

The DnD Community Council's:



The Netbook of Feats



Netbook of Feats #006
(October 2001)

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The DnD Community Council's The Netbook of Feats

Netbook of Feats, #006 (October)

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Introduction

Welcome!

Greetings, and thanks for taking the time to read the Netbook of Feats. This project is the result of allot of hard work by all our contributors, reviewers, editors, the Community Council, and myself. It represents thousands of hours of hard work and boundless creativity. We sincerely hope that you enjoy it and find something here that enhances your game or simply entertains.

The Netbook of Feats is one of many Netbooks produced by the fine folks and the DnD Community Council. Indeed the Netbook of feats is the one that started the organization in late 2000. In the time since then it has changed allot, and will continue to change. The DnD Community Council is a fan based, volunteer organization committed to publishing fan works in a semi-professional format. We work with authors to refine and improve their work, so that it meets or exceeds the standards set forth by professional game publishers.

The Netbook of Feats is published using Wizard of the Coast's Open Gaming License (OGL). This legal document (found in the legal section of the NBOF) protects the work in this document so that it remains free for you to use in almost any way imaginable. Basically the material in the NBOF that is designated as Open Gaming Content (OGC), which is almost everything in the NBOF, can be used in any publication, armature or professional without any restrictions, except that you must credit the original author of the work. To use our feats you needn't pay us, or ask permission, or sign any contracts, the only thing you must do is include the OGL in any document you use the material in, and you must abide by the rules of the OGL.

We hope that in time, the quality, and quantity of feats

in this netbook become a kind of standard resource for d20 players. We will continually refine and add to the NBOF so long as someone is willing to carry it forward. Already we have more feats under the Netbook than have been published by any other single professional publisher. If you like what your read here, please spread the word about us and share the Netbook with as many of your friends as possible. And if you are feeling creative, please send us your own feats so that you can join our growing family of authors.

*Yours Truly,
Sigfried Trent
Netbook of Feats Team Leader*

What's New

New Feats this Month: We have added 79 new feats this month, they are; Alternate Attack, Armed Deflect Arrows, Armed Flurry Of Blows, Bonded Weapon, Channel Against Outsiders, Channel Psionic Touch, Channel Touch Spell, Cold-blooded Killer, Concentration Spell, Crystal Psiweapon, Deflect Attack, Demolition, Detect Poison, Discover Psionic Power, Divine Armor, Divine Armor Of The Soul, Divine Fist, Divine Flame, Divine Fury, Divine Ghost Armor, Divine Sight, Divine Weapon, Divine Wrath, Ever-ready Shield, Expert Aim, Extra Primeval Ability, Extra Rage, Extra Wild Shape, Fast Spell, Focused Primeval Ability, Gigantic Weapon, Greater Focused Primeval Ability, Greater Innate Spell-like Penetration, Heighten Primeval Ability, Improved Crystal Psiweapon, Improved Deflect Arrows, Improved Deflect Arrows, Improved Inertial Armor, Improved Power Double Weapon, Improved Psionic Fist, Improved Psionic Shot, Improved Psionic Weapon, Innate Metamagic, Innate Spell-like Penetration, Inner Depths Of The Soul, Instant Awakening, Legendary

Toughness, Missile Proof, Penetrating Ki Strike, Penetrating Psionic Fist, Penetrating Psionic Shot, Penetrating Psionic Weapon, Pidgin, Power Double Weapon, Power Psicrystal, Power Resistance: Clairvoyance & Telepathy, Primeval Power, Profane Death Blow, Psionic Ghost Fist, Psionic Ghost Shot, Psionic Ghost Weapon, Psionic Initiative, Psionic Multifist, Psionic Multishot, Psionic Multiweapon, Psionic Strike, Quicken Divine Channeling, Seduction, Seduction, Solidify Inertial Armor, Spell Resistance: Divination, Spontaneous Casting, Stalwart Defender, Stirke Favored Enemy, Strengthen Inertial Armor, Supernatural Resistance, Transfer Spell, Trigger Psionic Defense, Turn/rebuke Resistance, Way Of The Gargoyle, Whirlwind Defense

Artwork Added: We now have two illustrated feats; Pack Mule and Cleave Asunder. Both illustrated by the incredible Darrell Langley. Darrell has done an outstanding job and we really appreciate what he's done.

New Netbook Format: Anne Bernardo has let her talents shine once again and redone the netbook borders and layout. It's now more professional than ever. We have moved the feats themselves to the front of the netbook and moved the boring legal stuff to the back.

Revised Legal Section: We have gone over the netbook and

the feats looking for OGL violations and other legal matters. We feel that we have cleaned up some of the remaining problems and made the legal business easier to understand.

Revised Feat Rules Section: We have created a section just for the general feat rules and for explaining what feats are all about. Sections of the SRD were incorporated and the feat types were revised.

Revised About the Netbook of Feats Section: Your reading it now. We have redone this section to contain all the information you could want to know about the Netbook of Feats.

Database Driven: This is the first issue where the feats are stored in a database and then exported for use in the Netbook, this makes the process of updating the netbook much faster for future issues.

News: Well, its been a rough couple of months here at Netbook of Feats central. The servers for the Community Council went down and no one knew who to call. I got flooded with submissions, and real life got real busy. But were back and stronger than ever, we've used the downtime to process loads of new feats, with tons more to come.

The Feats

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Feats listed in red are new to this version of the Netbook.

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The Feats

ACCURATE ATTACK [General, Melee]

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Allows you to improve your accuracy with a single weapon

Prerequisite: Base attack bonus +3 or higher

Benefit: Choose a single weapon of any type. When using this weapon, you may substitute your dexterity modifier in place of your strength modifier for the purpose of determining your ability based attack bonus.

Special: This feat can be taken multiple times, each time it applies to a new weapon. This feat can also be taken as a fighter's bonus feat.

Balance: 3.82 (Purp 2.80, Pow 4.00, Port 4.00, Comp 4.30, Rule 4.00)

Comments: This is very much like the weapon finesse feat, but can be applied to a larger range of weapons. The prerequisite keeps it out of low-level hands.

ADDITIONAL DOMAIN [Special]

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A cleric gains the use of an additional domain.

Prerequisite: Knowledge (religion) 8 ranks.

Benefit: You acquire one additional domain from your deity, including the domain power and access to all domain spells.

Special: This feat can be taken several times for additional domains. It does not stack; each time it is chosen, you get to pick a new domain from those available to your religion.

Notes: Remember that you do not gain any additional domain spells, so what you gain is more spells to share the single domain spell slot and a domain power.

Balance: 4.02 (Purp 4.20, Pow 3.70, Port 3.70, Comp 4.00, Rule 4.50)

AEROBATICS [General, Melee]

COPYRIGHT 2001, Rebecca Glenn (Becky)

You are at home in the air. You understand the properties of wind resistance and aerodynamics and how to optimize your situation in the air.

Benefit: You improve your maneuverability class by one step when using any ability to fly. This includes flying mounts if you have the ability to guide them (i.e., Ride). You also increase your base flying speed by +5.

Balance: 4.24 (Purp 4.00, Pow 4.30, Port 4.00, Comp 4.60, Rule 4.30)

AGGRESSIVE CASTING [General, Melee]

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Changes defensive casting to be more aggressive.

Prerequisite: Concentration skill.

Benefit: When you cast a spell using defensive casting and

fail the concentration check, you may opt not to lose the spell but instead trigger an attack of opportunity just as if you had cast the spell in the ordinary fashion.

Notes: If you are hit by an attack of opportunity triggered because you failed the above concentration check, you must still make yet another concentration check or lose the spell because of the damage.

Balance: 4.45 (Purp 4.50, Pow 4.50, Port 4.75, Comp 4.00, Rule 4.50)

ALTERNATE ATTACK [General, Melee]

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You may alternate your attacks between two weapons.

Prerequisite: Base attack bonus 3+

Benefit: If you are wielding two weapons, you may forego your extra attack (or attacks, if you have Improved Two-Weapon Fighting) with the off-hand weapon. If you do so, you may split your normal attack freely between the two weapons. Attacks with the weapon in your primary hand have no penalty, and attacks with the weapon your off hand suffer the normal -4 penalty for off-hand attacks unless you also have Ambidexterity. This feat can be used if one 'weapon' is an unarmed strike.

Normal: If you wield two weapons, you get all of the penalties for Fighting with Two Weapons as described on pages 124-5 in Core Rulebook I. The specific wording is "If you wield a second weapon in your off hand, you can get an extra attack per round with that weapon". You must use your primary weapon for all attacks other than the one extra attack. It does not specifically say that you only get that penalty if you use the extra attack. "Fighting in this way..." refers to wielding two weapons.

Notes: Some DMs may interpret this rule from Core Rulebook I in a different fashion, and allow this ability freely to all characters without the need to spend a feat. This feat merely outlines that there are two possible interpretations and documents the version that would require additional explanation.

Balance: 4.15 (Purp 4.00, Pow 3.75, Port 4.50, Comp 4.25, Rule 4.25)

AMBITIOUS LEADER [General, Melee]

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You have focused on leader a small band or a large body of troops.

Prerequisite: Cha 13+, Leadership

Benefit: When a character selects this feat, he or she selects either the cohort option or the follower option. Any followers or cohorts gained through this feat are cumulative with those gained for Leadership, this feat, or other feats that grant followers or cohorts. If the player selects the cohort option, the character gains two cohorts. One has a maximum level as determined by the character's Leadership score. The second cohort has a maximum level two experience levels lower. If the player selects the follower

option, he or she gains 1.5 times the number of followers specified by his or her Leadership score.

Special: A character may gain this feat multiple times, and the effects are cumulative.

Balance: 3.62 (Purp 3.30, Pow 4.30, Port 3.60, Comp 3.30, Rule 3.60)

ANYTHING GOES COMBAT [General, Melee]

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In your hands almost anything is a dangerous weapon

Prerequisite: Int 13+, Dex 13+

Benefit: You are the master of the improvised weapon. You treat any object, including weapons you are not proficient with, as a simple melee weapon using the stats listed in this feat instead of the stats usually used for that object or weapon. You may still use weapons you have proficiency with using the stats listed in the PHB. Determine the size of the object or weapon and use the stats listed here.

Size	Damage	Threat	Crit	Reach
Tiny	1D2	20	X2	5
Small	1D4	20	X2	5
Medium	1D6	20	X2	5
Large	1D8	20	X2	5
Huge	1D10	20	X2	5

If the DM determines that there is no way the object in question could do regular damage it instead deals subdual damage. Additionally any object used as a weapon via this feat can deal subdual damage at your discretion without penalty

Special: You may not take weapon feats applied to these weapons. For instance you cannot take (weapon focus anything goes combat) or (weapon focus beer mug).

Notes: the Anime, Ranma one half and the antics of Jackie Chan inspired this feat. It represents to find a way of using almost any object as a combat weapon by being creative and talented in the arts of mayhem.

Balance: 4.00 (Purp 5.00, Pow 4.00, Port 3.00, Comp 4.00, Rule 4.00)

ARCANE UNDERSTANDING [Special, Wizard]

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Allows a wizard to increase the number of spells learned automatically at each new level.

Prerequisite: 5 or more ranks in Knowledge (Arcana), Intelligence modifier of +3 or greater

Benefit: For each level gained, you can add a number of spells to your spellbook equal to your intelligence modifier.

Normal: At each level, the wizard gains two spells of any level that can be added to his or her spellbook.

Balance: 4.64 (Purp 4.60, Pow 4.30, Port 5.00, Comp 5.00, Rule 4.30)

Comments: This feat is fair and well balanced. It is really only useful to wizards with an intelligence modifier of +3

or better, so that in itself is a limiting factor.

AREA CONTROL [Metamagic]

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You can exactly control the spread of an area spell

Benefit: When you cast an area spell, you can select certain spaces under the area and declare that they are not to be affected. Creatures in this space avoid the spell's effect. An Area Control spell uses up a spell slot two level higher than the spell's actual level.

Balance: 4.36 (Purp 4.30, Pow 4.30, Port 4.60, Comp 4.30, Rule 4.30)

ARMED DEFLECT ARROWS [General: Defense]

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You can deflect arrows, including crossbow bolts, spears and other shot or thrown weapons with your chosen weapon.

Prerequisite: Weapon Focus, dexterity 13+.

Benefit: You gain the use of the Deflect Arrows feat, but can only use this ability when wielding a melee weapon that you have Weapon Focus with.

Notes: You can learn later feats for which Deflect Arrows is a prerequisite based on the 'virtual' feat learned with Armed Deflect Arrows, but you can then only use those feats when armed with a melee weapon that you have Weapon Focus with.

Balance: 4.35 (Purp 4.50, Pow 4.75, Port 4.25, Comp 4.00, Rule 4.25)

ARMED FLURRY OF BLOWS [General: Martial Style]

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You can attack with a flurry of blows with any weapon that you are proficient in.

Prerequisite: Monk level 3rd+.

Benefit: This feat expands on your Flurry of Blows ability, allowing you to flurry with any weapon that you are proficient in. You must still use your base attack bonus (rather than your more favorable unarmed attack bonus) when using this feat.

Normal: Flurry of Blows can normally only be used in unarmed combat or when armed with a kama, nunchaku or siangham.

Balance: 4.05 (Purp 3.75, Pow 4.00, Port 4.25, Comp 4.25, Rule 4.00)

ARMOR FOCUS [General, Melee]

COPYRIGHT 2001, B. Marcus Lindberg, Scott Metzger

You move around in a certain type of armor without effort.

Prerequisite: Proficient with armor, base attack bonus +1 or higher

Benefit: When wearing a specified type of armor it inflicts 1 less skill penalty and the maximum Dex bonus is raised by

one. This cannot reduce the penalties to sub zero levels.

Special: You can gain this feat multiple times. The effects does not stack. Each time you take the feat, it applies to a new type of armor.

Balance: 4.60 (Purp 4.75, Pow 4.75, Port 4.50, Comp 4.50, Rule 4.50)

ARMOR SPECIALIZATION [Special]

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Your advanced training while wearing a specific type of armor has enabled you to maximize its defensive capabilities by positioning the armor in excellent deflective angles.

Prerequisite: 4 fighter levels. Armor Focus in the type of armor.

Benefit: When you are wearing the specified type of armor you get a +2 dodge bonus to your Armor Class.

Special: You can gain this feat multiple times. The effects does not stack. Each time you take the feat, it applies to a new type of armor.

Balance: 3.65 (Purp 3.75, Pow 4.00, Port 3.75, Comp 4.50, Rule 2.25)

ARMORED CASTER [General, Melee]

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You can reduce your chance of arcane spell failure when wearing armor

Prerequisite: Armor Proficiency (with the category of armor worn), Dex 13 +

Benefit: You can reduce your chance of arcane spell failure by 10%.

Special: You may take this feat multiple times, each time gaining an additional 10% reduction.

Balance: 4.58 (Purp 4.50, Pow 4.20, Port 4.20, Comp 5.00, Rule 5.00)

Comments: This feat originally only granted a 5% reduction, but I was persuaded to make it 10% so that a wizard could wear leather armor without penalty. I determined that this was a reasonable request, but also noted that a wizard could take this feat 3 times and wear full plate without penalty. To reduce the chance of abuse, I added the prerequisite that the arcane caster must be proficient in the armor worn (requiring another feat for most arcane spellcasters). This makes more sense for both single classed characters and multi-classed characters (assuming a fighter mage would have a better idea of how to cast a spell in armor than a mage would).

ARMORED VIGILANCE [General, Melee]

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You can hastily don and remove armor.

Prerequisite: Proficient in armor donned or removed.

Benefit: You can don, don hastily and remove armor in half the standard time.

Balance: 4.45 (Purp 4.25, Pow 4.00, Port 5.00, Comp 4.50, Rule 4.50)

BATTLE LEADER [General, Melee]

COPYRIGHT 2000, Michael J. Ketch

Your banner or standard inspires your followers and cohorts in battle

Prerequisite: Cha 13+, Leadership

Benefit: For this feat to have an effect, you must have a banner or standard that is recognizable to your followers and cohorts, and you must use this standard to urge, inspire or rally your troops. All cohorts and followers that can directly see you or your banner gain a +1 morale bonus to attack and on saving throws versus all fear effects. If either you or your banner falls, all followers and cohorts instead get a -2 penalty to attack and on saving throws versus all fear effects until you are restored, the standard is raised again or one minute elapses.

Balance: 4.32 (Purp 5.00, Pow 4.30, Port 4.30, Comp 4.00, Rule 4.00)

BODY COMBAT [General, Melee]

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You may add an unarmed attack to your attack routine.

Prerequisite: Improved Unarmed Strike, dexterity 15+.

Benefit: You gain the use of the Two-Weapon Fighting and Ambidexterity feats, but only when your off-hand weapon is an unarmed attack such as a kick, knee, elbow smash or head butt or an armored variant of an unarmed attack such as a gauntlet, steel boot, kneepad, elbow guard or helmet.

Special: You can learn later feats for which Ambidexterity or Two-Weapon fighting are prerequisites based on the 'virtual' feats learned with Body Combat, but you can then only use those feats when you fulfill the limitations of Body Combat.

Notes: Unarmed attacks are of a size code two less than the user, and so are always light weapons. With this feat, an armored boot, kneepad, elbow guard, helmeted head or similar object works like a gauntlet, with or without spikes, and they can all be used with this feat if you are proficient with them.

Balance: 3.95 (Purp 4.00, Pow 4.00, Port 4.00, Comp 3.75, Rule 4.00)

BONDED WEAPON [General, Melee]

COPYRIGHT 2001, Tyson Neumann

You have used a single weapon so much that you have formed an almost spiritual bond with that specific weapon.

Prerequisite: Base Attack Bonus +8, Improved Critical (with weapon), Proficient with Weapon, Weapon Focus (with weapon), Weapon Specialization (with weapon)

Benefit: Choose a single unique weapon. For one month you train exclusively with that weapon, learning how to best wield that specific weapon most effectively. During the training period, you may use no other weapons or you must repeat the process. After the month of training, give the weapon a name to symbolize your intimate knowledge of

the weapon. You gain an additional +2 to all attack rolls and +1 to damage with your named weapon (this stacks with the weapon focus and weapon specialization bonuses). You do not gain the bonuses or penalties of this feat when wielding a weapon of the same type, and suffer a -2 to all attack rolls with all other weapons.

Special: If ever your named weapon is destroyed or taken from your possession for more than a week, you must repeat the process of naming a weapon and continue to suffer the -2 to attack rolls with all weapons of a different type. You may never have more than one bonded weapon.

Balance: 4.08 (Purp 4.60, Pow 4.00, Port 4.20, Comp 3.60, Rule 4.00)

BOOKWORM [General, Melee]

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You seem to have a knack for locating information needed when performing research

Benefit: Gain a +2 modifier to any research based activities conducted in a library or laboratory.

Special: This feat stacks with all skill and research enhancements applicable

Balance: 4.26 (Purp 3.50, Pow 4.20, Port 4.20, Comp 4.70, Rule 4.70)

Comments: Another feat that is not terribly exciting, but of can be of great use to a research type.

CALLED SHOT [General, Melee]

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You do more damage with pinpoint attacks.

Prerequisite: Dexterity 13+.

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

Special: Creatures lacking an anatomy and thus immune to critical hits, are immune to this extra damage. Called shot can be used with ranged weapons at ranges up to 30 feet.

Notes: Dexterity-based attacks are attacks that use the dexterity modifier rather than the strength modifier for attack rolls; missile weapons, thrown weapons and weapons used with the Weapon Finesse feat. Called shot cannot be used with ranged touch attacks.

Balance: 3.80 (Purp 3.50, Pow 4.00, Port 4.00, Comp 3.75, Rule 3.75)

CAMOUFLAGE [General, Melee]

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Gain the effects of concealment even when there is none

Prerequisite: 5 or more ranks in Hide, Knowledge of the terrain used

Benefit: You are so good at camouflaging yourself, that you can increase your level of concealment after 5 rounds of

preparation. When there is no concealment around you, you gain the effects of one-quarter concealment (10% miss chance). When in a concealed position, you are concealed as if the level of concealment was one place better. When using this feat, you must make a successful hide check against a DC of 15 at the beginning of the encounter (before the enemy sees you). The DC is adjusted by the DM for factors involved in your effort to camouflage yourself, such as your starting appearance/dress and the terrain involved. Your Hide check can also be adjusted by taking more time to prepare. Additional preparation time gains you a +1 modifier to your hide check for every additional 5 rounds of preparation past the required 5 rounds (to a maximum of +5). Each round that you attempt to take an action while camouflaged, your opponents can attempt a spot check. This spot check is an opposed check against the score of your hide result. Once spotted, you lose the benefit of this feat against your opponent for the remainder of the encounter.

Balance: 3.50 (Purp 3.60, Pow 4.00, Port 4.60, Comp 3.00, Rule 2.30)

Comments: There was a suggestion that this feat become a skill. I agree that I might remove it and make it one later, but for now, I want to leave it as a feat and see how it works.

CAMPAIGNER [General, Melee]

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You can sleep in heavy armor and other unpleasant conditions without suffering from fatigue

Benefit: You can sleep in any kind of armor for any amount of time without suffering fatigue penalties or discomfort. Other conditions such as sleeping on a hard surface, or with bed bugs, which are uncomfortable but not dangerous will likewise not prevent you from a good nights sleep.

Notes: Players seem to like doing this so why not have a feat for it. It could work for the rugged soldier or a ranger sleeping in the rain.

Balance: 4.60 (Purp 5.00, Pow 4.00, Port 4.00, Comp 5.00, Rule 5.00)

CANNIBALISTIC CASTING [General, Melee]

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You can use your body to fuel magic once your spells have run out

Benefit: You can cast a spell by using a number of constitution points equal to the level of the spell rather than using a spell slot (this feat assumes you have run out of slots). These lost points of constitution are considered ability score damage against your constitution score and are treated as such for all purposes. 0-level spells count as one spell level for the purpose of this feat.

Special: Spellcasters that must prepare spells are limited to selecting spells previously prepared and cast that day.

Balance: 4.00 (Purp 4.70, Pow 4.20, Port 4.20, Comp 3.50, Rule 3.40)

Comments: Don't look at this like a spell point system, it only allows you to trade con points for spell slots. This is a pretty huge cost by comparison. Be careful about deciding if spellcasters can use this feat to power other metamagics with con points.

CANTRIP [General, Pseudo-Class]

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Allow anyone to use 0-level arcane spells

Prerequisite: Intel 13+, Knowledge (Arcana)

Benefit: Grants any individual the ability to know/understand up to their intelligence modifier's worth of cantrips (which they must locate/be trained in). The character can use his selection of cantrips by preparing (as a wizard) and using one per day. Anyone trying to cast a spell (even though it's just 0-level) must meet all of the requirements and suffer all of the penalties associated with the use of arcane magics.

Special: This feat may be taken multiple times; however, no additional cantrips can ever be learned (past the individual's intelligence modifier). Each additional time this feat is taken, the caster may prepare one additional cantrip per day. The total maximum number of cantrips that can be cast in a single day (regardless of the number of times this feat is taken), is also limited to the caster's intelligence modifier.

Balance: 4.04 (Purp 4.50, Pow 4.50, Port 4.80, Comp 3.80, Rule 2.60)

Comments: I added the pseudo-class type to this feat since it duplicates a class-based ability. Other than that, I think this is a useful feat that allows the spelunker to gain light once per day, or the farmer to gain mage hand once per day. It's about usefulness and learning a small bit of magic that can be useful in your daily life, it's not about becoming a mage.

CANTRIPTIFICATION [Special]

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You have mastered cantrips in a way that allows you to use them more freely

Prerequisite: Caster level of 3 or greater, 5 or more ranks of Knowledge (arcana)

Benefit: Instead of picking and choosing cantrips (0-level spells) for the day, you can freely use any cantrip available to you (known or in your spellbooks) up to the total number of cantrips you can cast per day.

Balance: 4.00 (Purp 3.60, Pow 4.70, Port 4.00, Comp 4.70, Rule 3.00)

Comments: This allows a wizard to use cantrips like a sorcerer. Cantrips don't allow much room for abuse, so this is a fairly balanced (and useful) feat for wizards.

CHANNEL AGAINST OUTSIDERS [Divine]

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You can turn or rebuke one type of outsider.

Prerequisite: Ability to turn or rebuke undead, Extra Turning.

Benefit: Select one group of outsiders (such as fire elementals, slaadi or devils) that are either hostile to your faith/alignment (for turning) or associated with your faith/alignment (for rebuking). You can channel divine energy against this type of outsider to turn or rebuke them as if they were undead of twice their HD. A cleric that turns undead also turns outsiders, and a cleric that rebukes undead also rebukes outsiders. When turning outsiders, those whose modified hit dice are half your turning level or less are dismissed to their home plane rather than destroyed.

Special: On their home plane, you turn or rebuke these outsiders as undead of four times their HD, but there, they really can be destroyed instead of merely dismissed. This feat can be taken several times. It does not stack. Each time, you may choose a new type of outsiders to turn or rebuke.

Balance: 4.38 (Purp 4.70, Pow 4.50, Port 3.70, Comp 4.50, Rule 4.50)

CHANNEL PSIONIC TOUCH [Psionic]

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You can channel your psionic touch powers through a held melee weapon.

Prerequisite: Str 13+, Power Attack, and Psionic Weapon.

Benefit: You are able to manifest psionic touch powers through a held melee weapon, allowing you to make a standard armed attack and inflict normal weapon damage plus the effect of your psionic power on a successful strike. Manifesting the power is still a standard action (unless you have the Quicken Power feat) and you must wait until your next attack action in order to make your armed attack. When resolving your attack, compare your attack roll against your target's normal AC and AC against touch attacks. If your attack roll fails to beat the target's normal AC but beats his or her AC against touch attacks, the power is discharged normally but the weapon inflicts no additional damage. Once the power is manifest your melee weapon holds the charge of the power exactly as if the power had been manifest in the normal manner. You cannot pass a charged weapon to another character as doing so discharges your power. Likewise, the power dissipates (without discharging) if the weapon is ever thrown or leaves your hand.

Normal: You can manifest a psionic touch power as either a touch attack (no armor, shield or natural armor bonus to AC) or a normal unarmed strike.

Special: You cannot manifest personal psionic powers (like Claws of the Bear, Claws of the Vampire, etc.) with this feat. For purposes of this feat, the weapon used to

manifest your psionic touch power is immune to the effects of your power while it holds the charge of the power.

Balance: 4.05 (Purp 4.00, Pow 4.25, Port 4.25, Comp 3.25, Rule 4.50)

CHANNEL TOUCH SPELL [Metamagic]

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You can cast a touch spell through your melee weapon

Benefit: You can cast any of your touch spells through a held melee weapon, allowing you to make a standard armed attack and inflict normal weapon damage plus the effect of your spell on a successful strike. Casting the spell is still a standard action (unless you have the Quicken Spell feat) and you must wait until your next attack action in order to make your armed attack. When resolving your attack, compare your attack roll against your target's normal AC and AC against touch attacks. If your attack roll fails to beat the target's normal AC but beats his or her AC against touch attacks, the spell is discharged normally but the weapon inflicts no additional damage. Casting a touch spell in this manner uses up a spell slot one level higher than level of the spell cast. Once the spell is cast your melee weapon holds the charge of the spell exactly as if the spell had been cast in the normal manner. You cannot pass a charged weapon to another character as doing so discharges your spell. Likewise, the spell dissipates (without discharging) if the weapon is ever thrown or leaves your hand.

Normal: You can discharge a touch spell as either a touch attack (no armor, shield or natural armor bonus to AC) or a normal unarmed strike.

Balance: 4.05 (Purp 4.25, Pow 4.00, Port 4.25, Comp 3.50, Rule 4.25)

CLEAVE ASUNDER [General, Melee]

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Your Sunder attacks are usually more effective. You are trained in following through when you break an opponent's weapon or shield

Prerequisite: Fracture, Cleave

Benefit: When attacking an opponent's weapon, shield or other held object, if the object is broken, you can immedi-

ately make another attack against the same opponent or another object he or she holds. You can use this ability only once per round.

Balance: 4.50 (Purp 5.00, Pow 4.30, Port 4.60, Comp 4.30, Rule 4.30)

CLINCH [General, Melee]

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You have mastered the art of fighting at very close quarters.

Prerequisite: Base Attack +3, Dodge.

Benefit: Move in under the guard of an opponent standing within five feet, as a move-equivalent action. He gets an attack of opportunity against you while you do this. You don't actually move anywhere, just step slightly closer to your opponent, but you do get the benefit of the Mobility feat (if you have it). After you have moved in close, you get a +4 cover bonus to AC, and a +4 circumstance bonus to attack rolls against the opponent you closed in on. If you and your opponent is ever more than 5 feet away from each other, you lose this bonus. You also lose the bonus if you move in on or attack someone else.

Special: To use this feat your weapon must be of a size class two categories smaller than your opponent's. So a tiny dagger works against a medium-sized longsword, but not against a small shortsword. A natural weapon or unarmed attack has a size code two sizes smaller than the creature using it.

Notes: Roman shortswordsmen used this against longswords under king Pyrrus. It was just successful enough to coin the term 'picnic victory'.

Balance: 3.40 (Purp 3.75, Pow 3.75, Port 3.00, Comp 2.75, Rule 3.75)

COLD-BLOODED KILLER [Special]

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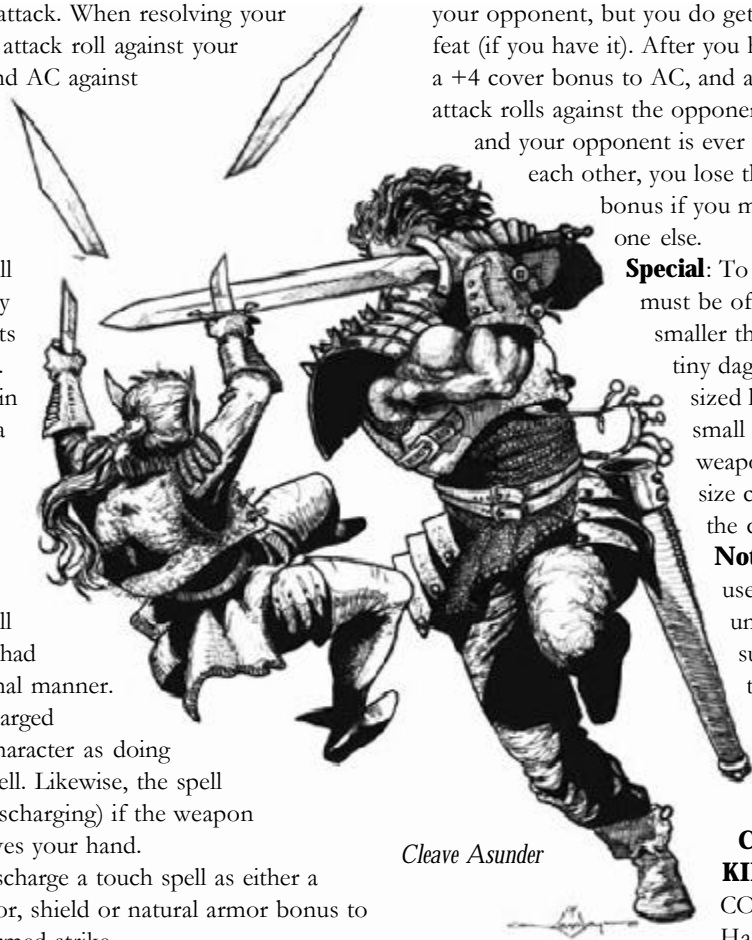
You are cold-blooded slayer, able to precisely kill others with devastating sneak attacks.

Prerequisite: Death Attack (Assassin prestige class ability), base attack bonus +7 or higher.

Benefit: You add +2 to the DC of the Fortitude save made to resist your death attack. Even if your opponent succeeds on his saving throw, you inflict +1d6 points of damage on your sneak attack.

Normal: The standard DC for an Assassin's death attack is 10 + assassin class level + Int bonus.

Balance: 3.80 (Purp 3.25, Pow 4.00, Port 3.25, Comp



4.50, Rule 4.00)

COMBAT FOCUS [General, Melee]

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Paying little heed to distractions and other threats, you may focus your attacks on one opponent, leaving yourself open to others.

Prerequisite: Dodge, Improved Initiative, base attack bonus of +5 or higher.

Benefit: On your action, before making attack rolls for a round, you may choose to focus your efforts against one opponent. Against this opponent, you get a +2 bonus to attack and a +1 dodge bonus to Armor Class. The +1 Armor Class bonus from Dodge must be applied to the same opponent for a total bonus of +2. You have a -2 penalty to Armor Class against all other opponents.

Balance: 3.44 (Purp 3.60, Pow 3.00, Port 3.30, Comp 3.30, Rule 4.00)

COMBAT OPPORTUNIST [Special]

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You have trained extensively in attacking openings in your opponent's defenses with a particular weapon. Choose one weapon such as short sword. With that weapon, your attacks of opportunity can be devastating.

Prerequisite: Combat Reflexes, Weapon Focus with the particular weapon

Benefit: When you make an attack of opportunity, you may add sneak attack damage. This ability can only be used once per round, and following this attack, you may not make any further Attacks of Opportunity until after your next action. This may negate the benefits of Combat Reflexes for the current round.

Normal: Only the loss of Dex bonus to Armor Class or flanked status allow a character to add sneak attack damage.

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

Balance: 4.04 (Purp 4.30, Pow 4.30, Port 4.00, Comp 3.60, Rule 4.00)

COMBAT SURGE [General, Melee]

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You can rush an action in combat at the cost of presenting opportunities to your opponents

Prerequisite: Improved Initiative, base attack bonus of +2 or higher

Benefit: On your action, before making attack rolls for a round, you may choose to take a -4 penalty to your armor class until your next action. If you do so, you will gain +2 to your initiative for the remainder of this combat. The bonus begins on the next round. If the character takes the Refocus action, all bonuses gained from prior uses of this feat are lost.

Normal: A character without this feat can only modify his or her initiative situation with the Refocus full round action.

Balance: 3.38 (Purp 2.60, Pow 4.00, Port 4.00, Comp 3.30, Rule 3.00)

CONCENTRATION SPELL [Metamagic]

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You can extend the duration of your spells through concentration.

Benefit: You can maintain a spell with a duration longer than one round through concentration. You must start concentrating right after casting the spell, and, for as long as you keep it up, need not count time off the spell's duration. After you stop maintaining the spell, it's normal duration resumes and then terminates as usual. You cannot use this feat to maintain a spell past ten times normal duration nor can you resume concentration. A Concentration Spell uses up a spell slot one level higher than the spell's normal level.

Balance: 4.32 (Purp 4.70, Pow 4.20, Port 4.50, Comp 3.70, Rule 4.50)

CONCERTED ATTACK [General, Melee]

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You are well trained in directing the efforts of others during a coordinated attack

Prerequisite: Base attack +3 or better, Knowledge (Combat)

Benefit: You can direct the efforts of your allies to gain an additional bonus to flanking efforts. When you are leading a flanking effort against a single opponent, your allies involved in the melee gain a +4 flanking bonus on the attack roll.

Normal: Gain a +2 on your attack roll when flanking

Special: You must be able to effectively communicate with the other flanking members.

Balance: 4.40 (Purp 4.80, Pow 4.20, Port 5.00, Comp 3.80, Rule 4.20)

Comments: This feat is designed to let a leader coordinate a better attack front against an opponent. By confusing the opponent and having the group work together under the direction of the leader, the flanking bonus increases. There is a similar feat already in the Sword and Fist, though it handles this situation a bit differently.

CONTROLLED BURST [Metamagic]

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You have greater control over burst spells

Benefit: When casting burst-based area of effect spells, you can reduce the affected area in increments of 5 ft. You have total control over the radius, but not the direction. A controlled burst spell takes up a spell slot one level higher.

Example: Using this feat, you can cast a small fireball into a square next to you without having it impact you or your comrades.

Balance: 5.00 (Purp 5.00, Pow 5.00, Port 5.00, Comp

5.00, Rule 5.00)

Comments: Our first 5 ever! This is a very useful feat. I am now working on several control feats for various types of spell aiming.

COUNTER STRIKE [General, Melee]

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You are trained in taking advantage of openings in your opponent's defenses when you successfully use the Skilled Parry feat.

Prerequisite: Base Attack Bonus +5, Dex 15+, Dodge, Expertise, Combat Reflexes, Skilled Parry

Benefit: Whenever you have successfully avoided an attack through use of the Skilled Parry feat, you may make an attack of opportunity against the attacker provided you are not unarmed.

Special: You may make a Counter Strike provided you are not denied your Dexterity bonus to Armor Class and you still have an attack of opportunity available to use. Counter Strike counts as an attack of opportunity and as such, the number of attacks of opportunity you have each round limits its usage.

Balance: 4.10 (Purp 4.50, Pow 4.00, Port 4.25, Comp 4.00, Rule 3.75)

CRAFT MAGIC TATTOO [Item Creation]

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You can create magical tattoos that duplicate the effects of a single spell.

Prerequisite: Spellcaster level 9+, 5 or more ranks in Craft (Artist)

Benefit: You can apply your magic and artistry together to create a magic tattoo. The tattoo is created to emulate the effects of a single spell as if it were a spell like ability. The base price for a tattoo of this nature is spell level x caster level x 400gp. Crafting a magic tattoo takes one day for each 1,000gp of its base price. To craft a magic tattoo, you and the recipient must each spend 1/25th of its base price in XP. The creator must also use up raw materials costing half of the base price.

Special: The power of the tattoo can only be used once each day. The caster level is based on the lowest caster level needed to cast the spell. If two or more magic tattoos are attempted on the same body (regardless of size), the magics will disrupt each other (i.e. you may never have more than one magic tattoo). A magic tattoo can be removed using a remove curse cast at one level higher than the spell level of the spell effect granted by the tattoo (using heighten spell or a similar method). The act of casting remove curse only takes away the magic. The tattoo itself remains until removed through mundane methods. The tattoo is treated as a Miscellaneous Magic Item for all other intents and purposes.

Balance: 4.02 (Purp 4.00, Pow 3.80, Port 4.60, Comp 4.20, Rule 3.50)

Comments: There are several variants of this feat.

CREATE OPPORTUNITY [General, Melee]

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Just when you thought you were as slippery as slippery can be, here comes somebody just a little bit quicker.

Prerequisite: Dex 15+, Combat Reflexes, BAB +3

Benefit: In lieu of ALL your attacks of opportunity for one round, you may make a single attack of opportunity against a target who moves more than 5' and moves through your threatened area in a manner that does not normally provoke an attack of opportunity.

Normal: Tumbling successfully does not provoke an attack of opportunity. Spring attack does not provoke an attack of opportunity from the attacker's target. You get no attacks of opportunity against a target with at least 50% cover.

Notes: If you have made even a single attack of opportunity since your last action, you may not use this feat, since you can no longer give up ALL attacks of opportunity. If the target has the feat Mobility, the mobility bonus to AC still applies.

Balance: 4.30 (Purp 4.25, Pow 4.25, Port 4.75, Comp 4.25, Rule 4.00)

CROSS-CLASS LEARNING [General, Melee]

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You can learn a cross-class skill as if it were a class skill

Benefit: You may choose a cross-class skill in which you have a certain knack. You may treat this skill as if it were a class skill.

Special: This feat may be taken multiple times, choosing a new skill each time. You are still limited by level + 3 for the maximum number of skill points you may spend on this skill.

Balance: 4.40 (Purp 5.00, Pow 4.00, Port 4.60, Comp 4.20, Rule 4.20)

Comments: If a sorcerer can learn to use a greatsword by taking a simple feat, a fighter should be able to learn move silently with the same degree of difficulty.

CROSS-CLASS SECRETS [General, Melee]

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You can learn a prohibited skill.

Benefit: Pick one exclusive skill that is normally prohibited to your class. You can now learn this skill as a cross-class skill.

Special: This feat can be picked several times. It does not stack. Each time, it applies to a new skill.

Notes: If you wish to learn the formerly prohibited skill as a class skill, you can pick this feat, and the Cross-Class Learning feat (from the netbook of feats) applicable to the same skill.

Balance: 4.48 (Purp 4.80, Pow 3.80, Port 4.40, Comp 4.60, Rule 4.80)

CRYSTAL PSIWEAPON [Psionic]

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You can implant a limited personality fragment in a psionic weapon.

Prerequisite: Masterwork weapon imbedded with a crystal or any weapon imbued with permanent psionic power.

Benefit: You can seed a personality fragment in a weapon, granting the weapon limited sentience and linking it to your life-force. The crystal psiweapon provides you with a skill bonus based upon the type of personality fragment that you place in the weapon (as with a standard psycrystal), and it gains in intelligence as you gain in level. A crystal psiweapon is not a true psycrystal, however, and it does not have the other special abilities of a psycrystal unless you also have the psycrystal class ability. Because the weapon is linked to your life-force, you can telekinetically summon it to your hand at a range of 10 feet as a free action with the cost of 1 power point. Should the crystal psiweapon ever be destroyed, whether by accident or on purpose, you suffer the same XP penalty that a psion does after destruction of his or her psycrystal.

Special: You can apply other feats that enhance psycrystals, such as the Improved Psycrystal and Power Psycrystal feats, to your crystal psiweapon. If you have the psycrystal class ability your psycrystal becomes a part of your crystal psiweapon and continues to gain additional psycrystal abilities as you rise in level. You can only have one psycrystal or crystal psiweapon at any one time. Creation of a crystal psiweapon requires one day of meditation and a masterwork weapon imbedded with a crystal worth at least 50 gp. The personality fragment of a crystal psiweapon can also be created in or transferred to a psionic weapon, again after one day of meditation and a cost of 50 gp. In this way, your personality fragment can move from weapon to weapon repeatedly over your career.

Balance: 4.25 (Purp 4.50, Pow 4.50, Port 4.25, Comp 3.75, Rule 4.25)

DEFENSIVE CASTING [General, Defense]

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You are well trained in the art of defensive casting

Prerequisite: Dodge

Benefit: This feat allows you to take 10 on your concentration check for casting defensively.

Normal: You can avoid drawing an attack of opportunity when casting a spell while involved in combat. When casting defensively, you must make a concentration check with a DC of 15 + the spells level or the spell fails. Casting a spell in this fashion is a full round action.

Special: This feat can only be used when facing a single opponent in melee.

Balance: 4.06 (Purp 3.30, Pow 3.80, Port 5.00, Comp 3.80, Rule 4.40)

Comments: This could be powerful if it allowed you to take 10 on your concentration checks... but all it really does

is allow you to take 10 when checking to see if you draw an attack of opportunity while trying to cast a spell. Within that narrow focus, I believe this feat is balanced. Keep in mind that you must be facing a single foe and have the dodge feat. If you already have a high concentration skill, this feat is not recommended.

DEFENSIVE STANCE [General, Defense]

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Decrease the area around you from which you may be attacked

Benefit: You are an alert combatant with a sixth sense about opponents. As long as you are mobile, you may decrease your face by one category. This will help limit the number of opponents that can attack you at one time.

Example: A large (long) creature has a face of 5ft x 10ft. This feat would allow that creature to decrease its face to large (tall) instead, for 5ft x 5ft face. With a 5ft by 10ft face, this creature could have been attacked by up to 10 attackers. Now, without any cover or other restrictions that could limit the number of attackers, the creature can still decrease its face enough to reduce the number of attackers to a maximum of 8.

Balance: 3.54 (Purp 2.30, Pow 3.60, Port 4.00, Comp 3.80, Rule 4.00)

Comments: This is about being able to protect one additional face as if it wasn't there at all. By use of a weapon, appendage, items in the room or area, or just offsetting the opponents by making them run into each other, reducing their ability to use the space effectively, you are blocking one facing area so that it can't be used as an attack point. There was quite a bit of discussion about this one. This goes beyond the efforts a creature would normally make to defend itself.

DEFENSIVE STUDY [General, Defense]

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Allows you to use your intelligence modifier instead of your dexterity modifier for armor class adjustments.

Prerequisite: 2 or more ranks of Sense Motive, Alertness

Benefit: Grants you the ability to substitute your intelligence modifier for your dexterity modifier when calculating armor class against a single opponent. To gain this benefit, you must be able to assess your opponent completely for at least three rounds of combat. During this period of study you are only able to take a partial action each round. Through the study of attack patterns you understand the best ways to avoid the attack methods used by your opponent.

Balance: 4.20 (Purp 4.00, Pow 3.80, Port 4.80, Comp 4.00, Rule 4.40)

Comments: Given that only bards and rogues have Sense Motive as a class skill, you may find very few PC's interested in this feat. When it IS taken, it's unlikely to add more than

1 or 2 to your AC. This may seem better than dodge on the surface, but it has much more stringent requirements for its use.

DEFLECT ATTACK [General, Melee]

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You can be more aggressive when Fighting Defensively.

Prerequisite: Str 13+, Int 13+, Power Attack, Sunder, Expertise

Benefit: When you are Fighting Defensively, your opponent provokes an Attack of Opportunity just before attacking you. Since you are Fighting Defensively, your Attack of Opportunity has a -4 penalty to attack. If the opponent attacks you with a weapon, your Attack of Opportunity can only be used as a Sunder attack against the weapon that is used to attack you. If the opponent attacks you with an unarmed attack or a natural weapon, you attack the unarmed strike or natural weapon, effectively making an Attack of Opportunity against your opponent. If your attack actually damages the opponent's weapon (or the opponent, in the case of an unarmed strike or natural weapon), subtract the damage dealt to the weapon or opponent from the damage you would sustain from their attack. In this way, it is possible to negate the damage from an opponent's attack.

Special: If you are attacking unarmed and you wish to use Deflect Attack, the prerequisites increase to "Str 13+, Dex 15+, Int 13+, Power Attack, Sunder, Expertise, Improved Unarmed Strike, Eagle Claw Attack, base attack bonus +2". This simply adds Eagle Claw Attack, necessary for unarmed Sunder attacks, and its prerequisites to this feat.

Balance: 4.00 (Purp 4.75, Pow 3.75, Port 4.25, Comp 3.00, Rule 4.25)

DEFT LUNGE [General, Melee]

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You are trained to take advantage of openings in an opponent's defenses

Prerequisite: Expertise, Dex 13+

Benefit: When you use the attack action or full attack action in non-mounted melee combat, you may take as much as a -5 penalty to Armor Class to add the same number (up to +5) to a single attack roll in the same round. This number may not exceed your base attack bonus. Unless you also have the Mobility feat, this attack draws an Attack of Opportunity from the defender. The changes to Armor Class last until your next action. The bonus to your attack roll will stack with any other bonus.

Balance: 3.62 (Purp 3.30, Pow 3.60, Port 4.00, Comp 3.60, Rule 3.60)

DEMOLITION [General, Melee]

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You are good at demolishing objects and constructs.

Prerequisite: Profession (siege engineer), Power Attack, Str 13+.

Benefit: If you take a full-round action that provokes an attack of opportunity to strike an immobile, inanimate object, the strike is a critical hit and has its damage multiplied by your weapon's critical hit multiple. You can only do this against an immobile object, thus it is not possible to score a critical hit against an object held or worn by another character this way. With this feat, it is also possible to score critical hits or do a coup-de-grace against constructs. These attacks are resolved in normal fashion except that constructs automatically pass their Fortitude saves against death when they suffer a coup-de-grace.

Normal: Objects and constructs are not subject to critical hits or coup-de-grace.

Notes: This could be a house rule, and usable by all, rather than a feat. But in that case, all objects and constructs should add five points to their hardness ratings. It is introduced to make tools like picks and axes better than swords at chopping down doors and sundering statues.

Balance: 4.48 (Purp 4.60, Pow 4.30, Port 4.60, Comp 4.30, Rule 4.60)

DESTRUCTIVE FORCE [Metamagic]

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You can increase the damage limitations of certain spells

Benefit: You can raise the damage cap of capped spells by two die (assuming you are of sufficient level to do so). A Destructive Force spell takes up a spell slot of one level higher.

Example: A fireball spell is capped at 10D6 (at 10th level). Using this feat, a 15th level caster could instead do up to 12d6 points of damage.

Notes: This feat can be used with any spell having a damage cap expressed in the spells description. A damage cap can be identified by a statement similar to "deals xdx points of x damage per caster level (maximum xdx)".

Balance: 4.54 (Purp 4.50, Pow 4.50, Port 4.50, Comp 4.50, Rule 4.70)

Comments: A little something extra.

DETECT POISON [General, Melee]

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You are a student of poisons and how they are used.

Benefit: You can use your Search skill to detect poison without casting the detect poison spell. This is an extraordinary ability that requires a full round action with a DC equal to the save DC of the poison and can only be done at a range of 5 feet.

Balance: 4.75 (Purp 4.75, Pow 4.75, Port 4.75, Comp 5.00, Rule 4.50)

DETERMINED SOUL [General, Melee]

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Through your will alone, you can increase the amount of damage taken before dying

Prerequisite: Iron Will

Benefit: Add your wisdom bonus to the number of points

of damage you can sustain before entering each category of the death and dying system.

Example: You have an 18 Wis (+4 bonus). You become disabled at -4, unconscious (and dying) from -5 to -13, and are dead at -14.

Balance: 3.70 (Purp 2.30, Pow 4.20, Port 4.60, Comp 3.40, Rule 4.00)

Comments: This originally used Constitution, but now uses Wisdom to demonstrate a “force of will”. Using Constitution, it is just like getting more bonus HPs for your con. Toughness was added to make the feat require more oomph, but was replaced with iron will instead. There is almost no difference between having 3 more hit points and being able to lose 3 additional hit points before dying/bleeding. Therefore there is nothing different about this feat from Toughness except that it is based on your wisdom and you can only take it once.

DISCOVER PSIONIC COMBAT MODE [Psionic]

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Your mind has an intuitive grasp of psionic combat, allowing you to master one additional psionic attack or defense mode

Benefit: You immediately discover one psionic attack or defense mode of your choice and can use this attack or defense mode normally.

Special: If you have learned all the combat modes by use of this feat you gain no benefit when learning one by level advancement later.

Balance: 4.45 (Purp 4.25, Pow 4.50, Port 4.75, Comp 4.75, Rule 4.00)

DISCOVER PSIONIC POWER [Psionic]

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Through introspection, meditation and training you are able to learn additional psionic powers.

Benefit: You discover one additional psionic power of any level that you can manifest.

Special: You can choose this feat multiple times but may only learn one additional psionic power per power level.

Balance: 4.65 (Purp 4.50, Pow 4.75, Port 4.50, Comp 4.75, Rule 4.75)

DIVINE ARMOR [Divine]

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You can channel energy to enhance your body or armor.

Prerequisite: Ability to turn or rebuke undead, Cha 13+, Divine Vigor, Extra Turning.

Benefit: By spending one of your turn or rebuke undead attempts, your armor or body gains a sacred (if you channel positive energy) or profane (if you channel negative energy) bonus to Armor Class equal to your charisma bonus for a number of rounds equal to your charisma bonus. When active, your armor or body glows with divine light (or a profane aura) in a radius of 5 feet. The bonus provided by Divine Armor is fully effective against incorporeal crea-

tures.

Balance: 4.55 (Purp 4.75, Pow 4.75, Port 4.75, Comp 4.00, Rule 4.50)

DIVINE ARMOR OF THE SOUL [Divine]

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You can channel energy to defend yourself against life draining attacks.

Prerequisite: Ability to turn or rebuke undead, Cha 13+, Divine Ghost Armor, Extra Turning.

Benefit: By spending one of your turn or rebuke undead attempts, you become immune to the ability draining and level draining attacks of the undead for a number of rounds equal to your charisma bonus.

Balance: 4.90 (Purp 5.00, Pow 4.75, Port 5.00, Comp 4.75, Rule 5.00)

DIVINE DOMINION [Special]

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Add one additional domain to your divine casting repertoire

Prerequisite: 6 or more ranks in Knowledge (religion)

Benefit: Select a third domain from your deities domain list. All spells within the new domain list are considered domain spells for you.

Special: You do not gain the domain powers granted, you only gain the ability to use the domain spells listed as domain spells for your character. This feat is only usable by clerics and can only be taken once.

Balance: 4.12 (Purp 4.20, Pow 4.70, Port 4.00, Comp 4.00, Rule 3.70)

Comments: This feat was designed to give a cleric access to another domain from their deities domain list without giving them all of the extra abilities. All it means is that they can use the new domains domain list when selecting domain spell. This might seem underpowered at first, but when combined with Greater Divine Dominion, this feat is quite balanced.

DIVINE FIST [Divine]

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You can channel energy to increase the damage you deal in unarmed combat.

Prerequisite: Ability to turn or rebuke undead, Cha 13+, Improved Unarmed Strike.

Benefit: By spending one of your turn or rebuke attempts per day, you can add your Charisma bonus to your damage rolls on successful unarmed attacks for a number of rounds equal to your Charisma bonus.

Special: Divine Fist is equivalent to Divine Might, allowing you to later learn feats that included Divine Might as a prerequisite, though you are then restricted to using these feats with unarmed strikes only.

Notes: Depending on your interpretation of 3rd edition

rules, this feat is either unneeded as it is weaker than Divine Might (if you believe Divine Might can be used with unarmed strikes) or a separate feat on its own (if you believe that Divine Might can only be used with a weapon).

Balance: 4.50 (Purp 4.50, Pow 4.50, Port 4.50, Comp 4.50, Rule 4.50)

DIVINE FLAME [Divine]

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You can channel energy to sheath your weapon with sacred or profane flame.

Prerequisite: Ability to turn or rebuke undead, Cha 13+.

Benefit: By spending one of your turn or rebuke undead attempts, you can sheath your weapon with sacred or profane flame. If you channel positive energy, your weapon is sheathed in white flames that inflict +1d6 points of sacred damage against evil opponents for a number of rounds equal to your charisma bonus. If you channel negative energy, your weapon is sheathed in black flames that inflict +1d6 points of profane damage against good opponents instead. These flames do not give off heat or ignite flammable objects, though sacred flames give off light equal to a torch. The sacred or profane damage inflicted by Divine Flame is unaffected by protection from elements and similar spells.

Balance: 4.20 (Purp 4.00, Pow 4.25, Port 4.25, Comp 4.00, Rule 4.50)

DIVINE FURY [Divine]

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You can channel positive energy to ignore the damage reduction of undead opponents.

Prerequisite: Ability to turn undead, Cha 13+, Extra Turning, Divine Vengeance.

Benefit: By spending one of your turn undead attempts, you can ignore the damage reduction of all undead opponents for a number of rounds equal to your charisma modifier.

Balance: 4.45 (Purp 4.75, Pow 4.00, Port 4.50, Comp 4.75, Rule 4.25)

DIVINE GHOST ARMOR [Divine]

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You can channel energy to enhance your armor against incorporeal attacks.

Prerequisite: Ability to turn or rebuke undead, Cha 13+, Extra Turning.

Benefit: This feat can only be used when wearing armor. By spending one turn or rebuke undead attempt, your armor gains the ghost touch special ability. This allows you to apply your armor bonus against incorporeal attacks. The duration of the ghost touch protection is limited to a number of rounds equal to your charisma bonus.

Balance: 4.70 (Purp 4.75, Pow 5.00, Port 4.75, Comp 4.50, Rule 4.50)

DIVINE GHOST WEAPON [Divine]

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You can channel energy into your weapon, allowing it to effectively strike incorporeal creatures.

Prerequisite: Ability to turn or rebuke undead, Cha 13+, Divine Might.

Benefit: By spending one of your turn or rebuke undead attempts, your weapon can be used to attack incorporeal opponents as if it had the ghost touch power, negating an incorporeal creatures ability to ignore 50% of successful attacks from a corporeal source. Though you do not gain a bonus on attack or damage rolls with this feat, you can also negate the damage reduction of incorporeal or undead opponents as if wielding a +1 magic weapon. The bonuses provided by this feat last for a number of rounds equal to your Charisma bonus.

Balance: 4.25 (Purp 4.50, Pow 4.25, Port 4.25, Comp 4.00, Rule 4.25)

DIVINE GIFT [General, Pseudo-Class]

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Allow anyone to use 0-level divine spells

Prerequisite: Wisdom 13+, Knowledge (Religion)

Benefit: Grants any individual the ability to know/understand up to their wisdom modifier's worth of orisons (0-level divine spells chosen from the character's deity). The character can use his selection of orisons by preparing and using one per day. Anyone trying to cast a spell (even though its just 0-level) must meet all of the requirements and suffer all of the penalties associated with the use of divine magics.

Special: This feat may be taken multiple times; however, no additional orisons can ever be learned (past the individuals wisdom modifier). Each additional time this feat is taken, the caster may prepare one additional orison per day. The total maximum number of orisons that can be cast in a single day (regardless of the number of times this feat is taken), is also limited to the caster's wisdom modifier.

Balance: 4.04 (Purp 4.50, Pow 4.50, Port 4.80, Comp 3.80, Rule 2.60)

Comments: I added the pseudo-class type to this feat since it duplicates a class-based ability. Other than that, I think this is a useful feat. It's about usefulness and learning a small bit of magic through your beliefs that can be useful in your daily life, it's not about becoming a cleric.

DIVINE IMPACT [Divine]

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You can channel energy to strike your foe with a melee weapon as if making a touch attack.

Prerequisite: Ability to turn or rebuke undead, Charisma 13+, Strength 13+, Divine Might, Power Attack, base attack bonus +3 or higher.

Benefit: By spending one of your turn or rebuke attempts

per day, you can resolve your next melee attack as a touch attack, ignoring any benefit to your opponent's Armor Class provided by armor, shield or natural armor. Once you have channeled energy for this feat, you must make this attack within a number of rounds equal to your Charisma bonus. Like all divine feats, activating Divine Impact requires a standard action.

Special: This is a modification of the Deep Impact psionic feat found in the Psionic Book for use as a divine feat.

Balance: 3.70 (Purp 4.00, Pow 3.25, Port 3.75, Comp 3.75, Rule 3.75)

DIVINE SIGHT [Divine]

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You can channel energy to increase your sight and pierce illusions.

Prerequisite: Ability to turn or rebuke undead, Cha 13+.

Benefit: By spending one of your turn or rebuke undead attempts, you gain a +2 enhancement bonus on Spot and Search checks and a +2 sacred bonus on Will disbelief saves against illusion effects for a number of minutes equal to your charisma modifier.

Balance: 4.15 (Purp 4.00, Pow 4.25, Port 4.25, Comp 4.00, Rule 4.25)

DIVINE WEAPON [Divine]

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You can channel energy to provide an enhancement bonus to your weapon.

Prerequisite: Ability to turn or rebuke undead, Cha 13+, Str 13+, Power Attack, Divine Might, base attack bonus +3 or higher.

Benefit: Spend two of your turn/rebuke undead attempts to channel energy into your weapon, granting it a bonus on attack and damage rolls equal to your charisma bonus for a number of rounds equal to your charisma bonus.

Balance: 4.00 (Purp 4.00, Pow 3.75, Port 4.25, Comp 4.25, Rule 3.75)

DIVINE WRATH [Divine]

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You are able to infuse your turn/rebuke attempts with sacred or profane energy, enabling you to deal additional damage to evil or good outsiders.

Prerequisite: Ability to turn/rebuke outsider.

Benefit: If you channel positive energy, you can spend one of your turn outsider attempts to add 2d6 points of divine damage against evil outsiders on every successful melee attack until the end of your next action. If you channel negative energy, you inflict 2d6 points of profane damage against good outsiders instead.

Balance: 4.50 (Purp 4.75, Pow 4.50, Port 4.50, Comp 4.50, Rule 4.25)

DOUBLE WEAPON FIGHTING [General, Melee]

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You've learned to fight effectively with both ends of your double weapon.

Prerequisite: Proficient with weapon, BAB +1 or better

Benefit: You fight with your chosen double weapon as though you had Two Weapon Fighting, Ambidexterity, and as though you were using two weapons with a light weapon in your off hand.

Normal: Use a double weapon as though you were using two weapons with a light weapon in your off hand.

Special: You may take this feat multiple times. Each time, it applies to a different double weapon.

Notes: You can learn later feats for which Ambidexterity or Two-Weapon fighting are prerequisites based on the 'virtual' feats learned with Double Weapon Fighting, but you can then only use those feats with the specific weapon you have chosen.

Balance: 4.45 (Purp 4.25, Pow 4.50, Port 4.75, Comp 4.25, Rule 4.50)

DRACONIC BLOODLINE [Trait]

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The blood of Dragons truly runs through your veins.

Benefit: You have a remarkable affinity for Arcane spell magic: add +1 to the Difficulty Class for all saving throws against your Arcane spells. You may also treat the Sorcerer class as a favored class in addition to any other favored class that you gain by race.

Special: You can only take this feat at 1st level and this feat stacks with the Spell Focus and Greater Spell Focus feats.

Though you have Draconic ancestry you still gain the regular bonuses and penalties of a typical member of your race. You are also vulnerable to attacks that target your unique Draconic heritage (like dragonbane weapons) even though you are only distantly related to Dragonkind.

Balance: 4.10 (Purp 4.25, Pow 4.25, Port 3.50, Comp 4.00, Rule 4.50)

DUCKING SHOT [General; Ranged]

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You are skilled at dodging while using your ranged weapon.

Prerequisite: Point Blank Shot, Dodge, Dex 13+

Benefit: You get a +4 dodge bonus to Armor Class against attacks of opportunities caused while making a ranged attack in an area threatened by your enemies.

Notes: A condition that makes you lose your Dexterity bonus to Armor Class (if any) also makes you lose dodge bonuses.

Balance: 4.70 (Purp 4.50, Pow 4.75, Port 5.00, Comp 4.50, Rule 4.75)

ELVEN SWORDMASTERY [Racial]

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You are an expert in the elven art of the sword and can wield a longsword with exceptional ability.

Prerequisite: Elf or half-elf, base attack bonus +1 or higher.

Benefit: Similar to the Weapon Finesse feat, you may use your Dexterity modifier instead of your Strength modifier on attack rolls when wielding a longsword. As elven swordplay is a fluid art based on Dexterity and movement, if a shield is used you must apply the shield's armor check penalty to your attack rolls.

Normal: This is a modification of the Weapon Finesse feat. The Weapon Finesse feat cannot normally be applied to the longsword.

Special: Elven Swordmastery can be used in place of Weapon Finesse as a prerequisite for other feats.

Balance: 4.30 (Purp 4.25, Pow 5.00, Port 4.00, Comp 4.25, Rule 4.00)

ENHANCED DRACONIC BLOODLINE [Special]

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You have mastered your unique heritage, gaining an extraordinary affinity for spell magic.

Prerequisite: Blood of Dragons, ability to cast Arcane spells without preparation (like a Bard or Sorcerer).

Benefit: If a Bard or Sorcerer, you gain bonus spells based on your Charisma attribute (per Table 1-1, page 8 of the 3rd Edition Player's Handbook). These spells are added to your number of spells known; this feat does not increase the number of spells that you can cast per day.

Normal: Bards and Sorcerers are normally fixed in their number of spells known per level.

Special: The bonus spells provided by this feat cannot be combined with the bonus spells provided by any other feat (based on ability score) other than Cantrip.

Balance: 3.65 (Purp 3.75, Pow 3.50, Port 3.50, Comp 4.25, Rule 3.25)

EVER-READY SHIELD [Metapsionic]

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You prepare a defense against the unknown.

Prerequisite: Extend Power, Persistent Power

Benefit: You may prepare a Psionic Defense Mode that you know, and that defense will remain active until you are attacked by a Psionic Attack Mode or until one day passes. To manifest a Defense Mode in this fashion costs the normal number of power points for that defense + 3. If you are caught flat-footed, stunned or otherwise unable to raise a defense (the primary reason for this feat), the defense mode prepared with Ever-Ready Shield will be used against that attack. If you are able to act, you may raise any defense normally without losing the Ever-Ready Shield. Like any psionic defense mode, it is applicable only to one attack by one opponent. If you are assaulted by multiple adversaries before you are able to act, you may maintain this same Defense Mode against each successive attacker by paying the normal power point cost for the Defense Mode + 3. If you choose not to maintain the defense against a particular attacker, the ability to mount a defense is gone until you lose your flat-footed status or other condition (i.e.

you must withstand further attacks bare-brained).

Normal: If a psionic attacker catches you flat-footed and uses a Psionic Attack Mode, you are unable to raise a defense and must withstand the attack 'bare-brained' as described on pages 41-42 of the Psionics Handbook.

Balance: 4.40 (Purp 4.75, Pow 4.75, Port 4.50, Comp 3.50, Rule 4.50)

EXPAND SPELL [Metamagic]

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You can cast spells with a larger area of effect

Benefit: An Expanded spell has its area of effect increased by + 5 ft to all dimensions. This feat does not affect spells without an area of effect stated in spatial terms. Areas of effect of "personal" or "touch" or no AREA listed are not affected. If the spell specifies numbers of targets, that number is not affected (see Empower Spell in Core Rulebook I). An Expanded spell takes up a spell slot two levels higher than the spell's actual level.

Example: Burning Hands (1st level) affects anyone in a semicircle burst of flames 10-ft-long, starting at the caster. Expanded Burning Hands (3rd level) affects anyone in a semicircle burst of flames 15-foot-long, starting at the caster.

Balance: 4.42 (Purp 4.60, Pow 4.00, Port 4.60, Comp 4.30, Rule 4.60)

EXPANDED DOMAINS [Special]

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You remove the line between domain spells and normal spells.

Prerequisite: Knowledge (religion) 5 ranks.

Benefit: There is now no difference between regular and domain spell slots for you. You can prepare clerical domain spells using your regular spell slots and regular spells using your domain-only slots. You still cannot use spontaneous casting to exchange domain spells for cure/cause wounds spells.

Balance: 3.70 (Purp 3.50, Pow 3.75, Port 3.50, Comp 4.00, Rule 3.75)

EXPERT AIM [General, Melee]

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You may attack exacting precision, resulting in extra damage.

Prerequisite: Precise Shot, base attack bonus +6 or higher

Benefit: If you take the Full Attack action when using a device missile weapon (e.g. bow, crossbow), you may choose to make a single attack with a range of 30 ft. or less using your Expert Aim. While you normally apply your Dexterity bonus only to attack, in this case you also apply your Dexterity bonus to damage. This feat is ineffective against creatures that are not subject to critical hits (e.g. constructs, elementals, oozes, plants and undead).

Normal: Your dexterity bonus applies only to your attack roll.

Balance: 4.10 (Purp 4.00, Pow 4.00, Port 4.50, Comp 4.00, Rule 4.00)

EXPERT COWER [General, Melee]

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Gain or better the effects of cover even when there is none

Benefit: You are so good at cowering that you can make yourself a smaller target. When there is no cover around you, you gain the effects of one-quarter cover (+2 AC bonus, +1 save bonus). When in a covered area, you are covered as if the level of cover was one place better. While cowering, you are considered immobile and flat-footed. You can only take a partial action each round and this action cannot be a movement action (i.e. you could cower behind a rock and still fire a bow once per round, but you could not cower as you run from rock to rock). The act of finding a good spot and cowering (i.e. scrunching yourself up to gain the benefits of this feat) I, in itself, a full round action.

Balance: 3.76 (Purp 3.60, Pow 3.40, Port 4.00, Comp 3.80, Rule 4.00)

Comments: This is now a pretty limiting feat on par with many others in the PHB. If anything, it is more narrow than useful. I kind of think that this is almost more like a combat maneuver than an actual feat.

EXPERT HEALING [General, Melee]

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You have a great knowledge of healing

Prerequisite: 5 or more ranks of Heal

Benefit: When attempting to heal a comrade after battle, you can attempt a heal check against a DC equal to the number of points of damage sustained during the encounter. A successful check allows you to heal 1d4 hit points of damage.

Special: This feat can only be used once after each encounter where damage was suffered. The maximum amount of healing is always limited to damage sustained from fresh wounds only (not wounds from a previous encounter).

Balance: 4.12 (Purp 4.30, Pow 4.30, Port 4.60, Comp 3.10, Rule 4.30)

Comments: There is an added level of complexity involved in tracking damage and wounds, but it is minor.

EXTEND SPELL LIST [General, Magical]

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You gain the use of the spells of one domain.

Benefit: With this feat, you get to add the spells of one clerical domain to your spell list, regardless of your class. You cast these spells as if they were normal spells of your spellcaster class. The new spells become arcane spells if you have an arcane spellcaster class but in this case you must still learn the spells in the normal manner; this feat only adds them to your spell list. If the domain power of the domain you picked is a spell-like ability, you get this spell

added to your spell lists, as well. Examples include animal friendship of the animal domain and freedom of movement of the travel domain.

Special: A wizard must always research these spells from scratch, using the standard game rules. As a divine spellcaster, you cannot learn domains inappropriate for the powers you serve.

Notes: These spells have nothing to do with gods or domains, really; the domains are merely used as reasonable groups of spells that a themed spellcaster might learn. Use this feat with caution: it fits in open-ended campaigns, where characters are allowed to step outside the usual class limitations. It lets sorcerers and wizards learn healing spells and divine spellcasters to learn offensive spells like burning hands.

Balance: 3.28 (Purp 3.60, Pow 3.00, Port 2.80, Comp 3.80, Rule 3.20)

EXTRA BARDIC MUSIC [Special]

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You may use your Bardic Music ability more times per day.

Prerequisite: Bardic Music Ability

Benefit: This feat allows you to use your Bardic Music ability four more times per day.

Special: You can take this feat multiple times, gaining four extra uses each time.

Balance: 4.28 (Purp 4.20, Pow 4.00, Port 4.60, Comp 4.40, Rule 4.20)

EXTRA PRIMEVAL ABILITY [Monster]

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The creature can use one of its supernatural or spell-like abilities more than once per day.

Prerequisite: Innate supernatural or spell-like ability.

Benefit: Choose one innate supernatural or spell-like ability that the creature can use one or more times per day. The creature can now use this ability one more time per day.

Special: This feat can be taken multiple times and will stack with itself. Each additional time that this feat is taken you can apply it to the same innate supernatural or spell-like ability or to one of your other innate supernatural or spell-like abilities. This feat cannot be used with class based spell-like abilities, like the druid's wild shape or paladin's ability to cure disease.

Balance: 4.75 (Purp 4.75, Pow 4.75, Port 4.75, Comp 4.75, Rule 4.75)

EXTRA RAGE [Special]

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Your rage is legendary and fearsome to behold.

Prerequisite: Rage class ability, base attack bonus +2 or higher.

Benefit: You can rage one more time per day.

Special: This feat can be taken more than once, each time allowing you to enter a fit of rage one more time per day.

Balance: 4.55 (Purp 4.25, Pow 4.25, Port 4.75, Comp

4.75, Rule 4.75)

EXTRA WILD SHAPE [Special]

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You have a natural affinity for your wild shape class ability

Prerequisite: Cha 13+, wild shape class ability,

Benefit: You can use your wild shape class ability one more time per day.

Normal: Wild shape is a class ability of the Druid gained at 5th level.

Special: You may take this feat multiple times.

Balance: 4.60 (Purp 4.50, Pow 4.25, Port 4.75, Comp 4.75, Rule 4.75)

FAKE SPELL [General, Melee]

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You can mimic the casting of spells

Prerequisite: Spellcraft

Benefit: You say the words and make the gestures, but you just don't have the power needed to make the spell actually happen... it just looks like you do. You must have seen the spell you want to fake being cast several times in order to fake it. Anyone can see through your trickery with an opposed Spellcraft check.

Special: Somebody who has readied an action to counterspell and who fails to see through your trickery will think you are about to cast the spell being faked.

Notes: If the spell effect would have been unnoticeable (such as most divination spells) or you can fake the effects of the spell (perhaps through illusion, alchemical pyrotechnics or a willing accomplice), people watching you will believe the spell was real. Bluff, Perform, Alchemy and several other skills may be helpful in achieving this, but faking the spell effects themselves is outside the scope of this feat.

Balance: 4.04 (Purp 4.80, Pow 4.10, Port 3.70, Comp 3.70, Rule 3.90)

Comments: This feat has a lot of complexity issues that must be resolved by the DM, but once you get past that hurdle, this is a great feat for spellcasters... especially spellcasters that counterspell or those who like to draw out spellcasters that counterspell.

FAST ITEM CREATION [Item Creation]

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Spellcasters can create items faster

Prerequisite: Ability to cast fourth level spells

Benefit: You increase the daily rate at which you create magical items by 1000 gp.

Normal: All spellcasters normally create items at the rate of 1000 gp per day.

Special: This feat can be taken several times, and stacks with itself. Each time it is chosen, add 1000 gp to the value of magical items the character can create in a day. Thus, items take half the usual time with one feat's worth of Fast Item Creation, one-third the usual time with two, and so

on.

Balance: 4.28 (Purp 4.60, Pow 4.30, Port 4.60, Comp 4.30, Rule 3.60)

FAST MOVER [General, Melee]

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You can move faster than normal

Prerequisite: Dex 15+, Run

Benefit: Add +5 to your base movement rate when wearing light armor or less.

Special: This feat can stack with other movement bonuses (such as the barbarian and monks abilities). This feat can be taken multiple times.

Balance: 4.40 (Purp 4.00, Pow 4.50, Port 5.00, Comp 4.50, Rule 4.00)

FAST SPELL [Metamagic]

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Cuts the casting time of your spells.

Benefit: A Fast Spell has its casting time halved, to a minimum of one action. This is only a benefit for spells that normally have a long casting time. A spell with a casting time of 'one full round' now takes a standard action to cast. A spell with a casting time longer than one round has its casting time halved. A Fast Spell uses up a spell slot one level higher than the spell's actual level.

Notes: For a spontaneous spellcaster such as a sorcerer or bard, the metamagic rule still cuts in and changes the standard action into a full-round action, which is still not the same as a 1 full-round casting time.

Balance: 4.24 (Purp 4.00, Pow 4.50, Port 4.20, Comp 4.00, Rule 4.50)

FAVORED CLASS [General, Melee]

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You can select one class not normally associate with your race and consider it a favored class

Prerequisite: Multiclass character

Benefit: When becoming a multi-class character you can select a class that is not normally favored by your race without suffering an experience reward penalty.

Normal: You suffer an experience reward penalty for multi-classing outside of your favored class list.

Special: This feat can only be taken one time. The choice of the non- racially favored class must be explained in the characters history or role-played within the group so that this feat makes sense for the character.

Balance: 4.04 (Purp 4.10, Pow 2.80, Port 4.20, Comp 5.00, Rule 4.10)

FEARSOME DISPLAY [General, Melee]

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You can use your impressive display of prowess to intimidate your opponents

Prerequisite: Base attack bonus +6, Accurate Attack or Weapon Finesse with the weapon used, 5 or more ranks of

Intimidate

Benefit: As a full round action, you can add 1/2 of your base attack bonus to your intimidation check.

Special: This ability is ineffective against those who can't comprehend your skill.

Balance: 4.28 (Purp 3.80, Pow 4.00, Port 5.00, Comp 4.20, Rule 4.40)

Comments: This feat allows you to flash your weapon about and truly intimidate your opponent. Just remember that it can be used against you too.

FIERY RAGE [Special]

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Your Rage burns particularly hot and can be sustained longer than usual

Prerequisite: Rage character class ability

Benefit: You can rage for a number of rounds equal to 6 plus your rage-enhanced modified Constitution modifier.

Normal: A fit of rage normally lasts a number of rounds equal to 3 plus the raging character's newly modified Constitution modifier.

Balance: 4.60 (Purp 4.60, Pow 4.60, Port 4.60, Comp 4.60, Rule 4.60)

FIND FLAW [General, Melee]

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You have an expert understanding of structural integrity and how to reduce it

Prerequisite: 5 or more ranks in Craft (within the items broad category type), Knowledge (Engineering)

Benefit: There is a chance you can find a flaw in the design of an object and exploit that flaw to your benefit. You must study the item for at least three rounds before attempting to use this feat. During the period of study, you are only capable of taking a partial action each round. At the end of the study period you must make an intelligence check against the break DC of the item in question. You can add a +1 modifier to your check roll for each additional 3 rounds of study past the first 3 required rounds (to a maximum bonus of +5). If you succeed on the intelligence check, you have found a flaw in the object and can use this feat to exploit that flaw when trying to damage or destroy the object. When attempting to destroy an item that you have found a flaw in, the hardness of the object is effectively reduced by your Intelligence modifier.

Balance: 4.00 (Purp 4.00, Pow 3.60, Port 4.40, Comp 3.80, Rule 4.20)

Comments: I left engineering in the prerequisite because I think its important to know HOW things work in addition to how to make and use them. Just a personal thing I guess ;-). This feat is very specific and may even be considered underpowered unless you are a monk who likes to break weapons to face unarmed combatants.

FIRE TO ICE [Metamagic]

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You are able to transform fire spells into cold spells.

Prerequisite: Ability to cast Arcane or Divine spells with a fire based component

Benefit: You may prepare and/or cast any fire-based spell as a cold spell with similar range, area of effect and damage. Casting a spell in this manner uses up a spell slot one level higher than the normal spell

Special: It is blasphemous for a Divine spellcaster that follows a deity with access to the Fire domain to select this feat.

Balance: 4.18 (Purp 4.00, Pow 4.00, Port 4.30, Comp 4.30, Rule 4.30)

FLASHY ATTACK [General, Melee]

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You are able to use an impressive display of prowess to catch your opponents off guard

Prerequisite: Base attack bonus +6, Accurate Attack or Weapon Finesse with the weapon used

Benefit: As a full round action, you can add your charisma modifier (in addition to all other modifiers) to your attack roll.

Special: This attack can be taken multiple times, each time it applies to a new weapon. Fighters may take this as a bonus feat.

Balance: 4.64 (Purp 4.20, Pow 4.80, Port 4.80, Comp 4.40, Rule 5.00)

Comments: An excellent feat that allows you to surprise your opponent using flashy maneuvers.

FLURRY OF BLOWS [Pseudo-Class, Martial Style]

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Make one extra open hand attack per round at the expense of accuracy

Prerequisite: Improved Unarmed Strike

Benefit: Make one extra unarmed strike per round at your highest base attack. All attacks made this round suffer a -2 penalty.

Special: This feat cannot be used in conjunction with any other feat that allows multiple attacks or with the virtual feat of the same name gained by a monk.

Balance: 4.04 (Purp 2.60, Pow 4.80, Port 4.20, Comp 4.60, Rule 4.00)

Comments: Yes, this feat duplicates the monk's ability, but it is solid and makes sense.

FOCUSED PRIMEVAL ABILITY [Monster]

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One of the creature's supernatural or spell-like abilities is more potent than normal.

Prerequisite: Innate supernatural or spell-like ability.

Benefit: Choose one of your innate supernatural or spell-like abilities. Add +2 to the Difficulty Class for all saving throws made to resist this ability.

Special: This feat can be taken multiple times but its benefits do not stack. Each time that it is taken the creature

must apply it to another of its innate supernatural or spell-like abilities. This feat cannot be used with class based spell-like abilities, like the druid's wild shape or paladin's ability to cure disease.

Balance: 4.70 (Purp 4.50, Pow 4.75, Port 4.75, Comp 4.75, Rule 4.75)

FORTUNE [General, Melee]

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You have unusually good luck

Benefit: You gain the power of good fortune, which is usable once per day. This extraordinary ability allows you to reroll one roll that you have just made. You must take the result of the reroll, even if it's worse than the original roll.

Balance: 4.10 (Purp 4.25, Pow 3.75, Port 4.25, Comp 4.50, Rule 3.75)

FRACTURE [General, Melee]

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You are skilled at exploiting weaknesses in objects.

Prerequisite: Sunder, Power Attack, base attack bonus +2 or higher.

Benefit: When attacking an object with hardness greater than or equal to that of your weapon, you gain +2 circumstance bonus to damage. When you are attacking an object with hardness less than that of your weapon, you gain a +5 circumstance bonus to damage.

Balance: 3.76 (Purp 3.00, Pow 3.60, Port 4.30, Comp 3.60, Rule 4.30)

GHOST TOUCH [General, Martial]

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By channeling your ki you can effectively strike incorporeal opponents.

Prerequisite: Wis 13+, Ki Strike class ability.

Benefit: You can make unarmed attacks against incorporeal opponents as if you had the ghost touch power, negating an incorporeal creature's ability to ignore 50% of successful attacks from a corporeal source. Like Ki Strike, Ghost Touch is a supernatural ability.

Balance: 4.65 (Purp 5.00, Pow 4.50, Port 4.75, Comp 4.75, Rule 4.25)

GIFTED LEARNER [General, Racial]

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You gain more skill points at each level

Benefit: From this point on, you can add one additional skill point for each level you gain.

Special: This feat can only be taken once. Humans cannot take this feat.

Balance: 3.64 (Purp 3.80, Pow 3.00, Port 4.20, Comp 4.60, Rule 2.60)

Comments: This gives you the same function as being a human for gaining skill points. It is tied to level (sort of), but not so much that it removes it from the feat category. Remember that you are still limited by max ranks. When

compared to skill focus, skill focus is not impacted by max ranks. In game terms, this ability can be explained as a hunger for learning equal to that of a human.

GIGANTIC WEAPON [General, Melee]

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You are proficient at wielding extremely large weapons.

Prerequisite: Str 15+, base attack bonus +3 or higher.

Benefit: You can wield a weapon two sizes larger than you with two hands, suffering a -2 penalty on all attack rolls when doing so.

Normal: You normally can only wield a weapon one size larger than you with two hands.

Balance: 4.55 (Purp 4.50, Pow 4.50, Port 4.25, Comp 4.50, Rule 5.00)

GIVEAWAY SPELL [Metamagic]

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You give away control over a spell.

Benefit: You transfer the control over a spell to another willing creature that you touch at the time of casting. This changes the beneficiary of spells like charm person or transfers the control of a spell like levitate or flaming sphere. Read you in the spell description as the beneficiary of the giveaway spell. This does not work on spells with a Personal range. You may still select yourself as the beneficiary, in which case this feat has no effect beyond increasing the level of spell slot.

Special: In all other ways, the spell functions as normal; save DC and level-dependent functions are based on your abilities. You still make all the decisions inherent in casting the spell, such as what the (initial) target is, but if the effect can be moved (for example flaming sphere), the creature in control decides how. You must still be the once concentrating to maintain a concentration spell, but the beneficiary can opt to end a dismissable {duration notation "(D)"} or concentration spell at his whim. A Giveaway Spell uses up a spell slot one level higher than the spell's actual level.

Balance: 4.24 (Purp 4.20, Pow 4.20, Port 4.60, Comp 4.00, Rule 4.20)

GREATER DIVINE DOMINION [Special]

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Gain the domain powers from a divine dominion

Prerequisite: Divine Dominion

Benefit: You gain the domain powers from the domain selected using the Divine Domain feat.

Special: This feat is only usable by clerics and can only be taken once.

Balance: 4.22 (Purp 4.20, Pow 4.70, Port 4.00, Comp 4.20, Rule 4.00)

Comments: It takes two feats to gain all of the powers of having added a third domain to your cleric's repertoire. All in all, it is quite a balanced method when you consider that it can't be used for a 4th domain.

GREATER FOCUSED PRIMEVAL ABILITY**[Monster]**

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One of creature's supernatural or spell-like abilities is especially potent.

Prerequisite: Innate supernatural or spell-like ability, Focused Primeval Ability.

Benefit: Choose one innate supernatural or spell-like ability that you have augmented with the Focused Primeval Ability feat. Add +4 to the Difficulty Class for all saving throws made to resist this ability. This bonus supercedes (i.e., does not stack with) the bonus provided by the Focused Spell-Like Ability feat.

Special: The creature can take this feat multiple times but its benefits do not stack. Each time that it is taken the creature must apply it to another of its innate supernatural or spell-like abilities that has been augmented with the Focused Primeval Ability feat. This feat cannot be used with class based spell-like abilities, like the druid's wild shape or paladin's ability to cure disease.

Balance: 4.60 (Purp 4.25, Pow 4.50, Port 4.75, Comp 4.75, Rule 4.75)

GREATER HELD CHARGE [Metamagic]

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You have mastered your body's ability to hold a magical charge

Benefit: You can hold a charged touch spell and still cast a spell. The charge may not be released in the same round as the new spell has been cast, but you do maintain the charge. The number of times this feat can be used while a specific spell is charged is equal to the caster's constitution modifier. Once you have cast that many additional spells, if you cast another, the charged spell dissipates as normal. Spells cast using this feat take up a spell slot one level higher.

Normal: If you are holding a spell charge for a touch attack and cast another spell, the spell charge for the touch spell dissipates.

Notes: Casting another touch spell will override this feat. You are only considered "armed" when you attempt to use the touch attack itself, otherwise, you will draw an attack of opportunity as normal. If you fail a concentration check while maintaining this charge, the charge will fail normally.

Balance: 4.18 (Purp 4.40, Pow 4.50, Port 4.20, Comp 3.60, Rule 4.20)

Comments: Good feat that makes touch spells more useful to a spell caster.

GREATER INNATE SPELL-LIKE PENETRATION [Monster]

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The creature's spell-like abilities are able to pierce even the strongest spell resistance.

Prerequisite: Innate spell-like ability, Innate Spell Penetra-

tion.

Benefit: The creature gains a +4 bonus to caster level checks (1d20+caster level) to overcome a creature's spell resistance. This bonus supercedes (i.e., does not stack with) the bonus provided by the Innate Spell-Like Penetration feat.

Special: This feat cannot be used with class based spell-like abilities, like the druid's wild shape or paladin's ability to cure disease.

Balance: 4.60 (Purp 4.25, Pow 4.50, Port 4.75, Comp 4.75, Rule 4.75)

GREATER PSIONIC ATTACK FOCUS [Psionic]

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Your ability with a chosen psionic attack mode is truly frightening

Prerequisite: Cha 13+, Mental Adversary, Psionic Attack Focus (chosen psionic attack mode).

Benefit: This feat mimics the Greater Psionic Focus feat, except that it applies to one known psionic attack mode of your choice. Add +4 to the DC for all Will saves in psionic combat from the psionic attack mode chosen as your Psionic Attack Focus. This bonus supercedes (does not stack with) the bonus provided by the Psionic Attack Focus feat.

Special: You can choose this feat up to five times, each time applying the bonus to a different psionic attack mode. This feat does not allow you to discover additional psionic attack modes and can only be applied to a psionic attack mode previously discovered and already mastered with the Psionic Attack Focus feat. A Mind Flayer can choose Psionic Attack Focus and Greater Psionic Attack Focus with its mind blast ability, becoming a fearsome opponent for even the most capable party of adventurers.

Balance: 3.85 (Purp 3.50, Pow 3.25, Port 4.25, Comp 4.00, Rule 4.25)

HARDENED SPELL [Metamagic]

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When you cast a spell from a school for which you have selected the Spell Focus feat, you may make that spell more difficult for opposing spellcasters to counterspell or disrupt.

Prerequisite: Spell Focus in the appropriate school

Benefit: If the same spell or a reverse effect spell is used as a counterspell to your Hardened Spell, the counterspell is ineffective. If Dispel Magic or a similar spell or effect is used as a counterspell, the DC for the dispel check is increased by +4. If you are forced to make any Concentration checks while casting the Hardened Spell, your rolls for those checks gain a +2 bonus.

Special: You may take this feat multiple times. Each time that you take his feat, you get an additional +2 bonus to the DC of the dispel check and an additional +2 bonus to your Concentration checks when and as appropriate.

Balance: 4.08 (Purp 3.60, Pow 4.30, Port 4.60, Comp 3.60, Rule 4.30)

HARDY BRAWLER [General, Melee]

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You really know how to take a punch

Prerequisite: Toughness

Benefit: You gain a subdual-based damage reduction equal to your constitution modifier. This only applies to subdual damage.

Special: This feat cannot be used against magical weapons or attacks.

Example: If you have a constitution modifier of +3, you can subtract the first three points of subdual damage from each subdual attack. If a punch only did 2 points of subdual damage, you would take no damage from the strike. If a punch did 5 points of subdual damage, you would only suffer 2 of those 5 points.

Balance: 4.46 (Purp 3.60, Pow 4.20, Port 5.00, Comp 5.00, Rule 4.50)

Comments: This feat lets you shrug off subdual damage based on your body's ability to take a solid hit. Kind of like a boxer. Makes me think of a good hindrance called "glass jaw".

HEIGHTEN PRIMEVAL ABILITY [Monster]

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The creature has achieved mastery of its innate supernatural or spell-like powers.

Prerequisite: Innate supernatural or spell-like ability.

Benefit: Choose one of your supernatural abilities or all of your spell-like abilities. You can use this chosen ability or abilities at +1 level of experience.

Special: This feat cannot be used with class based spell-like abilities, like the druid's wild shape or paladin's ability to cure disease. This feat can be chosen more than once and will stack with itself.

Balance: 4.45 (Purp 4.25, Pow 4.50, Port 4.50, Comp 4.50, Rule 4.50)

HERCULEAN EFFORT [General, Melee]

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You can temporarily perform great acts of strength.

Benefit: You can add +4 to your Strength attribute for purposes of lifting and carrying weight and for figuring your Strength bonus on ability checks for a number of rounds equal to 3 plus your Constitution modifier. After this time you are fatigued (2 to Strength, 2 to Dexterity, can't run or charge) for the rest of the encounter. Your increased strength does not affect attack or damage rolls, combat maneuvers like Grapple, Bull Rush and Trip, and does not increase your strength bonus on skill checks.

Balance: 4.35 (Purp 4.25, Pow 4.75, Port 4.50, Comp 3.75, Rule 4.50)

HEROIC EVASION [General, Defense]

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When you focus on an effort you may get flashes of insight about the immediate future allowing you to avoid disastrous mistakes.

Prerequisite: Great Fortitude, Iron Will, Lightning Reflexes

Benefit: You may reroll a check or save you just made and apply a insight bonus equal to your charisma modifier. You may do this once per day. You must take the result of the reroll, even if it's worse than the original roll.

Balance: 4.30 (Purp 4.25, Pow 4.00, Port 4.50, Comp 4.25, Rule 4.50)

HEROIC RECOVERY [General, Melee]

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You make miraculous (albeit slow) recoveries after being left for dead.

Prerequisite: Con 13+

Benefit: When you fall below 0 hit points you do not continue to bleed (i.e. take 1 point of damage each round). This feat does not prevent you from dying when you have -10 hit points or less.

Notes: I wanted to simulate the "We left him for dead, but he came back and kicked our butts." shtick.

Balance: 4.52 (Purp 4.60, Pow 4.00, Port 4.70, Comp 4.80, Rule 4.50)

Comments: Left him for dead...

HIDE TRACKS [General, Melee]

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You can conceal signs of passage.

Prerequisite: Track.

Benefit: You can conceal the tracks you and your companions make while moving. Add your skill bonus in wilderness lore to the difficulty of following your tracks. You can move at full speed while hiding tracks; if you move at half speed, you impose the additional +5 DC modifier on tracking rolls noted in the Track description, PHB.

Normal: Anyone can use the wilderness lore skill to remove the traces at a campsite or the search skill to hide clues at a location.

Balance: 3.75 (Purp 3.50, Pow 3.50, Port 4.00, Comp 4.00, Rule 3.75)

HOLE IN THE MIDDLE [Metamagic]

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You can create a hole in an area spell to avoid being affected

Benefit: When you cast an area spell in such a way that you are in the area affected, you can create a hole in the area around yourself to avoid being affected by your own spell. Anyone who occupies your square (for example grappling you or being small enough to fit between your feet or on your shoulder) is also unaffected. A Hole in the Middle spell uses up a spell slot one level higher than the spell's

actual level.

Balance: 4.36 (Purp 4.30, Pow 3.60, Port 5.00, Comp 4.60, Rule 4.30)

IMPACT SPELL [General, Melee]

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Your damage-causing spells get extra benefit from the Heighten Spell feat.

Prerequisite: Arcane spellcaster, Heighten Spell

Benefit: If you prepare a damage causing spell with a higher than normal level using the Heighten Spell metamagic feat, the maximum number of damage dice may be increased. If the spell causes damage to one creature, or must be split among multiple creatures (e.g. Magic Missile), the revised maximum dice allowed is given in the second column (Single). If the spell causes damage to any creatures that fall within its area of effect (e.g. Fireball), refer to the third column (Multiple) for the revised maximum dice allowed.

New Level	Creatures Single	Affected Multiple
2nd	10	5
3rd	10	10
4th	15	10
5th	15	15
6th	20	15
7th	20	20
8th	25	20
9th	25	25

Balance: 4.18 (Purp 4.30, Pow 4.30, Port 4.00, Comp 4.00, Rule 4.30)

Comments: Looking at the spell lists, few divine spells are flashy, damage causing spells. In addition, these spells were alignment related. For this reason, this feat did not seem appropriate or have the right flavor for divine spellcasters. If deities could grant more damage against infidels with a particular spell, they already would. This is the reason for their omission. GMs may, of course, opt to allow this feat for clerics or all divine spellcasters.

IMPROVED CASTER LEVEL [General, Melee]

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You can compensate for a lack of focus in your magical development

Prerequisite: Multiclass spellcaster

Benefit: Your caster level in one spellcasting class is increased by one, but no higher than your character level.

Special: This feat can be learned several times and stacks with itself.

Example: Yushu is a fifth level sorcerer. She advances in character level to six, and decides to advance as a rogue. She also acquires a new feat, and picks this one. Her caster level as a sorcerer is now sixth, so her fireball has range of 640' and does six dice of damage, but the number of spells she can cast and learn are still those of a fifth level sorcerer.

Notes: This means that a multiclass spellcaster can increase the power of his spells up to his character level. It does not allow you to learn, prepare, or cast more spells. Your caster level as a Paladin or Ranger (or any other class whose caster level is half the class level) cannot be improved past half your character level.

Balance: 4.24 (Purp 4.60, Pow 4.30, Port 3.90, Comp 4.30, Rule 4.10)

Comments: This is intended to make multiclassing more attractive for sorcerers and wizards whose spell effects are very much dependent on their caster level. Note that this feat can also be applied to divine spellcasting classes.

IMPROVED COMBAT FOCUS [General, Melee]

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You have practiced the arts of two-on-one combat, enhancing your Combat Focus.

Prerequisite: Combat Focus

Benefit: When using the Combat Focus feat, you may specify two opponents to focus against. Against the second, you have neither bonuses nor penalties.

Balance: 3.22 (Purp 2.60, Pow 2.60, Port 3.00, Comp 3.60, Rule 4.30)

IMPROVED CRYSTAL PSIWEAPON [Psionic]

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You can improve your crystal psiweapon.

Prerequisite: Crystal Psiweapon

Benefit: Your crystal psiweapon gains one additional power chosen from the Psicrystal Special Abilities table on page 11 of the Psionics Handbook. Your choice of powers is limited by your manifester level per the table.

Normal: A crystal psiweapon does not normally gain additional powers unless you have the psicrystal class ability.

Special: You can choose this feat multiple times, each time incorporating a new psicrystal ability into your crystal psiweapon.

Balance: 4.10 (Purp 4.00, Pow 4.25, Port 3.75, Comp 4.25, Rule 4.25)

IMPROVED DEFLECT ARROWS [General: Defense]

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You can deflect arrows several times in a round.

Prerequisite: Deflect Arrows, dexterity 13+.

Benefit: You may Deflect Arrows more than one each round. Each attempt at deflection beyond the first counts as one of your attacks of opportunity for the round.

Balance: 4.82 (Purp 4.70, Pow 4.70, Port 5.00, Comp 5.00, Rule 4.70)

IMPROVED DEFLECT ARROWS [General: Defense]

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You can deflect arrows several times in a round.

Prerequisite: Deflect Arrows, dexterity 13+.

Benefit: You may Deflect Arrows more than once each round. Each attempt at deflection beyond the first counts

as one of your attacks of opportunity for the round.

Balance: 4.82 (Purp 4.70, Pow 4.70, Port 5.00, Comp 5.00, Rule 4.70)

IMPROVED DODGE [General, Defense]

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Your Dodge feat bonus applies against all attackers.

Prerequisite: Dexterity 13+, Dodge.

Benefit: The dodge bonus to Armor Class that you receive from the Dodge feat now applies against all attacks, not only those of one specific opponent.

Balance: 4.60 (Purp 4.75, Pow 4.00, Port 4.50, Comp 5.00, Rule 4.75)

Comments: The Dodge feat was always a sore point with me, because stating who you applied the bonus against slowed down play.

IMPROVED FAR SHOT [General; Ranged]

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You can attack with ranged weapons more accurately at long range.

Prerequisite: Point Blank Shot, Far Shot, base attack bonus +2

Benefit: You gain a +2 bonus that only works to negate range-based penalties.

Notes: This feat is not very useful for player characters but would be very useful for NPCs in mass combat situations.

Balance: 4.45 (Purp 4.25, Pow 4.25, Port 5.00, Comp 4.25, Rule 4.50)

IMPROVED FEINT [General, Melee]

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You can feint readily in melee.

Prerequisite: Bluff skill.

Benefit: You can now feint in combat as a movement-equivalent action rather than a standard action. You still use the bluff skill to feint and the target must be in your threatened zone. If you use this option, you must expose yourself in order to make such a quick feint, trigger attacks of opportunity if your bluff roll fails.

Notes: This is mainly a benefit to rogues, who can sneak attack a target that has been feinted. The risk of an opportunity attack makes this about as dangerous as tumbling.

Balance: 4.15 (Purp 4.50, Pow 4.00, Port 4.50, Comp 3.75, Rule 4.00)

IMPROVED INERTIAL ARMOR [Psionic]

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You have mastered the ability to strength your inertial armor.

Prerequisite: Inertial Armor, reserve power points 4+.

Benefit: Increase the armor bonus of your Inertial Armor by +2.

Special: This feat can be taken multiple times. Each time increases your armor bonus by 2 and increases your

prerequisite reserve power points by 6. For instance, if you take Improved Inertial Armor three times, your armor bonus is +10 when your power points are 18 or more, +8 when your power points are 11 or more, +6 when your power points are 4 or more and +4 when your power points are 1 or more.

Balance: 4.20 (Purp 4.00, Pow 4.00, Port 4.75, Comp 3.75, Rule 4.50)

IMPROVED POWER DOUBLE WEAPON [General, Melee]

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You can inflict terrible blows with a double weapon.

Prerequisite: Double Weapon Fighting, Power Attack, Power Double Weapon, base attack bonus +6 or higher.

Benefit: When wielding a double weapon, you add one and one-half your Strength bonus to damage rolls with both your primary attack(s) and secondary attack(s).

Normal: Without this feat you add your full Strength bonus to damage rolls with your primary attacks and half your Strength bonus to damage rolls with your secondary attack.

Balance: 4.10 (Purp 4.00, Pow 4.00, Port 3.75, Comp 4.50, Rule 4.25)

IMPROVED PSIONIC FIST [Psionic]

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You can supercharge your unarmed strikes with psionic power

Prerequisite: Str 13+, Psionic Fist, base attack bonus 3+

Benefit: At the cost of 2 power points, your next unarmed strike deals +1d6 points of bludgeoning damage. You must decide whether or not to spend these power points prior to your attack, and the points are wasted if the attack misses. Your hands and feet remain charged with psychic power for a number of rounds equal to your Strength modifier + 1 or until your next unarmed attack, whichever occurs first. You can charge your unarmed strikes with psionic power as a free action.

Special: This feat does not stack with Psionic Fist or Psionic Multifist; only one of the feats can be used at any one time.

Balance: 4.15 (Purp 3.75, Pow 4.25, Port 4.50, Comp 4.00, Rule 4.25)

IMPROVED PSIONIC SHOT [Psionic]

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You can supercharge your ranged attacks with psionic power

Prerequisite: Str 13+, Point Blank Shot, Psionic Shot, base attack bonus 3+

Benefit: At the cost of 2 power points, your next ranged shot deals +1d6 points of piercing damage. You must decide whether or not to spend these power points prior to your attack, and the points are wasted if the attack misses. Your ammunition remains charged with psychic power for

a number of rounds equal to your Strength modifier + 1 or until your next attack with the charged weapon, whichever occurs first.

Special: This feat does not stack with Psionic Shot or Psionic Multishot; only one of the feats can be used at any one time.

Balance: 3.90 (Purp 3.50, Pow 4.00, Port 4.25, Comp 3.75, Rule 4.00)

IMPROVED PSIONIC WEAPON [Psionic]

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You can supercharge your weapon with psionic power

Prerequisite: Str 13+, Power Attack, Psionic Weapon, base attack bonus 3+

Benefit: At the cost of 2 power points, your melee weapon deals +1d6 points of damage (slashing, piercing or bludgeoning as appropriate). You must decide whether or not to spend these power points prior to your attack, and the points are wasted if the attack misses. Your weapon remains charged with psychic power for a number of rounds equal to your Strength modifier + 1 or until your next attack with the charged weapon, whichever occurs first.

Special: This feat does not stack with Psionic Weapon Psionic Multiweapon; only one of the feats can be used at any one time.

Balance: 4.10 (Purp 3.50, Pow 4.25, Port 4.50, Comp 4.00, Rule 4.25)

IMPROVED SNEAK ATTACK [Special]

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You have trained extensively in the art of sneak attacks with a particular weapon. Choose one weapon such as short sword or light crossbow. With that weapon, your attacks sneak attacks are devastating.

Prerequisite: Weapon Focus with the particular weapon

Benefit: If you roll a critical hit when making a sneak attack, the weapon damage is multiplied as normal for that weapon, but the sneak attack damage is also increased by +1d6. For ranged weapons, this feat only applies to attacks with ranges up to 30 feet.

Normal: Sneak attack damage is not modified by critical hits.

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

Balance: 3.56 (Purp 3.30, Pow 3.60, Port 4.30, Comp 3.30, Rule 3.30)

IMPROVED SUBDUAL [General, Melee]

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You really know how to subdue opponents.

Prerequisite: Proficient in a bludgeoning weapon.

Benefit: When attacking with a bludgeoning weapon and attempting to do subdual damage you do not incur the usual penalties for attempting to do subdual damage. Also,

the weapons threat range is doubled when dealing subdual damage.

Balance: 4.15 (Purp 4.00, Pow 3.75, Port 4.50, Comp 4.00, Rule 4.50)

IMPROVED SUBDUE [General, Melee]

COPYRIGHT 2001, Rebecca Glenn (Becky)

You are skilled in making subdual attacks

Benefit: When using a weapon that does normal damage for a subdual attack, you are not subject to the normal -4 penalty to hit.

Normal: Characters striking to subdue with normal weapons do so at -4 to hit.

Balance: 4.78 (Purp 4.30, Pow 5.00, Port 5.00, Comp 5.00, Rule 4.60)

IMPROVED TOUGHNESS [General, Defense]

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You are tougher than normal.

Prerequisite: Toughness, base attack bonus +3 or higher.

Benefit: You gain +4 hit points, for a total feat bonus of +7 hit points.

Special: This feat allows you to gain a greater benefit compared to Toughness, but with a base attack bonus requirement. It can be taken any number of times and stacks with itself and the hit point bonus provided by the Toughness feat. Each time that it is taken after the first, increase the prerequisite base attack bonus for selecting the feat by +3 and increase the hit points provided by the feat by +1.

Notes: The following table sums up the requirements and bonuses of various levels of Toughness and Improved Toughness you can take up to level 20.

Feat	BAB	Bonus	Total
Toughness	–	+3	+3
Improved Toughness	+3	+4	+7
Improved Toughness x2	+6	+5	+12
Improved Toughness x3	+9	+6	+18
Improved Toughness x4	+12	+7	+25
Improved Toughness x5	+15	+8	+33
Improved Toughness x6	+18	+9	+42

Balance: 4.60 (Purp 4.60, Pow 4.40, Port 4.80, Comp 4.60, Rule 4.60)

IMPROVISED WEAPONS [General, Melee]

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Lower the non-proficiency penalty of weapons.

Prerequisite: Base attack bonus +2

Benefit: When you use a weapon that you are not proficient with, or an improvised weapon for which no proficiency is possible, you suffer only a -2 penalty to hit.

Normal: The normal penalty in this situation is -4.

Balance: 4.40 (Purp 4.00, Pow 4.50, Port 4.75, Comp 4.25, Rule 4.50)

INNATE METAMAGIC [Monster]

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The creature can use its spellcasting knowledge to modify its innate spell-like abilities with learned metamagic feats.

Prerequisite: Int 11+, innate spell-like ability, ability to cast spells, one or more metamagic feats.

Benefit: The creature can modify any of its innate spell-like abilities with any spell altering metamagic feat that it knows. In order to alter a spell-like ability in this manner, the creature must prepare (Wizards or Divine spellcasters) or spend (Sorcerer or Bard) a spell slot equal in level to the bonus level required for the metamagic feat in question (see examples below). Casting a metamagically enhanced spell-like ability also counts as one of its uses of that spell-like ability per day. Spontaneously casting a metamagically enhanced spell-like ability, like a Sorcerer or Bard, requires a full-round action (rather than 1-action).

Normal: Creatures cannot normally modify spell-like abilities with spell altering metamagic feats.

Special: This feat does not provide knowledge of any other metamagic feat and it cannot be used with class based spell-like abilities, like the druid's wild shape or paladin's ability to cure disease. Spell altering metamagic feats from Core Rulebook I include: Empower Spell, Enlarge Spell, Extend Spell, Heighten Spell, Maximize Spell, Quicken Spell, Silent Spell and Still Spell. Because spell-like abilities are cast without need of verbal, somatic or material components, modifying a spell-like ability with Silent Spell or Still Spell provides no additional game related benefit.

Example: Spell slots for modifying a spell-like ability with a spell altering metamagic feat from Core Rulebook I are: Empower Spell (2nd level spell slot), Enlarge Spell (1st level spell slot), Extend Spell (1st level spell slot), Heighten Spell (+1 level spell slot per enhanced level), Maximize Spell (3rd level spell slot) and Quicken Spell (4th level spell slot).

Balance: 3.80 (Purp 4.00, Pow 4.00, Port 4.00, Comp 3.00, Rule 4.00)

INNATE SPELL-LIKE PENETRATION [Monster]

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The creature's spell-like abilities are able to pierce spell resistance with ease.

Prerequisite: Innate spell-like ability.

Benefit: Similar in effect to the Spell Penetration feat, the creature gains a +2 bonus to caster level checks (1d20+caster level) to overcome a creature's spell resistance with its spell-like abilities.

Special: This feat cannot be used with class based spell-like abilities, like the druid's wild shape or paladin's ability to cure disease.

Balance: 4.70 (Purp 4.50, Pow 4.75, Port 4.75, Comp 4.75, Rule 4.75)

INNER DEPTHS OF THE SOUL [General, Melee]

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You have tapped an inner reserve of power, and your XP costs are reduced.

Prerequisite: Int 13+ Wis 13+, Cha 13+

Benefit: Any time you cast a spell with an XP cost, manifest a power with an XP cost or create a magic item, the XP cost is reduced by 10%. Fractional XP costs are rounded up.

Special: A character may gain this feat multiple times. Each time you take this feat beyond the first, the ability score requirements each increase by 2 and the XP cost discount is increased by 5%.

Example: At 6th level Garmand took Inner Depth of the Soul as his feat. He met the prerequisites of 13 or higher in Intelligence, Wisdom and Charisma. The XP cost discount is 10%. At 9th level, he wishes to take the feat again. He must meet the increased prerequisites of 15 or higher in Intelligence, Wisdom and Charisma. If he does, then the feat will grant a total discount of 15% to XP costs.

Balance: 3.70 (Purp 4.00, Pow 3.75, Port 3.50, Comp 3.50, Rule 3.75)

INSPIRING LEADER [General, Melee]

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You work to inspire your followers and cohorts and raise their morale.

Prerequisite: Cha 13+, Leadership

Benefit: Your cohorts gain a +1 morale bonus to attack and damage and a +2 morale bonus to saving throws versus all fear effects and mind-affecting spells and abilities while you are personally directing their efforts. This bonus will last for up to one minute without additional orders being given. All cohorts and followers within thirty feet gain a +1 morale bonus to attack and on saving throws versus all fear effects. These bonuses remain in effect for up to one minute if you are dropped in combat.

Balance: 3.58 (Purp 4.30, Pow 3.00, Port 3.30, Comp 3.30, Rule 4.00)

INSTANT AWAKENING [General, Melee]

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You can instantly awaken from sleep at the slightest sign of danger.

Benefit: When subject to surprise or a coup de grace attack while asleep, you may make an immediate Reflex save (DC 15) to awaken and defend yourself normally. On a successful save you are not considered helpless or surprised; roll for initiative and resolve the attack in normal fashion.

Normal: A sleeping opponent is helpless (+4 circumstance bonus to strike, treat Dexterity as 0 and apply 5 modifier to Armor Class) and subject to a coup de grace attack.

Balance: 4.30 (Purp 4.25, Pow 4.25, Port 4.50, Comp 4.00, Rule 4.50)

KI OF THE MASTERS [General, Martial]

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You have learned to channel your Ki into devastating

unarmed attacks.

Prerequisite: Wis 13+, Str 11+, Improved Unarmed Strike, Stunning Fists, base attack +3 or higher.

Benefit: On a successful unarmed strike you can add your Wisdom modifier instead of your Strength modifier to the damage roll. This feat is an extraordinary ability.

Balance: 4.30 (Purp 4.75, Pow 4.00, Port 4.25, Comp 4.25, Rule 4.25)

LEARNED METAMAGIC [Metamagic]

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Through hard work, study and dedication, you have learned to combine your arcane knowledge with your innate spellcasting ability, enabling you to prepare certain metamagic spells.

Prerequisite: Ability to cast Arcane spells without preparation (like a Bard or Sorcerer), Int 13+, Spellcraft 8+, Knowledge (arcana) 8+, metamagic feat.

Benefit: You can prepare metamagically-enhanced versions of spells that you know exactly like a Wizard. Prepared metamagic spells take up a spellcasting slot of the appropriate level (against a Bard or Sorcerer's spells per day) until cast, per the base spell and metamagic feat used to augment it. This spell slot cannot be used to cast another spell without wasting the prepared metamagic spell. Only spells known by the Bard or Sorcerer can be prepared in this fashion, and preparing a metamagic spell takes a minimum amount of time equal to 15 minutes plus the enhanced levels of the spells prepared. A prepared metamagic spell is cast exactly as if the spell were cast by a Wizard, per the normal casting time of the base spell, and once cast the metamagic spell cannot be recast without being prepared again.

Normal: Bards and Sorcerers do not normally prepare spells

Special: This feat does not provide knowledge of any other metamagic feat.

Balance: 3.10 (Purp 3.00, Pow 3.50, Port 3.25, Comp 2.75, Rule 3.00)

LEARNING MASTERY [General, Melee]

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You can increase your max ranks allowable by 1 rank

Benefit: You can raise your skill point limit by one point (i.e. class level +4).

Normal: You are limited to your level +3 for the number of ranks you may have in a skill.

Special: You do not gain any skill points from this feat, you only get to increase your maximum limit. This affects both class and cross-class skills (cross-class skills are still based on 1/2 your max class skill ranks. This feat can only be taken once.

Balance: 3.60 (Purp 4.00, Pow 2.00, Port 4.00, Comp 4.00, Rule 4.00)

Comments: This could be a powerful feat and off-

balances some of the skill-based systems as far as certain class features are concerned.

LEARNING SACRIFICE [General, Melee]

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Allows you to sacrifice a feat to gain a bonus number of skill points

Benefit: Rather than learning a feat, you may add an additional number of skill points to your character's skill point pool. The number of skill points gained is equal to your intelligence modifier.

Special: You are still restricted in the number of skill points you can have in any one skill (based on level). This feat may be taken multiple times. The number of points gained is based on intelligence at the time the Skill Learning feat is taken. Changes to intelligence after the fact do not impact the number of skill points gained.

Balance: 4.20 (Purp 3.60, Pow 4.20, Port 4.40, Comp 4.40, Rule 4.40)

Comments: Yes, another skill based feat, but focuses on a specific aspect.

LEGENDARY TOUGHNESS [General, Melee]

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You have the extraordinary ability to negate small amounts of damage.

Prerequisite: Con 13+, Great Fortitude, Toughness, base attack bonus +12 or higher

Benefit: You gain damage reduction 1/-, allowing you to negate the first point of damage that you suffer every time that you take hit point damage. This can reduce the amount of damage that you suffer to 0 but never below 0.

Special: This feat can only be taken once and stacks with all other feats and abilities that provide damage reduction.

Balance: 4.55 (Purp 4.75, Pow 4.75, Port 4.50, Comp 4.50, Rule 4.25)

LETHAL FIST [General, Martial Style]

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Your unarmed attacks cause lethal damage.

Prerequisite: Improved Unarmed Strike (feat or monk class ability).

Benefit: You can opt to do normal or subdual damage with unarmed and grappling attacks.

Special: Monks already have this as a class ability.

Balance: 4.75 (Purp 4.75, Pow 4.75, Port 4.75, Comp 5.00, Rule 4.50)

LIFE LINE [General, Melee]

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Your mental ability to overcome pain and suffering can help to save your life

Benefit: When dying, your chance to stabilize is 10% for each point of your constitution modifier. Likewise, all recovery efforts, whether aided or unaided are also 10% for each point of your constitution modifier.

Normal: The chance to stabilize is 10%

Balance: 4.40 (Purp 4.40, Pow 3.80, Port 4.80, Comp 4.40, Rule 4.60)

Comments: This is a very specific feat, but I could see it being of use for adventurers who are often loners and without support when out and about.

LIGHT SLEEPER [General, Melee]

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You wake up easily.

Benefit: You can make listen rolls even while asleep. On a successful roll, you wake up. You also fall asleep easily, so you still get your rest even if you wake up several times per night.

Balance: 4.75 (Purp 4.75, Pow 4.75, Port 5.00, Comp 4.75, Rule 4.50)

LINKED LEARNING [General, Melee]

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You have created a special relationship between two normally unrelated skills

Prerequisite: 5 or more ranks in both skills to be linked

Benefit: Choose any two skills, regardless of relationship and gain a +2 synergy bonus to one of them. This relationship should be established through the character's history, or a role-playing development. All links are based on the discretion of the DM and should make sense based on the story created.

Special: This feat does not stack with skills that already have synergy bonuses.

Balance: 4.00 (Purp 3.40, Pow 4.00, Port 3.60, Comp 4.80, Rule 4.20)

Comments: This is a solid feat that allows someone to create a relationship between two abilities that are not normally related.

MAGIC SECRET [General, Melee]

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Your magic is tied to a secret

Benefit: Because all your magic is tied to a secret, those not knowing this secret find it harder to unravel your spells.

The difficulty of any dispel check against your spells is 15 + your caster level instead of the normal 10 + caster level.

But the drawback is that anyone who knows your magical secret will automatically succeed in any dispel check against your magic.

Special: The effects of the spells are not changed in any way. The feat affects all your spells from the moment you learn it; you cannot avoid using it

Notes: A magical secret can be most anything, but it must be something that is possible to figure out. A secret name, your birthday, the name of your mentor or patron, the fact that you are of a strange race or parentage, your sex (or lack thereof), the true color of your hair; all are possible spell secrets. Anyone researching your background or making their knowledge skill roll about you will learn you

have this feat, but not what your exact secret is.

Balance: 3.62 (Purp 4.60, Pow 3.60, Port 3.30, Comp 3.60, Rule 3.00)

MAIN GAUCHE [General, Defense]

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Defend with an off-hand weapon

Prerequisite: Two-Weapon Fighting

Benefit: If you are using a light off-hand weapon, or even holding a buckler, hat or rolled up cloak in your off hand, you can use your off-hand weapon to defend. It also works with a double weapon. You must make a full-round attack, and you are giving up all off-hand attacks for the round. This gives you a +4 bonus to Armor Class and a -2 penalty to attack.

Special: If you use a buckler this way, you get no armor bonus from it.

Notes: Main Gauche means simply 'left hand', but it is often applied to a left-hand parrying dagger and the fighting style that goes with it. The forerunner of modern fencing, it uses an off hand weapon to deflect attacks, but not to attack with. This feat represent the very earliest fencing styles, and is appropriate for an early renaissance campaign.

Balance: 4.20 (Purp 5.00, Pow 4.00, Port 4.00, Comp 4.00, Rule 4.00)

MANIC DEPRESSIVE [General, Melee]

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You suffer violent mood swings

Benefit: Each morning you must make a percentage roll to determine whether you are manic or depressed. If you roll above 50% you are manic and gain a +2 morale bonus to all saves and charisma for the rest of the day. If you roll below 50% you suffer a -2 penalty to all saves and charisma for the rest of the day.

Notes: I know this simple mechanic doesn't handle the complexity of the condition and to properly play it the player should role-play the personality change the character undergoes. I don't think it's a great feat, and it is outside the scope of a typical feat, but it could be interesting to play. This feat should either be taken at character creation or in response to some traumatic life event.

Balance: 3.20 (Purp 3.00, Pow 3.00, Port 3.00, Comp 4.00, Rule 3.00)

MAXIMIZE PSIONIC ATTACK [Metapsionic]

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You can inflict maximum damage when using your psionic attack modes in psionic combat

Prerequisite: Cha 13+, Mental Adversary

Benefit: You inflict maximum ability point damage on a successful psionic attack with any of your psionic attack modes. Maximized psionic attacks cost a number of power points equal to the cost of the psionic attack mode +8.

Unlike the Mental Adversary feat, these power points must

be spent on initiating the maximized psionic attack mode, prior to determining the success or failure of the attack. On a failed attack these points are lost.

Balance: 3.45 (Purp 3.50, Pow 3.25, Port 3.75, Comp 3.75, Rule 3.00)

METAFFINITY [Metamagic]

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You are adept at casting metamagic Arcane spells without prior preparation.

Prerequisite: Ability to cast Arcane spells without preparation (like a Bard or Sorcerer), at least one other metamagic feat.

Benefit: Despite the fact that you do not prepare spells, you are able to cast any spell augmented by any other metamagic feat that you know without increasing the spell's casting time. Spells quickly cast through use of this feat use up a spell slot one level higher than the spell's metamagically enhanced level.

Normal: Sorcerers, Bards and other Arcane spellcasters that do not prepare spells normally take more time to cast a metamagic spell than a normal one. If a spell's normal casting time is 1-action, a Sorcerer or Bard can cast a metamagically-enhanced version of the spell as a full-round action. With the Metaffinity feat, you are able to cast the same metamagically-enhanced spell in 1-action.

Special: This feat can be combined with the Quicken Spell feat, a feat not normally useful to Sorcerers and Bards.

Example: Aeryk, a 17th level Sorcerer, has the Metaffinity, Quicken Spell and Maximize Spell feats. He can cast a maximized Lightning Bolt spell as a full-round action by using up a 6th level spell slot or use his Metaffinity feat to cast a maximized Lightning Bolt in 1-action by using up a 7th level spell slot. He could also use his Metaffinity feat to cast a quickened Lightning Bolt as a free action by using up an 8th level spell slot, but would not be able to maximize the spell.

Balance: 4.10 (Purp 4.50, Pow 4.00, Port 3.75, Comp 4.25, Rule 4.00)

METASPELL [Metamagic]

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You can learn metamagically-enhanced spells instead of standard spells.

Prerequisite: Ability to cast Arcane spells without preparation (like a Bard or Sorcerer).

Benefit: When you gain new spells, you have the option of learning a metamagically-enhanced spell in place of another spell of the appropriate level. This spell takes up a spell-slot appropriate for the normal level of the spell, modified by the metamagic feat used to augment the spell. You do not need to know the base spell nor the metamagic feat used to modify the spell in order to use this feat. Once a metamagically-enhanced spell is learned in this manner, you cannot cast the spell without its metamagic enhancement,

though you can augment the spell in standard fashion with additional metamagic feats. A metamagic spell learned in this fashion is cast as if the spellcaster were a Wizard, without increasing the time needed to cast the spell.

Example: A Sorcerer normally gains a 5th level spell on attaining 10th level. Instead of learning a standard 5th level spell, a Sorcerer with the Metaspell feat could learn an Empowered Fireball spell (3rd level spell +2 spell levels for the Empower feat).

Balance: 4.65 (Purp 5.00, Pow 5.00, Port 4.50, Comp 4.25, Rule 4.50)

MIMICRY [General, Melee]

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You can replicate almost any natural sound you have ever heard

Prerequisite: Perform (with training as a mimic).

Benefit: As a standard action, you can imitate almost any sound (footsteps, a door opening or closing, two persons fighting or the whoosh of a fireball). You cannot simulate anything louder than a shout or duplicate the sound of any magical effect. Use the perform skill opposed by the audience's listen skill to be convincing.

Normal: Any performer capable of mimicking can imitate voices and common animal sounds. Imitating speech patterns and mannerisms is covered under the disguise skill.

Special: You cannot make the sounds appear to come from somewhere else without additional abilities beside this feat.

Balance: 4.22 (Purp 3.80, Pow 4.60, Port 4.30, Comp 4.30, Rule 4.10)

Comments: This feat takes you beyond the perform skill itself by allowing you to become a human beat box or the guy from police academy ;-)

MINDLESS EFFORT [Metamagic]

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You can continue to maintain a concentration spell for a limited time without concentrating on it

Prerequisite: 10 or more ranks in Concentration

Benefit: A concentration based spell cast using this feat can continue to function without concentration for a period of rounds equal to your primary ability modifier. If there is already a modifier to the duration of the spell once concentration has ceased, you may add your modifier to that duration. This spell takes up a spell slot one level higher.

Balance: 4.64 (Purp 4.80, Pow 4.60, Port 4.80, Comp 4.40, Rule 4.60)

Comments: This is especially fun for those illusionist types...

MINDS EYE [General, Melee]

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Gain an additional resistance to illusions and enchantments

Prerequisite: Iron Will

Benefit: Gain an additional +2 to will saves against the effects of illusions and enchantments.

Special: This additional modifier stacks with Iron Will.

Balance: 4.28 (Purp 3.20, Pow 4.50, Port 4.70, Comp 4.50, Rule 4.50)

Comments: This feat was designed for those who are worried about suffering the effects of mind-altering spells and magic.

MINOR SPELL MASTERY [General, Melee]

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You have become so familiar with a 0-level spell that it becomes second nature to you.

Prerequisite: spellcasting level 3+ (divine or arcane)

Benefit: You must permanently sacrifice one 0-level spell slot. In exchange, you can cast one 0-level spell of your choice as a spell-like ability a number of times per day equal to your governing ability modifier.

Special: You may take this feat multiple times, each time with a different 0-level spell.

Example: A 9th level Bard with 19 Charisma decides to take this feat. He picks detect magic spell to master. Normally, he can cast three 0-level spells per day. Now, he can only prepare and cast two 0-level spells. However, he can cast detect magic 4 times per day as a spell-like ability.

Balance: 4.15 (Purp 4.25, Pow 4.25, Port 4.00, Comp 4.00, Rule 4.25)

MISSILE PROOF [General, Melee]

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You may block projectiles easily with your shield.

Prerequisite: Combat Reflexes, Shield Proficiency.

Benefit: You must be using a Buckler, Small Shield or Large Shield when using this feat. Once per round when you or someone immediately behind you would normally be hit with a ranged weapon, you may make a Reflex saving throw against a DC of 20 (if the ranged weapon has a magical bonus to attack, the DC increases by that amount). You add a Small or Large Shield's armor bonus, and enhancement bonus if applicable, to your Reflex roll for purposes of this feat. If you succeed, you deflect the weapon. You must be aware of the attack and not flat-footed. You may block an incoming missile attack with your shield only once per round. This feat also allows the character to block magical projectile attacks (e.g. Melf's acid arrow, fire arrow), but the shield will sustain any damage from the spell that exceeds its hardness. Against special attacks with splash damage (e.g. acid, alchemist's fire, etc.), if the Reflex saving throw is successful, the shield takes the primary damage and you take only the splash damage.

Special: You may take this feat multiple times. Its effects do not stack. Each time you take this feat, you may block an additional missile attack with your shield. You may not block more attacks in a round than 1 + your Dexterity bonus.

Balance: 4.20 (Purp 4.50, Pow 4.00, Port 4.75, Comp 3.50, Rule 4.25)

MONK WEAPON MASTERY [Special]

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Through dedication, training and hard work, a monk can master any weapon

Prerequisite: Proficient with chosen weapon, Weapon Focus (chosen weapon), base attack bonus +6 or higher

Benefit: Choose any single weapon that meets the above requirements. The monk can now use her more favorable unarmed attack bonus, including the improved number of attacks per round, when wielding that weapon and may incorporate use of that weapon with her flurry of blows ability.

Normal: At first level, every monk has this ability with the kama, nunchaku & siangham. I also recommend allowing a Monk to wield a quarterstaff in a similar manner.

Balance: 4.30 (Purp 4.60, Pow 4.60, Port 4.30, Comp 4.00, Rule 4.00)

NATURAL LEADER [General, Melee]

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You are adept at leading organized efforts

Benefit: When organizing a cooperative effort, each helper can add the leader's Charisma bonus to their individual check rolls.

Example: A group of 3 heroes is attempting to move a heavy boulder. This requires a strength check against DC 10 for the two helpers. If they make it, the leader gains a +2 circumstance bonus. The leader must then make his strength check. Using this feat, the leader can generate a morale based check bonus for the helpers and add his charisma modifier to their check rolls.

Balance: 4.48 (Purp 5.00, Pow 4.00, Port 5.00, Comp 4.00, Rule 4.40)

Comments: Easier to understand with an example. I also changed around the various aspects of the feat itself to make more sense. It should be pretty solid now. This is not the same thing as the Leadership feat.

NIGHT OWL [General, Trait]

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A benefit to any adventurer, you only need a minimal amount of sleep to stay active and alert.

Benefit: You only need half the usual amount of sleep or trance (based on your race) to awaken fully refreshed and recovered from fatigue penalties.

Normal: Without this feat you require 8 hours of sleep (4 hours of trance if an elf) to awaken refreshed.

Special: Like elven spellcasters, you still need 8 hours of restful calm in order to prepare spells even if you have a lesser sleep or trance requirement to stay refreshed.

Balance: 4.52 (Purp 4.40, Pow 4.40, Port 4.80, Comp

4.60, Rule 4.40)

OPPORTUNITY COUNTERSPELL [General, Melee]

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You can cast counterspells in lieu of making an opportunity attack

Prerequisite: Quicken Spell, Spellcraft skill

Benefit: You get one free ready action each round that you can only use for counterspelling. If you use this ready action, you do not get any attacks of opportunity for the round, but your initiative does not change as it does from a normal ready action.

Special: You cannot use this feat to cast extra spells for effect; it only allows counterspelling of an opponent's spells.

Notes: Your casting of the counterspell may trigger an opportunity attack in the normal fashion. You cannot use this feat to cast extra spells for effect; it only allows counterspelling of an opponent's spells.

Balance: 3.90 (Purp 4.00, Pow 3.00, Port 4.00, Comp 4.50, Rule 4.00)

PACK ATTACK [General, Melee]

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You are trained to coordinate with others to bring down powerful enemies

Benefit: If others are flanking your opponent, you are considered to be flanking that opponent also, and get all the normal benefits of flanking.

Normal: You must be one of the attackers that cause the target to become flanked to receive a flanking bonus.

Balance: 4.56 (Purp 5.00, Pow 4.30, Port 4.60, Comp 4.30, Rule 4.60)

PACK INITIATIVE [General, Melee]

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You can coordinate your initiative with pack mates.

Prerequisite: Pack Attack

Benefit: If you and an ally both have this feat, you may change your initiative order to act on the same initiative count as your ally. This free action must be taken after initiative checks are rolled, but before regular rounds begin. It lasts for the entire combat, or until you ready or delay your action, just as if you had initially rolled this initiative

roll.

Special: You still cannot act on an initiative count higher than your normal maximum initiative count (20 + initiative bonus).

Balance: 3.85 (Purp 4.50, Pow 3.25, Port 3.75, Comp 3.75, Rule 4.00)

PACK MULE [General, Melee]

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Folks can now carry just a wee bit more by knowing how to balance a pack.

Benefit: You can carry weight (encumbrance) as if your Strength were two points higher.

Balance: 4.92 (Purp 5.00, Pow 4.60, Port 5.00, Comp 5.00, Rule 5.00)

PACK RAT [General, Melee]

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You tend to find things you don't remember having

Benefit: There is a slim chance that you may have any small (2 lbs or less) non-magical, standard item on your person or in your pack. The chance to find such an item is an intelligence check against a DC of 15 + the GP cost of the item (all items are considered to cost at least one GP for the purpose of this feat). This feat can only be attempted once for any item sought until after you have returned to a town area for supplies.

Example: You have just located an ancient carving on a cave wall that yields secrets in a writing you do not

understand. Someone has the great idea to do a rubbing of the wall. Bonzo the wizard pulls out a piece of parchment, but no one has anything to rub over it with. You flip through the pockets of your cloak and find an old dried up husk of charcoal.

Notes: This feat cannot be used to find extra money, or saleable items. You can only find one item of any item in this fashion (until you have a chance to restock in town). It is simply your tendency to absent-mindedly stick small things here and there without paying attention.

Balance: 4.02 (Purp 4.20, Pow 4.00, Port 4.00, Comp 3.70, Rule 4.20)

Comments: DMs should further limit this selection down to just those items (of 2lbs or less) considered common in



Pack Mule

the SRD. Watch players who try to abuse this and limit them even further.

PAIN IS MY FRIEND [General, Melee]

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You like to hurt yourself before entering combat

Benefit: As a full round action you deal 4 points of damage to yourself, for a number of rounds equal to 3 plus your constitution modifier you gain a +2 rage bonus to strength and a +2 fear bonus to intimidation checks.

Notes: This is kind of barbarian rage, although it could represent an inner focus and determination as apposed to an uncontrolled frenzy, or even a sick dementia.

Balance: 3.70 (Purp 3.00, Pow 4.00, Port 3.50, Comp 4.00, Rule 4.00)

PENETRATING KI STRIKE [Special]

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You can use your mastery of ki to make an unarmed strike as if delivering a touch attack.

Prerequisite: Wis 13+, Improved Unarmed Strike, Stunning Attack class ability, Ki Strike class ability, base attack bonus +9 or higher.

Benefit: You can resolve your next unarmed melee attack as a touch attack, ignoring any benefit to your opponent's Armor Class provided by armor, shield or natural armor. Each use of Penetrating Ki Strike counts as three of your stunning attacks per day and you must declare use of this feat prior to your attack roll. A failed attack roll ruins your attempt and wastes three stunning attacks. Penetrating Ki Strike is a supernatural ability.

Balance: 4.00 (Purp 4.25, Pow 4.00, Port 4.00, Comp 3.75, Rule 4.00)

PENETRATING PSIONIC FIST [Psionic]

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You can charge your unarmed strikes to penetrate an opponent's damage reduction.

Prerequisite: Str 13+, Psionic Fist, Unavoidable Strike, base attack bonus +6 or higher.

Benefit: Although you do not gain a bonus on attack or damage rolls with this feat, by spending 3 power points your unarmed strikes can ignore damage reduction as if your hands and feet had an enhancement bonus of +1. You can increase the effective enhancement bonus of your unarmed strikes by paying 3 additional power points per +1 enhancement bonus, allowing you to penetrate even stronger damage reduction. You must decide whether or not to pay the cost for this feat prior to making your attack and the power points are lost if your attack misses. Your hands and feet can remain "charged" for a number of rounds equal to your Strength modifier +1 or until your next unarmed attack, whichever occurs first.

Balance: 4.25 (Purp 4.75, Pow 4.00, Port 4.00, Comp 4.00, Rule 4.50)

PENETRATING PSIONIC SHOT [Psionic]

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You can charge your ranged attacks to penetrate an opponent's damage reduction.

Prerequisite: Dex 13+, Point Blank Shot, Psionic Shot, Fell Shot, base attack bonus +6 or higher.

Benefit: Although you do not gain a bonus on attack or damage rolls with this feat, by spending 3 power points your ranged attacks can ignore damage reduction as if they had an enhancement bonus of +1. You can increase the effective enhancement bonus of your ranged shots by paying 3 additional power points per +1 enhancement bonus, allowing you to penetrate even stronger damage reduction. You must decide whether or not to pay the cost for this feat prior to making your attack and the power points are lost if your attack misses. Your arrow, bolt or bullet remains "charged" for a number of rounds equal to your Strength modifier +1 or until your next ranged attack, whichever occurs first.

Balance: 4.25 (Purp 4.75, Pow 4.00, Port 4.00, Comp 4.00, Rule 4.50)

PENETRATING PSIONIC WEAPON [Psionic]

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You can charge your melee weapon to penetrate an opponent's damage reduction.

Prerequisite: Str 13+, Power Attack, Psionic Weapon, Deep Impact, base attack bonus +6 or higher.

Benefit: Although you do not gain a bonus on attack or damage rolls with this feat, by spending 3 power points your melee weapon can ignore damage reduction as if it had an enhancement bonus of +1. You can increase the effective enhancement bonus of your melee weapon by paying 3 additional power points per +1 enhancement bonus, allowing you to penetrate even stronger damage reduction. You must decide whether or not to pay the cost for this feat prior to making your attack and the power points are lost if your attack misses. Your melee weapon can remain "charged" for a number of rounds equal to your Strength modifier +1 or until your next melee attack, whichever occurs first.

Balance: 4.25 (Purp 4.75, Pow 4.00, Port 4.00, Comp 4.00, Rule 4.50)

PENETRATING SHOT [Special, Fighter Only]

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Choose one type of bow or crossbow; with that weapon, your attacks strike true

Prerequisite: Weapon Specialization with the weapon, Point Blank Shot, base attack bonus +8 or higher

Benefit: Any threat roll that also is a successful attack with the weapon always results in a Critical Hit. This feat only applies to attacks with ranges up to 30 feet.

Special: You can take this feat multiple times. Its effects do

not stack. Each time you take the feat, it applies to a new weapon.

Balance: 4.10 (Purp 3.60, Pow 4.00, Port 4.30, Comp 5.00, Rule 3.60)

PIDGIN [General, Melee]

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You can hold simple conversations in any language.

Benefit: You can make yourself understood by almost anyone. This lets you communicate basic things, like a need for supplies and to barter, even if you have no language in common with those you are speaking to. You may use no more than two words in a sentence and two syllables in each word when roleplaying the speaking of pidgin.

Notes: You can only communicate with creatures who can speak some language. A purely telepathic creature, or one communicating through scents but not words, is unintelligible to you.

Balance: 3.92 (Purp 3.70, Pow 3.50, Port 4.20, Comp 4.50, Rule 3.70)

PIERCING SHOT [General, Ranged]

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Your crossbow bolts pierce armor.

Prerequisite: Proficiency with any crossbow.

Benefit: When you shoot a crossbow or firearm, any threat roll that also is a successful attack with the weapon always results in a Critical Hit. This feat only applies to attacks at a range of up to 30 feet.

Normal: See Critical Hits, page 123 in the 3rd Edition Player's Handbook.

Notes: This could be a house rule rather than a feat.

Balance: 3.82 (Purp 4.60, Pow 3.00, Port 3.30, Comp 4.60, Rule 3.60)

PIN WEAPON [General, Melee]

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This feat allows you to lock blades with an opponent, reducing his ability to react

Prerequisite: Base attack bonus +3.

Benefit: As a full-round action, you can strike an opponent's weapon to pin it. This works like a disarm but does not trigger an attack of opportunity. A successful pin causes both of you to be flat-footed as long as it is maintained.

Special: You must remain within 5' of one another to maintain the pin. Either of you can end the pin on your turn by moving away, letting go of his weapon, or as a standard action.

Example: Friar Tuck is rescuing some children from a castle dungeon when a guard blocks the way. Tuck pins his weapon, shouting for the children to run past. The guard cannot make any attacks of opportunity, as he is flat-footed.

Notes: You can only use Pin Weapon unarmed if you have the Improved Unarmed Combat feat.

Balance: 4.20 (Purp 4.50, Pow 4.50, Port 5.00, Comp 4.00, Rule 3.00)

POISON RESISTANCE [General, Melee]

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You have a broad-band resistance to poison.

Benefit: You receive a +4 bonus to all Fortitude saves against poison.

Balance: 4.50 (Purp 4.25, Pow 4.75, Port 4.50, Comp 4.50, Rule 4.50)

POISON TOLERANCE [General, Melee]

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You have worked up a tolerance to certain poisons

Prerequisite: Poison Use, Con 13+

Benefit: You are able to train your body to ignore the effects of certain (specific) poisons. You must have access to the poison so you can gradually work up an immunity by subjecting yourself to increasingly larger doses. It takes at least a full dose of the poison and one month's time (during which you can still do other things) to work up the immunity.

Special: You can only maintain a number of immunities equal to your Constitution bonus at any one time. The immunity will fade in a month if you do not use another dose to keep it up.

Balance: 3.90 (Purp 3.70, Pow 4.40, Port 3.80, Comp 3.80, Rule 3.80)

Comments: This is an interesting and useful feat.

POISON USE [General, Melee]

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Learn to use poisons effectively

Prerequisite: Alchemy

Benefit: You can use poisons with no danger to yourself.

Balance: 3.96 (Purp 3.40, Pow 4.40, Port 4.10, Comp 4.80, Rule 3.10)

Comments: This feat only applies to the % chance that you may poison yourself while using poisons. It does NOT provide immunity (see the Poison Tolerance feat for that added ability).

POLE FIGHTING [General, Melee]

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When fighting with a pole arm you can use the butt to strike opponents

Prerequisite: Strength 13+, weapon proficiency with a pole arm

Benefit: When using a pole arm in two hands, you can use the butt end to make an additional attack. The butt end counts as a normal club for most purposes, but it keeps the pole-weapon's original size. For pole-arms without reach, this allows you to use them as double weapons. That is, you can fight as if using two weapons, but if you do, you incur all the normal penalties associated with fighting with two weapons, as if you were using a one-handed weapon and a

light weapon. For pole arms with reach, it means you can use the butt, without reach, and thus strike adjacent opponents. You are effectively using your butt end in two hands and get the improved damage bonus from strength that this allows.

Special: Pole arms include the halfspear, shortspear, trident, glaive, guisarme, halberd, longspear, ranseur and quarterstaff. The merits of this feat are intrinsic to the quarterstaff.

Balance: 4.44 (Purp 4.60, Pow 4.60, Port 4.70, Comp 4.10, Rule 4.20)

Comments: An interesting feat that allows you to better use a pole-arm in combat. Well thought out and well balanced.

POWER DOUBLE WEAPON [General, Melee]

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You have learned to maximize the strength of your blows when wielding a double weapon.

Prerequisite: Double Weapon Fighting, Power Attack, base attack bonus +3 or higher.

Benefit: When wielding a double weapon, you add your full Strength bonus to damage rolls with all of your primary and secondary attacks.

Normal: Without this feat you add your full Strength bonus to damage rolls with your primary attack(s) and half your Strength bonus to damage rolls with your secondary attack(s).

Balance: 4.35 (Purp 4.25, Pow 4.50, Port 4.25, Comp 4.50, Rule 4.25)

POWER FINESSE [General, Melee]

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Allows you to take Weapon Finesse for any melee weapon.

Prerequisite: Proficient with weapon, base attack bonus +1 or higher.

Benefit: You can now learn the Weapon Finesse feat applied to any melee weapon, regardless of it's size. Power Finesse has no other effect in and of itself.

Notes: Even with this feat, the DM may not allow Weapon Finesse for certain clumsy weapons, such as the great club.

Balance: 3.90 (Purp 3.50, Pow 3.75, Port 3.75, Comp 4.25, Rule 4.25)

POWER PSICRYSTAL [Psionic]

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You can charge your psicrystal with power points and use it as a crystal capacitor

Prerequisite: Psicrystal class ability, ability to manifest 3rd level psionic powers.

Benefit: You can store extra power points in your psicrystal. In effect, the psicrystal gains the powers of a crystal capacitor capable of storing 5 power points. The psicrystal retains all of its other powers and continues to advance in ability as normal.

Normal: Psicrystals cannot normally store power points.

Special: This feat can be combined with Crystal Psiweapon.

Balance: 3.65 (Purp 3.75, Pow 3.25, Port 3.50, Comp 4.00, Rule 3.75)

POWER RESISTANCE: CLAIRENTIENCE & TELEPATHY [Monster/Special]

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The creature can apply its Power Resistance (PR) against psionic powers from the clairsentience and telepathy disciplines.

Benefit: All psionic powers from the clairsentience and telepathy disciplines must beat the creature's PR in order to discover anything about it.

Normal: PR does not normally apply against most powers from the clairsentience discipline or against powers from the telepathy discipline that do not directly influence, control or effect the target creature.

Special: Characters that gain PR by race (like githyanki or githzerai) can choose this feat as a Special feat. If using the default Psionics-Magic Transparency option, this feat also extends your PR to resist all spells and spell-like abilities from the divination school of magic.

Balance: 4.70 (Purp 5.00, Pow 4.75, Port 4.75, Comp 4.50, Rule 4.50)

POWER RESTING [General, Melee]

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You are more in touch with the Universe when resting, requiring less time to clear your mind in preparation for learning arcane spells or regaining power points.

Benefit: You require only 4 hours of rest prior to preparing to relearn arcane spells and/or regain power points.

Normal: You require 8 hours of rest prior to preparing to relearn arcane spells and/or regain power points.

Special: This feat does not allow you to gain any more spells or power points per day than normal, nor does it reduce the resting time you require to avoid or recover from fatigue. It does allow you to relearn arcane spells and/or regain power points even if you are fatigued.

Balance: 4.35 (Purp 4.50, Pow 4.00, Port 4.50, Comp 4.75, Rule 4.00)

POWERLESS SPELL [Metamagic]

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You can prepare or cast a spell for use as a counterspell

Benefit: You can cast a spell in such a way that it has no effect beyond a simple light show, an obviously powerless version of the real thing with an instantaneous duration and no lasting effect. A Fireball would only be a billowing cloud of hot air, a lightning bolt would become an obviously powerless, but still impressive, display of static. This allows you to show people that you have a powerful spell without expending a high-level spell slot, but the main use is in counterspelling. As it is the spell itself and not the effect that causes counterspelling, such a spell would have

very little effect on the real world, but could still be used to counterspell. By giving up the entire spell effect, you make the spell easier to prepare and cast, so that a spell takes up a spell slot two levels lower, but never lower than level zero.

Special: Spells whose effects are to negate or counterspell magic still lose their effect. So a powerless dispel magic can only be used to counterspell another dispel magic spell; it cannot be used as an attempt to counterspell any other spell (as that is the effect of a dispel magic spell, lost through the Powerless Spell feat). Nor can a powerless darkness spell be used to counter a light spell, for the same reason.

Balance: 4.18 (Purp 5.00, Pow 3.30, Port 4.30, Comp 4.00, Rule 4.30)

Comments: A great way to counterspell.

PRIMEVAL POWER [Monster]

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The creature can augment one of its supernatural or spell-like abilities with arcane, divine or profane power.

Prerequisite: Innate supernatural or spell-like ability.

Benefit: Half of the damage inflicted by the creature's chosen supernatural or spell-like ability is derived from arcane, divine or profane power and is resistant to protection from elements and similar magic. The other half of the damage is inflicted normally. Celestial creatures infuse their chosen ability with divine power, fiendish creatures with profane power and other creatures with arcane power.

Notes: Beware, never underestimate the power of a Dragon!

Balance: 4.45 (Purp 4.25, Pow 4.50, Port 4.50, Comp 4.25, Rule 4.75)

PROFANE DEATH BLOW [Divine]

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You are an unholy slayer, an assassin able to channel negative energy to slay the unrighteous.

Prerequisite: Ability to rebuke undead, Sneak Attack.

Benefit: Spend one of your rebuke undead attempts to add your Charisma modifier as a profane bonus to the attack and damage roll of your next sneak attack. After channeling the negative energy to power this feat, you must make this attack within a number of rounds equal to your Charisma bonus.

Special: If you have the Death Attack assassin class ability, you may similarly spend one of your rebuke undead attempts to add your Charisma modifier as a profane bonus to the DC of the Fortitude save made to resist your next Death Attack.

Balance: 3.87 (Purp 3.33, Pow 4.33, Port 4.00, Comp 3.67, Rule 4.00)

PROPHETIC DREAMER [General, Melee]

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Your dreams sometimes echo the future

Prerequisite: DM's permission

Benefit: Once per session, your GM should inform you of a dream you have had that portends an event that may be in your future. Ideally this dream could warn you of a possible danger, or guide you to a good decision. The dream need not come true, but should be a possible or likely scenario in the characters future. Sometimes the dreams are literal and sometimes symbolic, (at the DM's discretion).

Notes: This feat isn't for everyone. It should benefit the character but only as much as the DM wants it to. This could be a trait or the GM could decide some mystical event allows the character to start having these dreams.

Balance: 3.80 (Purp 5.00, Pow 4.00, Port 3.00, Comp 4.00, Rule 3.00)

PSIONIC ATTACK FOCUS [Psionic]

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You have great ability with one chosen psionic attack mode

Prerequisite: Cha 13+, Mental Adversary

Benefit: This feat mimics the Psionic Focus feat, except that it applies to one known psionic attack mode of your choice. Add +2 to the DC for all Will saves in psionic combat from this psionic attack mode.

Special: You can choose this feat up to five times, each time applying the bonus to a different known psionic attack mode of your choice. This feat does not allow you to discover additional psionic attack modes and can only be applied to a psionic attack mode previously discovered. This feat does not stack with the Greater Psionic Attack Focus feat. A Mind Flayer can choose Psionic Attack Focus with its mind blast special ability.

Balance: 3.95 (Purp 4.00, Pow 3.25, Port 4.00, Comp 4.25, Rule 4.25)

PSIONIC GHOST FIST [Psionic]

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You can psionically charge your unarmed strikes to effectively attack incorporeal opponents.

Prerequisite: Str 13+, Psionic Fist.

Benefit: By spending 1 power point your unarmed strikes can attack incorporeal opponents as if you had the ghost touch power, negating an incorporeal creature's ability to ignore 50% of successful attacks from a corporeal source. Although your unarmed strikes do not gain a bonus on attack or damage rolls with this feat, they do gain the ability to negate the damage reduction of incorporeal creatures as if your hands and feet were +1 magic weapons. You must decide whether or not to pay the cost for this feat prior to making your attack and the power point is lost if your attack misses. Your hands and feet can remain "charged" for a number of rounds equal to your Strength modifier +1 or until your next unarmed attack, whichever occurs first.

Balance: 4.30 (Purp 4.75, Pow 3.75, Port 4.50, Comp 4.25, Rule 4.25)

PSIONIC GHOST SHOT [Psionic]

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You can psionically charge your ranged attacks to effectively strike incorporeal opponents.

Prerequisite: Dex 13+, Point Blank Shot, Psionic Shot.

Benefit: By spending 1 power point your ranged shots can attack incorporeal opponents as if they had the ghost touch power, negating an incorporeal creature's ability to ignore 50% of successful attacks from a corporeal source. Although your ranged shots do not gain a bonus on attack or damage rolls with this feat, they do gain the ability to negate the damage reduction of incorporeal creatures as if they were +1 magic weapons. You must decide whether or not to pay the cost for this feat prior to making your attack and the power point is lost if your attack misses. Your arrow, bolt or bullet remains "charged" for a number of rounds equal to your Strength modifier +1 or until your next ranged attack, whichever occurs first.

Balance: 4.30 (Purp 4.75, Pow 3.75, Port 4.50, Comp 4.25, Rule 4.25)

PSIONIC GHOST WEAPON [Psionic]

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You can psionically charge your melee weapon to effectively strike incorporeal opponents.

Prerequisite: Str 13+, Power Attack, and Psionic Weapon.

Benefit: By spending 1 power point your melee weapon can attack incorporeal opponents as if it had the ghost touch power, negating an incorporeal creature's ability to ignore 50% of successful attacks from a corporeal source. Although your weapon does not gain a bonus on attack or damage rolls with this feat, it does gain the ability to negate the damage reduction of incorporeal creatures as if it were a +1 magic weapon. You must decide whether or not to pay the cost for this feat prior to making your attack and the power point is lost if your attack misses. Your weapon can remain "charged" for a number of rounds equal to your Strength modifier +1 or until your next melee attack, whichever occurs first.

Balance: 4.30 (Purp 4.75, Pow 3.75, Port 4.50, Comp 4.25, Rule 4.25)

PSIONIC INITIATIVE [Psionic]

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You receive flashes of insight that enable you to react instantly.

Prerequisite: Improved Initiative, reserve power points 5+.

Benefit: You gain an additional +2 bonus to initiative checks.

Special: This feat stacks with the Improved Initiative feat or any other skill, feat or ability that provides a bonus on Initiative checks unless otherwise specified.

Balance: 4.10 (Purp 4.00, Pow 4.00, Port 3.75, Comp 4.50, Rule 4.25)

PSIONIC MULTIFIST [Psionic]

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You can charge multiple unarmed strikes with psionic power

Prerequisite: Str 13+, Psionic Fist, base attack bonus 3+

Benefit: At the cost of 2 power points, your hands and feet can be charged as a free action to inflict +1 point of damage for a number of rounds equal to your Strength modifier +1. While your unarmed strikes are charged with psionic power you are considered armed and do not provoke attacks of opportunity.

Special: This feat does not stack with Psionic Fist or Improved Psionic Fist; only one of the feats can be used at any one time.

Balance: 4.10 (Purp 3.75, Pow 4.25, Port 4.25, Comp 4.00, Rule 4.25)

PSIONIC MULTISHOT [Psionic]

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You can charge multiple ranged attacks with psionic power

Prerequisite: Str 13+, Point Blank Shot, Psionic Shot, base attack bonus 3+

Benefit: At the cost of 2 power points, all of your ranged attacks can be charged as a free action to inflict +1 point of piercing damage for a number of rounds equal to your Str modifier +1.

Special: This feat does not stack with Psionic Shot or Improved Psionic Shot; only one of the feats can be used at any one time.

Balance: 4.05 (Purp 3.75, Pow 4.25, Port 4.25, Comp 4.00, Rule 4.00)

PSIONIC MULTIWEAPON [Psionic]

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You can your weapon with psionic power usable on multiple attacks.

Prerequisite: Str 13+, Power Attack, Psionic Weapon, base attack bonus 3+

Benefit: At the cost of 2 power points, your melee weapon can be charged as a free action to inflict +1 point of damage for a number of rounds equal to your Strength modifier +1.

Special: This feat does not stack with Psionic Weapon or Improved Psionic Weapon; only one of the feats can be used at any one time.

Balance: 4.05 (Purp 3.50, Pow 4.25, Port 4.25, Comp 4.00, Rule 4.25)

PSIONIC STRIKE [Psionic]

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With your psionic ability you are a deadly opponent in unarmed combat.

Prerequisite: Str 13+, Psionic Fist, reserve power points 1+.

Benefit: As long as you have 1 or more power points, your unarmed strikes are charged with psionic power. Your unarmed strikes do not provoke attacks of opportunity from armed opponents and inflict 1d6 points of lethal

damage in unarmed combat if Medium-sized and 1d4 points of real damage if Small-sized.

Normal: Unarmed attacks normally provoke attacks of opportunity against armed attackers and inflict 1d4 points of subdual damage in Medium-sized and 1d3 points of subdual damage if small sized.

Special: This feat can be combined with the Psionic Fist feat, allowing you to inflict 1d10 points of damage if Medium-sized at the cost of 1 power point per strike (1d6 points if Small-sized).

Balance: 4.00 (Purp 3.75, Pow 4.00, Port 4.00, Comp 4.25, Rule 4.00)

PULL BLOW [General, Melee]

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You can choose to leave your victims alive when they would otherwise fall

Prerequisite: Expertise, Weapon Focus, Int 13+, Attack Bonus 3+, Heal

Benefit: To use this feat you must be wielding a weapon for which you have weapon focus. When you damage an opponent and the damage dealt would take them below zero hit points you may pull your blow and deal exactly enough damage to take them to -1, where they will be unconscious but stable (not taking bleeding damage). You cannot use this feat on a critical strike.

Notes: Imagine a master swordsman that cuts with such precision that he wound exactly the amount they wish by cutting “just so”. I’m not sure that this is better than subdual damage except that you make your decision after the fact and creatures immune to subdual damage will still suffer from your

Balance: 4.20 (Purp 4.00, Pow 4.50, Port 4.50, Comp 4.00, Rule 4.00)

QUICK DEFENSE [General, Defense]

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Take defensive action before the initiative role during combat

Prerequisite: Alertness, Uncanny Dodge

Benefit: If threatened or surprised, you may take up the total defense position immediately. This action takes place before any attacks are made. This feat can only be used at the beginning of an encounter.

Special: If you choose to take the Quick Defense action, you may not act again within that round.

Balance: 4.72 (Purp 4.40, Pow 4.80, Port 4.60, Comp 5.00, Rule 4.80)

Comments: I’ve added uncanny dodge as suggested and will be creating uncanny dodge as a feat of its own later on so this feat can be used by more folks.

QUICKEN DIVINE CHANNELING [Divine]

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You can channel energy into a Divine feat with a moment’s thought.

Prerequisite: Ability to turn or rebuke undead, Charisma 13+, Extra Turning, Quicken Turning.

Benefit: You can channel energy to activate another divine feat as a free action a number of times per day equal to your charisma bonus. This counts against your ability to use one quickened ability per round. You can still only channel energy to power one divine feat or turning attempt per round.

Normal: Divine feats normal require a standard action to channel the requisite energy to power the feat.

Special: You can take this feat more than once, each time gaining the ability to use quicken a divine feat one more time per day.

Balance: 4.05 (Purp 4.25, Pow 4.00, Port 3.75, Comp 4.00, Rule 4.25)

RANK FIGHTING [General, Melee]

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You are trained to strike past friends using reach weapons

Prerequisite: Weapon proficiency with a reach weapon.

Benefit: You can ignore the normal 50% cover provided by a friend in between you and your opponent when striking with a reach weapon. You make such attacks with no penalty.

Normal: A friend in the way of a reach weapon attack provides 50% cover, and thus gives a +4 bonus to the target’s AC. The intervening creature takes no damage if struck instead. See ‘Cover and Reach Weapons’ in the Player’s Handbook, page 132.

Balance: 5.00 (Purp 5.00, Pow 5.00, Port 5.00, Comp 5.00, Rule 5.00)

RECHARGE [Item Creation]

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You can recharge your magical items rather than create new ones

Prerequisite: Item creation feat for the item in question

Benefit: You may spend 3/4 of the required time, experience, and money recharging an item. You may fully recharge the item or you may recharge the item on a charge-by-charge basis. To recharge a magical device, your recharging cost is 75% of the original item (for each element of creation). To determine the cost for a specific number of charges (if you don’t want to fully recharge a device for whatever reason), take the recharging costs and divide them by the maximum number of charges the device can carry. This is your recharge cost per charge.

Special: This feat can only be used with items that have charges. They can only be recharged to the maximum number of charges allowed at the time it was originally created. This uses the optional rule that charged items can be recharged.

Example: Nimrod, the creator, designs a new wand that can make cheese. This wand uses a number of charges based on the kind of cheese made. Nimrod is a 9th level

wizard with a 17 Intelligence (I use the alternate charges rule presented under Item Creation). His new wand is created with the ability to hold a maximum of 36 charges (level 9 x Intelligence bonus of +3) for a total of 9 x 4. Nimrod has been using his wand of cheese quite frequently (he's a were-mouse) and only has 6 charges left. Since creating his wand, he is now 10th level and also received a boost to his intelligence (now 18)... these have no impact on the wand, because it was created to hold 36 charges... that's all it will ever hold unless Nimrod goes through the initial creation process again (which I might discount slightly). Lets say this wand cost him 5,000gp and 800xp. The recharge cost for this wand is 3,750gp and 600xp. Now lets say that Nimrod doesn't have the XP to spend, but really wants to recharge the wand. He is willing to settle for a smaller recharge, but can only spare 100xps. Now we need to determine the cost per charge. Our recharge cost is 3,750gp and 600xp, so we need to divide those by 36 (the maximum number of charges). The result is 104gp and 17xp for each charge. We said Nimrod had 100xp to spare, so he could add 5 charges (now he has 11 available). The cost of these 5 charges is 520gp and 85xp. Last I heard, Nimrod was working on a wand of wine to go with his cheese.

Balance: 3.50 (Purp 4.00, Pow 3.50, Port 3.80, Comp 3.40, Rule 2.80)

Comments: This is a big one. Whether you believe recharging should be allowed or not, this is an optional feat related to an optional system. I reduced the benefit from 1/2 to 75% to make it more balanced.

REFLEX SET [General, Melee]

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You have honed your reflexes to the point where it is second nature for you to set your weapon against a charging enemy

Prerequisite: Hold the Line, Combat Reflexes

Benefit: When you are charged while holding a weapon that can be set against a charge, you get to make an attack of opportunity before the charge attack is made, and you get the double damage usually associated with setting such a weapon against a charge on this attack of opportunity. This is not cumulative with the normal ready action used to set a weapon against a charge.

Special: Weapons capable of being set against a charge are noted 'a' on the weapons table, SRD. This feat supercedes Hold the Line (meaning you don't get two opportunity attacks).

Balance: 4.84 (Purp 5.00, Pow 4.50, Port 5.00, Comp 4.70, Rule 5.00)

Comments: A great reactionary feat that makes perfect sense in large combat scenarios.

RESEARCH GENIUS [Special]

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Allows a spellcaster to create new spells quickly

Prerequisite: Intel 12+, Spellcaster level 5+

Benefit: You may reduce the time required for spell research by 25%.

Notes: This is based on the variant spell research rules presented in the DMG.

Balance: 4.12 (Purp 4.20, Pow 4.00, Port 3.80, Comp 4.60, Rule 4.00)

Comments: This feat would impact the time, money, material, etc used, so it is more powerful than it appears to be on the surface, but at 25% it is fair and balanced. For games with significant downtime, this would not be as much of a problem.

RESEARCH TRINITY [Special]

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You can greatly reduce one element required for creating new spells by increasing the other elements.

Benefit: When creating a new spell you may greatly reduce one of the requirements (Time, Cost, or Resources), but must double the other two. Time can be reduced to one day/spell level by doubling the cost of the research (2,000gp/spell level) and the size of the library needed (resources); or, you could reduce the cost to 100gp/level of the spell by doubling the time required (2 weeks/spell level) and the size of the library needed (resources); or, you could decrease the resources required (to just your brains and your spellbooks) by doubling both the time (2 weeks/level of the spell) and the cost (2,000gp/level of the spell). When using this feat for research, the DC for determining success (a Spellcraft check) increases to 15 + the spells level.

Normal: There are three primary elements required for the successful creation of a new spell: Time (one week for each level of the spell), Cost (1,000gp for each level of the spell), and Resources (a well stocked library and a place to test ideas). At the end of the research period, a Spellcraft check against DC 10 + the new spell's level is required to determine success.

Balance: 3.74 (Purp 4.10, Pow 3.50, Port 3.50, Comp 3.30, Rule 4.30)

Comments: This feat has a very real use, and has to be watched for game balance. The library requirement is nebulous, as it is in the original rule, so this feat adds new levels of uncertainty to the DM's task of evaluating a library.

RESTORE EFFORT [Special]

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A spell that has been cast using the Mindless Effort feat may be resumed

Prerequisite: Mindless Effort

Benefit: You may resume concentration of a spell that was cast using the Mindless Effort metamagic feat. You must resume the spell before it expires or the duration ends.

Special: Spells cast using this feat are still limited by the normal duration of the spell cast.

Balance: 4.36 (Purp 4.40, Pow 4.40, Port 4.80, Comp 4.00, Rule 4.20)

Comments: This is a very specific feat and would usually only be taken by spellcasters interested in spell combat scenarios (which my character is).

RIPOSTE [General, Melee]

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Prerequisite: Weapon Finesse, Expertise, base attack bonus +6 or more

Benefit: When unencumbered, in light armor or less, and wielding a weapon that you have Finesse for, you may make an attack of opportunity against an opponent who tries to attack you in melee and misses.

Special: This does not work if you are denied your dexterity bonus to AC. You cannot use other feats that allow extra attacks (such as cleave) with a riposte.

Notes: This is a fencing technique, and fits well in a renaissance-style game.

Balance: 4.00 (Purp 4.00, Pow 4.00, Port 4.00, Comp 4.00, Rule 4.00)

RITUAL SPELL [Metamagic]

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Cast a spell as a six-hour ritual.

Benefit: A spell with a normal casting time of ten minutes or less can be cast as a ritual with a casting time of six hours. The ritual also requires a number of (unskilled) helpers equal to the spell level and must be conducted in a suitable place appropriate to the spell, such as a temple or wizard's sanctum. The benefit is that the spell takes up a spell slot one level lower than normal.

Special: If you have an appropriate sacrifice, perform the ritual at the right time in the right place, have an artifact or item of power or the ritual fits in the story, the DM may reduce the required spell slot even further. Recommended for evil NPCs, whose terrible rituals the PCs must stop.

Notes: This is particularly useful to divine spellcasters, who know high-level spells but normally just can't cast them. Many cleric spells do very well as rituals. Wizards can learn spells of a level they cannot normally cast, but must scribe it using the standard rules, not take it for free when they go up in level. Sorcerers and bards can never learn spells that they cannot normally cast, and thus find this feat almost useless.

Balance: 4.40 (Purp 4.75, Pow 4.25, Port 4.00, Comp 4.25, Rule 4.75)

SEDUCTION [General: R-Rated]

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You are good at using your sexual charms.

Benefit: Sex sells, and friends can be won by seduction. You get a +4 bonus to Bluff and Diplomacy attempts

against people who find your race and gender sexually attractive. After you use this feat, some people might seek to be intimate with you. They will resent a blunt rejection, worsening their attitude one step.

Notes: Using this feat a lot might give you some notoriety.

Balance: 4.45 (Purp 4.50, Pow 4.00, Port 4.50, Comp 4.75, Rule 4.50)

SELF ITEM [Item Creation]

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You may create items with powers linked to you.

Prerequisite: One or more of the following: Craft Magic Arms and Armor, Craft Rod, Craft Wondrous Item, Forge Ring.

Benefit: A magic item created with one of the prerequisite feats can be made as a Self Item. In this case, the XP cost for the item is reduced by 25% (round down), but the item will work only for its creator. If somebody other than the item's creator attempts use it, the item is completely inert. If the item is ever destroyed, the creator will lose XP equal to full, normal XP cost to make the item; this can cause the creator to lose a level of experience. Charged items cannot be made using this feat.

Balance: 3.56 (Purp 3.30, Pow 3.60, Port 4.00, Comp 3.60, Rule 3.30)

SENSE MAGIC [General, Melee]

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You have a highly developed sensitivity to magic

Prerequisite: Spellcraft

Benefit: You can sense whether an object you are handling or a creature you are touching is magical or under the effects of a spell... the very air might be magical in some places. As a full-round action, you can tell whether if an item is magical with a Spellcraft check (DC 20). A success informs you if there is magic present; a failure indicates that it is not.

Special: You cannot retry, take 10, or take 20 when using this feat.

Balance: 4.06 (Purp 3.80, Pow 4.00, Port 4.10, Comp 4.30, Rule 4.10)

Comments: This gives the same ability that Spellcraft gave in the 2nd Edition of the game. It is more complicated than just using Spellcraft alone, thus the feat. A great idea!

SHADOWLEAP [Special]

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You are adept at jumping between shadows.

Prerequisite: Shadow jump class ability.

Benefit: Add an extra 20 feet to the distance that you can shadow jump per day.

Normal: Shadow jump is a class ability of the Shadowdancer prestige class, first gained at 4th level.

Special: This feat may be taken multiple times. Each additional Shadowleap feat adds an extra 20 feet to the

distance that you can shadow jump per day.

Balance: 4.20 (Purp 4.00, Pow 4.20, Port 4.00, Comp 4.60, Rule 4.20)

SHIELD EXPERTISE [General, Defense]

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Prerequisite: Shield Focus

Benefit: Your shield's armor bonus is increased by 1 when you wield it.

Balance: 3.75 (Purp 3.50, Pow 3.75, Port 3.75, Comp 4.00, Rule 3.75)

SHIELD FOCUS [General, Melee]

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You wield in a certain type of shield without effort.

Prerequisite: Proficient with shield, base attack bonus +1 or higher

Benefit: When wielding a specified type of shield it inflicts 1 less skill penalty and 5% less Arcane Spell Failure. This cannot reduce the penalties to sub zero levels.

Special: You can gain this feat multiple times. The effects does stack. Each time you take the feat, it applies to a new type of shield.

Balance: 4.65 (Purp 4.75, Pow 4.75, Port 4.75, Comp 4.50, Rule 4.50)

SHIELD MASTERY [General, Melee]

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You are especially proficient in blocking attacks with your shield.

Prerequisite: Shield Proficiency, base attack bonus of +1 or higher.

Benefit: When using a buckler, small shield or large shield, you may choose one opponent. Against this opponent, you gain a +2 dodge bonus to AC. If you are using a tower shield, your degree of cover is instead increased by one place. You may select a new opponent each round. You may not use this feat if you are flanked.

Balance: 4.04 (Purp 4.00, Pow 4.00, Port 4.30, Comp 3.60, Rule 4.30)

SHIELD SPECIALIZATION [Special]

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Your advanced training while wielding a specific type of shield has enabled you to maximize its defensive capabilities by positioning the armor in excellent deflective angles.

Prerequisite: 4 fighter levels. Shield Focus in the type of shield.

Benefit: When you are wearing the specified type of shield you get a +2 dodge bonus to your Armor Class.

Special: You can gain this feat multiple times. The effects does not stack. Each time you take the feat, it applies to a new type of shield.

Balance: 3.65 (Purp 3.75, Pow 4.00, Port 3.75, Comp 4.50, Rule 2.25)

SILVER SPOON [General, Melee]

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You were born into some privilege and your character starts out with a monetary advantage

Benefit: When creating your character you start with double the maximum starting gold for your class.

Special: This feat may only be taken at first level.

Notes: This can be a big advantage for a low-level warrior type character, but it quickly evaporates as the game progresses.

Balance: 3.90 (Purp 3.50, Pow 3.00, Port 4.50, Comp 4.50, Rule 4.00)

SKILL KNACK [General, Trait]

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You have some special quality that enhances one of your skills

Benefit: Choose a skill, such as ride. You have a special knack with that skill. You must have some special ability, such as long limbs for climbers; long fingers for pick pockets, lightning calculator for profession (bookkeeper) or being double-jointed for escape artist. You get a +3 bonus with the skill in question.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a different skill. The bonus does stack with the bonuses provided by skill learning feats, so you can take several feats to be ultra-specialized in a skill. Anyone can use a sense motive check to get a hunch about you (PHB). If the result is at least a 10, they are able to tell which skill you have a Skill Knack for from your appearance.

Notes: Because you must be somehow extra qualified for the skill in question, your character description should make allowance for such an aptitude. This means you can only pick Skill Knack when creating your character or be the result of some extraordinary event in the characters career, such as being 'gifted' with donkey ears from a curse for a Skill Knack to the listen skill or getting bowlegged from countless hours in the saddle.

Balance: 3.88 (Purp 3.50, Pow 4.30, Port 4.00, Comp 4.00, Rule 3.60)

Comments: Remember, it can only be taken at 1st level (as a standard trait), or when something happens to the character that would accentuate the skill chosen.

SKILL MASTERY [General, Melee]

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Choose a skill that you have a special mastery over

Prerequisite: Skill Focus in the specified skill

Benefit: You get a +4 bonus on all skill checks with that skill

Special: You can gain this feat multiple times. Its effects do not stack with Skill Focus or itself. Each time you take this feat, it applies to a new skill.

Balance: 4.48 (Purp 3.40, Pow 4.60, Port 4.80, Comp

4.80, Rule 4.80)

Comments: Still useful at +4.

SKILL PERFECTION [General, Melee]

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Choose a skill in which you have achieved perfection

Prerequisite: Skill Mastery in the specified skill

Benefit: You get a +6 bonus on all skill checks with that skill

Special: You can gain this feat multiple times. Its effects do not stack with Skill Focus, Skill Mastery, or itself. Each time you take this feat, it applies to a new skill.

Balance: 3.72 (Purp 3.20, Pow 3.40, Port 4.00, Comp 4.00, Rule 4.00)

Comments: Normally, +5 should be the max, but this feat breaks that boundary. This is the highest level of perfection a character can obtain with a specific skill using feats for augmentation.

SKILLED PARRY [General, Melee]

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You are trained at parrying your opponents attacks

Prerequisite: Base Attack Bonus +5, Proficient with Weapon, Int 13+, Dex 13+, Dodge, Expertise

Benefit: When an opponent attacks you, you are allowed a Reflex Save with DC equal to the opponent's attack roll to avoid all damage from a single attack provided you are not unarmed.

Normal: A character not capable of this feat can forgo their attack to defend themselves and move during a round as a standard action and gain a +4 dodge bonus to Armor Class for that round.

Special: Skilled Parry counts as an attack of opportunity and as such, the number of attacks of opportunity you have each round limits its usage.

Balance: 3.50 (Purp 4.00, Pow 3.00, Port 3.75, Comp 3.50, Rule 3.25)

SLOW SPELL [Metamagic]

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You can cast spells more slowly to gain power.

Prerequisite: Any one metamagical feat.

Benefit: Any spell with a casting time of a normal action or less now has a casting time of a full round. The benefit is that the spell takes up a spell slot one level lower than normal. A spell can never become less than it's original level through this feat, but the level modification for this feat can be used to offset the level increase from other metamagical feats.

Notes: A sorcerer or bard can use this feat, turning a full-action metamagical spell casting into a full round casting time spell (not the same thing).

Balance: 4.10 (Purp 4.00, Pow 4.00, Port 4.00, Comp 4.00, Rule 4.50)

SOLIDIFY INERTIAL ARMOR [Psionic]

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You can solidify your Inertial Armor, making it harder for weapons to damage you.

Prerequisite: Inertial Armor, Strengthen Inertial Armor, reserve power points 3+, base attack bonus +4 or higher.

Benefit: As a move equivalent action you can increase the strength of your inertial armor, causing the normally invisible armor to take form and solidify around you. This costs 5 power points and provides damage reduction equal to 5/+1 for a number of rounds equal to 1 plus your strength modifier.

Balance: 4.25 (Purp 4.25, Pow 3.75, Port 4.50, Comp 4.25, Rule 4.50)

SOUL SACRIFICE [Special]

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Allows a sorcerer to know more spells than normal

Prerequisite: Charisma 14+, Toughness

Benefit: The sorcerer may permanently sacrifice a number of hit points to gain additional spell learning levels (Table 3-17, Sorcerer Spells Known). The sorcerer may sacrifice as many hit points as he or she desires. Spells are learned on a direct 1 to 1, hit point to spell level ratio. A cantrip still counts as 1 spell point. The spells learned must be determined at the time of the sacrifice. Once this decision is made, it can never be undone.

Special: This feat may be taken multiple times. Each time taken, the sorcerer must determine the number of hit points to be converted and the specific spells to be learned.

Balance: 4.08 (Purp 3.80, Pow 4.00, Port 4.30, Comp 4.00, Rule 4.30)

Comments: I added toughness as a prerequisite because it made sense for the idea of hurting yourself to gain something. The charisma requirement is to ensure that only the purest blood (a charisma related thing in my opinion) can use this feat.

SPEAR AND SHIELD [General, Melee]

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You have trained in the use of a two-handed spear and shield together

Prerequisite: Shield Proficiency.

Benefit: You can use a halfspear or shortspear two-handed together with a large shield, despite the fact that such weapons normally can't be used together.

Notes: This feat is right at home in ancient Greece, where hoplites used it. The shield is slung over the shoulder and maneuvered with the offhand that simultaneously holds the spear.

Balance: 4.00 (Purp 4.00, Pow 4.50, Port 3.50, Comp 4.00, Rule 4.00)

SPELL AFFINITY [Metamagic]

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Through research, study, introspection or inspiration, a Bard or Sorcerer is able to learn more spells.

Prerequisite: Intelligence 13+, Ability to cast 1st level Arcane spells without preparation.

Benefit: If a Bard or Sorcerer, you gain bonus spells based on your Intelligence attribute. These spells are added to your number of spells known; this feat does not increase the number of spells that you can cast per day.

Special: The bonus spells provided by this feat cannot be combined with the bonus spells provided by any other feat (based on ability score) except Cantrip.

Balance: 3.55 (Purp 4.00, Pow 3.00, Port 3.25, Comp 4.25, Rule 3.25)

SPELL LEARNING COMBINATION [Special]

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You may combine spell levels for spell learning using a point-based system

Prerequisite: Primary ability score 13+, Concentration, 10+ ranks in Knowledge (Arcana), Special Training

Benefit: Primarily used by Bards and Sorcerers, this feat allows the character to mix his number of spells learnable in any combination. When a class level is gained, each new spell-learning slot is converted to a number of spell-learning points (each spell level of the slot counts as one point). The points are then added to a “learning pool”. The character learns spells by spending the appropriate number of spell-learning points for the spell desired. In the case of 0 level spells, each 0-level spell counts as 1/2 of a spell level (i.e. 2 0-level spells equal one spell level).

Special: Once a number of spell-learning points have been spent on learning a particular spell, those spell-learning points are forever removed from that character’s learning pool.

Notes: This feat is only taught at special academies and should require special training on the part of the PC.

Balance: 3.24 (Purp 4.00, Pow 3.00, Port 2.60, Comp 3.00, Rule 3.60)

Comments: This is a solid feat in itself, but it does give the sorcerer and bard a bit of an edge up on what they are able to do that may be a little powerful for some groups.

SPELL LEVEL COMBINATION [General, Melee]

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You may combine spell levels using a point-based system

Prerequisite: Primary ability score 13+, Concentration, 10+ ranks in Knowledge (Arcana), Special Training

Benefit: When determining the spells that will be prepared for the day (wizard, cleric, druid, paladin, ranger) or when actually casting the spells (sorcerer, bard), the spellcaster has the ability to mix his spell levels in any combination, so long as the total spell levels prepared/cast do not exceed his prepared /casting capacity or number of spells castable per day. The number of points gained is based on the level of the spell. It is a strait one spell point per spell level exchange. In the case of 0 level spells, each 0-level spell counts as 1/2 of a spell level (i.e. 2 0-level spells equal one

spell level). Always round down. The preparation/casting capacity for a single spell level is based on the spellcasters prime requisite divided by two – the spell level. A number of spell points may be spent to cast spells of a specific level up to the preparation /casting capacity for that level. There is a marked difference between the number of spell points and the preparation/casting capacity.

Special: This feat does not grant access to higher spell levels than the spellcaster already had access to.

Example: Morlock is a 17th level sorcerer with a 24 charisma. He can cast 9/7/7/6/5/5/4/4/2 spells per day. Morlock has 156 spell points. He can cast any spell he knows of any level he can cast by subtracting the number of spell levels needed to cast the spell (and whatever metagmagic requirements might need to be met) from his spell point total. Morlock’s casting capacity (regardless of the number of spell points he has) is: 12/11/10/9/8/7/6/5/4.

Notes: This feat is only taught at special academies and should require special training on the part of the PC.

Balance: 3.08 (Purp 3.80, Pow 2.40, Port 3.40, Comp 2.00, Rule 3.80)

Comments: This is another big one. I’ve limited its nature even further by adding a lower cap to each spell level, but this feat could still be very powerful in a high level group. This feat is more limiting than it looks at higher levels.

SPELL RESISTANCE: DIVINATION [Monster/Special]

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The creature can apply its Spell Resistance (SR) against divination magic.

Benefit: All spells and spell-like abilities from the divination school of magic must beat the creature’s SR in order to discover anything about it.

Normal: SR does not normally apply to spells and spell-like abilities from the divination school.

Special: Characters that gain SR by race (like drow) can choose this feat as a Special feat. If using the default Psionics-Magic Transparency option, this feat also extends your SR to resist all psionic powers from the telepathy and clairsentience disciplines.

Balance: 4.70 (Purp 5.00, Pow 4.75, Port 4.75, Comp 4.50, Rule 4.50)

SPELL TOUGHNESS [General, Melee]

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Choose a school of magic, such as Evocation; you are better able to resist hostile effects from this school

Prerequisite: Base Will save bonus +4 or higher

Benefit: Against spells from the chosen school, you get a +2 bonus to all saving throws.

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

Balance: 4.30 (Purp 4.00, Pow 4.30, Port 4.30, Comp 4.30, Rule 4.60)

SPIRIT OF VENGEANCE [General, Melee]

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You exact vengeance from your enemies in blood

Benefit: Whenever an opponent wounds you in combat (deals damage to you), your next melee attack against that foe gets a +1 morale bonus to hit and damage. Once you receive this bonus to an attack, the foe must wound you again for you to gain the bonus again. If a foe wounds you multiple times before you attack them, you only gain the bonus once, and to a single attack.

Notes: One of many attack bonus feats, it has more flavor than others, but requires a little book keeping from the player.

Balance: 4.00 (Purp 3.00, Pow 5.00, Port 4.00, Comp 4.00, Rule 4.00)

SPONTANEOUS CASTING [Special]

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You can trade in divine energy to spontaneously cast cure or inflict spells.

Prerequisite: Ability to cast cure or inflict spells.

Benefit: You can spontaneously cast 1st level cure or inflict spells (pick one based on your alignment), similar to a Cleric.

Special: You can choose this feat more than once, each time adding an additional spell level (2nd, 3rd, 4th, etc.) to the level of cure or inflict spells that you can spontaneously cast.

Balance: 3.75 (Purp 3.50, Pow 3.75, Port 3.50, Comp 4.25, Rule 3.75)

SPONTANEOUS METACASTING [Metamagic]

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You have an affinity for spontaneously casting cure or inflict spells enhanced by your metamagic feats.

Prerequisite: Ability to spontaneously cast cure or inflict spells, metamagic feat used to augment your spell.

Benefit: You can spontaneously cast a metamagically enhanced cure spell (or inflict spell as appropriate) in 1-action.

Normal: Trading in divine energy to spontaneously cast a 1-action metamagic spell normally requires a full-round action, while spontaneously casting a metamagic spell with a longer casting time requires one extra full-round action to cast.

Balance: 3.65 (Purp 3.25, Pow 4.00, Port 3.50, Comp 3.50, Rule 4.00)

STABLE SPELL [Metamagic]

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You need not concentrate to maintain spells.

Benefit: A stable spell does not need concentration. Any (C) note in the duration field is replaced with a (D) note

instead, which allows you to end the spell at will. A Stable Spell uses up a spell slot two levels higher than the spell's actual level.

Special: If you want to control aspects of the spell, such as controlling the movement of an illusion, you must still concentrate while in control. If you don't concentrate, the spell effect will still remain, without changing in any way.

Balance: 4.55 (Purp 4.50, Pow 4.25, Port 4.25, Comp 5.00, Rule 4.75)

STALWART DEFENDER [Special]

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You are a truly a dwarven bastion of strength.

Prerequisite: Dwarf, Defensive Stance class ability, base attack bonus +9 or higher.

Benefit: You can use your Defensive Stance class ability one more time per day.

Normal: Defensive Stance is a class ability of the Dwarven Defender prestige class (Chapter 3, DMG).

Balance: 4.10 (Purp 3.50, Pow 4.25, Port 3.75, Comp 4.50, Rule 4.50)

STAND AGAINST SPELL [General, Melee]

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Gain an additional fortitude resistance against spells

Prerequisite: Great Fortitude

Benefit: Gain an additional +2 to fortitude saves.

Special: This feat stacks with Great Fortitude.

Balance: 4.28 (Purp 3.20, Pow 4.50, Port 4.70, Comp 4.50, Rule 4.50)

Comments: This feat augments your ability to stand strong against a great number of spells.

STIRKE FAVORED ENEMY [Special]

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You are exceptionally deadly in combat against favored enemies.

Prerequisite: Favored Enemy class ability, base attack bonus +3 or higher.

Benefit: You may add your favored enemy bonus to all weapon attack rolls made in melee combat and ranged combat against targets within 30 feet when attacking any of your favored enemies.

Normal: You may add your favored enemy bonus to Bluff, Listen, Sense Motive, Spot and Wilderness Lore checks as well as weapon damage rolls in melee combat and ranged combat against targets within 30 feet.

Special: This bonus does not apply to creatures that are immune to critical hits.

Balance: 4.40 (Purp 4.25, Pow 4.25, Port 4.50, Comp 4.25, Rule 4.75)

STONE THROWER [General, Ranged]

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Just as a monk can slay with his fists your skill turns a common stone into a dangerous missile

Benefit: You treat normal stones between 1 and 5 pounds as a simple ranged weapon. A typical stone deals 1D6 damage, has a threat of 20 X2, and has a range increment of 20. A poor stone has the same stats but deals only 1D4 damage. You may find a typical stone in some outdoor environments (DM's discretion) as a full round action, or a poor stone as a move equivalent action. You may take all the usual weapon feats using stone as a weapon of choice.

Normal: A stone is considered an improvised weapon and deals small amounts of subdual damage.

Notes: This feat is not just about throwing rocks fairly well, but treats throwing rocks as a martial proficiency like a monk's use of his hands. You have a throwing technique that you constantly practice and perfect like a baseball pitcher or the like. Your skill makes up for the irregularity of the weapon itself.

Balance: 4.00 (Purp 4.00, Pow 4.00, Port 4.00, Comp 4.00, Rule 4.00)

STRENGTHEN INERTIAL ARMOR [Psionic]

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You can increase the strength of your inertial armor.

Prerequisite: Inertial Armor, reserve power points 1+, base attack bonus +3 or higher.

Benefit: As a move equivalent action you can increase the strength of your inertial armor. This costs 3 power points and increases the armor bonus provided by your Inertial Armor to +7. The armor can remain strengthened for a number of rounds equal to 1 plus your strength modifier. Like Inertial Armor, the armor bonus provided by Solidify Inertial Armor does not stack with the armor bonus provided by mundane or enchanted armor and shields and is fully effective against ethereal and incorporeal beings.

Balance: 3.90 (Purp 3.50, Pow 3.50, Port 4.25, Comp 4.25, Rule 4.00)

STYLIZE SPELL [Metamagic]

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You can add illusionary elements to your spells that make them more spectacular, but not more powerful.

Prerequisite: Access to the illusion school (or a lack of prohibition against using it)

Benefit: You can subtly change the appearance, sound, taste or smell of spells you cast. The changes to the spell must not have any appreciable game effect outside of making the caster seem impressive. For instance, making a wall of fire appear as something that isn't hot and dangerous would be out of the question, but having it whisper your name would be acceptable. The effects of this spell should never make something dangerous seem less so or something safe seem dangerous. It should never change the apparent area of effect of the spell, disguise the spell in any way, or simulate the appearance of another spell.

Notes: The DM should be careful not to allow the caster to gain a practical benefit from this feat aside from personal

reactions of spectators.

Balance: 4.80 (Purp 5.00, Pow 5.00, Port 4.00, Comp 5.00, Rule 5.00)

SUDDEN ACTION [General, Melee]

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You may make a quick and decisive attack at the start of combat.

Prerequisite: Improved Initiative, Mobility, Quick Draw, Combat Reflexes

Benefit: If a combat begins with a surprise round and you are not surprised, you may draw your weapon (a free action) and take a partial action before initiative is rolled. This partial action may only be used to attack a surprised opponent, but a 5-foot step is allowed before or after the attack. You may also make draw your weapon and make a surprise attack in a non-combat situation with the use of this feat; the target of the attack is considered surprised.

Balance: 3.30 (Purp 3.00, Pow 3.60, Port 3.30, Comp 3.30, Rule 3.30)

SUPERNATURAL RESISTANCE [Monster/Special]

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The creature can use its Spell Resistance (SR) or Power Resistance (PR) to defend itself against supernatural abilities.

Benefit: Any supernatural ability that directly effects the creature must beat the creature's SR or PR to have any effect. If the attacking creature cannot beat the SR or PR of the defender on a level check (1d20 + CR creature), the supernatural ability is negated exactly as if it were a spell or spell-like ability.

Normal: Supernatural abilities are not normally subject to SR or PR.

Special: Characters that gain SR or PR by race (like drow, githyanki and githzerai) can choose this feat as a Special feat. Characters with PR can only choose this feat if the default Psionics-Magic Transparency option.

Balance: 4.60 (Purp 4.75, Pow 4.50, Port 4.75, Comp 4.75, Rule 4.25)

TAP ITEM [Item Creation]

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You may draw upon the power of other magic items to create new items

Prerequisite: One or more of the following: Craft Magic Arms and Armor, Craft Rod, Craft Wondrous Item, Forge Ring.

Benefit: When creating a new magic item using one of the prerequisite feats, you may draw up to half of the XP cost from another, existing item of the same type. The item from which the energy is taken is destroyed in the process. The item tapped cannot be cursed, and this feat has no effect on minor or major artifacts. The amount of XP that can be drawn from any item is equal to half of the XP that would be necessary to create that item. If an item has

charges, its original XP value is reduced by the fraction of charges used.

Balance: 4.30 (Purp 4.60, Pow 4.00, Port 4.30, Comp 4.00, Rule 4.60)

TEAM FIGHTING [General, Melee]

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You know how to fight as a pair, group, and in formation.

Prerequisite: Base attack modifier of +1 or better.

Benefit: Two or more people can fight together as a team. The team members block and parry blows for each other. Team members also work together to open up opponent's weaknesses. Team members need to be within each others threatened area and every team member needs to have the feat. Each person having Team Fighting gets a +1 to hit bonus and a +1 Armor Class bonus. Also, if two people have Team Fighting they can switch carried items as a free action. This would allow one person to reload a Heavy Crossbow or Repeating Crossbow while the other fires, thus one character could fire the Heavy Crossbow every round while the other guy is loading.

Balance: 4.20 (Purp 4.50, Pow 4.25, Port 4.00, Comp 3.75, Rule 4.50)

Comments: This feat can be used to model the extra effectiveness of Swiss pike men, Monks fighting together, or Athenian bonded battle partners.

TOUCH MASTERY [General, Melee, Ranged]

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You have an innate understanding of how touch attacks are best used during combat

Prerequisite: Knowledge (combat), Base Attack Bonus of +3 or better

Benefit: In addition to any other touch based attack bonuses, you may add your intelligence modifier to your attack roll when making touch attacks.

Special: To gain this benefit, you must be able to assess your opponent completely for at least three rounds of combat. During this period of study you are only able to take a partial action each round. The effect lasts until the end of the encounter.

Balance: 4.00 (Purp 4.20, Pow 3.80, Port 4.00, Comp 3.60, Rule 4.40)

Comments: This could be very powerful in the hands of a wizard, but the requirements during combat can offset most of that. The mechanic of "assessing your opponent... for at least three rounds" is not well defined. I would recommend that the DM create an exact definition of this mechanic.

TOUCH TO RAY [Metamagic]

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You can cast touch spells as ranged touch attacks

Benefit: Any touch spell can be prepared and/or cast as a

ranged touch attack with a range of close (25 ft. + 5 ft. for every 2 full caster levels). A touch spell prepared or cast in this manner uses up a spell slot two levels higher than the spell's actual level.

Balance: 4.24 (Purp 4.30, Pow 4.00, Port 4.30, Comp 4.30, Rule 4.30)

TRANSFER SPELL [Metamagic]

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You can cast personal effect spells on others as touch spells

Benefit: A Transferred spell has a range of Touch and is treated as a touch attack. In this way you can cast a spell with a range of Personal and use it on another person. This feat has no effect on spells with a range other than Personal. The target of the spell must accept the spell voluntarily. A Transferred spell takes up a spell slot one levels higher than the spell's actual level.

Example: Divine Favor (1st level) allows the caster to call upon the strength and wisdom of a deity for luck bonuses to his own hit and damage rolls. Transferred Divine Favor (3rd level) allows the caster to call upon the strength and wisdom of a deity for luck bonuses to hit and damage rolls and bestow them upon a touched target (probably of the same faith).

Balance: 3.82 (Purp 4.30, Pow 3.60, Port 3.60, Comp 3.60, Rule 4.00)

TRANSFERENCE [Item Creation]

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Allows a spellcaster to draw from the life force of another while using item creation feats

Prerequisite: Any item creation feat

Benefit: While touching another creature, use their XPs to fuel an item creation feat instead of your own.

Special: The creature touched must be a willing subject with an intelligence of 3 or greater. Any magic used to control the creature will cause the effort to fail.

Notes: Under no circumstances can another creature ever be forced (even through a wish spell) to succumb to the effects of this feat. It MUST be a voluntary action.

Balance: 4.52 (Purp 4.60, Pow 4.40, Port 4.20, Comp 4.80, Rule 4.60)

Comments: This feat takes the onus off the wizard to create items that he will never use.

TRICK SPELL [Metamagic]

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Opposing spellcasters cannot identify your spells.

Prerequisite: Spell Focus

Benefit: The DC for others to identify the name or school of a Trick Spell is increased by +4. Trick Spells cannot be counterspelled normally. Dispel Magic can be used per its description to counterspell a spell prepared as a Trick Spell. A spellcaster must have Spell Focus in the school of the spell that he or she wishes to prepare as a Trick Spell. A Trick Spell uses up a spell slot one level higher than the

spell's actual level.

Balance: 4.18 (Purp 4.30, Pow 4.00, Port 4.30, Comp 4.00, Rule 4.30)

TRIGGER PSIONIC DEFENSE [Metapsionic]

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You can attempt to raise one psionic defense mode without spending power points

Prerequisite: Psychic Bastion, reserve power points (see below)

Benefit: This feat mimics the Trigger Power feat, except that it applies to one known psionic defense mode of your choice. You can attempt to raise this defense mode for free, without spending power points, as a free action every time that you use it, though you must have at least enough power points in reserve to raise the defense mode normally. On a successful Wisdom ability check (DC 12 + power points used to activate your defense mode), you can raise this psionic defense without spending power points. On a failed check, you are forced to pay the normal power point cost to raise the defense mode.

Special: You can take this feat up to five times, each time applying the feat to one additional known psionic defense mode of your choice. This feat only applies to previously known psionic defense modes and does not allow the character to discover additional defense modes.

Balance: 4.10 (Purp 4.25, Pow 4.00, Port 4.25, Comp 3.75, Rule 4.25)

TUMBLING ATTACK [General, Melee]

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Execute a startling series of attacks while you tumble through your enemy's midst.

Prerequisite: Dex 15+, Dodge, Int 13+, Expertise, Mobility, Spring Attack, base attack +6, Tumble Skill, Skill Focus - tumble

Benefit: As a full attack action, you are able to tumble up to 20 feet, and, if you succeed at your tumble check (see Tumble skill, PHB), you suffer no attacks of opportunity and you may make your full number of attacks while you tumble. However, you are able to attack no more than once from any single five foot square through which you move (including the squares in which you start and finish the tumble). Even with this feat, the move is so difficult to execute that it adds +2 to the DC of your tumble check and all attacks suffer -2 penalty to hit. If you fail your tumble check, you suffer attacks of opportunity normally and can make only a single attack.

Normal: You tumble as a move action and can make a single attack as a standard action.

Special: This feat cannot be used with ranged attacks or reach weapons. If you are using two weapons or a double weapon, you still may only attack once from each square, so that the maximum number of attacks you can execute is 5.

Balance: 4.05 (Purp 4.75, Pow 3.75, Port 4.00, Comp

3.25, Rule 4.50)

TURN/REBUKE RESISTANCE [Monster]

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By virtue of unholy power or exceptional strength of will, the creature is more difficult to turn or rebuke than normal.

Benefit: The creature adds +2 to its Hit Dice total when resisting turn or rebuke attempts.

Special: This feat can be taken more than once and its benefits stack with itself. Each time it is taken, add +2 to the creature's Hit Dice when resisting turn or rebuke attempts.

Balance: 4.75 (Purp 4.75, Pow 4.75, Port 4.75, Comp 4.75, Rule 4.75)

TWIN WEAPON FIGHTING [General, Melee]

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You can wield a matching pair of weapons, one in each hand, with extraordinary ability.

Prerequisite: Ambidexterity, Two-Weapon Fighting, base attack bonus +6 or higher.

Benefit: Choose a one-handed weapon, based on your size. When wielding one of the chosen weapons in each hand, you wield the weapon in your off-hand as if it were a light weapon.

Normal: With the Ambidexterity and Two-Weapon Fighting feats, you can normally wield a pair of one-handed weapons at a 4 attack penalty with your primary and secondary weapons. This feat reduces the attack penalty to 2 with your primary and secondary weapons, the same penalties that you would have if you had a light weapon in your off-hand.

Balance: 4.30 (Purp 3.75, Pow 4.25, Port 4.25, Comp 4.75, Rule 4.50)

TWO-WEAPON COMBINATION [General, Melee]

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You master a specific two-weapon combination.

Prerequisite: Dexterity 15+, proficient with both weapons.

Benefit: You gain the use of the Two-Weapon Fighting and Ambidexterity feats, but only with a specific combination of weapons. The weapon combination must be specified when the feat is first bought and is limited to two specific light or one-handed weapons. These can be two identical weapons.

Special: You can learn later feats for which Ambidexterity or Two-Weapon fighting are prerequisites based on the 'virtual' feats learned with Two-Weapon Combination, but you can then only use those feats with the specific weapon combination you have chosen.

Notes: You save up a feat, but you can only fight with one specific combination of two weapons.

Balance: 4.40 (Purp 4.40, Pow 4.20, Port 4.60, Comp 4.20, Rule 4.60)

VENTRILOQUISM [General, Melee]

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You have learned to throw your voice, making it appear to come from someplace else

Prerequisite: Perform (with training as a ventriloquist)

Benefit: As a standard action, you can use the Perform skill to make your voice appear to come from another location. You must decide where you want your voice to appear to come from; the difficulty is equal to the number of feet away you wish to throw your voice. If there is something there that moves in a manner suggestive of speech or of making the sounds you are throwing, reduce the difficulty by 10. Listeners can try to realize what you are doing with an opposed listen roll, but such a listen roll is subject to normal range penalties.

Normal: Any performer who has chosen this field (see PHB) can learn to do this on stage, using a puppet, but with this feat, you can do it in action and be convincing.

Balance: 3.98 (Purp 3.90, Pow 3.90, Port 4.40, Comp 4.10, Rule 3.60)

Comments: Another skill enhancing feat that goes beyond the range of a standard skill.

VIGILANT PSYCHIC DEFENDER [Psionic]

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You are adept at defending yourself in psionic combat

Prerequisite: Psychic Bastion, reserve power points 2+

Benefit: You are able to react instantly to psionic attack and can raise a psionic defense mode even when caught flat-footed. Raising a psionic defense mode in this manner requires you to pay power points equal to the cost of the defense + 1.

Normal: A psionic defender cannot normally raise a defense mode when caught flat-footed.

Balance: 4.25 (Purp 4.00, Pow 4.25, Port 4.25, Comp 4.50, Rule 4.25)

VITAL STRIKE [Special, Fighter Only]

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Choose one type of melee weapon such as longsword or great axe; with that weapon, your attacks strike true

Prerequisite: Weapon Specialization with the weapon, Power Attack, base attack bonus +8 or higher

Benefit: Any threat roll that also is a successful attack with the weapon always results in a Critical Hit.

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

Balance: 4.02 (Purp 3.60, Pow 3.60, Port 4.30, Comp 5.00, Rule 3.60)

WARD [Item Creation]

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Stores a spell in an object so that it triggers like a trap.

Benefit: You create a magical trap, following the rules in Core rulebook II. The cost of a first level trap created by a first level caster is 50 gp for one-use trap, 150 gp for a trap

that recharges, but only works once a day, and 500 for a trap that operates repeatedly or continually. As usual, multiply these costs by the spell level and caster level for more powerful traps. As with most item creation feats, the XP cost is 1/25 of the base cost, creation takes one day of work for every 1,000 gp base price, and the cost in materials is half the base price of the enchantment.

Special: You must define the triggering circumstance and how the spell is to be cast when creating the ward. The ward can only react to simple events within 5' per caster level in a programmed fashion. It cannot react to how and why an action is done. A ward with a continual detect spell (such as detect evil) can be used as a trigger for a second ward. Common trigger events include 'after five days', 'when the door opens' or 'when a creature of size small or larger moves across'. You can have up to three triggers. You can set the ward to ignore certain species or specific creatures, give it a password, or provide other means of bypassing it safely.

Notes: The ward is imbued in an object, and destroying that object destroys the ward. To counter this, a common trigger is 'if the ward is destroyed'. Spellcasters usually pick sturdy objects, like statues or wall carvings, to hold wards. The DM must watch out for 'traps' that repeatedly cast beneficial spells like cure light wounds. An altar could indeed be enchanted so that it repeatedly heals those praying at it, but it would typically only heal each petitioner once per day. It can not distinguish the faithful, but it can distinguish people by clothing or other gear (such as holy symbols) or by a prayer they recite.

Balance: 4.12 (Purp 4.50, Pow 4.00, Port 4.50, Comp 3.20, Rule 4.40)

WAY OF THE GARGOYLE [Psionic]

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You have mastered the art of combat in alternate forms.

Prerequisite: Combat Reflexes, Psionic Focus (Psychometabolism), reserve power points 5+

Benefit: If you have three or more natural attacks, either through the use of claw- or bite-giving Psychometabolism powers, Polymorph Self, Shape Change or some other power or effect, you have act as if you have the Multi-attack feat as described on page 11 of Core Rulebook III. Your primary attack suffers no attack penalty and all of your secondary attacks suffer only a -2 penalty.

Balance: 4.35 (Purp 4.25, Pow 4.50, Port 4.25, Comp 4.25, Rule 4.50)

WEAPON JUGGLE [General, Melee]

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You can change and pick up weapons as a free action.

Prerequisite: Dexterity 13+, Fast Draw, perform skill with juggle ability.

Benefit: You can juggle weapons and similarly sized objects during combat. You can draw, sheathe, or shift them from

hand to hand as a free action. You can even pick them up from the ground as a free action, as long as you can kick at them. You can do this at the start and end of your turn, but not on somebody else's turn or in the middle of an attack sequence. These actions never trigger attacks of opportunity.

Balance: 4.10 (Purp 4.25, Pow 3.50, Port 4.25, Comp 4.25, Rule 4.25)

WEAPON TRICKS [General, Melee]

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You can change the type of damage you do with melee weapons.

Benefit: Many types of melee weapons can conceivably do two different types of damage. Examples are swords (could do slashing or piercing), picks (could do bludgeoning or piercing) and single-edged or bludgeon-backed axes (could do slashing and bludgeoning). When wielding such a weapon, you can opt to do either of the two types of damage.

Notes: The DM is the final arbiter on what types of damage a weapon can do, based on the illustration, common sense and his knowledge on how these weapons are used in real life. If in doubt, go with your gut feeling.

Balance: 4.55 (Purp 4.50, Pow 4.50, Port 4.75, Comp 4.25, Rule 4.75)

WHIRLWIND DEFENSE [General, Melee or Martial Style]

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You are adept at defending yourself against multiple opponents.

Prerequisite: Dex 13+, Dodge, Mobility, Spring Attack, base attack bonus +4 or higher.

Benefit: When flanked in melee combat, your opponents subtract 2 from their flanking bonus to attack rolls and can only make sneak attacks against you if their character level is higher than yours.

Normal: Attackers in flanking position gain a +2 bonus on attack rolls and can make sneak attacks against you.

Balance: 4.15 (Purp 4.25, Pow 4.00, Port 4.50, Comp 4.00, Rule 4.00)

WHIRLWIND STRIKE [General, Martial]

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You are able to attack nearby foes in a whirlwind of spinning kicks and strikes.

Prerequisite: Wis 13+, Dex 13+, Dodge, Mobility, Spring Attack, Improved Unarmed Strike, base attack bonus +4 or higher.

Benefit: When performing the full attack action, you give up all of your attacks and can instead make one unarmed attack against each opponent within 5 feet at your full base attack bonus.

Special: Monks may use this feat when unarmed or when armed with a kama, nunchaku or siangham.

Notes: This is a modified form of the standard Whirlwind Attack feat adjusted for use by Monks and characters adept in unarmed combat. Characters cannot combine this feat with use of any weapon except as outlined above.

Balance: 3.52 (Purp 2.60, Pow 3.80, Port 3.80, Comp 4.00, Rule 3.40)

WILD RIDER [General, Melee]

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You can ride anything, in any fashion

Prerequisite: Ride skill.

Benefit: You suffer no penalty to your ride skill when riding bareback. Nor is your ride skill rank reduced when you ride different types of animals.

Normal: The normal penalty for riding bareback is -5. When your ride a mount other than the one your initially learned the ride skill for, your skill rank is reduced by two or five depending on how different they are.

Balance: 4.32 (Purp 4.20, Pow 4.20, Port 4.00, Comp 4.70, Rule 4.50)

ZEALOUS SMITE [Special]

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The strength of your faith flows through you, allowing you to inflict terrible blows against your enemies.

Prerequisite: Smite class ability (Smite Evil, Smite Good, Smite Infidel, etc.).

Benefit: You can use your Smite class ability one additional time per day, but you can only Smite a specific opponent once per day.

Special: A character can choose this feat multiple times, gaining one additional Smite attack each time that this feat is chosen.

Balance: 4.15 (Purp 4.00, Pow 4.00, Port 4.50, Comp 4.25, Rule 4.00)

Feats by Rating

- 5.00 Controlled Burst
 5.00 Rank Fighting
 4.92 Pack Mule
 4.90 Divine Armor Of The Soul
 4.84 Reflex Set
 4.82 Improved Deflect Arrows
 4.82 Improved Deflect Arrows
 4.80 Stylize Spell
 4.78 Improved Subdue
 4.75 Lethal Fist
 4.75 Light Sleeper
 4.75 Turn/rebuke Resistance
 4.75 Extra Primeval Ability
 4.75 Detect Poison
 4.72 Quick Defense
 4.70 Ducking Shot
 4.70 Power Resistance: Clairsentience & Telepathy
 4.70 Spell Resistance: Divination
 4.70 Innate Spell-like Penetration
 4.70 Focused Primeval Ability
 4.70 Divine Ghost Armor
 4.65 Ghost Touch
 4.65 Metaspell
 4.65 Shield Focus
 4.65 Discover Psionic Power
 4.64 Arcane Understanding
 4.64 Flashy Attack
 4.64 Mindless Effort
 4.60 Armor Focus
 4.60 Campaigner
 4.60 Fiery Rage
 4.60 Improved Dodge
 4.60 Improved Toughness
 4.60 Supernatural Resistance
 4.60 Greater Innate Spell-like Penetration
 4.60 Greater Focused Primeval Ability
 4.60 Extra Wild Shape
 4.58 Armored Caster
 4.56 Pack Attack
 4.55 Stable Spell
 4.55 Weapon Tricks
 4.55 Legendary Toughness
 4.55 Gigantic Weapon
 4.55 Divine Armor
 4.55 Extra Rage
 4.54 Destructive Force
 4.52 Heroic Recovery
 4.52 Night Owl
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 4.48 Cross-class Secrets
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 4.44 Pole Fighting
 4.42 Expand Spell
 4.40 Concerted Attack
 4.40 Cross-class Learning
 4.40 Fast Mover
 4.40 Improvised Weapons
 4.40 Life Line
 4.40 Ritual Spell
 4.40 Two-weapon Combination
 4.40 Stirke Favored Enemy
 4.40 Ever-ready Shield
 4.38 Channel Against Outsiders
 4.36 Area Control
 4.36 Hole In The Middle
 4.36 Restore Effort
 4.35 Herculean Effort
 4.35 Power Resting
 4.35 Power Double Weapon
 4.35 Way Of The Gargoyle
 4.35 Armed Deflect Arrows
 4.32 Battle Leader
 4.32 Wild Rider
 4.32 Concentration Spell
 4.30 Create Opportunity
 4.30 Elven Swordmastery
 4.30 Heroic Evasion
 4.30 Ki Of The Masters
 4.30 Monk Weapon Mastery
 4.30 Spell Toughness
 4.30 Tap Item
 4.30 Twin Weapon Fighting
 4.30 Instant Awakening
 4.30 Psionic Ghost Fist
 4.30 Psionic Ghost Shot
 4.30 Psionic Ghost Weapon
 4.28 Extra Bardic Music
 4.28 Fast Item Creation
 4.28 Fearsome Display
 4.28 Minds Eye
 4.28 Stand Against Spell
 4.26 Bookworm
 4.25 Divine Ghost Weapon
 4.25 Vigilant Psychic Defender
 4.25 Penetrating Psionic Fist
 4.25 Penetrating Psionic Shot
 4.25 Penetrating Psionic Weapon
 4.25 Crystal Psiweapon
 4.25 Solidify Inertial Armor
 4.24 Aerobatics
 4.24 Giveaway Spell
 4.24 Improved Caster Level
 4.24 Touch To Ray
 4.24 Fast Spell
 4.22 Greater Divine Dominion
 4.22 Mimicry
 4.20 Defensive Study
 4.20 Learning Sacrifice
 4.20 Main Gauche
 4.20 Pin Weapon
 4.20 Pull Blow
 4.20 Shadowleap
 4.20 Team Fighting
 4.20 Divine Flame
 4.20 Improved Inertial Armor
 4.20 Missile Proof
 4.18 Fire To Ice
 4.18 Greater Held Charge
 4.18 Impact Spell
 4.18 Powerless Spell
 4.18 Trick Spell
 4.15 Improved Feint
 4.15 Improved Subdual
 4.15 Minor Spell Mastery
 4.15 Zealous Smite
 4.15 Divine Sight
 4.15 Alternate Attack
 4.15 Improved Psionic Fist
 4.15 Whirlwind Defense
 4.12 Divine Dominion
 4.12 Expert Healing
 4.12 Research Genius
 4.12 Ward
 4.10 Counter Strike
 4.10 Draconic Bloodline
 4.10 Fortune
 4.10 Metaffinity
 4.10 Penetrating Shot
 4.10 Slow Spell
 4.10 Weapon Juggle
 4.10 Improved Power Double Weapon

- 4.10 Psionic Multifist
4.10 Trigger Psionic Defense
4.10 Improved Psionic Weapon
4.10 Improved Crystal Psiweapon
4.10 Stalwart Defender
4.10 Expert Aim
4.10 Psionic Initiative
4.08 Hardened Spell
4.08 Soul Sacrifice
4.08 Bonded Weapon
4.06 Defensive Casting
4.06 Sense Magic
4.05 Tumbling Attack
4.05 Armed Flurry Of Blows
4.05 Quicken Divine Channeling
4.05 Channel Touch Spell
4.05 Channel Psionic Touch
4.05 Psionic Multishot
4.05 Psionic Multiweapon
4.04 Cantrip
4.04 Combat Opportunist
4.04 Divine Gift
4.04 Fake Spell
4.04 Favored Class
4.04 Flurry Of Blows
4.04 Shield Mastery
4.02 Additional Domain
4.02 Craft Magic Tattoo
4.02 Pack Rat
4.02 Vital Strike
4.00 Anything Goes Combat
4.00 Cannabalistic Casting
4.00 Cantripification
4.00 Find Flaw
4.00 Linked Learning
4.00 Riposte
- 4.00 Spear And Shield
4.00 Spirit Of Vengeance
4.00 Stone Thrower
4.00 Touch Mastery
4.00 Penetrating Ki Strike
4.00 Divine Weapon
4.00 Psionic Strike
4.00 Deflect Attack
3.98 Ventriloquism
3.96 Poison Use
3.95 Body Combat
3.95 Psionic Attack Focus
3.92 Pidgin
3.90 Opportunity Counterspell
3.90 Poison Tolerance
3.90 Power Finesse
3.90 Silver Spoon
3.90 Improved Psionic Shot
3.90 Strengthen Inertial Armor
3.88 Skill Knack
3.87 Profane Death Blow
3.85 Greater Psionic Attack Focus
3.85 Pack Initiative
3.82 Accurate Attack
3.82 Piercing Shot
3.82 Transfer Spell
3.80 Called Shot
3.80 Prophetic Dreamer
3.80 Innate Metamagic
3.80 Cold-blooded Killer
3.76 Expert Cower
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3.70 Expanded Domains
3.70 Pain Is My Friend
3.70 Inner Depths Of The Soul
3.65 Armor Specialization
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3.65 Shield Specialization
3.65 Spontaneous Metacasting
3.65 Power Psicrystal
3.64 Gifted Learner
3.62 Ambitious Leader
3.62 Deft Lunge
3.62 Magic Secret
3.60 Learning Mastery
3.58 Inspiring Leader
3.56 Improved Sneak Attack
3.56 Self Item
3.55 Spell Affinity
3.54 Defensive Stance
3.52 Whirlwind Strike
3.50 Camouflage
3.50 Recharge
3.50 Skilled Parry
3.45 Maximize Psionic Attack
3.44 Combat Focus
3.40 Clinch
3.38 Combat Surge
3.30 Sudden Action
3.28 Extend Spell List
3.24 Spell Learning Combination
3.22 Improved Combat Focus
3.20 Manic Depressive
3.10 Learned Metamagic
3.08 Spell Level Combination

Feat Rules

What is a Feat?

A feat is essentially a highly developed super-skill, bestowing a permanent, non-magical, fixed ability usable at will. Feats represent a learned, trained, and experienced use of a physical, mental, or spiritual focus, granting an increased capability or function.

This new feature of the character generation/advancement process allows you to develop anything from a very specialized heroic character type to one with a wide array of heroic abilities and functions.

Feat Format

Here is the format for feat descriptions.

Feat Name [Type of feat]

Description: What the feat does or represents in plain language. Note that this section is not preceded by the header "Description;" in actual feats.

Prerequisites: A minimum ability score, another feat or feats, a minimum base attack, a skill, or a level that a character must have in order to acquire this feat. A character must have the listed ability score, feat, skill, or base attack bonus in order to select or use that feat. A character can gain a feat at the same level at which he or she gains the prerequisite. A character can't use a feat if the character has lost a prerequisite. This entry is absent if a feat has no prerequisite. A feat may have more than one prerequisite.

Benefit: What the feat enables the character to do.

Normal: What a character who does not have this feat is limited to or restricted from doing. If not having the feat causes no particular drawback this entry is absent.

Special: Additional facts about the feat.

Example: This is where the author can show you how the feat works with an example of play.

Notes: Here the author makes notes or suggestions regarding the use of the feat. Sometimes it will contain rules citations or clarifications regarding the purpose or idea behind the feat.

Types of Feats

So there are different types of feats? Why?

With there being so many heroic feats available across such a broad spectrum of the game, it is necessary to break them down into smaller working groups that can be addressed as a whole. These groups can be used to apply specific rules that impact the use of all feats within a category. According to the d20 rules, there are "General, Metamagic, Psionic, Metapsionic, Item Creation, Special, Monster, Virtual, and Regional feats". To further break these out, the following classifications (types of feats) have been introduced: Melee (subtype), Defense (subtype), Ranged (subtype), Pseudo-Class, and Racial feats. Each is described in more detail below.

General: General feats are feats that do not fit into any specific category. They can usually be taken by anyone, often having very few limiting factors (if any at all). General feats can be further broken down into subtypes. If the feat does not fall into one of these subtypes, it is considered a general feat with no subtype.

Melee: These feats relate to combat based methods of close quarters attack.

Defense: This category of feats tends to focus on direct defensive posturing, building one's defensive systems,

and learning the best ways to defend oneself.

Ranged: Feats that involve effects from a distance. These are most often combat related, but the distance factor requires additional rules for use.

Martial Style: These feats involve an understanding of how the mind, body, and spirit come together as one. They may even rely on an inner energy known as Ki (or chi) to bring about certain effects.

Magical: These are general feats that enhance a character's magical abilities in some fashion or change the way they learn, cast or memorize spells.

Monster: Monster feats are presented to detail those feats that can be accomplished by monsters, or those with monstrous qualities. Many rely on a specific physical capability, which unless possessed, makes the feat unavailable to most heroes.

Regional: Regional feats are a category of special feats that relate to a specific area or environment. In order to learn these you must either come from a particular location, or spend an appropriate amount of time learning the environment. In order to qualify for a regional feat, you must either begin play as a character from the region in question, or acquire at least two ranks of knowledge (local) for that region.

Pseudo Class: All feats within this area of study provide minor simulations of specific class abilities, without having to multi-class. The abilities are typically less powerful than the original class ability.

Racial: These are special feats that can only be taken by those who are of a specific race, or those who have received training from that specific race. While open to anyone, many racial feats are considered secrets. Very few are shared with those outside of that race.

Trait: Traits are very similar to general feats, but generally reflect on personality, history, and character type. Traits are based on inborn talents or birthrights and can only be taken during initial character generation.

Metamagic: Some spellcasters choose spells as they cast them. They can choose when they cast their spells whether to use metamagic feats to improve them. As with other spellcasters, the improved spell uses up a higher-level spell slot. If its normal casting time is 1 action, casting a metamagic spell is a full-round action for a spellcaster that chooses spells as they cast them. For spells with a longer casting time, it takes an extra full-round action to cast the spell.

Spontaneous Casting and Metamagic Feats - Clerics

spontaneously casting cure or inflict spells can cast metamagic versions of them. Casting a 1-action metamagic spell spontaneously is a full-round action, and spells with longer casting times take an extra full-round action to cast.

Effects of Metamagic Feats on a Spell - In all ways, a metamagic spell operates at its original level even though it is prepared and cast as a higher-level spell. Saving throw modifications are not changed (unless stated otherwise in the feat description). The modifications made by these spells only apply to spells cast directly by the feat user. A spellcaster can't use a metamagic feat to alter a spell being cast from a wand, scroll, or other device.

Multiple Metamagic Feats on a Spell - A spellcaster can use multiple metamagic feats on a single spell. Changes to its level are cumulative.

Magic Items and Metamagic Spells: With the right item creation feat, a character can store a metamagic spell in a scroll, potion, or wand. Level limits for potions and wands apply to the spell's higher, metamagic level. A character doesn't need the metamagic feat to activate an item storing a metamagic spell.

Counterspelling Metamagic Spells - Whether a spell has been enhanced by a metamagic feat does not affect its vulnerability to counterspelling or its ability to counterspell another spell.

Item Creation: An item creation feat lets a spellcaster create a magic item of a certain type. Regardless of the type of item, each item creation feat has certain features in common.

XP Cost - Power and energy that the spellcaster would normally have is expended when making a magic item. The XP cost equals 1/25 the cost of the item in gold pieces. A character cannot spend so much XP that he or she loses a level. However, on gaining enough XP to achieve a new level, he or she can immediately expend XP on creating an item rather than keeping the XP to advance a level.

Raw Materials Cost - Creating a magic item requires costly components, most of which are consumed in the process. The cost of these materials equals half the cost of the item.

Using an item creation feat also requires access to a laboratory or magical workshop, special tools, and so on. A character generally has access to what he or she needs unless unusual circumstances apply.

Time - The time to create a magic item depends on the feat and the cost of the item. The minimum time is 1 day.

Item Cost - Brew Potion, Craft Wand, and Scribe Scroll create items that directly reproduce spell effects and whose power depends on their caster level. A spell from one of these items has the power it would have if cast by a spellcaster of that level. The price of these items (and thus the XP cost and the cost of the raw materials) depends on the caster level. The caster level must be high enough that

the spellcaster creating the item can cast the spell at that level. To find the final price in each case, multiply the caster level by the spell level and then multiply the result by a constant; Scrolls: Base price = spell level X caster level X 25 gp. Potions: Base price = spell level X caster level X 50 gp. Wands: Base price = spell level X caster level X 750 gp.

Extra Costs - Any potion, scroll, or wand that stores a spell with a costly material component or an XP cost also carries a commensurate cost. For potions and scrolls, the creator must expend the material component or pay the XP when creating the item. For a wand, the creator must expend fifty copies of the material component or pay fifty times the XP cost.

Some magic items similarly incur extra costs in material components or XP as noted in their descriptions.

Psionic: These feats are only available to Manifesters. They allow you to channel your psionic strength for specific effects without actually manifesting.

Metapsionic: Similar to Metamagic feats, these allow Manifesters to alter your powers by paying an additional point cost.

Special: Special feats are those that can only be taken by specific groups. Most often, acquisition is based on character class or some other relevant limiting factor.

Virtual Feats These are feats that are assumed when a special ability replicates the effect of a feat.

Rage: These feats channel a barbarian's rage into something other than mere brute strength.

Song: These feats alter the effects of a Bard's magical songs and music.

Divine: These feats channel the positive and negative energy a character would normally use to turn or rebuke undead. The results are often supernatural abilities used for combating the characters foes.

Profane: These are similar to Divine feats but they are limited to evil divine magic users.

Acquiring Feats

All characters start the game at first level with at least one feat. All character classes gain one feat upon achieving the following levels (one for every level divisible by three):

3rd, 6th, 9th, 12th, 15th, 18th, etc.

There are other ways to gain additional feats based on race and class:

* Humans gain one additional feat at first level.

* At 1st level, the fighter gets a bonus feat in addition to the feat that any 1st-level character gets and the bonus feat granted to humans. The fighter gains an additional bonus feat at 2nd level and every two levels thereafter (4th, 6th, 8th, etc.). These bonus feats must be drawn from the following list: Ambidexterity, Blind-Fight, Combat Reflexes, Dodge (Mobility, Spring Attack), Exotic Weapon Proficiency*, Expertise (Improved Disarm, Improved Trip, Whirlwind Attack), Improved Critical*, Improved Initiative, Improved Unarmed Strike (Deflect Arrows, Stunning Fist), Mounted Combat (Mounted Archery, Trample, Ride-By Attack, Spirited Charge), Point Blank Shot (Far Shot, Precise Shot, Rapid Shot, Shot on the Run), Power Attack (Cleave, Improved Bull Rush, Sunder, Great Cleave), Quick Draw, Two-Weapon Fighting (Improved Two-Weapon Fighting), Weapon Finesse*, Weapon Focus*, Weapon Specialization*.

Some of the bonus feats available to a fighter cannot be acquired until the fighter has gained one or more prerequisite feats; these feats are listed parenthetically after the prerequisite feat. A fighter can select feats marked with an asterisk (*) more than once, but it must be for a different weapon each time. A fighter must still meet all prerequisites for a feat, including ability score and base attack bonus minimums.

Weapon Specialization: On achieving 4th level or higher, as a feat the fighter (and only the fighter) may take Weapon Specialization. Weapon Specialization adds a +2 damage bonus with a chosen weapon. The fighter must have Weapon Focus with that weapon to take Weapon Specialization. If the weapon is a ranged weapon, the damage bonus only applies if the target is within 30 feet, because only at that range can the fighter strike precisely enough to hit more effectively. The fighter may take this feat as a bonus feat or as a regular one.

* Wizards gain one additional feat for every 5 levels achieved: 5th, 10th, 15th, 20th, etc., but they must be spent on Metamagic, Item Creation, or Spell Mastery feats.

* Many classes gain specific additional feats (at no cost) as class abilities.

* Many Prestige Classes grant bonus feats that are added to the characters repertoire (at no cost) as they advance in levels.

About the Netbook

Statistics

This edition of the Netbook of Feats contains 266 feats. There are an estimated 300 feats in the review process at this time.

Future Plans

More Feats: That's what its all about, more feats are on the way, lots more.

New Submission Guidelines: I'm reworking the submissions guidelines document. It needs updating rather badly.

Database Development: The database is the key to nifty new Netbook features like hyperlinks in the Netbook indexes and for prerequisites. It will take a while for these things to happen but its somewhere up ahead.

Website & E-mail Information

The Netbook of Feats website contains information you will find nowhere else. It's got artwork, bios of the staff, news updates, links to other great sites, and lots more.

Netbook of Feats: <http://www.dndcommunitycouncil.org/nbofeats/>

The DnD Community Council website has links to all the other great Netbooks, like classes, magic, traps and more. You can also find out how to become a member of the Council so you can contribute to the Netbooks.

DnD Community Council: <http://dndcommunitycouncil.org>

If you want to contact the Netbook staff for any reason all you need to do is send us an e-mail. Unless we are super busy we usually respond within a day or two, but often within a few hours.

Netbook Email: nbofeats@home.com

We have a Yahoo! Public discussion forum. Anyone can join up to discuss feats, participate in polls, and get the latest announcements from the Netbook staff. You will need to sign up with Yahoo groups but its fairly easy to do.

Yahoo! Netbook of Feats <http://groups.yahoo.com/group/dndfeat>

We here love Darrel and his artwork. You should definitely check out his website. He's got the pieces he did for us plus allot of his other work there.

Darrel's Scribbles: <http://www.goddamnindependent.com/staff/grivage/grivage.htm>

Our Mission

1. The Netbook of Feats strives to be the single most comprehensive collection of feats for the D20 system anywhere.
2. The Netbook of Feats should be 100% OGL and D20 compliant, and contain 100% OGC feats and related material.
3. The Netbook of Feats strives for professional or near professional quality in both content and presentation.
4. The Netbook of Feats treats its authors with consider-

ation and courtesy and works to ensure their material has the widest audience possible.

5. The Netbook of Feats seeks to be a standard reference document for D20 players around the world.

Review Process

Rating feats is a time consuming and involved process. We try to examine each feat thoroughly and weigh all its merits and flaws so that it's rating is useful for prospective game masters and players. It's not an exact science, but we have developed a system that works fairly well. We're going to look at what happens to a feat as it is prepared for publication in the Netbook.

Step 1: Submitting the feat

We have an entire document dedicated to this process. Hopefully the first thing an author does is read that document. It has all the instructions needed for submitting plus a lot of suggestions on how to make your feats as good as they can be. After looking through the guide, an author signs a permission agreement with the DnD Community Council. This will cover every submission they make to any of the DnDCC Netbooks. Next the author prepares their submissions and sends them to nbofeats@home.com with the Authority to Contribute statement. We receive the e-mail and then immediately send confirmation to the author that they were received along with a nice thank you. We save the submission as originally sent, then copy the feats into a document called Unformatted Feats.

Step 2: Initial Editing and Formatting

We take the Unformatted Feats file and go through each submission putting it into the standard feat format, correcting spelling and some grammatical errors, and removing references not allowed under the OGL. The closer a feat is to meeting all of these standards the faster it will get out of initial editing and to the reviewing stage. The formatted feats go into a Formatted Feats document.

Step 3: Selecting feats for review

Each week or so, the team leader selects around 20 feats from the Formatted Feats document for review. Feats are selected on a number of criteria, mostly for perceived quality and originality but also based on how long they have been lingering in the formatted stage. The feats are then divided by author into separate files and labeled with a code using the date of the batch, the author's name, and the stage of the review process they are in.

Step 4: Initial Review

Each member of the review board goes over the feats assigning them a rating, and making comments and suggestions for the author. This usually takes a week or two, but sometimes much more. Each reviewer has their own criteria and style, but we do follow a basic set of guidelines and principles detailed later in this chapter.

Step 5: Compilation

After all the members of the review board are finished with their reviews, the team leader consolidates the reviews, averaging the ratings, and occasionally editing the comments for clarity and brevity. If a feat has good rating and the review board has few or trivial suggestions, the feat is accepted and added into the Ready for Netbook document. Very few feats are accepted without any revisions but it does happen.

Step 6: Author Revision

Now the author has the chance to edit their feats or have them placed in the Netbook with their current ratings. Any feat with an overall balance score of 3.0 or higher is eligible but we recommend authors try to get as high a score as they can. Once the author has finished revisions they return the edited feats to the review board for more reviewing.

Step 7: Continual Review and Revision

The back and forth between the author and the review board continues until the author is satisfied with the feats. Often feats are withdrawn during this process or undergo significant changes. When the author says they are done and if the feat has gotten a rating of 3.0 or higher it is put in the Ready for Netbook document. This process sometimes spans over the course of a few months if the feats are complicated or the author is slow in getting revisions back to the board. If a feat is unedited by an author after a long time, and repeated attempts to contact them, it is either set aside, or on rare occasions edited by the review board and accepted into the Netbook.

Step 8: Publishing

Finally the feat is ready for publication. The team leader and editor give the feat any final editing needed for spelling and grammar, then load the feat into our database. After all the feats for a given month are ready they are exported into various formats for inclusion in the next version of the Netbook. It's a long journey from start to finish but the results are usually quite excellent.

Feat Ratings

Rating feats is a subjective process. We have had a number of reviewers on the board and each has their own style and

technique. We try to maintain a staff of 5 reviewers whenever possible and we do our best to ensure that all reviewers are well versed in the rules and have allot of practical experience on both sides of the DMs screen. The Netbook of feats uses the standard DnDCC method for rating feats. The purpose of these ratings is two fold. Firstly they help us review and evaluate feats during the review and revision process. Secondly the final ratings help DMs and players select which feats they want to include in their games. Each feat is evaluated on 5 separate criteria and then those numbers are averaged to get an overall rating for the feat. The ratings go from 1 to 5 and are generally given in whole numbers. Once all the review board members have rated the feat, the values in each category are averaged, and then the average from each category is averaged for the final rating. What follows is a description of each rating category and some examples of what a number in that category might mean.

Purpose: Here are questions we ask when evaluating a feats purpose. Would anyone want to take this feat? Have I seen something like this in a movie or book? Does the feat help me to make a certain kind of character? Are there already feats that accomplish this goal better than this one? Is this feat just a weaker version of some spell or class ability?

- 5 – This is a feat that makes a character more exciting and interesting.
- 4 – This is a feat allot of players and GMs would like to use.
- 3 – While not exciting, this feat will appeal to some players.
- 2 – Its hard to imagine anyone who would want to take this feat.
- 1 – This feat is almost completely useless no one would ever use it.

Power: This is perhaps one of the most important ratings. When rating the power of a feat we usually compare it to the feats in the System Reference Document (SRD) with similar prerequisites. We rate feats lower for being too strong and for being too weak. Every feat should give the character some kind of useful advantage, but shouldn't give the character more of advantage than a character level or a spell. We try to think of ways to combine the feat with others, and ways it could be abused or taken advantage of. Feats vary allot in overall power, but high prerequisites will help a powerful feat's rating in this category.

- 5 – This feat is useful, well balanced for its prerequisites, and almost impossible to abuse.
- 4 – This feat may be a little strong or a fairly weak, but its within the norm of the SRD.
- 3 – This feat is either very strong or almost uselessly weak. It might not unbalance a game but if taken full advantage of it might.
- 2 – This feat is simply too strong for most peoples

campaigns, it will unbalance the character that takes it.

- 1 – This feat is ridiculously strong and is probably better than a full character level.

Portability: This is a measure of how generally acceptable a feat is from one campaign world to another. It takes into account cultural assumptions, power level, use of special rules, and the like. Some feats may suffer because they seem implausible to perform, while others will suffer because they are specific to an unusual race or culture. Sometimes a feat with a low power rating will suffer here because its unlikely many DMs will accept it without special circumstances.

- 5 – This feat could be used in nearly any game or campaign setting.
- 4 – This feat may not fit in to some games but is generally acceptable.
- 3 – This feat has some very specific requirements or assumptions about the game world.
- 2 – This feat is probably only useful in a specific and unusual campaign world.
- 1 – This feat is very exotic or for some reason wholly unacceptable to nearly anyone but its author.

Complexity: This is one of the easier categories to judge. Here are some questions we ask when evaluating complexity. How easy is it to understand the feat? How long is it, and how many different rules does it have? Would the feat make combat or other situations more time consuming and monotonous? Could this feat do the same thing but in a more simple fashion? Does the feat require bookkeeping? Does the feat clearly explain how it is used, or are there allot of unanswered questions?

- 5 – Simple as pie. The effect is clear and concise; it may even eliminate complexities in the standard rules.
- 4 – An average feat, it is probably well written but simply involves more rules than a 5.
- 3 – Either a very complicated feat, or one that needs to be tightened up.
- 2 – Almost hopelessly confusing or involved.
- 1 – A real mess, its just too much information for a feat or is nearly impossible to understand.

Rules: This covers two major concepts. Firstly does the feat follow the SRD rules properly and does it explain its mechanics properly. Second does the feat follow the standard feat guidelines and conventions. This category is where the expertise of our staff comes into play.

- 5 – This is a prime example of what a feat should be.
- 4 – This feat breaks some convention or standard of feat design bit its not serious.
- 3 – This feat is definitely outside the scope of a standard feat, but it is still playable.
- 2 – This feat does not follow the SRD rules well or is very much not what a feat should be.

- 1 – This isn't really a feat at all or completely misinterprets the SRD rules.

Overall Rating : This is the average of the five categories, and represents the overall quality of the feat. Any feat with an overall rating less than 3.0 is simply not included in the Netbook. Many feats get a low rating when we first review them, but by the time we are finished working with the author nearly all feats achieve a 3.0 or better or are withdrawn by its creator.

4.5 to 5 - This is the pinnacle of featsmanship, a real gem.

4 to 4.5 - This is a good solid feat and should be acceptable for most games.

3.5 to 4 - This is a decent feat but it has some features that might make it unacceptable.

3 to 3.5 - This feat is not for everyone but still has value for the right game.

Submitting Feats

We have a whole document dedicated to submitting feats to the Netbook, but here is the short story version. Its really not too complicated once you are signed up with the DnDCC, but the more work you put into preparing your submissions the better they will be and the faster we can process them.

1. You need to go to the DnDCC page and find the submissions section. There you can download the Permission Agreement (PA) and print it out.
2. Fill out your PA and send it into the address provided. Then wait for a little while. You can take this time to read the NBOF submission document and make sure your feats are in good shape.
3. Someone from the DnDCC will send you a contributor ID number. Now you are ready to send in your feats.
4. Send your feats in an email along with the "authority to contribute" statement. You can put the feats and the statement in the body of the e-mail or in a Word attachment to the e-mail. You can send as many as you like but be sure to include them all in the contribution statement. Send submissions to nbofeats@home.com

In case you are gung ho and decide to skip the submissions guideline, here are some basic rules of thumb.

1. Check your feats for spelling and grammar errors.
2. Make sure they are in the proper format used by the Netbook of Feats
3. Only submit your own work, never send us other peoples feats as a contribution. If you just want to pass along something you found somewhere you don't

need to go through all the official channels. Just send us a URL or the like.

4. Read the Netbook before sending in a feat to see if something very similar is already in there. Be sure to check you feat's name against those already in use.
5. Give your feat allot of though, and compare it with feats already published.
6. Phrase your feat like those in the Netbook. Feats are written in with "You" and "Your" as the standard pronoun. Example: "You have learned how to turn apples into deadly weapons."

Staff Positions

Team Leader: The team leader does anything and everything to make sure the Netbook gets published. Their job is to lead and organize the other members and do any work left over. The team leader may also participate as a member of the review board if they like. They make the decisions about what direction the Netbook will take and what policies it will follow. The team leader communicates with authors and other contributors as well as the DnDCC leadership. They choose and recruit the other members of the team and delegate duties and responsibilities to them.

Executive Administration Assistant: The assistant is a not on the review board but assists the team leader in all their work. Their job is largely self-defined but at the moment our assistant does all of our web and graphics work. The assistant also helps with the editing and processing of feats, and participates in discussions about Netbook policies.

Review Board Member: The primary responsibilities of the board members are to rate and review all the feats submitted to the Netbook. Sometimes they volunteer to do other tasks and special projects for the Netbook.

The Community Council

The DnD Community Council is a fan based volunteer organization dedicated to publishing free OGL Netbook and other neat stuff. Bradley Bemis, Jr. created it in late 2000 after the Netbook of Feats. Anyone can become a member of the DnDCC by simply joining the mailing list. There is a Core Council that organizes the efforts of the members and makes policy decisions based on their own judgment and the opinions of the membership. Each Netbook project has its own team of volunteers responsible for that project. The teams can organize themselves in almost any fashion but usually have a team leader that reports to the Project manager of the Core Council. The Councils mission and organization change over time as new members join and new opportunities present themselves, but the overall purpose remains the same.

Legal Stuff

Introduction

Greetings, and welcome to the Netbook of Feat's Legal Stuff section. Here you can read about and hopefully come to understand the legal ins and outs of the OGL, D20 and all that good stuff. The author of this section is not a Lawyer and anything you read is of course not legally binding, except for the actual contracts in the OGL and D20 sections.

The Netbook of Feats is published using the Open Gaming License (OGL). The OGL is a special kind of contract that is sometimes referred to as Copy Left. It was patterned after similar contracts used by the open source software movement, best exemplified by GNU LINUX. The idea is that if you publish something using the license you give everyone unlimited rights to use the material in perpetuity, and furthermore, no one else can ever claim exclusive rights to it. So basically it belongs to the whole world instead of any one person.

Now the OGL does have some limitations.

First off, it lets you pick and choose which parts of your document are Open Gaming Content (OGC). Only the portions that you designate OGC are available to everyone free and clear. All the other stuff is still covered by traditional copyright laws. Because of this anyone using the OGL needs to clearly designate which portions of their document are OGC and which are not.

Secondly, it requires that if you use any OGC from any other OGL publication you must use the OGL yourself, and abide by all its terms. It's kind of self perpetuating that way.

Thirdly, it limits your ability to use trademarks and Product

Identity (PI) from other publications unless you get specific written permission from the trademark holder or the author of the PI. PI is basically any material that an author using the OGL chooses to designate as PI. Under standard copyright law you can do this sort of thing, make references to other peoples work, but if you use the OGL you must abide by its additional restrictions. This limitation applies to the whole document, not just the OGC material.

Finally, you must credit the original authors of any OGC material you publish in your document, and if adding your own original material you must assert that is entirely your own work.

So what does all this have to do with anything? Basically Mages of the Beach (not their real name due to OGL) wanted to be able to let amateurs publish material that could be used with their game (name omitted due to OGL restrictions). So they took the rules from said game and created the System Reference Document, and then published it as OGC using the OGL. So now anyone can create material based on the SRD rules and publish it free and clear, and completely legally. But there is more to it than just that. As authors add material to the pool of works published as OGC the whole gaming community becomes richer. Authors can build off each other's ideas and improve on them.

But Mages of the Beach went farther than that. They also created the D20 logo and license so that authors who wanted to could identify their products as being compatible with the rules system from the unmentionable but oh so famous game. The reason they restrict the use of their trademarks (and the trademarks of others) is that they need to protect them or loose them. So be good and don't use them in the spirit of fair play. In order to use the D20 license you must send Mages of the Beach a request card.

Allot of confusion arises as to just how these contracts work and what all these acronyms mean. If you want to publish OGC works or use the OGL or D20 you had best read up on all of it and make sure you understand everything. There are a couple of web sites you will want to check out.

The open gaming foundation is an organization dedicated to Open Gaming in general and is headed up by the guy who came up with the OGL and D20 and all that: Ryan Dancey.

I strongly recommend checking out the mailing lists if you really want to be an expert. OGF:
<http://www.opengamingfoundation.org/index.html>

And of course there is Mages of the Beach's website dealing with these licenses. D20:
<http://www.wizards.com/D20/main.asp?x=welcme,3>

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Accurate Attack, Fearsome Display, Flashy Attack - By: Brendan Quinn;

Create Opportunity, Double Weapon Fighting, Tumbling Attack - By: Brian A. Smith;

Additional Domain, Aggressive Casting, Area Control, Armed Deflect Arrows, Body Combat, Called Shot, Clinch, Cross-class Secrets, Demolition, Expanded Domains, Extend Spell List, Fake Spell, Fast Item Creation, Fortune, Giveaway Spell, Hide Tracks, Hole In The Middle, Improved Caster Level, Improved Deflect Arrows, Improved Dodge, Improved Feint, Improved Toughness, Improvised Weapons, Lethal Fist, Light Sleeper, Magic Secret, Main Gauche, Mimicry, Opportunity Counterspell, Pack Attack, Pack Initiative, Piercing Shot, Pin Weapon, Poison Resistance, Poison Tolerance, Poison Use, Pole Fighting, Power Finesse, Powerless Spell, Rank Fighting, Reflex Set, Riposte, Ritual Spell, Seduction, Sense Magic, Skill Knack, Slow Spell, Spear And Shield, Stable Spell, Two-weapon Combination, Ventriloquism, Ward, Weapon Juggle, Weapon Tricks, Wild Rider - By: Carl Cramér;

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