

Warlock Feats:

Desperate Resilience

Prerequisites: Pact Resilience class feature

Benefit: Once per day, when you are dropped at or below 0 hit points but not killed, your Pact Resilience class feature automatically activates. This use of Pact Resilience is addition to the normal allowed Pact Resilience, and can only be used in this manner.

Eldritch Power

Prerequisites: Eldritch blast class feature.

Benefit: You add your Charisma Bonus to damage with your eldritch blast. This bonus to damage cannot exceed your warlock level.

Extra Invocation

Prerequisites: Capability to cast lesser invocations.

Benefit: You learn an additional invocation, as long as that invocation is not of the highest level invocation you can cast.

Special: You can take this feat multiple times, each time you do you learn an additional invocation.

Lucks Balance

Prerequisites: *Fortune's favor* invocation.

Benefit: When you roll a natural 1 on an attack roll or save in a situation according to your *serendipity* pact sacrifice and choose to not reroll it, the sacrifice is satisfied for the day. Any further rolls of a natural 1 that you choose to not reroll replenish one use of your *fortune's favor* invocation.

Mutation Master

Prerequisites: *Unstable mutation* invocation.

Benefit: When using the *unstable mutation* invocation, you can adjust any die your roll up or down by 1. Rolling the maximum amount on the die (8, 10, or 12) and adjusting 'up' will set the die result to a 1.

Pact Focus

Prerequisites: Ability to cast an invocation with limited use expressed in "3 + your Charisma modifier".

Benefit: Select an invocation with limited use expressed in “3 + your Charisma modifier”, you gain an additional 2 uses of that ability. That could be expressed in uses per day, minutes, rounds or something else.

Special: You can take this feat multiple times, each time you do you can increase the uses of the same or a different invocation.

Ties that Bind

Prerequisites: *Life link* invocation

Benefit: You may form a total number of bonds equal to your Charisma bonus with the *life link* invocation.

Time is Money

Prerequisites: Dragon or Genie Lord pact.

Benefit: You now have both the *task* and *wealth* pact sacrifice, choosing which one to use to satisfy your patron as long as you are not given a *quest* or *plot hook*. You may also choose to split the difference, spending half the amount of *wealth* and half the amount of *downtime*.

Lastly, when crafting mundane items, treat the DC as 5 higher when calculating the amount of time you spent making the item. When crafting magical items, reduce the time by 10%.

Unliving Fortitude

Prerequisites: Unliving pact.

Benefit: From now on, you use your Charisma to determine your Fortitude saves instead of your Constitution. You also no longer need to eat or drink.

Special: If you become an undead creature, you may immediately exchange this feat for another feat as long as you meet its prerequisites.

Unliving Toughness

Prerequisites: Unliving pact, Unliving Fortitude.

Benefit: From now on, you use your Charisma to determine your hit points instead of your Constitution. You also no longer need to sleep.

Special: If you become an undead creature, you may immediately exchange this feat for another feat as long as you meet its prerequisites.

Useful Slave

Prerequisites: *Soul* pact sacrifice.

Benefit: Each level, including the level you get this feat, you may perform a *task* pact sacrifice to appease your patron. If you do, you may be resurrected normally and without the need of a *miracle* or *wish* spell. This is only allowed once per level even if you perform a *task* multiple

times; unused resurrections do not carry over from level to level. You also gain a +2 bonus to saves vs death effects and on Constitution checks made to stabilize.

Relevant Warlock Feats:

Improved Critical (eldritch blast), Point-Blank Shot, Precise Shot, Weapon Focus (eldritch blast), and similar feats that affect weapon-like spells can be useful. Combat Casting and Spell Penetration can help ensure consistent damage. The Extra Rage feat increases the duration of the *demonic fury* and *draconic fury* invocations. Below are a list of other feats useful to a budding warlock.

Ability Focus

Prerequisite: Special attack.

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

Special: A creature can gain this feat multiple times. Its effects do not stack. Each time the creature takes the feat, it applies to a different special attack. Note that a warlock may select this feat for a specific invocation (including a specific *blast shape* or *eldritch essence* invocation), increasing the DC's for all abilities granted by that invocation.

Bouncing Spell-Like Ability

Prerequisite(s): Spell-like ability at caster level 4th or higher.

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

Whenever you use a bouncing spell-like ability against a single target and the ability has no effect on it (whether due to spell resistance or a successful saving throw), as a swift action, you can redirect the spell-like ability to target another eligible creature within range. The redirected spell-like ability behaves as if its new target were the original target for the spell-like ability. Spell-like abilities that affect a target in any way (including a lesser effect from a successful saving throw) can't be redirected in this manner.

You can only select a spell-like ability duplicating a spell with a level less than or equal to $\frac{1}{2}$ your caster level (round down) – 1.

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

Disruptive Spell-Like Ability

Prerequisite(s): Spell-like ability at caster level 4th or higher.

Benefit(s): Choose one of your spell-like abilities, subject to the restrictions described in this feat. You can use the chosen spell-like ability as a disruptive spell-like ability up to three times per day (or less, if the ability is normally usable only once or twice per day).

For 1 round after you use a disruptive spell-like ability, affected targets attempting to cast as spell must attempt concentration checks when casting spells or use spell-like abilities (DC = the disruptive spell-like ability's DC + the level of the spell the target is casting or spell-like ability it's using). Targets that avoid the spell-like ability's effects also avoid this feat's effect.

You can only select a spell-like ability duplicating a spell with a level less than or equal to $1/2$ your caster level (round down) – 1.

Special: This feat can be taken multiple times. Each time you do, you can apply it to a different spell-like ability.

Empowered Spell-Like Ability

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

Benefit: Choose one of the creature's spell-like abilities, subject to the restrictions below. The creature can use that ability as an empowered spell-like ability three times per day (or less, if the ability is normally usable only once or twice per day).

When a creature uses an empowered spell-like ability, all variable, numeric effects of the spell-like ability are increased by half (+50%). Saving throws, effective spell level and opposed rolls are not affected. Spell-like abilities without random variables are not affected.

The creature can only select a spell-like ability duplicating a spell with a level less than or equal to $1/2$ its caster level (round down) – 2. For a summary, see **Table: Empowered Spell-Like Abilities**.

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

Table: Empowered Spell-Like Abilities

Spell Level	Caster Level to Empower
0	4th
1st	6th
2nd	8th
3rd	10th
4th	12th

5th	14th
6th	16th
7th	18th
8th	20th
9th	—

Fearsome Spell-Like Ability

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

When a target takes damage from a fearsome spell-like ability and fails its saving throw against the spell-like ability, it becomes shaken for a number of rounds equal to the spell-like ability's equivalent spell level. If the spell-like ability doesn't allow a saving throw, creatures harmed by it can attempt a Will save (against the DC that the spell-like ability would have if it allowed a saving throw) to negate the shaken effect. If the effect of the spell-like ability also causes targets to become shaken and a target fails its saving throw, the duration of the shaken condition caused by this effect stacks with the spell-like ability's. A fearsome spell-like ability can't cause a creature to become frightened, even if that creature is already shaken.

You can only select a spell-like ability duplicating a spell with a level less than or equal to $\frac{1}{2}$ your caster level (round down) – 2.

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

Intensified Spell-Like Ability

Prerequisite(s): Spell-like ability at caster level 4th or higher.

Benefit(s): Choose one of your spell-like abilities, subject to the restrictions described in this feat. You can use the chosen spell-like ability as an intensified spell-like ability three times per day (or less, if the ability is normally usable only once or twice per day).

When you use an intensified spell-like ability, the maximum number of the ability's damage dice increases by 5 levels. You must have sufficient caster levels to surpass the normal maximum in order to benefit from this feat.

No other variables of the spell-like ability are affected, and spell-like abilities that inflict damage that is not modified by caster level are not affected by this feat.

You can only select a spell-like ability duplicating a spell with a level less than or equal to $\frac{1}{2}$ your caster level (round down) – 1.

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

Lingering Spell-Like Ability

Prerequisite(s): Spell-like ability at caster level 4th or higher.

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

A lingering spell-like ability causes an instantaneous spell-like ability that affects an area to persist until the beginning of its next turn. Targets already in the area suffer no additional harm, but other creatures or objects entering the area are subject to its effects. A lingering spell-like ability with a visual manifestation obscures vision, providing concealment (20% miss chance) beyond 5 feet and total concealment (50% miss chance) beyond 20 feet.

You can only select a spell-like ability duplicating a spell with a level less than or equal to $\frac{1}{2}$ your caster level (round down) – 1.

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

Quicken Spell-Like Ability

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

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

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

The creature can only select a spell-like ability duplicating a spell with a level less than or equal to $\frac{1}{2}$ its caster level (round down) – 4. For a summary, see **Table: Quickened Spell-Like Abilities**.

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

Spell Level	Caster Level to Quicken
1st	10th
2nd	12th

3rd	14th
4th	16th
5th	18th
6th	20th
7th	—
8th	—
9th	—

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

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

Reach Spell-Like Ability

Prerequisite(s): Spell-like ability at caster level 4th or higher.

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

When you use a reach spell-like ability, it can alter a spell-like ability with a range of touch, close, or medium to increase its range to a higher range category, using the following order: touch, close, medium, and long. You can select a spell-like ability that duplicates a spell only if its level is less than or equal to $\frac{1}{2}$ its caster level (round down) – 1 per increase in range category. For example, a spell-like ability with a range of touch can be increased to long range only if it duplicates a spell with a level less than or equal to $\frac{1}{2}$ your caster level (round down) – 3.

For a summary, see **Table: Reach Spell-Like Ability**. Reach spell-like abilities that normally require melee touch attacks instead require ranged touch attacks.

Spell-like abilities that do not have a range of touch, close, or medium do not benefit from this feat.

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

Caster Level	Range Increase (by Spell Level)
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	0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
2nd	+1	—	—	—	—	—	—	—	—	—
4th	+2	+1	—	—	—	—	—	—	—	—
6th	+3	+2	+1	—	—	—	—	—	—	—
8th	+3	+3	+2	+1	—	—	—	—	—	—
10th	+3	+3	+3	+2	+1	—	—	—	—	—
12th	+3	+3	+3	+3	+2	+1	—	—	—	—
14th	+3	+3	+3	+3	+3	+2	+1	—	—	—
16th	+3	+3	+3	+3	+3	+3	+2	+1	—	—
18th	+3	+3	+3	+3	+3	+3	+3	+2	+1	—
20th	+3	+3	+3	+3	+3	+3	+3	+3	+2	+1

You can only select a spell-like ability duplicating a spell with a level less than or equal to $1/2$ your caster level (round down) – 1.

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

Scarring Spell-Like Ability

Prerequisite(s): Spell-like ability at caster level 4th or higher.

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

When you use a scarring spell-like ability, a target that fails its saving throw against the spell-like ability takes a –2 penalty on saving throws against emotion and fear effects you create, and a –1 penalty on saving throws against other emotion and fear effects, for the next 24 hours. If the spell-like ability doesn't allow a saving throw, you can't choose to enhance it with this feat. Penalties from multiple scarring spell-like abilities don't stack. This feat can be applied only to spell-like abilities with the emotion or fear descriptor.

Sickening Spell-Like Ability

Prerequisite(s): Spell-like ability at caster level 6th or higher.

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

When you use a sickening spell-like ability, a target that takes damage from the spell-like ability becomes sickened for a number of rounds equal to the spell-like ability's equivalent spell level. If the spell-like ability allows a saving throw, a successful save negates the sickening effect. If the spell does not allow a saving throw, the target can attempt a Fortitude save (against the DC that the spell-like ability would have if it allowed a saving throw) to negate the sickening effect. If the effect of the spell-like ability also causes targets to become sickened and targets fail their save, add the duration of the sickened condition caused by this effect to the duration of the sickened condition imposed by the spell-like ability.

Spell-like abilities that do not inflict damage do not benefit from this feat.

You can only select a spell-like ability duplicating a spell with a level less than or equal to $1/2$ your caster level (round down) $- 2$.

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

Traumatic Spell-Like Ability

Prerequisite(s): Spell-like ability at caster level 6th or higher.

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

When you use a traumatic spell-like ability, affected targets must succeed at an additional Will saving throw the next time that they sleep (DC = the spell-like ability's DC) or be affected as per *nightmare*. Each time the target fails its save, it must save again the following night or be affected by another nightmare, though the save DC decreases by 2 each night after the first. This feat can be applied only to spell-like abilities with the emotion or fear descriptor. Targets that avoid the spell-like ability's effects avoid this feat's effect as well.

You can only select a spell-like ability duplicating a spell with a level less than or equal to $1/2$ your caster level (round down) $- 2$.

Special: This feat can be taken multiple times. Each time it is taken, you are able to apply it to a different spell-like ability.