distracting Strike once per encounter initially and once more per encounter per 4 Fighter levels you have.

Energy Resistant [Fighter]: Requires Fighter level 1

You gain resistance to acid, cold, electricity, fire, and sonic. This resistance is 5 initially, 10 at level 3, and 5 more per 2 Fighter levels you have. This energy resistance doesn't stack with energy resistance from other sources.

Executioner [Fighter]: Requires Fighter level 1

First, you deal +25% damage against subjects with half or less of their maximum HP, and +50% damage against subjects with one quarter or less of their maximum HP.

Second, you may use coup de grace as a standard action that doesn't provoke attacks of opportunity instead of a full-round action that does.

Rapid Full Attack [Fighter]: Requires Fighter level 6

You may make a full attack as a standard action instead of a full-round action. You may also make a full attack at the end of a charge.

Fighter's Ambition [Fighter]: Requires Fighter level 11

You may roll initiative one additional time and use the best result.

Fighter's Fortification [Critical, Fighter]

You have a +25% chance to negate any sneak attack or critical hit against you. This fortification stacks with fortification from other sources, such as armor or shields. Treat critical hit immunity as 100% fortification which this feat can affect.

Fortunate Critical [Critical, Fighter]: Requires Fighter level 1

First, you also get a +4 on all rolls to confirm critical hits.

Second, whenever you threaten a critical hit, you may roll critical confirmation one extra time and take the best result.

Healing Receiver [Fighter]: Requires Fighter level 1

Whenever you are healed of HP damage, ability damage, or ability drain, the amount you recover is increased by 50%.

Hold the Line [Fighter]: Requires Fighter level 1

For purposes of weapons that deal extra damage when used readied against a charging foe, you are always considered readied against a charge. This means that if your weapon does extra damage against a charging foe, you deal it without needing to spend an action.

Intimidating Strike [Fighter]: Requires Fighter level 1

As a free action, you may activate Intimidating Strike, imbuing your weapon attacks with the ability to strike fear into those whom you hit for 1 round +1 more round per 5 Fighter levels you have (minimum 1). If you hit, the target must make a Will save of 10 + half your Fighter level + your ability modifier used for accuracy (normally STR for melee attacks or DEX for ranged) or become Shaken. Remember, fear effects stack, meaning if you hit a non-immune foe enough and it survives, it could become Frightened on 2 failed saves or Panicked on 3 failed saves.

You may use this ability once per encounter initially and once more per encounter per 4 Fighter levels you have.

Lunge [Fighter]: Requires Fighter level 1

During your turn, your melee reach increases by 5'. If you have at least 4 Fighter levels, this extra reach is always active.

Metaphysically Resistant [Fighter]: Requires 6 BAB

You gain metaphysical resistance of 12 + your Fighter level. Also, every time you pass a save against a spell, spell-like ability, psionic power, or psi-like ability, you gain +2 metaphysical resistance until the end of your next turn.

Muting Strike [Fighter]: Requires Fighter level 1

As a free action, you may toggle Muting Strike, imbuing your weapon attacks with the ability for those you hit to loathe speaking for 2 rounds + 1

more round per 10 Fighter levels you have. If you hit, the target must make a Fortitude save of 10 + half your Fighter level + your ability modifier used for accuracy (normally STR for melee attacks or DEX for ranged) or become Muted. If the subject saves, it is instead Deafened.

You may use this ability once per encounter initially and once more per encounter per 3 Fighter levels you have.

Nauseating Strike [Fighter]: Requires Fighter level 1

As a free action, you may activate Nauseating Strike, imbuing your weapon attacks with the ability for those you hit to want to puke for 2 rounds + 1 more round per 10 Fighter levels you have. If you hit, the target must make a Fortitude save of 10 + half your Fighter level + your ability modifier used for accuracy (normally STR for melee attacks or DEX for ranged) or become Nauseated. If the subject saves, it is instead Sickened.

You may use this ability once per encounter initially and once more per encounter per 3 Fighter levels you have.

Niche Accuracy [Fighter]: Requires Fighter level 1

First, you have no accuracy penalty for multiweapon fighting.

Second, you have no accuracy penalty if using weapons modified by the feat Big Grip.

Overwhelming Strike [Fighter]: Requires Fighter level 6

You may choose to forfeit extra attacks normally granted to you on a full attack to perform a single overwhelming strike. (Toggling this feat's effects is a free action but performing the overwhelming strike is a standard action.) For every main hand attack beyond the first you would normally get as part of a full attack, you gain +4 accuracy, and your weapon damage multiplier increases by 1. (Only damage that is normally multiplied on a critical hit is multiplied this way.) Thus, if you had 5 main hand attacks per full attack, this overwhelming strike would gain +16 accuracy and deal 5x normal damage.

This feat only applies to attacks made during your turn, but not to attacks of opportunity, cleave attacks, nor whirlwind attacks.

Parry [Fighter]: Requires Fighter level 1

When a foe makes a melee or ranged attack that targets you, then you may make an accuracy roll with a melee weapon you're wielding against this attack. Treat this as an attack of opportunity.

You may use either this accuracy roll or your AC as your AC against this attack. You may attempt to parry after you know the result of your foe's attack. You may only use parry if you aren't flat-footed against this attack or if you can make attacks of opportunity while flat-footed.

If you get an accuracy penalty or bonus against creatures of a certain type or subtype, Parry applies that modifier to your parry attempt.

Normally, your foe can't damage objects unless he specifically targets them. Merely parrying spells and similar effects with weapons you wield doesn't normally damage them, nor does it damage you if you parry with an unarmed strike or natural weapon.

For example, if you learned your foe would have breached your AC with his longbow shot, greatsword swing, or a *scorching ray*, you may attempt to parry. If your accuracy result is higher than your foe's, his attack has no effect. If it's equal to or less than your foe's result, he hits.

If your Fighter level is 4 or higher, you can also attempt to riposte (counterattack). When you successfully parry, then as part of the action to parry, you may make an extra attack with the same weapon and the same accuracy roll as you used to parry, but against the creature who used this effect against you. This riposte only works if this attacker is within your melee reach. If you hit, you deal normal damage.

Physically Resistant [Fighter]: Requires Fighter level 1

You gain damage reduction/overcome by adamantite and metaphysical equal to half your Fighter level (minimum 1). If you have at least 10 Fighter levels, this upgrades to DR/-.

Shake It Off [Fighter]: Requires Fighter level 1

At the start of each of your turns, you get an additional saving throw against the following list of conditions at the same save DC as the original effect. If the original effect had no save, you instead get a Fortitude save at the normal DC.

Shake It Off only applies to spells, spell-like abilities, psionic powers, and psi-like abilities.

Initial Effects

Agony, Bane, Blind, Fascinated, Fatigued, Prayer, Reduced, Shaken, Sickened, and Sleeping.

Effects Starting at Level 3

Baleful Polymorph, Berserk, Commanded, Confused, Cowering, Dazed, Exhausted, Held, Hideous Laughter, Paralyzed, and Slowed.

Effects Starting at Level 5

Controlled, Crushing Despair, Cursed, Dancing, Dominated, Enfeeblement, Frailty, Malison, Nauseated, and Stunned.

Slaying Critical [Fighter]: Requires Fighter level 9

Whenever you score a critical hit, the target of your attack must make a Fortitude save of 10 + half the damage it take from this attack or immediately die, assuming the damage did not already kill it. This auto-killing effect is a [Death] effect.

Shield Reflection [Fighter]: Requires Fighter level 6

To use this ability, you must spend an attack of opportunity. You must not be flat-footed against the user of the effect you intend to reflect, or if you are flat-footed, you must be able to make attacks of opportunity while flat-footed.

You may reflect a single metaphysical ability (except *dispel magic* and *greater dispel magic*, and their derivatives) that targets you and has a range greater than Touch. Thus, *disintegrate*, *energy missile*, and *slow* could be reflected, but not *energy ball*, *glitterdust*, nor *shocking grasp*. Line effects (like *lightning bolt*) can be reflected, even if they target an area.

The metaphysical ability reflects back onto its user as if he had used it on himself, even if he would not be a legal target for such an ability. Thus, the reflected ability has the same accuracy roll, caster level, save DC, bonus to overcome metaphysical resistance, and so on. If your target would be immune, he is still immune.

For example, if a red dragon (a creature immune to fire) has his *scorching ray* reflected back at him, he takes no fire damage, even if the spell would hit him and overcome his metaphysical resistance.

If the center point for an arcing or chained ability (like *chain lightning* or *Chain disintegrate*) is reflected, the ability user's original targets are only included if they're still in range.

If this effect reflects off 2 different sources (like your Shield Reflection then a *spell turning* spell), this effect immediately dissipates.

For example, a Kineticist targets your party with an *energy missile* and with you as the primary target. The *energy missile* reflects back to him, but since your party mates are out of range, they won't also be targeted by the reflected power. But wait! The Kineticist has *reddopsi* active and the *energy missile* reflects *again*, but instantly dissipates since it has already reflected twice.

Shield Reflection is usable 3/day plus one more per 6 Fighter levels you have beyond Fighter level 6.

Uncanny Dodge [Fighter]: Requires Fighter level 1

First, you retain your DEX bonus to AC while flat-footed. (This ability alone doesn't prevent you from being flat-footed.) You still lose this DEX bonus to AC if immobilized or if someone feints you.

Second, if you have at least 6 Fighter levels, you gain Improved Uncanny Dodge. This means you can't be flanked unless that creature has the Improved Flanking feat.

Unchained [Fighter]: Requires Fighter level 10

You are continually affected by a *freedom of movement* effect with a caster level equal to your Fighter level. Unlike the spell, this effect can't be suppressed nor dispelled.

Warrior's Weaponry [Fighter]: Requires Fighter level 1

All weapons you wield are treated as metaphysical for overcoming damage reduction, and get a +1 bonus to accuracy and damage with all weapons per 2 Fighter levels you have, rounded up. (This becomes +2 at Fighter level 3, +3 at Fighter level 5, and so on.)

Also, you ignore an amount of damage reduction equal to your Fighter level. If a subject has more than one type of damage reduction, this benefit applies separately for each.

Class-Specific Feats: Monk

Monastic Weapon Training [Monk]

You may treat all weapons as Monk weapons for you. For example, you may use Flurry of Blows with any weapon due to having this feat.

Class-Specific Feats: Wizard

Additional Mastered Spells [Wizard]: Requires Spell Mastery

When you take this feat, you gain 1 additional mastered spell initially plus 1 more mastered spell per character level you have beyond first. Each time you gain a level, you also gain 1 additional mastered spell.

For example, if you gain this feat at level 3, you would gain 4 mastered spells, while if you took this feat at level 15, you would gain 16 mastered spells. Regardless of when you took this feat, you would still get an extra mastered spell per character level after taking this feat.

Double Necromancer Aura [Wizard]: Requires Necromancer level 12

You are able to project 2 Necromancer auras simultaneously with the same action. If you already have at least 1 Necromancer aura active, you may instead swap any number of your active auras.

Fast Counterspelling [Counterspell, Wizard]: Requires Universalist level 12

You may ready an action to counterspell as a move action instead of a standard action.

Friendly Conjuration [Wizard]: Requires Conjurer level 1

Your allies are no longer harmed by your Conjuration area crowd control spells such as *acid fog*, *cloudkill*, *fog cloud*, *glitterdust*, *grease*, *resilient grease*, *resilient web*, *solid fog*, *stinking cloud*, and *web*.

Friendly Enchantment [Wizard]: Requires Enchanter level 1

Your allies are no longer harmed by your Enchantment area spells such as *color spray/colour spray*, *confusion*, *crushing despair*, *deep slumber*, *hypnotic pattern*, *mass irresistible dance*, *mass mind blast*, *mind breach*, *rainbow pattern*, and *sleep*.

Friendly Evocation [Wizard]: Requires Evoker level 1

Your allies are no longer harmed by your Evocation area spells such as *acid blast*, *burning hands*, *cone of cold*, *electric sphere*, *energy wall*, *fireball*, *flaming sphere*, *freezing sphere*, *greater gust of wind*, *greater*

shout, gust of wind, ice blast, ice storm, lightning bolt, power fireball, prismatic wall, scorch/line of fire, shout, and sunburst.

Friendly Necromancy [Wizard]: Requires Necromancer level 1

Your allies are no longer harmed by your Necromancy area spells such as *fear, horrid wilting, malison, mass blindness, psychic turmoil, scare, shadow storm, and vampiric blast.*

Friendly Transmutation [Wizard]: Requires Transmuter level 1

Your allies are no longer harmed by your Transmutation area spells such as *mass baleful polymorph, mass disrupt armor, mass suppress sword, and mass mute.*

Force Blending [Metamagic, Wizard]: Requires Force Substitution

You can then modify any spell with an energy descriptor by adding an equal amount of force damage to the spell's normal effects. The altered spell works normally in all respects except for the type and amount of damage dealt, with each type of energy counting separately toward the spell's damage cap. Thus, a *force fireball* cast at caster level 6 deals 6d6 points of fire damage and 6d6 points of force damage (rolled separately), while the same *force fireball* cast at caster level 10 deals 10d6 points of fire damage and 10d6 points of force damage. The damage from multiple energy types occurs simultaneously.

A Blended spell's descriptor changes to include the energy type of the Blended spell, such as *Evocation [Fire, Force]* for a *force fireball*.

Force Blending increases the spell slot level by 3 or its power point cost by 4. This feat can apply to any legal spell-like ability if your caster level for that ability is at least 6.

Improved Universal Recall [Wizard]: Requires Universal Recall

Your Universal Recall functions 10% more often.

Necrotic Recruitment [Wizard]: Requires Necromancer level 1

Whenever a party member successfully uses *dominate undead, command undead*, or another ability that controls Undead on an intelligent Undead (that is, one with an INT score of 1+ like a Lich or a Vampire but not a mindless one

like a Skeleton or a Zombie), and this creature is still dominated by your team at the end of combat, you may add this creature to your party roster. Newly-obtained Necrotic Recruits are treated as inactive party members, but can become active party members via the normal method.

Necrotic Recruitment doesn't allow you to have more simultaneous party members than normally allowed. If, at the end of combat, your party roster would be too big, you must choose who to dismiss from your party. (By default, it is the newest Necrotic Recruits.) Any creature so dismissed still donates all its items and money to the party.

Reaching Conjunction [Wizard]: Requires Conjurer level 1

All your non-personal Conjunction effects have their range increased by 1 category - from Touch to Close, from Close to Medium, or from Medium to Long. This feat can't increase an ability's range beyond Long.

Specialist's Defense [Wizard]: Requires specialist Wizard level 1

Against spells, spell-like abilities, and effects from your specialty school, you gain +3 AC, +3 saves, and +3 metaphysical resistance.

Combat Technique Feats

ASSUMPTIONS

-Combat techniques include bull rush, disarm, feint, grapple, sunder, and trip. Any melee weapon can be used for these.

-These techniques don't provoke attacks of opportunity when used.

-Ranged attacks (like thrown attacks, arrows, and crossbow bolts) can be used for ranged disarms, sunders, and trips.

-Combat techniques have a default formula of the technique user's technique modifier (TM) against the defender's technique defense (TD), and if the total TM is at least as much as the target's TD, the technique succeeds. Like with attacking a subject's AC, a natural 20 is always a success and a natural 1 is always a failure.

-When using a technique in melee, the TM is $d20 + \text{technique user's STR modifier} + \text{technique user's BAB} + \text{technique user's } \text{special size modifier}$. When using a technique at range, the TM is instead $d20 + \text{technique user's DEX modifier} + \text{technique user's BAB} + \text{technique user's } \text{special size modifier}$. (Ranged techniques still require throwing a weapon or shooting a physical projectile at a foe as part of this action. Reloading and drawing other weapons aren't included as part of this action.)

-TD is $10 + \text{the defender's STR modifier} + \text{the defender's DEX modifier} + \text{the defender's BAB} + \text{the defender's } \text{special size modifier}$. A subject denied its DEX bonus to AC also loses its DEX bonus to TD.

Double Technique [Combat Technique]

When you succeed in a combat technique against a target (such as bull rushing a foe or disarming a held item), you may attempt one additional technique against the same target creature (such as tripping) or the target's equipment (such as sundering) or the (former) wielder/wearer of that item (such as performing a technique against a target because you disarmed him), assuming the target is still in range.

For example, if you disarm a foe, you attempt to trip him.

For another example, if you bull rush a foe, you can attempt to grapple him if he's still in reach.

Fortunate Technique User [Combat Technique]

Whenever you use a combat technique, you may roll one additional time and use the highest result.

Improved Combat Techniques [Combat Technique]

First, you gain a +4 bonus to perform and resist all combat techniques.

Second, you may perform one combat technique per round as a free action.

Finally, each of your combat techniques is improved further as listed below.

Bull Rush

Whenever you bull rush a target, your target takes d6 extra damage per 10' so forcibly moved. Furthermore, you may push your target back an extra 5' or 10' beyond what a normal successful bull rush would allow.

Disarm

First, whenever you disarm a target, you may make an immediate melee attack at your highest BAB against that target.

Second, you may disarm as a move action instead of a standard action.

Feint

You may feint as a move action instead of a standard action.

Grapple

If you hit a target with a melee attack (not a combat technique) using an unarmed strike or natural weapon, you may spend a move action to make a single grapple attempt against this target. This grapple attempt may be used to initiate a grapple against a foe you aren't grappling, or attempt to pin a foe you're grappling.

Sunder

First, whenever you sunder a target, you may lower that target's AC by an amount equal to your BAB. This effect lasts until the start of your next turn.

Second, you may sunder as a move action instead of a standard action.

Counterspell Feats

Defensive Counterspell [Counterspell]

Whenever you counter a spell, you gain one of the benefits from this list, chosen each time you counter a spell:

-You gain 2 temporary HP per character level or hit die you have which last until depleted or you finish a long rest, whichever happens first. Remember, temporary HP don't stack: Only the highest value applies.

-You gain a +2 nonstacking bonus to your AC (normal, touch, flat-footed, and otherwise) until the end of this combat.

-You gain a +2 nonstacking bonus to all your saves until the end of this combat.

Improved Counterspell [Counterspell]

Any spell of same school and of the same or higher spell level can counter a given spell. This is in contrast to normal counterspelling which can only counter the same spell or spells with very specific other counterspells.

Offensive Counterspell [Counterspell]

Whenever you counter a spell, you gain one of the benefits from this list, chosen each time you counter a spell:

-You gain a nonstacking +3 bonus to your accuracy (including with metaphysical abilities like *disintegrate* or *shocking grasp*) +3 bonus to all weapon damage until the end of this combat.

-You gain a nonstacking +2 to the DCs and caster levels of your spells and spell-like abilities until the end of this combat.

Redirecting Counterspell [Counterspell]: Requires Rebounding Counterspell or Universalist's Counterspelling

whenever you successfully counterspell, you may redirect the target of this spell (or its center point, if it's an area spell) anywhere within the spell's range as if the original user cast it, such as for caster level, spell DCs, and other associated effects like an Evoker's Boom Fuel or Inevitable Damage.

Retributive Counterspell [Counterspell]

Whenever you counter a spell, whoever's spell you countered is affected by one of these conditions of your choice, chosen each time you counter a spell:

- The subject is silenced until the start of your next turn.
- The subject is slowed until the start of your next turn.
- The subject takes 3 untyped damage per character level or hit die you have. Energy resistance and damage reduction can't reduce this damage.
- The subject takes a nonstacking penalty to its Concentration checks for 3 rounds equal to half your character level or hit dice (minimum 1).

Critical Hit Feats

Critical Cunning [Critical]

You may add your INT bonus (minimum 1) to your confirm critical hits and to the critical damage you deal. This INT bonus to damage is multiplied by your critical multiplier as normal.

Debilitating Critical [Critical]: Requires 8 BAB

Whenever you score a critical hit, you may deal an extra amount damage to one ability score of your choosing equal to your weapon's critical multiplier. Thus, if you scored a critical hit with a x2 critical weapon, you could choose to deal 2 points of damage to the target's STR, DEX, CON, INT, WIS, or CHA.

Defortification [Critical]

Your attacks negate 25% fortification. This defortification stacks with defortification from other sources, such as from being a Rogue. This ability has no effect if the subject of your attack already has an effective fortification of 0% or less. Treat critical hit immunity as 100% fortification which this feat can affect.

Fortification [Critical]

You have a +25% chance to negate any sneak attack or critical hit against you. This fortification stacks with fortification from other sources, such as armor or shields. Treat critical hit immunity as 100% fortification which this feat can affect.

Improved Critical [Critical]: Requires 3 BAB

Your critical threat range with any weapon you wield (including with spells that have an accuracy roll) doubles, to a maximum threat range of 11-20. This effect stacks with the Keen weapon modifier and with other abilities that increase your critical threat range.

Powerful Critical [Critical]

Your critical damage multiplier with any weapon you wield (including with spells that have an accuracy roll) increases by 1.

Defensive Feats

Deflect Shots [Defensive]

Once per round plus once more per round per attack of opportunity you spend, you may deflect one deflectable physical ranged attack, such as an arrow, a sling bullet, or a thrown weapon. Certain shots aren't deflectable, such as ray attacks, breath weapons, boulders, projectiles fired from siege weapons, or any projectile larger than the creature deflecting it.

If you deflect a deflectable shot while unarmed and you a Monk, you may catch the shot and throw it back as a free action as a ranged attack using your highest BAB.

Die Hard [Defensive]

First, you automatically stabilize when alive with negative HP.

Second, you die from HP loss at -20 HP instead of -10 HP.

Finally, at the end of each battle that you survive, you heal d8 HP + 1 more HP per level.

Dodge [Defensive]

You get a +3 Dodge bonus to AC. This stacks with other Dodge bonuses to AC.

Improved Natural Armor [Defensive]: Requires a Natural Armor AC Bonus

Your natural armor bonus to AC increases by 3.

Mettle [Defensive]

If you pass a Fortitude or Will save against an effect for "Will partial," "Fortitude half," or similar, you instead negate the effect.

For example, if you pass a Fortitude save against *disintegrate*, you'd normally take some damage. With Mettle, you'd take no damage.

Toughness [Defensive]

First, each time you take this feat, you gain 2 HP per character level or hit die you have.

Second, if you would be brought to negative HP, you may make a Fortitude save to instead remain at 1 HP. The DC is equal to the negative HP total you

would have if you failed this save (minimum 10). This ability has no effect on auto-killing abilities such as Slaying arrows or *finger of death*. This ability functions once per combat regardless of the number of times you take this feat.

For example, if you are at 51 HP and would be reduced to -39 HP, you'd need to make a DC 39 Fortitude save to be put at 1 HP instead of most likely very dead. If, however, you would instead be reduced to -5 HP, you'd need to make a DC 10 Fortitude save to be put at 1 HP since the minimum DC is 10.

Domain Feats

Additional Divine Domain [Domain]

You gain a divine domain of your choice. This feat doesn't allow you to have more divine domains than normal for a character of your class and level. For example, if you're a Cleric, your maximum number of divine domains is 1 initially and 1 more per 5 Cleric levels you have.

Familiar & Psicrystal Feats

Acquire Familiar [Familiar]: Must be able to cast arcane spells

With this feat, you can obtain a familiar just like a Wizard can. This feat doesn't allow you to have more than 1 familiar simultaneously.

Increased Familiarity [Familiar, Psicrystal]: Must have a familiar or a psicrystal

You gain double the normal effects of your familiar or psicrystal. If you have a familiar and a psicrystal, you gain double the normal effects of each.

Psicrystal Affinity [Psicrystal]: Must be able to manifest psionic powers

With this feat, you can obtain a psicrystal with one specific personality from the list below that grants you a passive benefit. You may swap your psicrystal once per day as a free action.

Determined

-Your maximum HP increases by 2 + 1 more HP per character level you have.

Evasive

-You gain a +2 bonus to Reflex saves.

Forceful

-You gain a +1 bonus per spell level to HP damage for all powers and psi-like abilities you manifest.

Impulsive

-You gain a +2 bonus to Initiative checks.

Lively

-You gain a +2 bonus to Fortitude saves.

Mysterious

-Your metaphysical resistance, if you have any, increases by 2.

Single-minded

You gain a +3 bonus to Concentration checks.

Stubborn

-You gain a +2 bonus to Will saves.

Psicrystal Containment [Psicrystal]: Requires a psicrystal

If your psicrystal is within 5' of you, then by spending a full-round action, you can psionically focus it, effectively granting yourself an extra psionic focus. If you are able to psionically focus in less time (like with the feat Psionic Meditation), you may instead use that action to psionically focus your psicrystal.

General Combat Feats

Ability Boost [General Combat]

You gain +2 to all your ability scores, to the maximum of your character's normal maximum for race and sex. If your race had a max CON of 14, a max CHA of 18, and a max INT of 20, this feat could not raise your CON above 14, your CHA above 18, nor your INT above 20.

Attack Magnet [General Combat]

Whenever an ally within your melee reach is targeted with an effect that targets AC (normal, touch, or otherwise), then as an attack of opportunity, you may redirect this attack to target you instead. This attack uses your AC and other defenses (such as your saves and the automiss chance against you like from *blur* or *displacement*), and, beyond spending this attack of opportunity, otherwise acts in all ways as if the attacker originally attacked you, even if you would be outside this attacker's range.

You may only use Attack Magnet if you aren't flat-footed against this attack or if you can make attacks of opportunity while flat-footed.

Blindfight [General Combat]

When you attack a foe with concealment or one affected by *blur*, *displacement*, *improved invisibility*, or/and *invisibility*, or a foe that you otherwise can't see, you may roll your chance to overcome automiss one additional time and take the best result.

Blinding Strike [General Combat]

As a free action, you may activate Blinding Strike, imbuing your weapon attacks with the ability to blind the target for d3 rounds. If you hit, the target must make a Reflex save of 10 + half your BAB + the ability modifier used for accuracy (normally STR for melee attacks and DEX for ranged attacks).

You may use Blinding Strike once per encounter initially and once more per encounter per 4 BAB you have.

Fast Movement [General Combat]

Your base speed for all existing movement modes - walking, swimming, flying and so on - increases by 10 feet. This speed increases by 5' for every 4 character levels or hit dice you have.

Fast Movement doesn't grant you a movement speed you lack, meaning a typical Human won't gain a swim speed by taking Fast Movement, but his base land speed increases. If he later transformed into a creature with a swim speed (like a Water Elemental), Fast Movement's bonus speed would apply to his new form.

Improved Initiative [General Combat]

You gain +4 initiative, aiding your chances of going before your foes.

Mobility [General Combat]

First, you are able to move before and after you take a standard action in combat, though this feat doesn't let you move farther than normal.

Second, you gain +4 AC against attacks of opportunity when you move out of or within a melee threat range.

Overrun [General Combat]

You can move through squares occupied by enemy creatures of your size category or smaller, though you move only at half speed and you must end your movement in an unoccupied space. This movement provokes attacks of opportunity as normal.

For example, a Half-Giant (a Large creature) with this feat can move through the squares occupied by Hill Giants who are also Large creatures, but he cannot move through the squares occupied by creatures of size Huge or larger.

Quick Draw [General Combat]

First, you may access the inventory in combat as a free action without provoking attacks of opportunity.

Second, if you are disarmed in combat, you may also rearm yourself once per round as a free action.

Finally, you don't provoke attacks of opportunity for using consumable items (like potions and medical herbs), and you may use these as a move action instead of a standard action.

Quick Stand [General Combat]

You don't provoke attacks of opportunity for standing. Also, once per round, you may stand as a free action.

Quick Stepper [General Combat]

First, you gain an extra 5' step each round which you may use before or after your normal allotment of 5' steps.

Second, you may also use any or all of your 5' steps in difficult terrain as if this terrain weren't difficult.

Taunt [General Combat]

You attempt to attract the attention of all foes within 30' of you. You may toggle this ability as a free action. While active, any foe who doesn't attack someone taunting him gets a penalty to his accuracy, damage, and spell DCs equal to $2 + \text{half your BAB}$. Taunt is a [Mind-Affecting] effect.

Multiple characters in an area with this ability don't stack. Only the most severe effect applies.

Melee Combat Feats

Berserker's Rage [Melee Combat]

As a free action once per day and once more per day per 4 BAB you have, you may fly into a berserk rage for a number of rounds equal to 4 + your CON modifier, granting you the Berserk condition with these effects:

- You gain +4 STR and CON and a +2 morale bonus to Will saves. (This CON bonus is included in the number of rounds you can rage.)

- Your AC decreases by 2.

- You can't cast spells, manifest psionic powers, activate spell-like abilities, use scrolls or wands, nor perform any action that requires concentration.

At the end of this rage, you lose the HP gained by this ability - though your HP can't drop below 1 this way - and if you are still in combat, you are Fatigued for 10 rounds. If you were already Fatigued when this rage ended, you are instead Exhausted.

This rage's effectiveness increases as your BAB improves. For every 9 BAB you have, the STR and DEX bonuses increase by 1 and the morale bonus to Will saves increases by 1. Also, if you have at least 15 BAB, this rage will no longer Fatigue you.

Big Gripper [Melee Combat]

With this feat, you may wield a melee weapon meant to be held in 2 or more hands in 1 less hand (like wielding a greatsword 1-handed), or you may wield a 1-handed weapon as a light weapon (like wielding a longsword as a light weapon). If you do, you get -2 accuracy with this weapon.

This feat has no effect on ranged weapons like bows or crossbows.

Cleave [Melee Combat]

Whenever you drop a foe in melee combat by killing it, knocking it unconscious, or tripping it, you may immediately make one extra attack (called a cleave or a cleave attack) with the that weapon against another foe within reach. You may use Cleave only once per round.

Combat Reflexes [Fighter, Melee Combat]

First, you may make attacks of opportunity while flat-footed.

Second, you may make an additional number of attacks of opportunity per round equal to your DEX bonus. However, if you are a Fighter, you may make an additional number of attacks of opportunity per round equal to your STR bonus or your DEX bonus, whichever is higher.

Improved Flanking [Melee Combat]

While flanking a foe, you get an additional +3 accuracy per attack and +3 damage per hit. This feat also permits you to flank foes with the Improved Uncanny Dodge ability.

Improved Natural Attacks [Melee Combat]

Your unarmed strikes and natural attacks deal damage as if you were 2 size categories larger.

Karmic Gambit [Fighter, Melee Combat]: Requires Combat Reflexes

To use Karmic Gambit, you must spend a free action to declare you're doing so on your turn. The effects last until the start of your next turn.

First, you can choose to take a -4 AC. If you do, and a target hits you with a melee attack or melee touch attack, you may make an attack of opportunity against him with a melee weapon you wield if he's still in your melee threat range. You make your AoO after your foe hits you.

Second, if you have at least 4 BAB, you may make an AoO against this target even if he misses. Your AoO against him is still after he resolves his attack against you.

Third, if you have at least 8 BAB and you are a Fighter, you may make 2 attacks of opportunity against this target for every time he attacks you in melee. Resolve these AoOs after your foe resolves his attack against you.

You are still limited to your normal amount of AoOs each round. The AoOs you make against a target that this feat grants are in addition to those granted by similar abilities

Great Cleave [Melee Combat]: Requires Cleave

There is no cap to the number of cleave attacks you may make per round.

Melee Combat Focus [Melee Combat]

You gain a +3 bonus on all melee accuracy rolls, including melee touch attacks like *shocking grasp*. You also get +3 damage with all melee weapon attacks, such as with fists or polearms but not with spells, spell-like abilities, psionic powers, nor psi-like abilities.

Melee Training [Monk, Melee Combat]

Each time you take this feat, choose one ability score besides STR. For all melee accuracy rolls, including touch attacks, you may use this ability modifier or your STR modifier, whichever is higher. If this attack would normally let you add your STR modifier or STR bonus to damage, you may use this ability modifier or your STR modifier for this damage, whichever is higher.

Also, if you are a Monk, all finessable melee weapons are also considered Monk weapons for you. (Finessable weapons in this game include these: Light weapons, melee touch attacks, natural weapons, rapiers, rays, and unarmed strikes.) Among other things, you may use Flurry of Blows with such weapons you wield.

Stand Still [Melee Combat]

When a foe's movement out of a square you threaten grants you an attack of opportunity, you can give up that attack and instead attempt to stop your foe in his tracks. Make your attack of opportunity normally. If you hit your foe, he must succeed on a Reflex save against a DC of 10 + your damage roll. (the opponent does not actually take damage), or immediately halt as if he had used up his move actions for the round.

Since you use the Stand Still feat in place of your attack of opportunity, you can do so only a number of times per round equal to the number of times per round you could make an attack of opportunity (normally just one).

Twin Strike [Melee Combat]: Requires Multiattack or Multiweapon Fighting

As a standard action, you may make a single attack with two weapons you wield.

If you take this feat then later obtain the Rapid Full Attack ability (such as from being a Fighter), you lose this feat for the upgraded Rapid Full Attack ability, but you may choose another feat for which you qualify in its place. If you already have Rapid Full Attack, you may not take Twin Strike.

Weapon Finesse [Melee Combat]

Whenever you make an attack with a finessable weapon, you may use your DEX modifier or your STR modifier for accuracy and damage, whichever is higher. (Any attack that does not grant its STR bonus to damage also doesn't grant its DEX bonus to damage with this feat.) Finessable weapons in this game include these: Light weapons, melee touch attacks, natural weapons, rapiers, and unarmed strikes.

Whirlwind Attack [Melee Combat]

As a standard action, you may make an attack at your full BAB and at +3 damage per hit with your main hand weapon against all foes within reach. (If you have the feat Multiweapon Fighting and are equipped with at least 2 weapons, or if you have the feat Multiattack and at least 2 natural weapons, you may instead may make a single attack with each weapon you wield against all foes within reach.) Make a separate accuracy roll for each attack as normal. You may choose whether to spin clockwise or counterclockwise.

If you have any cleave attacks, they only trigger starting on the last foe as part of the normal whirlwind attack.

Metamagic Feats

ASSUMPTIONS

-Despite the name, metamagic feats apply to spells, spell-like abilities, psionic powers, and psi-like abilities.

-Casters and manifesters can apply any number of metamagics to their abilities so long as they otherwise meet the prerequisites. For example, a Wizard of high enough level can apply Empower Spell and Maximize Spell to *fireball* and a Psion of high enough manifester level and with ample psionic focuses can use Quicken Spell and Split Ray on *psionic disintegrate*.

-All spells of a spell slot level are treated as spells of that level for all purposes, including save DCs. (Heighten Spell is effectively folded into all casters.)

-Each metamagic feat can apply to each ability a maximum of once.

Chain Spell [Metamagic]

This feat functions on spells, spell-like abilities, psionic powers, and psi-like abilities.

When use an ability with a range greater than touch, you can have this ability affect the primary target as normal and a number of secondary targets. You may have no more secondary targets than your caster level or manifester level, and all must be within 30' of the primary target. If the ability requires an accuracy roll and misses the primary target, it does not arc to the secondary targets. Otherwise, all secondary targets are affected simultaneously, though you determine the order in which the effects resolve. No subject may be affected more than once.

Abilities that produce rays or ranged touch attacks can also be affected by this feat.

Secondary targets get a save with a +2 bonus against the spell if the original spell had a save. Secondary targets are otherwise affected as the primary target.

For example, using Chain Spell on *energy line (fire)* affects one primary target within its normal range and a maximum number of secondary targets within 30' of this primary target equal to your manifester level. Each secondary target gets +2 on its save, but otherwise is affected as if you had manifest *energy line (fire)* on that subject.

Applying this Feat

- Spells: +2 spell levels.
- Spell-like abilities: Minimum caster level of 4.
- Psionic powers or psi-like abilities: +2 power points, expend 1 psionic focus.

Double Spell [Metamagic]

This feat functions on spells, spell-like abilities, psionic powers, and psi-like abilities.

With Double Spell applied, any ability you use takes effect twice in the same area with the same subjects. Some abilities are redundant when Doubled: A Doubled *dominate person* against 1 target doesn't increase the spell's duration or DC, but helps ensure that target is dominated.

Applying this Feat

- Spells: +4 spell levels.
- Spell-like abilities: Minimum caster level of 8.
- Psionic powers or psi-like abilities: +6 power points, expend 1 psionic focus.

Energy Blending [Metamagic]: Requires Energy Substitution

This feat functions on spells, spell-like abilities, psionic powers, and psi-like abilities.

Each time you take Energy Blending, choose an energy type for which you have Energy Substitution. You can then modify any ability with an energy descriptor ([Acid], [Cold], [Electricity], [Fire], or [Sonic]) by adding an equal amount of the chosen type of energy to the ability's normal effects. The altered ability works normally in all respects except for the type and amount of damage dealt, with each type of energy counting separately toward the ability's damage cap, if applicable. Thus, an acid *fireball* cast at caster level 6 deals 6d6 points of fire damage and 6d6 points of acid damage (rolled separately), while the same acid *fireball* cast at caster level 10 deals 10d6 points of fire damage and 10d6 points of acid damage. Even opposed types of energy (such as fire and cold) can be combined using this feat. The damage from multiple energy types occurs simultaneously.

A Blended ability's descriptor changes to include the energy type of the Blended ability, such as Evocation [Acid, Fire] for an acid *fireball*.

Applying this Feat

- Spells: +3 spell levels.
- Spell-like abilities: Minimum caster level of 6.
- Psionic powers or psi-like abilities: +4 power points, expend 1 psionic focus.

Extraplanar Spell [Metamagic]

This feat functions on spells, spell-like abilities, psionic powers, and psi-like abilities.

Instead of merely being able to hit extradimensional creatures as if they were on the same plane, you enjoy making them suffer.

An Extraplanar Spell doesn't suffer the normal 50% miss chance for hitting incorporeal creatures or creatures on another plane, and your spells can reach across planes to affect these creatures. Manifested ghosts, creatures on the Ethereal Plane (such as Phase Spiders), and creatures affected by *blink*, are just examples of creatures who will pay dearly for hiding behind another plane.

If the ability has a DC, this DC increases by 2. If the ability checks metaphysical resistance, you get +2 to overcome metaphysical resistance. If the spell does damage, then damage against these creatures is automatically maximized, as if by the Maximize Spell feat but without the increased spell slot level.

Of course, you must be able to detect such a creature to target it (like with *magic missile* or *disintegrate*), but you only need line of effect to affect it with an area effect (such as *fireball*).

Applying this Feat

- Spells: +0 spell levels.
- Spell-like abilities: No minimum caster level.
- Psionic powers or psi-like abilities: +0 power points.

Energy Substitution [Metamagic]

This feat functions on spells, spell-like abilities, psionic powers, and psi-like abilities.

Each time you take this feat, choose an energy type from among acid, cold, electricity, and fire. You may cast spells and spell-like abilities and manifest powers and psi-like abilities with an energy descriptor (that is, those with a descriptor of [Acid], [Cold], [Electricity], [Fire], [Force], or [Sonic]) as this substituted energy type instead. For example, if you had Energy Substitution (Electricity), you could cast a *lightning bolt* as an acidic *lightning bolt*.

If you use Energy Substitution on a psionic power or psi-like ability that deals damage via variable energy types (like *energy ray* or *energy cone*), first choose a base energy type (like electricity or fire) for purposes of saves and damage then choose the energy type to substitute. For example, you could start with *energy missile* (cold) then use Energy Substitution (Acid) to deal the same amount of base damage (with a Fortitude save for half damage) and +1 damage per die due to that being an effect from the cold energy type.

Applying this Feat

- Spells: +0 spell levels.
- Spell-like abilities: No minimum caster level.
- Psionic powers or psi-like abilities: +0 power points.

Empower Spell [Metamagic]

This feat functions on spells, spell-like abilities, psionic powers, and psi-like abilities.

With Empower Spell applied, an ability with variable numerical effects (like *magic missile* or *mirror image*) has this number increase by 50%, which can exceed the caster level or manifester level cap. For example, *mirror image* has a normal limit of 8 images, but an Empowered *mirror image* grants +50% images to a maximum of 12. For another example, *fireball* normally does d6 damage per caster level to a maximum of 10d6 or 60, but an Empowered *fireball* deals +50% damage to a maximum of 15d6 or 90.

Applying this Feat

- Spells: +2 spell levels.
- Spell-like abilities: Minimum caster level of 4.

-Psionic powers or psi-like abilities: +2 power points, expend 1 psionic focus.

Flooring Spell [Metamagic]

This feat functions on spells, spell-like abilities, psionic powers, and psi-like abilities.

A subject affected by a Flooring Spell must make an additional Reflex save of the ability's normal DC or be knocked prone.

If this ability has no save, use the standard DC for a spell of that spell school and level or a psionic power of that psionic discipline and level. Normally, this is 10 + your key ability modifier + the ability's level. (The key ability modifier is the same one used to cast spells or manifest powers, or normally INT for arcane spells, CHA for divine spells, and WIS for psionic powers.)

This feat can only be applied to abilities that deal HP damage or at least 1 negative level.

Applying this Feat

-Spells: +1 spell level.

-Spell-like abilities: Minimum caster level of 2.

-Psionic powers or psi-like abilities: +0 power points, expend 1 psionic focus.

Malleable Spell [Metamagic]

This feat functions on spells, spell-like abilities, psionic powers, and psi-like abilities.

When you use a Malleable Spell, you may exclude any number of squares. Usually Malleable Spell is used to avoid hurting allies.

This feat doesn't increase the spell slot level, power point cost, nor minimum caster level for spell-like abilities.

Applying this Feat

-Spells: +0 spell levels.

-Spell-like abilities: No minimum caster level.

-Psionic powers or psi-like abilities: +0 power points.

Maximize Spell [Metamagic]

This feat functions on spells, spell-like abilities, psionic powers, and psi-like abilities.

With Maximize Spell applied, an ability with variable numerical effects (like *magic missile* or *mirror image*) has this number increase to the maximum. For example, *mirror image* has a normal limit of 8 images, but a Maximized *mirror image* automatically grants 8 images. For another example, *fireball* normally does d6 damage per caster level to a maximum of 10d6, but a Maximized *fireball* deals maximum damage, or 6 per caster level, to a maximum of 60.

Applying this Feat

- Spells: +3 spell levels.
- Spell-like abilities: Minimum caster level of 6.
- Psionic powers or psi-like abilities: +4 power points, expend 1 psionic focus.

Quicken Spell [Metamagic]

This feat functions on spells, spell-like abilities, psionic powers, and psi-like abilities.

With Quicken Spell applied, you may use any ability with a casting time or manifesting time of 1 full round or less as a free action. Using this ability does not provoke attacks of opportunity. You may only use one Quicken Spell (or other free action spell, psionic power, spell-like ability, or psi-like ability) per round.

Applying this Feat

- Spells: +4 spell levels.
- Spell-like abilities: Minimum caster level of 8.
- Psionic powers or psi-like abilities: +6 power points, expend 1 psionic focus.

Split Ray [Metamagic]

This feat functions on spells, spell-like abilities, psionic powers, and psi-like abilities.

When Split Ray is applied to a ray spell, spell-like ability, psionic power, or psi-like ability, you gain 1 extra ray with all the effects of the

original. For example, if you used Split Ray on *disintegrate*, you would make 2 rays, each requiring a separate accuracy roll against the same subject or different subjects within range, a separate save to resist, checking metaphysical resistance separately, and dealing separate damage.

Applying this Feat

- Spells: +2 spell levels.
- Spell-like abilities: Minimum caster level of 4.
- Psionic powers or psi-like abilities: +2 power points, expend 1 psionic focus.

Subtle Spell [Metamagic]

Unlike many metamagic feats, Subtle Spell only applies to spells and not to psionic powers, psi-like abilities, nor spell-like abilities.

You may ignore all somatic and verbal components for this spell you cast with this feat.

Applying this Feat

- Spells: +1 spell level.
- Spell-like abilities: Already included in effect.
- Psionic powers or psi-like abilities: Already included in effect.

Widen Spell [Metamagic]

This feat functions on spells, spell-like abilities, psionic powers, and psi-like abilities.

You may double in size the area of any area ability you use with this feat.

Applying this Feat

- Spells: +2 spell levels.
- Spell-like abilities: Minimum caster level of 4.
- Psionic powers or psi-like abilities: +2 power points, expend 1 psionic focus.

Wounding Spell [Metamagic]

This feat functions on spells, spell-like abilities, psionic powers, and psi-like abilities.

When you use an ability that deals hit point damage, ability damage or drain, or bestows at least 1 negative level, you can use Wounding Spell do also do 4 points of CON damage to all its subjects. (If the ability requires an accuracy roll and scores a critical hit, this CON damage is also multiplied by the ability's critical multiplier - normally x2.) This CON damage applies only once per target per ability, meaning someone using a Wounding *magic missile* deals only 4 CON damage per target, even if the target is hit by 3 missiles.

A successful Fortitude save with a DC equal the spell's DC halves this CON damage. (This save happens after the ability's normal save, if any.) This is a Fortitude partial effect. If this ability has no save, use the standard DC for a spell of that spell school and level or a or psionic power of that psionic discipline and level. Normally, this is 10 + your key ability modifier + the ability's level. (The key ability modifier is the same one used to cast spells or manifest powers, or normally INT for arcane spells, CHA for divine spells, and WIS for psionic powers.)

When you use a Wounding Spell, the Fortitude save and CON damage happen after the spell's effects and only occur if the target took hit point damage, ability damage or drain, or was bestowed at least 1 negative level. Targets immune to CON damage are also immune to the effects of this feat.

Applying this Feat

- Spells: +2 spell levels.
- Spell-like abilities: Minimum caster level of 4.
- Psionic powers or psi-like abilities: +2 power points, expend 1 psionic focus.

Metaphysical Resistance Feats

Cascading Metaphysical Resistance [Metaphysical Resistance]: Requires Metaphysical Resistance

First, your metaphysical resistance permanently increases by 1.

Second, each time your metaphysical resistance blocks or reflects an ability, you gain a stacking +3 metaphysical resistance until the end of your next turn.

Defense-Raising Metaphysical Resistance [Metaphysical Resistance]: Requires Metaphysical Resistance

First, your metaphysical resistance permanently increases by 1.

Second, each time your metaphysical resistance blocks or reflects an ability, you gain one of the effects from the below list until the end of your next turn. (Except where explicitly noted, these bonuses are untyped and stack with each other.)

+15' move speed.

+3 AC.

+3 saves.

+2 temporary HP per hit die or character level you have. These temporary HP don't stack with other sources of temporary HP: Only the highest value applies.

Offense-Raising Metaphysical Resistance [Metaphysical Resistance]: Requires Metaphysical Resistance

First, your metaphysical resistance permanently increases by 1.

Second, each time your metaphysical resistance blocks or reflects an ability, you gain one of the effects from the below list until the end of your next turn. (Except where explicitly noted, these bonuses are untyped and stack with each other.)

+1 caster level, +1 manifester level, and +1 DC for all your spells, spell-like abilities, psionic powers, and psi-like abilities, including effects produced by items like wands or scrolls.

+3 accuracy & +3 weapon damage.

+3 on all checks to overcome metaphysical resistance, including effects produced by items like wands or scrolls.

Rebounding Metaphysical Resistance [Metaphysical Resistance]: Requires Metaphysical Resistance

First, your metaphysical resistance permanently increases by 1.

Second, each time your metaphysical resistance blocks an ability by 7 or more and each time a foe rolls a natural 1 when attempting to overcome your metaphysical resistance, the effect reflects back to its user and affects its user as if this user had used it on himself. For example, this means that an Evoker using Force Substitution on *lightning bolt* would have this effect rebound onto him with the same caster level, spell DC, and class and racial abilities as if he had self-cast it, despite *lightning bolt* not being able to be self-targeted. This also means that if the caster is resistant or immune to the effects he produces (like a Wizard immune to [Mind-Affecting] abilities using *dominate monster*), or if he would be an illegal creature type (like having *dominate person* reflect onto an Outsider), this ability user is unaffected.

This feat only functions on abilities targeted (like *chain lightning*, *energy ray*, and *flesh to stone*), that are cones (like *energy cone* and *shout*), or that are lines (like *lightning bolt*).

Rebounding Metaphysical Resistance only allows this ability to reflect once. If a reflected ability would be somehow reflected again (like with *spell turning*), it instead dissipates harmlessly.

Multihand Feats

Multihand Defense [Multihand]

When equipped with a weapon in more than one hand and with no shield, you gain a +2 shield bonus to AC. This bonus increases by 1 at 6 BAB and by 1 more for every 5 BAB you have beyond that.

Multihand Strength [Multihand]

When equipped with a weapon in more than one hand, you get +0.5x your STR bonus to damage. For example, if you're a typical Human with this feat double-handing a greatsword, you would gain 2x your STR bonus to damage instead of 1.5x your STR bonus.

Multiweapon Feats

Melded Style [Multiweapon]: Requires 2+ weapon group proficiencies, Multiweapon Fighting

When you attack while wielding at least 2 manufactured weapons of different weapon categories (like Maces and Axes), you get +3 accuracy and +3 damage.

Multiattack [Multiweapon]: Requires 2+ natural weapons

Your accuracy penalty with secondary natural attacks decreases from -5 to -2. At 3 hit dice, this penalty decreases by 1, and at 6 hit dice, this penalty is removed.

Multiweapon Defense [Multiweapon]: Requires Multiweapon Fighting

When you have at least 2 weapons equipped and no shield equipped, you gain a +2 shield bonus to AC. This bonus increases by 1 at 6 BAB and by 1 more for every 5 BAB you have beyond that.

Multiweapon Fighting [Multiweapon]

You receive [lessened accuracy penalties](#) for attacking with more than one weapon. Also, when you make a full attack, you may make one additional attack at your highest BAB with each off-hand weapon you wield.

If your BAB is at least 6, you gain may make one additional attack at your highest BAB -5 with each off-hand weapon you wield. At 11 BAB and again at 16 BAB, you may make 1 more attack with each off-hand weapon you wield at your highest BAB -5.

Multiweapon Opportunist [Multiweapon]: Requires Multiweapon Fighting and Twin Strike OR Rapid Full Attack

Each time you make an attack of opportunity, you may attack with one of your off-hand or secondary weapons in addition to your normal attack of opportunity.

Primal Oath Feats

Extended Oath [Primal Oath]: Requires Imposing Oath, Primal Oath

The duration of your Imposing Oath instead lasts until the end of your next next turn (that is, the end of your turn immediately following your next turn).

Imposing Oath [Primal Oath]: Requires Primal Oath

You may inflict penalties akin to those of your Primal Oath on a metal armor- or shield-wearing foe that fails a Will save of 10 + your CHA modifier + half your character level. Even those that pass suffer half this penalty. (This is a Will partial effect.) This penalty lasts until the end of your next turn.

Initially, this penalty is -3 to all d20 rolls and weapon damage and a +15% chance of spell failure. For every Primal Oath feat you have aside from this one, this penalty to d20 rolls and weapon damage increases by 1 and the spell failure chance increases by 5%.

The range of Imposing Oath depends on the action you use to activate it: It's Close if you spend a move action, Medium if you spend a standard action, and Long if you spend a full-round action.

Modern Oath [Primal Oath]: Requires Primal Oath

Being equipped with metal armor or a metal shield no longer provides you a penalty due to Primal Oath.

Reaching Oath [Primal Oath]: Requires Imposing Oath, Primal Oath

The range of your Imposing Oath increases such that activating it as a move action lets you use Imposing Oath at Medium range and activating it as a standard action lets you use Imposing Oath at Long range.

Proficiency Feats

Armored Agility [Proficiency]

You ignore the penalty to movement speed from armor and shields you have equipped with which you are proficient. Your max DEX bonus to AC with such items increases by 2 upon taking this feat and by 1 more per 4 points of BAB you have.

Defensive Proficiency [Proficiency]

You gain proficiency with all armor and shields, thereby removing the penalties to accuracy and initiative for these items.

Increased Protection [Proficiency]

Armor you wear with which you are proficient grants you +2 AC if it's light armor, *mage armor*, or *inertial armor*; +3 if it's medium armor; or +4 if it's heavy armor.

A shield you wear with which you are proficient grants you +1 AC if it's a light shield, *force screen*, or *shield* spell; +2 if it's a heavy shield; or +3 if it's a tower shield.

Offensive Proficiency [Proficiency]

Each time you take this feat, you gain proficiency with 3 weapon groups of your choice, thereby removing the -4 penalty to accuracy for these items.

Psionic Feats

Boost Construct [Psionic]: Requires the ability to use *astral construct* as a psionic power or psi-like ability

When you make an astral construct (including your Psidolon, if you are a Shaper), you may grant this construct one extra ability from any menu you can access.

Deep Impact [Psionic]: Requires Psionic Focus, 5 BAB

To use this ability, you must expend your psionic focus as a free action. The next attack you make with a natural or a manufactured weapon is treated as a touch attack, and your psionic focus is spent regardless of whether you hit.

Expanded Knowledge [Psionic]: Requires manifester level 3

Each time you take this feat, you gain a psionic power from any list (like Psion, Psychic Warrior, or a mantle) of any power level you can manifest. This power is in addition to powers granted to you by your level, race, or other means.

For example, if you're a level 5 Psion, you could use Expanded Knowledge to learn a level 1 power, level 2 power, or level 3 power from any list.

Force of Will [Psionic]: Requires Psionic Focus

To use this ability, you must expend your psionic focus. You may use a Will save instead of a Fortitude save or a Reflex save.

Ghost Striker [Psionic]: Requires Psionic Focus

While psionically focused, your abilities ignore the automiss chance due to affecting incorporeal subjects. This applies to all your abilities, such as attacks, psionic powers, spells, and spell-like abilities.

Overchannel [Psionic]

As a free action, you may toggle Overchannel. With this active, your manifester level for any psionic power or psi-like ability you use increases by 1, though you take d8 backlash damage which can't be reduced by any means except the Talented feat.

At manifester level 8 and for every 7 manifester levels you have for this ability beyond the that (including from the bonus provided by this feat), you may further increase the manifester level by 1, but you also further increase the backlash damage by +2d8 per +1 manifester level.

Psi-laced Attack [Psionic]: Requires Psionic Focus

To use this ability, you must expend your psionic focus. The next attack you make before the start of your next turn deals +2d6 damage per hit. If your BAB is at least 5, this damage increases to +4d6.

This feat also applies to psionic powers and spell-like abilities you use that require an accuracy roll to hit and deal HP damage, such as *energy ray*.

Psionic Body [Psionic]

You gain +3 HP per [Metamagic] feat, [Psicrystal] feat, and [Psionic] feat you have, including this one.

Regardless of how many feats you have, Psionic Body always grants you at least +1 HP per hit die you have.

Psionic Charge [Charge, Psionic]: Requires Psionic Focus

To use this ability, you must expend your psionic focus. When you charge, you may make a single turn of up to 90 degrees during your charge during your movement. You must have line of sight to the opponent at the start of your turn. All other restrictions on charges still apply.

For example, you can't pass through a square that blocks or slows movement, nor that contains a creature.

Psionic Meditation [Psionic]: Requires Psionic Focus, 4 Hit Dice

You may recover one of your psionic focuses as a move action instead of a full-round action.

Speed of Thought [Psionic]: Requires Psionic Focus

While psionically focused, your move speed increases by 15'. If you expend your psionic focus as a free action, then until the start of your next turn, this move speed bonus doubles.

Talented [Psionic]: Requires Overchannel

To use this feat, you must expend your psionic focus as a free action when manifesting a psionic power or psi-like ability with the Overchannel feat of level 3 or below. By so doing, you take no backlash damage.

Wounding Attack [Psionic]: Requires Psionic Focus, 8 BAB

To use this ability, you must expend your psionic focus. All your attacks until the start of your next turn (though with not spells, psionic powers, spell-like abilities, nor psi-like abilities) deal +1 CON damage in addition to their usual effects.

Racial Feats

Empower Breath Weapon [Racial]: Requires a racially-granted breath weapon

You may choose to have your breath weapon deal +50% damage, but you must wait 1 additional round before you may use your breath weapon again.

Fast Breath Weapon [Racial]: Requires a racially-granted breath weapon

First, you may use your breath weapon as a move action instead of a standard action.

Second, you need to wait 1 less round for your breath weapon to recharge.

Impairing Breath Weapon [Racial]: Requires a racially-granted breath weapon

Whenever a creature takes damage from your breath weapon, it must make an additional save of the type listed below at the same DC or be affected by the condition described below as pertinent for the energy type. Aside from being knocked prone which happens immediately, the duration of all other effects is until the start of your next turn.

Acid

Each subject who fails a Fortitude save is Blinded until the start of your next turn.

Cold

Each subject who fails a Reflex save is Entangled and Stuck until the start of your next turn.

Electricity

Each subject who fails a Fortitude save is Stunned until the start of your next turn.

Fire

Each subject who fails a Reflex save is immediately knocked prone.

Sonic

Each subject who fails a Fortitude save is Deafened until the start of your next turn.

Improved Centaur Charge [Racial]: Requires you be of the Centaur race

Whenever you use a Centaur Charge, each attack you make at the end of this charge does +1 damage per BAB you have.

Improved Breath Weapon [Racial]: Requires a racially-granted breath weapon

First, the damage of your breath weapon increases by 1 step, such as from d6 to d8.

Second, your breath weapon's area increases by 50%.

Third, your breath weapon no longer hurts allies unless you explicitly permit it.

Increased Body Energy [Racial]: Requires a racially-granted Body Energy Special Quality

The damage from your body energy increases by 1 for every BAB you have. For example, if you're a Half-Flamebrother Salamander Monk with this feat, you deal an extra point of fire damage per hit on all physical attacks you make and those that hit you with a non-reach melee weapon also take an extra 1 fire damage per hit per BAB you have.

Maximize Breath Weapon [Racial]: Requires a racially-granted breath weapon

You may choose to have your breath weapon deal maximum damage, but you must wait 2 additional rounds before you may use your breath weapon again.

Ranged Combat Feats

Defensive Marksmanship [Ranged Combat]

You no longer provoke attacks of opportunity (AoOs) from enemies when using a ranged weapon in melee, such as from a bow, crossbow, or sling. In addition, you no longer provoke AoOs when reloading a crossbow or sling.

Far Shot [Ranged Combat]

The character's maximum range with ranged weapons increases by 100%. The maximum range for a ranged attack without any penalty also increases by the same amount.

This feat doesn't apply to ranged attacks made via means besides weapons, such as from spells, spell-like abilities, psionic powers, psi-like abilities, and supernatural abilities.

Precise Shot [Ranged Combat]

You no longer receive a -4 accuracy penalty when shooting at a target involved in melee combat.

If you have at least 11 BAB, you also gain these benefits: Your ranged attacks ignore both cover and light concealment. In addition, when shooting at a grappling combatant, you can no longer accidentally hit the wrong target.

Manyshot [Ranged Combat]: Requires Rapid Shot, 6 BAB

When attacking with a ranged weapon, you may make a full attack as a standard action instead of a full-round action, though if you do, each attack has a cumulative accuracy penalty of -2 per attack made beyond the first. This penalty stacks with other modifiers to your accuracy, such as the accuracy penalty from Rapid Shot if you simultaneously use Rapid Shot and Manyshot. (When using Manyshot, you need not use all the attacks normally allowed you, but you must declare the number before you make your first attack.)

For example, if you had 10 BAB, were affected by *haste*, and simultaneously used Manyshot and Rapid Shot, you could attack a maximum of 4 times as a standard action. Assuming you attacked 4 times, your accuracy penalty from Manyshot would be -6 per attack which stacks with the -1 accuracy penalty from Rapid Shot for a total of -7 accuracy per attack. Assuming you

attacked only twice, the accuracy penalty per shot would be -2 from Manyshot and -1 from Rapid Shot for a total of -3.

Marksman [Ranged Combat]

You gain a +3 bonus on all ranged accuracy rolls, including ranged touch attacks like *energy ray* or *disintegrate*. You also get +3 damage with all ranged weapon attacks, such as with bows but not with spells, spell-like abilities, psionic powers, nor psi-like abilities.

Ranged Training [Monk, Ranged Combat]

Each time you take this feat, choose one ability score besides DEX. For all ranged accuracy rolls, including touch attacks, you may use this ability modifier or your DEX modifier, whichever is higher. If this attack would normally let you add your STR modifier or STR bonus to damage, you may use this ability modifier or your STR modifier for this damage, whichever is higher.

Also, if you are a Monk, bows and crossbows are considered Monk weapons for you. Among other things, you may use Flurry of Blows with bows you wield. If you have the feat Rapid Reload or you can otherwise reload crossbows you wield as a free action, you may use Flurry of Blows with these crossbows.

Rapid Reload [Ranged Combat]

With this feat, you reload slings and light crossbows with a free action, rather than a move action. You reload heavy crossbows and arbalests with a move action, rather than a full-round action.

Rapid Shot [Ranged Combat]

Rapid Shot permits you to make an extra attack at your highest BAB with a ranged weapon as part of a full attack. Using Rapid Shot initially imposes a -2 accuracy penalty to all attacks on this full attack, though, if you have at least 6 BAB, this penalty is reduced to -1, and if you have at least 11 BAB, this penalty ends for you.

Rapid Shot doesn't apply to ranged attacks made via other means, such as spells nor psionic powers.

Saving Throw Feats

Cheat Death [Save]

Whenever you make a save against an instant death effect, you may roll one additional time and use the best result. Such effects include but are not necessarily limited to these: *Circle of death*, *destruction*, *disintegrate*, *finger of death*, *greater disintegrate*, *phantasmal killer*, *recall death*, *Slaying arrows*, *slay living*, *undeath to death*, *wail of the banshee*, and *weird*.

Escape Artist [Save]

You may attempt to escape effects that physically bind you as a move action instead of a full-round action. Such effects include but are not necessarily limited to these: *Encased (condition)*, *entangle*, *Glue arrows*, *grappled (condition)*, *forcecage*, *pinned (condition)*, *ranger web*, *resilient web*, *Snaring weapons*, *stuck (condition)*, and *web*.

Furthermore, whenever you would be affected by *grease* or *resilient grease*, you may roll your save one additional time and use the best result.

Fortunate Saver [Save]: Requires Great Fortitude, Iron Will, Lightning Reflexes

You gain a +2 bonus on all saves, and whenever you roll a saving throw, you may roll one additional time and take the best result.

Great Fortitude [Save]

You gain a +3 bonus on all Fortitude saves, and a natural 1 on such a save is no longer an automatic failure.

Guardian Angel [Save]

As a free action usable 3/day, you may reroll a save made by an allied creature within 30' of you, excluding yourself. The subject uses his own modifiers to this save and may use the higher result. You may only use one reroll from Guardian Angel per saving throw roll.

Iron Will [Save]

You gain a +3 bonus on all Will saves, and a natural 1 on such a save is no longer an automatic failure.

Lightning Reflexes [Save]

You gain a +3 bonus on all Reflex saves, and a natural 1 on such a save is no longer an automatic failure.

Mental Escape Artist [Save]

You may attempt to escape effects that mentally or metaphysically bind you as a move action instead of a full-round action. Such effects include but are not necessarily limited to these: *Chromatic orb*, *color spray*, *command* (condition), *Coup de Grace* weapons, *held* (condition), *Hold arrows*, *hold monster*, *hold person*, and *paralyzed* (condition).

Shield Feats

Parrying Shield [Shield]

When equipped with a shield with which you are proficient, you may, as an attack of opportunity, make a shield bash attack whenever you are attacked and not merely during the normal times you could make an attack of opportunity. If you hit, the next attack or combat technique from the one you hit automatically fails, regardless of who this shield bashed creature targeted.

Shieldbearer [Shield]

When equipped with a shield with which you are proficient, you may, as a move action, grant the effects of your shield (such as its AC, enhancement bonus to AC, energy resistance, and fortification), to all allies within your natural reach. This effect lasts until the end of your next turn.

Shielded Offense [Shield]

When equipped with a shield with which you are proficient, you may, as a free action, decrease the AC granted to you by this shield (minimum +0) and add an equal amount to your accuracy and combat techniques until the start of your next turn.

Shield Ward [Shield]

When equipped with a shield with which you are proficient, you gain +2 shield AC. You may also apply your shield's bonus to AC (including its enhancement bonus to AC) to your touch AC.

Sign of the Season Feats

First Sign of a Changed Season [Sign of the Season]: Requires First Sign of the Season

Each time you take this feat, choose another First Sign of the Season. You gain all its effects.

For example, if you were an Astral Druid, you could use this feat to gain the First Sign of Spring and gain its effects.

Fourth Sign of a Changed Season [Sign of the Season]: Requires Third Sign of a Changed Season, Fourth Sign of the Season

Each time you take this feat, choose another Fourth Sign of the Season for which you have the feat Third Sign of a Changed Season. You gain all its effects.

For example, if you were an Astral Druid, you could use this feat to gain the Fourth Sign of Spring and gain its effects.

Second Sign of a Changed Season [Sign of the Season]: Requires First Sign of a Changed Season, Second Sign of the Season

Each time you take this feat, choose another Second Sign of the Season for which you have the feat First Sign of a Changed Season. You gain all its effects.

For example, if you were an Astral Druid, you could use this feat to gain the Second Sign of Spring and gain its effects.

Third Sign of a Changed Season [Sign of the Season]: Requires Second Sign of a Changed Season, Third Sign of the Season

Each time you take this feat, choose another Third Sign of the Season for which you have the feat Second Sign of a Changed Season. You gain all its effects.

For example, if you were an Astral Druid, you could use this feat to gain the Third Sign of Spring and gain its effects.

Smite Feats

Extra Smiting [Smite]

You may use Smite once more per encounter.

Sneak Attack Feats

Deadly Precision [Sneak Attack]: Requires Sneak Attack

Each Sneak Attack damage die you deal has a minimum value of 2 instead of 1.

Stealth Feats

Cloak Dance [Stealth]: Requires Stealth, 7 Hit Dice

As a move action, you may grant yourself concealment until the start of your next turn, or, as a full-round action, you may instead grant yourself total concealment until the start of your next turn.

Storm Reservoir Feats

Spacious Reservoir [Storm Reservoir]: Requires a Storm Reservoir

Your storm reservoir can hold 1 additional spell.

Summoning Feats

Augment Summoning [Summoning]

All creatures you summon get +4 to all their ability scores.

Boost Summoning [Summoning]

All creatures you summon get +1 hit die and +25% fortification.

Rapid Summoning [Summoning]

You may use each of your summoning abilities as a standard action instead of a full-round action. This feat has no effect on summoning abilities that are normally usable as a standard action or less.

Terrain Mastery Feats

Additional Extraplanar Terrain Mastery [Terrain Mastery]: Requires Extraplanar Terrain Mastery

Each time you take this feat, you gain an Extraplanar Terrain Mastery, and, like with gaining this terrain mastery without a feat, you may swap one of your known Extraplanar Terrain Masteries for another. This feat still doesn't permit you to take any terrain mastery more than once.

You may take this feat a maximum of 3 times.

Additional Material Plane Terrain Mastery [Terrain Mastery]: Requires Material Plane Terrain Mastery

Each time you take this feat, you gain a Material Plane Terrain Mastery, and, like with gaining this terrain mastery without a feat, you may swap one of your known Material Plane Terrain Masteries for another. This feat still doesn't permit you to take any terrain mastery more than once.

Turning Feats

ASSUMPTIONS

Unless explicitly stated otherwise, none of these feats provoke attacks of opportunity for their use.

Ability Focus: Turn Undead [Turning]: Requires the ability to Turn Undead

Your Turn Undead DC increases by 2. This doesn't apply to domain powers fueled by daily uses of Turn Undead.

Arcane Turning [Turning]: Requires the ability to Turn Undead

Your Turn Undead also affects Aberrations, Constructs, Dragons, and Oozes as if they were Undead.

Divine Might [Turning]: Requires the ability to Turn Undead

By spending 1 daily use of Turn Undead, you may add your CHA bonus to your weapon damage until the start of your next turn. This is a free action, and multiple applications of this ability don't stack with each other.

Divine Spell Power [Turning]: Requires the ability to Turn Undead

By spending 1 daily use of Turn Undead, you gain +1 caster level until the start of your next turn. This is a free action, and multiple applications of this ability don't stack with each other.

Divine Vigor [Turning]: Requires the ability to Turn Undead

By spending 1 daily use of Turn Undead, your movement speed increases by 50% and you gain 2 temporary HP per character level or hit die you have for 10 rounds. This is a standard action, and multiple applications of this ability don't stack with each other.

Divine Ward [Turning]: Requires the ability to Turn Undead

By spending 1 daily use of Turn Undead, you may add your CHA bonus to your equipped shield's AC bonus until the start of your next turn. (This bonus doesn't apply to metaphysical abilities which provide a shield bonus to AC, like *force screen*.) This is a free action, and multiple applications of this ability don't stack with each other.

Fast Turning [Turning]: Requires the ability to Turn Undead

By spending an extra daily use of Turn Undead, you may use Turn Undead as a move action instead of a standard action.

Improved Turning [Turning]: Requires the ability to Turn Undead

First, the area of your Turn Undead increases by 50%.

Second, you also get 2 extra daily uses of Turn Undead.

Painful Turning [Turning]: Requires the ability to Turn Undead

Each creature affected by Turn Undead takes extra damage equal to your CHA bonus or 1 damage per character level or hit die you have, whichever is greater.

Planar Turning [Turning]: Requires the ability to Turn Undead

Your Turn Undead also affects Elementals and Outsiders as if they were Undead.

Psionic Turning [Turning]: Requires the ability to Turn Undead

Your Turn Undead also affects psionic creatures (that is, ones with a power point reserve, that know at least 1 psi-like ability, or that have the [Psionic] subtype) as if they were Undead.

Natural Turning [Turning]: Requires the ability to Turn Undead

Your Turn Undead also affects Animals, Magical Beasts, and Plants as if they were Undead.

Quick Turning [Turning]: Requires the ability to Turn Undead

By spending an extra 3 daily uses of Turn Undead, you may use Turn Undead as a free action once per turn instead of a standard action.

Turn Undead [Turning]: Requires the ability to Turn a creature type besides Undead

Your Turning ability also affects Undead. This functions as a Cleric's Turn Undead ability.

Wild Cohort Feats

Alternate Cohort [Wild Cohort]: Requires Wild Cohort

You may summon one other wild cohort each day, though you're still limited to having one wild cohort active at a time. This alternate cohort is a different creature type than your normal cohort. (For example, you might have a brown bear as your primary cohort and a dire bat as your alternate cohort.)

Since this cohort is a separate creature, you can still use one of your wild cohorts for the rest of the day when the other is dead, petrified, or otherwise unavailable until you finish a long rest.

Armored Cohort [Wild Cohort]: Requires Wild Cohort

Your wild cohort is continuously affected with a *mage armor* effect, granting it +4 armor AC initially, +5 armor AC when your caster level for wild cohort is at least 6, and +6 armor AC when your caster level for wild cohort is at least 11.

Fast-Arriving Cohort [Wild Cohort]: Requires Wild Cohort

You may summon your wild cohort as a move action instead of a standard action.

Quickly-Arriving Cohort [Wild Cohort]: Requires Wild Cohort, Fast-Arriving Cohort

You may summon your wild cohort as a free action instead of a standard action that doesn't provoke attacks of opportunity. Summoning your wild cohort as a free action uses your one free action spell for the round.

Saving Cohort [Wild Cohort]: Requires Wild Cohort

Your wild cohort gets a +1 resistance bonus to its saves for every 3 caster levels you have for wild cohort (minimum +1). For example, if your wild cohort caster level is 7, the resistance bonus to saves is +2.

Wild Shape Feats

Ability Focus: Wild Shape [Wild Shape]: Requires Wild Shape

The save DCs for your Wild Shape forms' abilities increases by 2. Examples include Burn for fire elementals, Whirlwind for air elementals, and poison and web for spiders.

Enhanced Wild Shape [Wild Shape]: Requires Wild Shape

First, you gain 1 extra daily use of Wild Shape.

Second, whenever you enter Wild Shape while you have this feat, you may spend an extra use of Wild Shape for any ability on the below list. If you have the Wild Shape uses to spend, you may obtain more than one benefit, spending a use of Wild Shape for each ability. These effects last until this current Wild Shape ends. (There is no benefit to giving a form a trait it already has, like Pounce on a cheetah.)

-Amphibiousness: This form can breathe in liquid and air equally well.

-Pounce: This form can make a full attack at the end of a charge.

+2 stacking bonus to STR, DEX, or CON.

+2 stacking bonus to natural armor.

+1 stacking bonus to all saves.

+20' bonus to all movement speeds.

For effects that stack, the maximum number of stackings you can have is equal to half your maximum number of daily Wild Shape uses, rounded up. For example, if you have 7 maximum uses of Wild Shape per day but you've already used 2, you can still invest a maximum of 4 Wild Shape uses into a single stackable bonus, like to get +4 to saves or +8 to STR, DEX, or CON.

Fast Wild Shape [Wild Shape]: Requires Wild Shape

First, you gain 1 extra daily use of Wild Shape.

Second, you may spend an extra daily use of Wild Shape to enter Wild Shape as a move action instead of a standard action. You may return to your normal form as a move action at no extra cost.

Quick Wild Shape [Wild Shape]: Requires Wild Shape, Fast Wild Shape

First, you gain 1 extra daily use of Wild Shape.

Second, you may spend 2 extra daily uses of Wild Shape to enter Wild Shape as a free action instead of a standard action. You may return to your normal form as a free action at no extra cost.

You may only use Wild Shape as a free action once per turn.