

MASTER LIST OF d20 SRD FEATS

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PREREQUISITES

Some feats have prerequisites. Your character must have the indicated ability score, class feature, feat, skill, base attack bonus, or other quality designated 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 he or she has lost a prerequisite.

TYPES OF FEATS

Some feats are general, meaning that no special rules govern them as a group. Others are item creation feats, which allow spellcasters to create magic items of all sorts. A metamagic feat lets a spellcaster prepare and cast a spell with greater effect, albeit as if the spell were a higher spell level than it actually is.

GENERAL FEATS

Any class can take a general feat.

FIGHTER BONUS FEATS

Any feat designated as a fighter feat can be selected as a fighter's bonus feat. This designation does not restrict characters of other classes from selecting these feats, assuming that they meet any prerequisites.

MONSTER FEATS

These feats apply to abilities most commonly found amongst monsters or are related to monsters.

CUSTOM FEATS

Feats created or adapted by the author.

ITEM CREATION FEATS

An item creation feat lets a spellcaster or psionic create a magic item of a certain type. Regardless of the type of items they involve, the various item creation feats all have certain features in common.

XP Cost: Experience that the spellcaster or psionic would normally keep is expended when making a magic item. The XP cost equals 1/25 of the cost of the item in gold pieces. A character cannot spend so much XP on an item that he or she loses a level. However, upon gaining enough XP to attain 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: The cost of creating a magic item equals one-half the sale 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 one day.

Item Cost: Brew Potion, Craft Wand, and Scribe Scroll create items that directly reproduce spell effects, and the power of these items depends on their caster level—that is, a spell from such an item has the power it would have if cast by a spellcaster or psionic of that level. The price of these items (and thus the XP cost and the cost of the raw materials) also depends on the caster level. The caster level must be high enough that the spellcaster or psionic 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, then multiply the result by a constant, as shown below:

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.

A 0-level spell is considered to have a spell level of 1/2 for the purpose of this calculation.

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 cost 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.

METAMAGIC FEATS

As a spellcaster's knowledge of magic grows, she can learn to cast spells in ways slightly different from the ways in which the spells were originally designed or learned. Preparing and casting a spell in such a way is harder than normal but, thanks to metamagic feats, at least it is possible. Spells modified by a metamagic feat use a spell slot higher than normal. This does not change the level of the spell, so the DC for saving throws against it does not go up.

Wizards and Divine Spellcasters: Wizards and divine spellcasters must prepare their spells in advance. During preparation, the character chooses which spells to prepare with metamagic feats (and thus which ones take up higher-level spell slots than normal).

Sorcerers and Bards: Sorcerers and bards choose spells as they cast them. They can choose when they cast their spells whether to apply their metamagic feats to improve them. As with other spellcasters, the improved spell uses up a higher-level spell slot. But because the sorcerer or bard has not prepared the spell in a metamagic form in advance, he must apply the metamagic feat on the spot. Therefore, such a character must also take more time to cast a metamagic spell (one enhanced by a metamagic feat) than he does to cast a regular spell. If the spell's normal casting time is 1 action, casting a metamagic version is a full-round action for a sorcerer or bard. (This isn't the same as a 1-round casting time.)

For a spell with a longer casting time, it takes an extra full-round action to cast the spell.

Spontaneous Casting and Metamagic Feats: A cleric spontaneously casting a cure or inflict spell can cast a metamagic version of it instead. Extra time is also required in this case. Casting a 1-action metamagic spell spontaneously is a full-round action, and a spell with a longer casting time takes an extra full-round action to cast.

Effects of Metamagic Feats on a Spell: In all ways, a metamagic spell operates at its original spell 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 feats 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.

Metamagic feats that eliminate components of a spell don't eliminate the attack of opportunity provoked by casting a spell while threatened. However, casting a spell modified by Quicken Spell does not provoke an attack of opportunity.

Metamagic feats cannot be used with all spells. See the specific feat descriptions for the spells that a particular feat can't modify.

Multiple Metamagic Feats on a Spell: A spellcaster can apply multiple metamagic feats to a single spell. Changes to its level are cumulative. You can't apply the same metamagic feat more than once to a single spell.

Magic Items and Metamagic Spells: With the right item creation feat, you can store a metamagic version of a spell in a scroll, potion, or wand. Level limits for potions and wands apply to the spell's higher spell level (after the application of the metamagic feat). A character doesn't need the metamagic feat to activate an item storing a metamagic version of a spell.

Counterspelling Metamagic Spells: Whether or not a spell has been enhanced by a metamagic feat does not affect its vulnerability to counterspelling or its ability to counterspell another spell.

PSIONIC FEATS

To nonpsionic characters, all psionic feats are treated as special (only psionic characters and creatures may take them). Psionic feats allow the psionic character to enhance combat, augment psionic powers, and manipulate psionic attack and defense modes.

Some psionic feats do not directly use the power points of a psionic character, but the mere presence of those power points and psionic potential allow psionic characters access to these feats. Feats that have a prerequisite of "reserve power points [some number+]" require the psionic character or creature to possess a number of unused power points equal to or greater than the given number to use the feat in any given round. These power points are not used to power the feat; however, if they are not held in reserve the feat is temporarily unavailable.

Note: If a psionic character's total power point maximum never equals the reserve power point prerequisite, the character cannot take the feat.

METAPSIONIC FEATS

Metapsionic feats allow a psionic character to enhance the manifestation of a regular power. Using a metapsionic feat doesn't take any longer but does increase the total power point cost to manifest the power.

A psionic character can use multiple metapsionic feats on a power, and the extra power point cost is cumulative, but a power altered by metapsionic feats can never cost more power points than the manifester's level minus one (minimum one).

With the proper item creation feat, a character can store a power enhanced by a metapsionic feat in a power stone, psionic tattoo, or dorje, but the level limits for psionic tattoos, power stones, and dorjes apply to the power's higher, metapsionic level. The metapsionic level increases by 1 for every 2 points a metapsionic feat increases a power's cost.

Important: Metapsionic feats cannot be used to augment psionic attack and defense modes. The feats that allow direct manipulation of psionic attack and defense mode powers are specifically noted with the given feat.

MODERN FEATS

Feats taken from the d20 Modern setting but might be of use in other settings

EPIC FEATS

Feats that are only available to epic characters. Whenever an epic character gains a new feat, it can be from among the standard list of feats or one of the feats described below.

FEAT DESCRIPTIONS

Here is the format for feat descriptions.

FEAT NAME [Type of Feat]

Prerequisite: A minimum ability score, another feat or feats, a minimum base attack bonus, a minimum number of ranks in one or more skills, or a class level that a character must have in order to acquire this feat. 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 ("you" in the feat description) to do. If a character has the same feat more than once, its benefits do not stack unless indicated otherwise in the description.

In general, having a feat twice is the same as having it once.

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 that may be helpful when you decide whether to acquire the feat.

LIST OF FEATS

GENERAL FEATS

ABILITY FOCUS [General, **Monster**]

Choose one of the creature's special attacks.

Prerequisite: Special attack.

Benefit: Add +2 to the DC for all saving throws against the special attack on which the creature focuses.

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

ACROBATIC [General, **Modern**]

Benefit: You get a +2 bonus on all Jump checks and Tumble checks.

AGILE [General, **Modern**]

Benefit: You get a +2 bonus on all Balance checks and Escape Artist checks.

AGILE RIPOSTE [General, **Modern**, **Fighter**]

Prerequisites: Dexterity 13, Dodge.

Benefit: Once per round, if the opponent the character has designated as his or her dodge target (see the Dodge feat) makes a melee attack or melee touch attack against the character and misses, the character may make an attack of opportunity with a melee weapon against that opponent. Resolve and apply the effects from both attacks simultaneously.

Even a character with the Combat Reflexes feat can't use the Agile Riposte feat more than once per round. This feat does not grant more attacks of opportunity than the character is normally allowed in a round.

ALERTNESS [General, **Modern**]

Benefit: You get a +2 bonus on all Listen checks and Spot checks.

Special: The master of a familiar gains the benefit of the Alertness feat whenever the familiar is within arm's reach.

ANIMAL AFFINITY [General, **Modern**]

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

ARMOR PROFICIENCY (HEAVY) [General, **Modern**]

Prerequisites: Armor Proficiency (light), Armor Proficiency (medium).

Benefit: See Armor Proficiency (light).

Normal: See Armor Proficiency (light).

Special: Fighters, paladins, and clerics automatically have Armor Proficiency (heavy) as a bonus feat. They need not select it.

ARMOR PROFICIENCY (LIGHT) [General, **Modern**]

Benefit: When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble checks.

Normal: A character who is wearing armor with which she is not proficient applies its armor check penalty to attack rolls and to all skill checks that involve moving, including Ride.

Special: All characters except wizards, sorcerers, and monks automatically have Armor Proficiency (light) as a bonus feat. They need not select it.

ARMOR PROFICIENCY (MEDIUM) [General, **Modern**]

Prerequisite: Armor Proficiency (light).

Benefit: See Armor Proficiency (light).

Normal: See Armor Proficiency (light).

Special: Fighters, barbarians, paladins, clerics, druids, and bards automatically have Armor Proficiency (medium) as a bonus feat. They need not select it.

ATHLETIC [General, **Modern**]

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

AUGMENT SUMMONING [General]

Prerequisite: Spell Focus (conjunction).

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

AWESOME BLOW [General, **Fighter**, **Monster**]

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

Benefit: As a standard action, the creature may choose to subtract 4 from its melee attack roll and deliver an awesome blow. If the creature hits a corporeal opponent smaller than itself with an awesome blow, its opponent must succeed on a Reflex save (DC = damage dealt) or be knocked flying 10 feet in a direction of the attacking creature's choice and fall prone. The attacking creature can only push the opponent in a straight line, and the opponent can't move closer to the attacking creature than the square it started in. If an obstacle prevents the completion of the opponent's move, the opponent and the obstacle each take 1d6 points of damage, and the opponent stops in the space adjacent to the obstacle.

BLIND-FIGHT [General, **Modern**, **Fighter**]

Benefit: In melee, every time you miss because of concealment, you can reroll your miss chance percentile roll one time to see if you actually hit.

An invisible attacker gets no advantages related to hitting you in melee. That is, you don't lose your Dexterity bonus to Armor Class, and the attacker doesn't get the usual +2 bonus for being invisible. The invisible attacker's bonuses do still apply for ranged attacks, however.

You take only half the usual penalty to speed for being unable to see. Darkness and poor visibility in general reduces your speed to three-quarters normal, instead of one-half.

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

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

CLEAVE [General, **Modern**, **Fighter**]

Prerequisites: Str 13, Power Attack.

Benefit: If you deal a creature enough damage to make it drop (typically by dropping it to below 0 hit points or killing it), you get an immediate, extra melee attack against another creature within reach. You cannot take a 5-foot step before making this extra attack. The extra attack is with the same weapon and at the same bonus as the attack that dropped the previous creature. You can use this ability once per round.

COMBAT CASTING [General]

Benefit: You get a +4 bonus on Concentration checks made to cast a spell or use a spell-like ability while on the defensive or while you are grappling or pinned.

COMBAT EXPERTISE [General, Modern, Fighter]

Prerequisite: Int 13.

Benefit: When you use the attack action or the full attack action in melee, you can take a penalty of as much as –5 on your attack roll and add the same number (+5 or less) as a dodge bonus to your Armor Class. This number may not exceed your base attack bonus. The changes to attack rolls and Armor Class last until your next action.

Normal: A character without the Combat Expertise feat can fight defensively while using the attack or full attack action to take a –4 penalty on attack rolls and gain a +2 dodge bonus to Armor Class.

COMBAT REFLEXES [General, Modern, Fighter]

Benefit: You may make a number of additional attacks of opportunity equal to your Dexterity bonus.

With this feat, you may also make attacks of opportunity while flat-footed.

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

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

A monk may select Combat Reflexes as a bonus feat at 2nd level.

DEAD AIM [General, Modern, Fighter]

Prerequisites: Wisdom 13, Far Shot.

Benefit: Before making a ranged attack, the character may take a full-round action to line up your shot. This grants the character a +2 circumstance bonus on his or her next attack roll. Once the character begins aiming, he or she can't move, even to take a 5-foot step, until after the character makes his or her next attack, or the benefit of the feat is lost. Likewise, if the character's concentration is disrupted or the character is attacked before his or her next action, the character loses the benefit of aiming.

DECEPTIVE [General, Modern]

Benefit: The character gets a +2 bonus on all Bluff checks and Disguise checks.

DECEITFUL [General]

Benefit: You get a +2 bonus on all Disguise checks and Forgery checks.

DEFLECT ARROWS [General, Fighter]

Prerequisites: Dex 13, Improved Unarmed Strike.

Benefit: You must have at least one hand free (holding nothing) to use this feat. Once per round when you would normally be hit with a ranged weapon, you may deflect it so that you take no damage from it. You must be aware of the attack and not flatfooted.

Attempting to deflect a ranged weapon doesn't count as an action. Unusually massive ranged weapons and ranged attacks generated by spell effects can't be deflected.

Special: A monk may select Deflect Arrows as a bonus feat at 2nd level, even if she does not meet the prerequisites.

DEFT HANDS [General]

Benefit: You get a +2 bonus on all Sleight of Hand checks and Use Rope checks.

DIEHARD [General]

Prerequisite: Endurance.

Benefit: When reduced to between –1 and –9 hit points, you automatically become stable. You don't have to roll d% to see if you lose 1 hit point each round.

When reduced to negative hit points, you may choose to act as if you were disabled, rather than dying. You must make this decision as soon as you are reduced to negative hit points (even if it isn't your turn). If you do not choose to act as if you were disabled, you immediately fall unconscious.

When using this feat, you can take either a single move or standard action each turn, but not both, and you cannot take a full round action. You can take a move action without further injuring yourself, but if you perform any standard action (or any other action deemed as strenuous, including some free actions, such as casting a quickened spell) you take 1 point of damage after completing the act. If you reach –10 hit points, you immediately die.

Normal: A character without this feat who is reduced to between –1 and –9 hit points is unconscious and dying.

DILIGENT [General]

Benefit: You get a +2 bonus on all Appraise checks and Decipher Script checks.

DODGE [General, Modern, Fighter]

Prerequisite: Dex 13.

Benefit: During your action, you designate an opponent and receive a +1 dodge bonus to Armor Class against attacks from that opponent. You can select a new opponent on any action.

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

EDUCATED [General, Modern]

Benefit: Pick two Knowledge skills. The character gets a +2 bonus on all checks with those skills.

Special: A character can select this feat as many as seven times. Each time, the character selects two new Knowledge skills.

EMPOWER SPELL-LIKE ABILITY [General, Monster]

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

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

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

The creature can only select a spell-like ability duplicating a spell with a level less than or equal to half its caster level (round down) –2. For a summary, see the table in the description of the Quicken Spell-Like Ability feat.

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

ENDURANCE [General, [Modern](#)]

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

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

Special: A ranger automatically gains Endurance as a bonus feat at 3rd level. He need not select it.

ESCHEW MATERIALS [General]

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

EXOTIC ([EXOTIC MELEE](#)) WEAPON PROFICIENCY [General, [Modern](#), [Fighter](#)]

Choose a type of exotic weapon. You understand how to use that type of exotic weapon in combat.

Prerequisite: Base attack bonus +1 (plus Str 13 for bastard sword or dwarven waraxe).

Benefit: You make attack rolls with the weapon normally.

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

Special: You can gain Exotic Weapon Proficiency multiple times. Each time you take the feat, it applies to a new type of exotic weapon. Proficiency with the bastard sword or the dwarven waraxe has an additional prerequisite of Str 13.

EXTRA TURNING [General]

Prerequisite: Ability to turn or rebuke creatures.

Benefit: Each time you take this feat, you can use your ability to turn or rebuke creatures four more times per day than normal.

If you have the ability to turn or rebuke more than one kind of creature each of your turning or rebuking abilities gains four additional uses per day.

Normal: Without this feat, a character can typically turn or rebuke undead (or other creatures) a number of times per day equal to 3 + his or her Charisma modifier.

Special: You can gain Extra Turning multiple times. Its effects stack. Each time you take the feat, you can use each of your turning or rebuking abilities four additional times per day.

FAR SHOT [General, [Modern](#), [Fighter](#)]

Prerequisite: Point Blank Shot.

Benefit: When you use a projectile weapon, such as a bow, its range increment increases by one-half (multiply by 1-1/2). When you use a thrown weapon, its range increment is doubled.

FLYBY ATTACK [General, [Monster](#)]

Prerequisite: Fly speed.

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

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

FOCUSED [General, [Modern](#)]

Benefit: The character gets a +2 bonus on all Balance checks and Concentration checks.

FRIGHTFUL PRESENCE [General, [Modern](#)]

Prerequisites: Charisma 15, Intimidate 9 ranks.

Benefit: When the character uses this feat, all opponents within 10 feet who have fewer levels than the character must make a Will saving throw (DC 10 + ½ the character's level + the character's Charisma modifier). An opponent who fails his or her save is shaken, taking a –2 penalty on attack rolls, saves, and skill checks for a number of rounds equal to 1d6 + the character's Charisma modifier. The character can use the feat once per round as a free action.

A successful save indicates that the opponent is immune to the character's use of this feat for 24 hours. This feat does not affect creatures with an Intelligence of 3 or lower.

Special: [[Modern](#)] If the character has the Renown feat, the Will saving throw's DC increases by 5.

GREAT CLEAVE [General, [Modern](#), [Fighter](#)]

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

Benefit: This feat works like Cleave, except that there is no limit to the number of times you can use it per round.

GREAT FORTITUDE [General, [Modern](#)]

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

GREATER MULTI-WEAPON FIGHTING [General, [Fighter](#), [Monster](#), [Custom](#)]

Prerequisites: Dex 17, Improved Multi-Weapon Fighting, Multi-Weapon Fighting, base attack bonus +11.

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

Special: This replaces the Greater Two-Weapon Fighting Feat.

Custom: Adapted from Greater Two-Weapon Fighting for use with Multi-Weapon Fighting.

GREATER SPELL FOCUS [General]

Choose a school of magic to which you already have applied the Spell Focus feat.

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

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

GREATER SPELL PENETRATION [General]

Prerequisite: Spell Penetration.

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

GREATER (ADVANCED) TWO-WEAPON FIGHTING [General, Modern, Fighter]

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

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

Special: An 11th-level ranger who has chosen the two-weapon combat style is treated as having Greater Two-Weapon Fighting, even if he does not have the prerequisites for it, but only when he is wearing light or no armor.

GREATER WEAPON FOCUS [General, Fighter]

Choose one type of weapon for which you have already selected Weapon Focus. You can also choose unarmed strike or grapple as your weapon for purposes of this feat.

Prerequisites: Proficiency with selected weapon, Weapon Focus with selected weapon, fighter level 8th.

Benefit: You gain a +1 bonus on all attack rolls you make using the selected weapon. This bonus stacks with other bonuses on attack rolls, including the one from Weapon Focus (see below).

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

A fighter must have Greater Weapon Focus with a given weapon to gain the Greater Weapon Specialization feat for that weapon.

GREATER WEAPON SPECIALIZATION [General, Fighter]

Choose one type of weapon for which you have already selected Weapon Specialization. You can also choose unarmed strike or grapple as your weapon for purposes of this feat.

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

Benefit: You gain a +2 bonus on all damage rolls you make using the selected weapon. This bonus stacks with other bonuses on damage rolls, including the one from Weapon Specialization (see below).

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

HOVER [General, Monster]

Prerequisite: Fly speed.

Benefit: When flying, the creature can halt its forward motion and hover in place as a move action. It can then fly in any direction, including straight down or straight up, at half speed, regardless of its maneuverability.

If a creature begins its turn hovering, it can hover in place for the turn and take a full-round action. A hovering creature cannot make wing attacks, but it can attack with all other limbs and appendages it could use in a full attack. The creature can instead use a breath weapon or cast a spell instead of making physical attacks, if it could normally do so.

If a creature of Large size or larger hovers within 20 feet of the ground in an area with lots of loose debris, the draft from its wings creates a hemispherical cloud with a radius of 60 feet. The winds so generated can snuff torches, small campfires, exposed lanterns, and other small, open flames of non-magical origin. Clear vision within the cloud is limited to 10 feet. Creatures have concealment at 15 to 20 feet (20% miss chance). At 25 feet or more, creatures have total concealment (50% miss chance, and opponents cannot use sight to locate the creature).

Those caught in the cloud must succeed on a Concentration check (DC 10 + 1/2 creature's HD) to cast a spell.

Normal: Without this feat, a creature must keep moving while flying unless it has perfect maneuverability.

IMPROVED BULL RUSH [General, Modern, Fighter]

Prerequisites: Str 13, Power Attack.

Benefit: When you perform a bull rush you do not provoke an attack of opportunity from the defender. You also gain a +4 bonus on the opposed Strength check you make to push back the defender.

IMPROVED COUNTERSPELL [General]

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

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

IMPROVED CRITICAL [General, Fighter]

Choose one type of weapon.

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

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

Special: You can gain Improved Critical multiple times. The effects do not stack. Each time you take the feat, it applies to a new type of weapon.

This effect doesn't stack with any other effect that expands the threat range of a weapon.

IMPROVED DISARM [General, Modern, Fighter]

Prerequisites: Int 13, Combat Expertise.

Benefit: You do not provoke an attack of opportunity when you attempt to disarm an opponent, nor does the opponent have a chance to disarm you. You also gain a +4 bonus on the opposed attack roll you make to disarm your opponent.

Normal: See the normal disarm rules.

A monk may select Improved Disarm as a bonus feat at 6th level, even if she does not meet the prerequisites.

IMPROVED FAMILIAR [General]

This feat allows spellcasters to acquire a new familiar from a nonstandard list, but only when they could normally acquire a new familiar.

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

Benefit: When choosing a familiar, the creatures listed below are also available to the spellcaster. The spellcaster may choose a familiar with an alignment up to one step away on each of the alignment axes (lawful through chaotic, good through evil).

Familiar	Alignment	Arcane Spellcaster Level
Shocker lizard	Neutral	5 th
Stirge	Neutral	5 th
Formian worker	Lawful neutral	7 th
Imp	Lawful evil	7 th
Pseudodragon	Neutral good	7 th
Quasit	Chaotic evil	7 th

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

The list in the table above presents only a few possible improved familiars. Almost any creature of the same general size and power as those on the list makes a suitable familiar. Nor is the master's alignment the only possible categorization. For instance, improved familiars could be assigned by the master's creature type or subtype, as shown below.

Familiar	Type/Subtype	Arcane Spellcaster Level
Celestial hawk ¹	Good	3 rd
Fiendish Tiny viper snake ²	Evil	3 rd
Air elemental, Small	Air	5 th
Earth elemental, Small	Earth	5 th
Fire elemental, Small	Fire	5 th
Shocker lizard	Electricity	5 th
Water elemental, Small	Water	5 th
Homunculus ³	Undead	7 th
Ice mephit	Cold	7 th

1 Or other celestial animal from the standard familiar list.

2 Or other fiendish animal from the standard familiar list.

3 The master must first create the homunculus, substituting ichor or another part of the master's body for blood if necessary.

IMPROVED FEINT [General, **Modern**, Fighter]

Prerequisites: Int 13, Combat Expertise. **Modern:** Int 13, Brawl, Streetfighting.

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

Normal: Feinting in combat is a standard action.

IMPROVED GRAPPLE [General, Fighter]

Prerequisites: Dex 13, Improved Unarmed Strike.

Benefit: You do not provoke an attack of opportunity when you make a touch attack to start a grapple. You also gain a +4 bonus on all grapple checks, regardless of whether you started the grapple.

Normal: Without this feat, you provoke an attack of opportunity when you make a touch attack to start a grapple.

Special: A monk may select Improved Grapple as a bonus feat at 1st level, even if she does not meet the prerequisites.

IMPROVED INITIATIVE [General, **Modern**, Fighter]

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

IMPROVED MULTI-WEAPON FIGHTING [General, Fighter, **Monster**, **Custom**]

Prerequisites: Dex 15, Multi-Weapon Fighting, base attack bonus +6.

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

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

Special: This replaces the Improved Two-Weapon Fighting Feat.

Custom: Adapted from Improved Two-Weapon Fighting for use with Multi-Weapon Fighting.

IMPROVED NATURAL ARMOR [General, **Monster**]

Prerequisites: Natural armor, Con 13.

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

Special: A creature can gain this feat multiple times. Each time the creature takes the feat its natural armor bonus increases by another point.

IMPROVED NATURAL ATTACK [General, **Monster**]

Prerequisite: Natural weapon, base attack bonus +4.

Benefit: Choose one of the creature's natural attack forms. The damage for this natural weapon increases by one step, as if the creature's size had increased by one category: 1d2, 1d3, 1d4, 1d6, 1d8, 2d6, 3d6, 4d6, 6d6, 8d6, 12d6.

A weapon or attack that deals 1d10 points of damage increases as follows: 1d10, 2d8, 3d8, 4d8, 6d8, 8d8, 12d8.

IMPROVED OVERRUN [General, Fighter]

Prerequisites: Str 13, Power Attack.

Benefit: When you attempt to overrun an opponent, the target may not choose to avoid you. You also gain a +4 bonus on your Strength check to knock down your opponent.

Normal: Without this feat, the target of an overrun can choose to avoid you or to block you.

IMPROVED PRECISE SHOT [General, Fighter]

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

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

In addition, when you shoot or throw ranged weapons at a grappling opponent, you automatically strike at the opponent you have chosen.

Normal: See the normal rules on the effects of cover and concealment. Without this feat, a character who shoots or throws a ranged weapon at a target involved in a grapple must roll randomly to see which grappling combatant the attack strikes.

Special: An 11th-level ranger who has chosen the archery combat style is treated as having Improved Precise Shot, even if he does not have the prerequisites for it, but only when he is wearing light or no armor.

IMPROVED SHIELD BASH [General, Fighter]

Prerequisite: Shield Proficiency.

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

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

IMPROVED SUNDER [General, Fighter, **Custom**]

Prerequisites: Str 13, Power Attack, Sunder.

Benefit: When you strike at an object held or carried by an opponent (such as a weapon or shield), you do not provoke an attack of opportunity (see Sunder, page 158). You also gain a +4 bonus on any attack roll made to attack an object held or carried by another character.

Normal: Without this feat, you provoke an attack of opportunity when you strike at an object held or carried by another character.

Custom: Adapted to have prerequisite of Sunder.

IMPROVED TRIP [General, **Modern**, Fighter]

Prerequisites: Int 13, Combat Expertise.

Benefit: You do not provoke an attack of opportunity when you attempt to trip an opponent while you are unarmed. You also gain a +4 bonus on your Strength check to trip your opponent.

If you trip an opponent in melee combat, you immediately get a melee attack against that opponent as if you hadn't used your attack for the trip attempt.

Normal: Without this feat, you provoke an attack of opportunity when you attempt to trip an opponent while you are unarmed.

Special: At 6th level, a monk may select Improved Trip as a bonus feat, even if she does not have the prerequisites.

IMPROVED TURNING [General]

Prerequisite: Ability to turn or rebuke creatures.

Benefit: You turn or rebuke creatures as if you were one level higher than you are in the class that grants you the ability.

IMPROVED TWO-WEAPON FIGHTING [General, **Modern**, Fighter]

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

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

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

Special: A 6th-level ranger who has chosen the two-weapon combat style is treated as having Improved Two-Weapon Fighting, even if he does not have the prerequisites for it, but only when he is wearing light or no armor.

IMPROVED UNARMED STRIKE [General, Fighter]

Benefit: You are considered to be armed even when unarmed—that is, you do not provoke attacks or opportunity from armed opponents when you attack them while unarmed. However, you still get an attack of opportunity against any opponent who makes an unarmed attack on you.

In addition, your unarmed strikes can deal lethal or nonlethal damage, at your option.

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

Special: A monk automatically gains Improved Unarmed Strike as a bonus feat at 1st level. She need not select it.

INVESTIGATOR [General]

Benefit: You get a +2 bonus on all Gather Information checks and Search checks.

IRON WILL [General, **Modern**]

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

LEADERSHIP [General]

Prerequisite: Character level 6th.

Benefits: Having this feat enables the character to attract loyal companions and devoted followers, subordinates who assist her. See the table below for what sort of cohort and how many followers the character can recruit.

Leadership Modifiers: Several factors can affect a character's Leadership score, causing it to vary from the base score (character level + Cha modifier). A character's reputation (from the point of view of the cohort or follower he is trying to attract) raises or lowers his Leadership score:

Leader's Reputation	Modifier
Great renown	+2
Fairness and generosity	+1
Special power	+1
Failure	-1
Aloofness	-1
Cruelty	-2

Other modifiers may apply when the character tries to attract a cohort:

The Leader . . .	Modifier
Has a familiar, special mount, or animal companion	-2
Recruits a cohort of a different alignment	-1
Caused the death of a cohort	-2*

* Cumulative per cohort killed.

Followers have different priorities from cohorts. When the character tries to attract a new follower, use any of the following modifiers that apply.

The Leader . . .	Modifier
Has a stronghold, base of operations, guildhouse, or the like	+2
Moves around a lot	-1
Caused the death of other followers	-1.

Leadership Score	Cohort Level	Number of Followers by Level					
		1 st	2 nd	3 rd	4 th	5 th	6 th
1 or lower	—	—	—	—	—	—	—
2	1 st	—	—	—	—	—	—
3	2 nd	—	—	—	—	—	—
4	3 rd	—	—	—	—	—	—
5	3 rd	—	—	—	—	—	—
6	4 th	—	—	—	—	—	—
7	5 th	—	—	—	—	—	—
8	5 th	—	—	—	—	—	—

9	6 th	—	—	—	—	—	—
10	7 th	5	—	—	—	—	—
11	7 th	6	—	—	—	—	—
12	8 th	8	—	—	—	—	—
13	9 th	10	1	—	—	—	—
14	10 th	15	1	—	—	—	—
15	10 th	20	2	1	—	—	—
16	11 th	25	2	1	—	—	—
17	12 th	30	3	1	1	—	—
18	12 th	35	3	1	1	—	—
19	13 th	40	4	2	1	1	—
20	14 th	50	5	3	2	1	—
21	15 th	60	6	3	2	1	1
22	15 th	75	7	4	2	2	1
23	16 th	90	9	5	3	2	1
24	17 th	110	11	6	3	2	1
25 or higher	17 th	135	13	7	4	2	2

Leadership Score: A character's base Leadership score equals his level plus any Charisma modifier. In order to take into account negative Charisma modifiers, this table allows for very low Leadership scores, but the character must still be 6th level or higher in order to gain the Leadership feat. Outside factors can affect a character's Leadership score, as detailed above.

Cohort Level: The character can attract a cohort of up to this level. Regardless of a character's Leadership score, he can only recruit a cohort who is two or more levels lower than himself. The cohort should be equipped with gear appropriate for its level. A character can try to attract a cohort of a particular race, class, and alignment. The cohort's alignment may not be opposed to the leader's alignment on either the law-vs-chaos or good-vs-evil axis, and the leader takes a Leadership penalty if he recruits a cohort of an alignment different from his own.

Cohorts earn XP as follows:

The cohort does not count as a party member when determining the party's XP.

Divide the cohort's level by the level of the PC with whom he or she is associated (the character with the Leadership feat who attracted the cohort).

Multiply this result by the total XP awarded to the PC and add that number of experience points to the cohort's total.

If a cohort gains enough XP to bring it to a level one lower than the associated PC's character level, the cohort does not gain the new level—its new XP total is 1 less than the amount needed attain the next level.

Number of Followers by Level: The character can lead up to the indicated number of characters of each level. Followers are similar to cohorts, except they're generally low-level NPCs. Because they're generally five or more levels behind the character they follow, they're rarely effective in combat.

Followers don't earn experience and thus don't gain levels. However, when a character with Leadership attains a new level, the player consults the table above to determine if she has acquired more followers, some of which may be higher level than the existing followers. (You don't consult the table to see if your cohort gains levels, however, because cohorts earn experience on their own.)

LIGHTNING REFLEXES [General, [Modern](#)]

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

MAGICAL APTITUDE [General]

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

MANYSHOT [General, [Fighter](#)]

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

Benefit: As a standard action, you may fire two arrows at a single opponent within 30 feet. Both arrows use the same attack roll (with a -4 penalty) to determine success and deal damage normally (but see Special).

For every five points of base attack bonus you have above +6, you may add one additional arrow to this attack, to a maximum of four arrows at a base attack bonus of +16. However, each arrow after the second adds a cumulative -2 penalty on the attack roll (for a total penalty of -6 for three arrows and -8 for four).

Damage reduction and other resistances apply separately against each arrow fired.

Special: Regardless of the number of arrows you fire, you apply precision-based damage only once. If you score a critical hit, only the first arrow fired deals critical damage; all others deal regular damage.

A 6th-level ranger who has chosen the archery combat style is treated as having Manyshot even if he does not have the prerequisites for it, but only when he is wearing light or no armor.

MARTIAL (ARCHAIC) WEAPON PROFICIENCY [General, [Modern](#)]

Choose a type of martial weapon. You understand how to use that type of martial weapon in combat.

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

Normal: When using a weapon with which you are not proficient, you take a -4 penalty on attack rolls.

Special: Barbarians, fighters, paladins, and rangers are proficient with all martial weapons. They need not select this feat.

You can gain Martial Weapon Proficiency multiple times. Each time you take the feat, it applies to a new type of weapon.

A cleric who chooses the War domain automatically gains the Martial Weapon Proficiency feat related to his deity's favored weapon as a bonus feat, if the weapon is a martial one. He need not select it.

METICULOUS [General, [Modern](#)]

Benefit: The character gets a +2 bonus on all Forgery checks and Search checks.

MOBILITY [General, [Modern](#), [Fighter](#)]

Prerequisites: Dex 13, Dodge.

Benefit: You get a +4 dodge bonus to Armor Class against attacks of opportunity caused when you move out of or within a threatened area. A condition that makes you lose your Dexterity bonus to Armor Class (if any) also makes you lose dodge bonuses.

Dodge bonuses stack with each other, unlike most types of bonuses.

MOUNTED ARCHERY [General, [Fighter](#)]

Prerequisites: Ride 1 rank, Mounted Combat.

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

MOUNTED COMBAT [General, Fighter]

Prerequisite: Ride 1 rank.

Benefit: Once per round when your mount is hit in combat, you may attempt a Ride check (as a reaction) to negate the hit. The hit is negated if your Ride check result is greater than the opponent's attack roll. (Essentially, the Ride check result becomes the mount's Armor Class if it's higher than the mount's regular AC.)

MULTI-ATTACK [General, Fighter, **Monster**]

Prerequisite: Three or more natural attacks.

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

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

MULTI-WEAPON DEFENSE [General, Fighter, **Monster**, **Custom**]

Prerequisites: Dex 13, Multi-Weapon Fighting.

Benefit: When wielding a double weapon or multiple weapons (not including natural weapons or unarmed strikes), you gain a +1 shield bonus to your AC.

When you are fighting defensively or using the total defense action, this shield bonus increases to +2.

Custom: Adapted from Two-Weapon Defense for use with Multi-Weapon Fighting.

MULTI-WEAPON FIGHTING [General, Fighter, **Monster**]

Prerequisites: Dex 13, three or more hands.

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

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

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

NATURAL SPELL [General]

Prerequisites: Wis 13, wild shape ability.

Benefit: You can complete the verbal and somatic components of spells while in a wild shape. You substitute various noises and gestures for the normal verbal and somatic components of a spell.

You can also use any material components or focuses you possess, even if such items are melded within your current form. This feat does not permit the use of magic items while you are in a form that could not ordinarily use them, and you do not gain the ability to speak while in a wild shape.

NEGOTIATOR [General]

Benefit: You get a +2 bonus on all Diplomacy checks and Sense Motive checks.

NIMBLE [General, **Modern**]

Benefit: The character gets a +2 bonus on all Escape Artist checks and Sleight of Hand checks.

Special: Remember that the Sleight of Hand skill can't be used untrained.

NIMBLE FINGERS [General]

Benefit: You get a +2 bonus on all Disable Device checks and Open Lock checks.

PERSUASIVE [General]

Benefit: You get a +2 bonus on all Bluff checks and Intimidate checks.

POINT BLANK SHOT [General, **Modern**, Fighter]

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

POWER ATTACK [General, **Modern**, Fighter]

Prerequisite: Str 13.

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

Special: If you attack with a two-handed weapon, or with a one-handed weapon wielded in two hands, instead add twice the number subtracted from your attack rolls. You can't add the bonus from Power Attack to the damage dealt with a light weapon (except with unarmed strikes or natural weapon attacks), even though the penalty on attack rolls still applies. (Normally, you treat a double weapon as a one-handed weapon and a light weapon. If you choose to use a double weapon like a two-handed weapon, attacking with only one end of it in a round, you treat it as a two-handed weapon.)

PRECISE SHOT [General, **Modern**, Fighter]

Prerequisite: Point Blank Shot.

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

QUICK DRAW [General, **Modern**, Fighter]

Prerequisite: Base attack bonus +1.

Benefit: You can draw a weapon as a free action instead of as a move action. You can draw a hidden weapon (see the Sleight of Hand skill) as a move action.

A character who has selected this feat may throw weapons at his full normal rate of attacks (much like a character with a bow).

Normal: Without this feat, you may draw a weapon as a move action, or (if your base attack bonus is +1 or higher) as a free action as part of movement. Without this feat, you can draw a hidden weapon as a standard action.

QUICKEN SPELL-LIKE ABILITY [General, **Monster**]

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

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

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

The creature can only select a spell-like ability duplicating a spell with a level less than or equal to half its caster level (round down) –4. For a summary, see the table below.

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

Normal: Normally the use of a spell-like ability requires a standard action and provokes an attack of opportunity unless noted otherwise.

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

Empower and Quicken Spell-Like Ability

Spell Level	Caster Level to Empower	Caster Level to Quicken
0	4th	8 th
1 st	6th	10 th
2 nd	8th	12 th
3 rd	10th	14 th
4 th	12th	16 th
5 th	14th	18 th
6 th	16th	20 th
7 th	18th	—
8 th	20th	—
9 th	—	—

RAPID RELOAD [General, Fighter]

Choose a type of crossbow (hand, light, or heavy).

Prerequisite: Weapon Proficiency (crossbow type chosen).

Benefit: The time required for you to reload your chosen type of crossbow is reduced to a free action (for a hand or light crossbow) or a move action (for a heavy crossbow). Reloading a crossbow still provokes an attack of opportunity.

If you have selected this feat for hand crossbow or light crossbow, you may fire that weapon as many times in a full attack action as you could attack if you were using a bow.

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

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

RAPID SHOT [General, Fighter]

Prerequisites: Dex 13, Point Blank Shot.

Benefit: You can get one extra attack per round with a ranged weapon. The attack is at your highest base attack bonus, but each attack you make in that round (the extra one and the normal ones) takes a –2 penalty. You must use the full attack action to use this feat.

Special: A 2nd-level ranger who has chosen the archery combat style is treated as having Rapid Shot, even if he does not have the prerequisites for it, but only when he is wearing light or no armor.

RIDE-BY ATTACK [General, Fighter]

Prerequisites: Ride 1 rank, Mounted Combat.

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

RUN [General, Modern]

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

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

SELF-SUFFICIENT [General]

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

SHIELD PROFICIENCY [General]

Benefit: You can use a shield and take only the standard penalties.

Normal: When you are using a shield with which you are not proficient, you take the shield's armor check penalty on attack rolls and on all skill checks that involve moving, including Ride checks.

Special: Barbarians, bards, clerics, druids, fighters, paladins, and rangers automatically have Shield Proficiency as a bonus feat. They need not select it.

SHOT ON THE RUN [General, Modern]

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

Benefit: When using the attack action with a ranged weapon, you can move both before and after the attack, provided that your total distance moved is not greater than your speed.

Special: A fighter may select Shot on the Run as one of his fighter bonus feats.

SIMPLE WEAPON PROFICIENCY [General, Modern]

Benefit: You make attack rolls with simple weapons normally.

Normal: When using a weapon with which you are not proficient, you take a –4 penalty on attack rolls.

Special: All characters except for druids, monks, rogues, and wizards are automatically proficient with all simple weapons. They need not select this feat.

SKILL FOCUS [General]

Choose a skill.

Benefit: You get a +3 bonus on all checks involving that skill.

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

SNATCH [General, Monster]

Prerequisite: Size Huge or larger.

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

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

SNATCH ARROWS [General, Fighter]

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

Benefit: When using the Deflect Arrows feat you may catch the weapon instead of just deflecting it. Thrown weapons can immediately be thrown back at the original attacker (even though it isn't your turn) or kept for later use.

You must have at least one hand free (holding nothing) to use this feat.

SPELL FOCUS [General]

Choose a school of magic.

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

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

SPELL PENETRATION [General]

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

SPIRITED CHARGE [General, Fighter]

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

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

SPRING ATTACK [General, Modern, Fighter]

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

Benefit: When using the attack action with a melee weapon, you can move both before and after the attack, provided that your total distance moved is not greater than your speed. Moving in this way does not provoke an attack of opportunity from the defender you attack, though it might provoke attacks of opportunity from other creatures, if appropriate. You can't use this feat if you are wearing heavy armor.

You must move at least 5 feet both before and after you make your attack in order to utilize the benefits of Spring Attack.

STEALTHY [General, Modern]

Benefit: You get a +2 bonus on all Hide checks and Move Silently checks.

STUDIOUS [General, Modern]

Benefit: The character gets a +2 bonus on all Decipher Script checks and Research checks.

STUNNING FIST [General, Fighter]

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

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

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

SUNDER [General, Modern]

Prerequisites: Strength 13, Power Attack.

Benefit: When the character strikes an object held or carried by an opponent, such as a weapon, the character does not provoke an attack of opportunity.

The character gains a +4 bonus on any attack roll made to attack an object held or carried by another character. The character deals double normal damage to objects, whether they are held or carried or not.

Normal: A character without this feat incurs an attack of opportunity when he or she strikes at an object held or carried by another character.

SURGERY [General, Modern]

Prerequisite: Heal ([Modern]: Treat Injury) 4 ranks.

Benefit: The character can use the Heal ([Modern]: Treat Injury) skill to perform surgery without penalty.

Normal: Characters without this feat take a -4 penalty on Heal ([Modern]: Treat Injury) checks made to perform surgery.

TOUGHNESS [General, Modern]

Benefit: You gain +3 hit points.

Special: A character may gain this feat multiple times. Its effects stack.

TOWER SHIELD PROFICIENCY [General]

Prerequisite: Shield Proficiency.

Benefit: You can use a tower shield and suffer only the standard penalties.

Normal: A character who is using a shield with which he or she is not proficient takes the shield's armor check penalty on attack rolls and on all skill checks that involve moving, including Ride.

Special: Fighters automatically have Tower Shield Proficiency as a bonus feat. They need not select it.

TRACK [General, Modern]

Benefit: To find tracks or to follow them for 1 mile requires a successful Survival check. You must make another Survival check every time the tracks become difficult to follow.

You move at half your normal speed (or at your normal speed with a -5 penalty on the check, or at up to twice your normal speed with a -20 penalty on the check). The DC depends on the surface and the prevailing conditions, as given on the table below:

Surface	Survival DC	Surface Survival DC
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Very soft ground	5	Firm ground	15
Soft ground	10	Hard ground	20

Very Soft Ground: Any surface (fresh snow, thick dust, wet mud) that holds deep, clear impressions of footprints.

Soft Ground: Any surface soft enough to yield to pressure, but firmer than wet mud or fresh snow, in which a creature leaves frequent but shallow footprints.

Firm Ground: Most normal outdoor surfaces (such as lawns, fields, woods, and the like) or exceptionally soft or dirty indoor surfaces (thick rugs and very dirty or dusty floors). The creature might leave some traces (broken branches or tufts of hair), but it leaves only occasional or partial footprints.

Hard Ground: Any surface that doesn't hold footprints at all, such as bare rock or an indoor floor. Most streambeds fall into this category, since any footprints left behind are obscured or washed away. The creature leaves only traces (scuff marks or displaced pebbles).

Several modifiers may apply to the Survival check, as given on the table below.

Condition	Survival DC Modifier
Every three creatures in the group being tracked	-1
Size of creature or creatures being tracked: ¹	
Fine	+8
Diminutive	+4
Tiny	+2
Small	+1
Medium	+0
Large	-1
Huge	-2
Gargantuan	-4
Colossal	-8
Every 24 hours since the trail was made	+1
Every hour of rain since the trail was made	+1
Fresh snow cover since the trail was made	+10
Poor visibility: ²	
Overcast or moonless night	+6
Moonlight	+3
Fog or precipitation	+3
Tracked party hides trail (and moves at half speed)	+5

¹ For a group of mixed sizes, apply only the modifier for the largest size category.

² Apply only the largest modifier from this category.

If you fail a Survival check, you can retry after 1 hour (outdoors) or 10 minutes (indoors) of searching.

Normal: Without this feat, you can use the Survival skill to find tracks, but you can follow them only if the DC for the task is 10 or lower. Alternatively, you can use the Search skill to find a footprint or similar sign of a creature's passage using the DCs given above, but you can't use Search to follow tracks, even if someone else has already found them.

Special: A ranger automatically has Track as a bonus feat. He need not select it.

This feat does not allow you to find or follow the tracks made by a subject of a *pass without trace* spell.

TRAMPLE [General]

Prerequisites: Ride 1 rank, Mounted Combat.

Benefit: When you attempt to overrun an opponent while mounted, your target may not choose to avoid you. Your mount may make one hoof attack against any target you knock down, gaining the standard +4 bonus on attack rolls against prone targets.

Special: A fighter may select Trample as one of his fighter bonus feats.

TRUSTWORTHY [General, Modern]

Benefit: The character gets a +2 bonus on all Diplomacy checks and Gather Information checks.

TWO-WEAPON DEFENSE [General, Fighter]

Prerequisites: Dex 15, Two-Weapon Fighting.

Benefit: When wielding a double weapon or two weapons (not including natural weapons or unarmed strikes), you gain a +1 shield bonus to your AC.

When you are fighting defensively or using the total defense action, this shield bonus increases to +2.

TWO-WEAPON FIGHTING [General, Modern, Fighter]

You can fight with a weapon in each hand. You can make one extra attack each round with the second weapon.

Prerequisite: Dex 15.

Benefit: Your penalties on attack rolls for fighting with two weapons are reduced. The penalty for your primary hand lessens by 2 and the one for your off hand lessens by 6.

Normal: If you wield a second weapon in your off hand, you can get one extra attack per round with that weapon. When fighting in this way you suffer a -6 penalty with your regular attack or attacks with your primary hand and a -10 penalty to the attack with your off hand. If your off-hand weapon is light the penalties are reduced by 2 each. (An unarmed strike is always considered light.)

Special: A 2nd-level ranger who has chosen the two-weapon combat style is treated as having Two-Weapon Fighting, even if he does not have the prerequisite for it, but only when he is wearing light or no armor.

WEAPON FINESSE [General, Modern, Fighter, Custom]

Prerequisite: Proficiency with selected weapon, Base attack bonus +1.

Benefit: With a light weapon, rapier, whip, or spiked chain made for a creature of your size category, you may use your Dexterity modifier instead of your Strength modifier on attack rolls. If you carry a shield, its armor check penalty applies to your attack rolls.

Special: Natural weapons are always considered light weapons.

Custom: May only choose one weapon to Finesse.

WEAPON FINESSE (ONE-HAND) [General, Modern, Fighter, Custom]

Prerequisite: Str 13, Dex 15, proficiency with selected weapon, Weapon Finesse, base attack bonus of +3.

Benefit: With a one-hand weapon made for a creature of your size category, you may use your Dexterity modifier instead of your Strength modifier on attack rolls. If you carry a shield, its armor check penalty applies to your attack rolls.

Custom: Adapted from Weapon Finesse for use with one-hand weapons.

WEAPON FINESSE (TWO-HAND) [General, **Modern**, Fighter, **Custom**]

Prerequisite: Str 13, Dex 17, proficiency with selected weapon, Weapon Finesse, Weapon Finesse (One-Hand), base attack bonus of +4.

Benefit: With a two-hand weapon made for a creature of your size category, you may use your Dexterity modifier instead of your Strength modifier on attack rolls.

Custom: Adapted from Weapon Finesse for use with two-hand weapons.

WEAPON FOCUS [General, **Modern**, Fighter]

Choose one type of weapon. You can also choose unarmed strike or grapple (or ray, if you are a spellcaster) as your weapon for purposes of this feat.

Prerequisites: Proficiency with selected weapon, base attack bonus +1.

Benefit: You gain a +1 bonus on all attack rolls you make using the selected weapon.

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

WEAPON SPECIALIZATION [General, Fighter]

Choose one type of weapon for which you have already selected the Weapon Focus feat. You can also choose unarmed strike or grapple as your weapon for purposes of this feat. You deal extra damage when using this weapon.

Prerequisites: Proficiency with selected weapon, Weapon Focus with selected weapon, fighter level 4th.

Benefit: You gain a +2 bonus on all damage rolls you make using the selected weapon.

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

WINGOVER [General, **Monster**]

Prerequisite: Fly speed.

Benefits: A flying creature with this feat can change direction quickly once each round as a free action. This feat allows it to turn up to 180 degrees regardless of its maneuverability, in addition to any other turns it is normally allowed. A creature cannot gain altitude during a round when it executes a wingover, but it can dive. The change of direction consumes 10 feet of flying movement.

WHIRLWIND ATTACK [General, **Modern**, Fighter]

Prerequisites: Dex 13, Int 13, Combat Expertise, Dodge, Mobility, Spring Attack, base attack bonus +4.

Benefit: When you use the full attack action, you can give up your regular attacks and instead make one melee attack at your full base attack bonus against each opponent within reach.

When you use the Whirlwind Attack feat, you also forfeit any bonus or extra attacks granted by other feats, spells, or abilities.

WHIRLWIND DEFENSE [General, **Modern**, Fighter, **Custom**]

Prerequisites: Dex 13, Int 13, Combat Expertise, Dodge, Mobility, Spring Attack, base attack bonus +4.

Benefit: You may use a total defense action to give up your regular attacks and instead receive a +7 deflection bonus to AC and +3 on all Reflex saves.

Special: When you use the Whirlwind Defense feat, you also forfeit any and all attacks for the duration of that round.

Custom: Created to semi-replicate Defensive Spin from AD&D 2nd Edition.

ITEM CREATION FEATS

BREW POTION [Item Creation]

Prerequisite: Caster level 3rd.

Benefit: You can create a potion of any 3rd-level or lower spell that you know and that targets one or more creatures. Brewing a potion takes one day. When you create a potion, you set the caster level, which must be sufficient to cast the spell in question and no higher than your own level. The base price of a potion is its spell level x its caster level x 50 gp. To brew a potion, you must spend 1/25 of this base price in XP and use up raw materials costing one half this base price.

When you create a potion, you make any choices that you would normally make when casting the spell. Whoever drinks the potion is the target of the spell.

Any potion that stores a spell with a costly material component or an XP cost also carries a commensurate cost. In addition to the costs derived from the base price, you must expend the material component or pay the XP when creating the potion.

CRAFT CRYSTAL CAPACITOR [Item Creation, **Psionic**]

Prerequisite: Manifester level 9th+.

Benefit: The character can create a crystal capacitor that stores a number of power points equal to or less than his or her base power points for his or her highest manifester level. The nature of power point storage, at least in conjunction with this feat, allows a maximum of 17 power points to be stored in a single crystal capacitor. Moreover, a crystal capacitor's maximum is always an odd number. Note that during use, a crystal capacitor very often contains even numbers of power points, just not when fully charged.

Crafting a crystal capacitor takes one day for each 1,000 gp in its base price. The base price of a crystal capacitor is equal to the highest-level power it could manifest using all its stored power points, squared, multiplied by 1,000 gp. To encode a crystal capacitor, a character must spend 1/25 of this base price in XP and use up raw materials costing half this base price.

CRAFT CONSTRUCT [Item Creation, **Monster**]

Prerequisites: Craft Magic Arms and Armor, Craft Wondrous Item.

Benefit: A creature with this feat can create any construct whose prerequisites it meets. Enchanting a construct takes one day for each 1,000 gp in its market price. To enchant a construct, a spellcaster must spend 1/25 the item's price in XP and use up raw materials costing half of this price (see individual construct monster entries for details).

A creature with this feat can repair constructs that have taken damage. In one day of work, the creature can repair up to 20 points of damage by expending 50 gp per point of damage repaired.

A newly created construct has average hit points for its Hit Dice.

CRAFT DORJE [Item Creation, **Psionic**]

Prerequisite: Manifester level 5th+.

Benefit: The character can create a dorje of any psionic power of 9th level or lower that he or she knows (or can gain access to). Crafting a dorje takes one day for each 1,000 gp in its base price. The base price of a dorje is its manifester level x the power level x 750 gp (treat 0-level powers as one-half level). To craft a dorje, a character must spend 1/25 of this base price in XP and use up raw materials costing half of this base price.

A newly created dorje has enough power points to manifest its primary power fifty times.

Any dorje that stores powers with an XP cost also carries a commensurate cost. In addition to the cost derived from the base cost, the character must pay fifty times the XP cost.

CRAFT MAGIC ARMS AND ARMOR [Item Creation]

Prerequisite: Caster level 5th.

Benefit: You can create any magic weapon, armor, or shield whose prerequisites you meet. Enhancing a weapon, suit of armor, or shield takes one day for each 1,000 gp in the price of its magical features. To enhance a weapon, suit of armor, or shield, you must spend 1/25 of its features' total price in XP and use up raw materials costing one-half of this total price.

The weapon, armor, or shield to be enhanced must be a masterwork item that you provide. Its cost is not included in the above cost.

You can also mend a broken magic weapon, suit of armor, or shield if it is one that you could make. Doing so costs half the XP, half the raw materials, and half the time it would take to craft that item in the first place.

CRAFT PSIONIC ARMS and ARMOR [Item Creation, Psionic]

Prerequisite: Manifester level 5th+.

Benefit: The character can create any psionic weapon, armor, or shield whose prerequisites he or she meets. Enhancing a weapon, suit of armor, or shield takes one day for each 1,000 gp in the price of its psionic features. To enhance a weapon, suit of armor, or shield, the character must spend 1/25 of its features' total price in XP and use up raw materials costing half of this total price.

A character can also mend a broken psionic weapon, suit of armor, or shield if it is one that he or she could make. Doing so costs half the XP, half the raw materials, and half the time it would take to empower that item in the first place.

The weapon, armor, or shield to be enhanced must be a masterwork item that the character must provide. (Its cost is not included in the above cost.)

CRAFT ROD [Item Creation]

Prerequisite: Caster level 9th.

Benefit: You can create any rod whose prerequisites you meet. Crafting a rod takes one day for each 1,000 gp in its base price. To craft a rod, you must spend 1/25 of its base price in XP and use up raw materials costing one-half of its base price.

Some rods incur extra costs in material components or XP, as noted in their descriptions. These costs are in addition to those derived from the rod's base price.

CRAFT STAFF [Item Creation]

Prerequisite: Caster level 12th.

Benefit: You can create any staff whose prerequisites you meet.

Crafting a staff takes one day for each 1,000 gp in its base price. To craft a staff, you must spend 1/25 of its base price in XP and use up raw materials costing one-half of its base price. A newly created staff has 50 charges.

Some staffs incur extra costs in material components or XP, as noted in their descriptions. These costs are in addition to those derived from the staff's base price.

CRAFT UNIVERSAL ITEM [Item Creation, Psionic]

Prerequisite: Manifester level 3rd+.

Benefit: The character can create any miscellaneous psionic item whose prerequisites he or she meets. Crafting a miscellaneous psionic item takes one day for each 1,000 gp in its price. To empower a miscellaneous psionic item, the psionic character must spend 1/25 of the item's price in XP and use up raw materials costing half of this price.

A character can also mend a broken universal item if it is one that he or she could make. Doing so costs half the XP, half the raw materials, and half the time it would take to empower that item in the first place.

Some universal items incur extra costs in materials components or XP as noted in their descriptions. These costs are in addition to those derived from the item's base price. The character must pay such a cost to create an item or mend a broken one.

CRAFT WAND [Item Creation]

Prerequisite: Caster level 5th.

Benefit: You can create a wand of any 4th-level or lower spell that you know. Crafting a wand takes one day for each 1,000 gp in its base price. The base price of a wand is its caster level \times the spell level \times 750 gp. To craft a wand, you must spend 1/25 of this base price in XP and use up raw materials costing one-half of this base price. A newly created wand has 50 charges.

Any wand that stores a spell with a costly material component or an XP cost also carries a commensurate cost. In addition to the cost derived from the base price, you must expend fifty copies of the material component or pay fifty times the XP cost.

CRAFT WONDROUS ITEM [Item Creation]

Prerequisite: Caster level 3rd.

Benefit: You can create any wondrous item whose prerequisites you meet. Enchanting a wondrous item takes one day for each 1,000 gp in its price. To enchant a wondrous item, you must spend 1/25 of the item's price in XP and use up raw materials costing half of this price.

You can also mend a broken wondrous item if it is one that you could make. Doing so costs half the XP, half the raw materials, and half the time it would take to craft that item in the first place.

Some wondrous items incur extra costs in material components or XP, as noted in their descriptions. These costs are in addition to those derived from the item's base price. You must pay such a cost to create an item or to mend a broken one.

ENCODE STONE [Item Creation, Psionic]

Prerequisite: Manifester level 1st+.

Benefit: The character can create a power stone of any power that he or she knows. Encoding a power stone takes one day for each 1,000 gp in its base price. The base price of a power stone is the level of the stored psionic power \times its manifester level \times 25 gp (treat a 0-level power as one-half level). To encode a power stone, a character must spend 1/25 of this base price in XP and use up raw materials costing half of this base price.

Any power stone that stores a psionic power with an XP cost also carries a commensurate cost. In addition to the costs derived from the base price, the character must pay the XP when encoding the stone.

FORGE RING [Item Creation]

Prerequisite: Caster level 12th.

Benefit: You can create any ring whose prerequisites you meet. Crafting a ring takes one day for each 1,000 gp in its base price. To craft a ring, you must spend 1/25 of its base price in XP and use up raw materials costing one-half of its base price.

You can also mend a broken ring if it is one that you could make. Doing so costs half the XP, half the raw materials, and half the time it would take to forge that ring in the first place.

Some magic rings incur extra costs in material components or XP, as noted in their descriptions. You must pay such a cost to forge such a ring or to mend a broken one.

SCRIBE SCROLL [Item Creation]

Prerequisite: Caster level 1st.

Benefit: You can create a scroll of any spell that you know. Scribing a scroll takes one day for each 1,000 gp in its base price. The base price of a scroll is its spell level \times its caster level \times 25 gp. To scribe a scroll, you must spend 1/25 of this base price in XP and use up raw materials costing one-half of this base price. Any scroll that stores a spell with a costly material component or an XP cost also carries a commensurate cost. In addition to the costs derived from the base price, you must expend the material component or pay the XP when scribing the scroll.

SCRIBE TATTOO [Item Creation, Psionic]

Prerequisite: Manifestor level 3rd+.

Benefit: The character can create a psionic tattoo of any psionic power of 3rd level or lower that he or she knows and that targets a creature or creatures (see Special, below). Scribing a psionic tattoo takes one day. When the character creates a psionic tattoo, he or she sets the manifestor level. The manifestor level must be sufficient to manifest the power in question and no higher than the character's own level. The base price of a psionic tattoo is its power level \times its manifestor level \times 50 gp (inscribing a 0-level power costs 25 gp). To scribe a tattoo, the character must spend 1/25 of this base price in XP and use up raw materials costing half of this base price.

When a character creates a psionic tattoo, he or she makes any choices that he or she would normally make when manifesting the power. When its wearer physically activates the tattoo, the wearer is the target of the power.

Any psionic tattoo that stores a power with an XP cost also carries a commensurate cost. In addition to the costs derived from the base price, the character must pay the XP when creating the tattoo.

Special: All Psychometabolism powers are an exception to the target criteria, and may be scribed into a tattoo despite the fact that they are personal powers.

METAMAGIC FEATS

EMPOWER SPELL [Metamagic]

Benefit: All variable, numeric effects of an empowered spell are increased by one-half.

Saving throws and opposed rolls are not affected, nor are spells without random variables. An empowered spell uses up a spell slot two levels higher than the spell's actual level.

ENLARGE SPELL [Metamagic]

Benefit: You can alter a spell with a range of close, medium, or long to increase its range by 100%. An enlarged spell with a range of close now has a range of 50 ft. + 5 ft./level, while medium-range spells have a range of 200 ft. + 20 ft./level and long-range spells have a range of 800 ft. + 80 ft./level. An enlarged spell uses up a spell slot one level higher than the spell's actual level.

Spells whose ranges are not defined by distance, as well as spells whose ranges are not close, medium, or long, do not have increased ranges.

EXTEND SPELL [Metamagic]

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

HEIGHTEN SPELL [Metamagic]

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

MAXIMIZE SPELL [Metamagic]

Benefit: All variable, numeric effects of a spell modified by this feat are maximized. Saving throws and opposed rolls are not affected, nor are spells without random variables. A maximized spell uses up a spell slot three levels higher than the spell's actual level.

An empowered, maximized spell gains the separate benefits of each feat: the maximum result plus one-half the normally rolled result.

QUICKEN SPELL [Metamagic]

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

Special: This feat can't be applied to any spell cast spontaneously (including sorcerer spells, bard spells, and cleric or druid spells cast spontaneously), since applying a metamagic feat to a spontaneously cast spell automatically increases the casting time to a full-round action.

SILENT SPELL [Metamagic]

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

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

SPELL MASTERY [Special]

Prerequisite: Wizard level 1st.

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

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

STILL SPELL [Metamagic]

Benefit: A stilled spell can be cast with no somatic components.

Spells without somatic components are not affected. A stilled spell uses up a spell slot one level higher than the spell's actual level.

WIDEN SPELL [Metamagic]

Benefit: You can alter a burst, emanation, line, or spread shaped spell to increase its area. Any numeric measurements of the spell's area increase by 100%. A widened spell uses up a spell slot three levels higher than the spell's actual level.

Spells that do not have an area of one of these four sorts are not affected by this feat.

PSIONIC FEATS

BODY FUEL [Psionic]

Prerequisite: Inner Strength, Talented.

Benefit: The character can "burn" ability points as power points on the basis of 1 power point per 2 ability score points burned. Burning ability points for power points is a free action: A character could burn more than 2 ability score points to gain several power points per free action. Treat reduced ability scores as temporary ability damage. The character can burn no more than 60 ability points in a day, regardless of any ability healing he or she may receive.

COMBAT MANIFESTATION [Psionic]

Benefit: The character gets a +4 bonus on Concentration checks made to manifest a power while on the defensive.

DEEP IMPACT [Psionic]

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

Benefit: If the character pays 5 power points per strike, he or she can resolve his or her melee attack with a weapon as a touch attack for purposes of assessing the foe's Armor Class. The character must decide whether or not to pay the cost prior to making the melee attack. The weapon remains "charged" for a maximum number of rounds equal to the character's Strength modifier +1, or until the character makes his or her next attack, whichever occurs first. If the attack misses, the power point expenditure is wasted.

DISARM MIND [Psionic]

Prerequisite: Cha 13+, Mental Adversary.

Benefit: The character depletes a number of power points equal to his or her Charisma modifier x4 from his or her opponent on any psionic attack that deals 1 or more ability damage, after accounting for the opponent's mental hardness. To use this feat, the character must pay power points equal to the cost of the psionic attack +3. The character decides whether or not to pay the extra cost after discovering the failure or success of the psionic attack to deal ability damage.

FELL SHOT [Psionic]

Prerequisite: Dex 13+, Point Blank Shot, Psionic Shot, base attack bonus +3 or more.

Benefit: If the character pays 5 power points per shot, he or she can resolve his or her ranged attack as a touch attack for purposes of assessing the foe's Armor Class. The character must decide whether or not to pay the cost prior to making the ranged attack. The character's bullet, bolt, or arrow remains "charged" for a maximum number of rounds equal to his or her Dexterity modifier +1, or until the character makes his or her next attack, whichever occurs first. If the attack misses, the power point expenditure is wasted.

GREAT SUNDER [Psionic]

Prerequisite: Str 13+, Power Attack, Sunder, reserve power points 5+.

Benefit: When the character strikes at an opponent's weapon, he or she ignores half of the weapon's total hardness (round down). "Total hardness" includes any magical or psionic enhancements possessed by the weapon that normally add to its hardness. However, to strike and do any damage to a magically or psionically enhanced weapon, the character still needs a weapon of equal or better enhancement.

Special: A character can also sense the stress points in any hard construction, such as wooden doors or stone walls, and can ignore half of the object's total hardness (round down) when attacking that object.

GREATER POWER PENETRATION [Psionic]

Prerequisite: Power Penetration.

Benefit: The character gets a +4 bonus on manifester level checks (1d20 + manifester level) to beat a creature's power resistance. This bonus overlaps (does not stack with) the bonus from Power Penetration.

GREATER PSIONIC FOCUS [Psionic]

Prerequisite: Psionic Focus.

Benefit: Add +4 to the DC for all saving throws against powers from within the character's discipline if the character has already taken the Psionic Focus feat for the selected discipline. This bonus overlaps (does not stack with) the bonus from Psionic Focus.

Special: A character can gain this feat multiple times. Its effects do not stack. Each time a character takes this feat, it applies to a new discipline, but a psion must choose his or her primary discipline the first time he or she takes this feat.

IMPROVED PSICRYSTAL [Psionic]

Benefit: The character can implant another personality fragment in his or her psicrystal. The character gains the benefits listed for both psicrystal types. The psicrystal's personality adjusts and becomes a blend between all implanted personality fragments.

Special: A character can gain this feat multiple times. Each time, he or she implants a new personality fragment in the psicrystal, from which the character derives the noted benefits.

INERTIAL ARMOR [Psionic]

Prerequisite: Reserve power points 1+.

Benefit: While the character retains 1 or more power points, his or her mind automatically generates a tangible field of force that provides a +4 armor bonus to AC.

Unlike mundane armor, Inertial Armor entails no armor check penalty or speed reduction. Because inertial armor is composed of psychokinetic force, incorporeal creatures can't bypass it the way they do normal armor. The inertial armor can be invisible or appear as a colored glow, at the character's option. The armor bonus provided by Inertial Armor does not stack with the armor bonus provided by a shield or regular armor.

INNER STRENGTH [Psionic]

Benefit: The character gains +1 power points.

Special: A character may gain this feat multiple times, each time gaining a number of power points equal to the previous Inner Strength gain +1.

MENTAL ADVERSARY [Psionic]

Prerequisite: Cha 13+.

Benefit: The character deals +1 ability damage on a successful psionic attack when he or she pays the cost of the psionic attack +3 power points. The character decides whether or not to pay the extra cost after determining the failure or success of the psionic attack to breach the defender's Will save.

Special: A character can gain this feat multiple times, each time gaining the potential to deal bonus damage equal to the previous damage bonus +1, but at a cost equal to the previous cost plus 8 power points. The character decides what increment of bonus damage to deal within the range granted by gaining this feat multiple times.

MENTAL LEAP [Psionic]

Prerequisite: Str 13+, 6 ranks of the Jump skill, reserve power points 3+.

Benefit: The character jumps twice as far or as high as is indicated on his or her Jump check. The character's maximum jump (a function of his or her height) is twice normal, and extra distance jumped (above and beyond the normal distance rolled) is not counted against the character's total allowed movement in the round.

Special: A character can take this feat multiple times. Each time increases his or her jump multiple by one and increases the prerequisite of reserve power points by +8.

METACREATIVE [Psionic]

Prerequisite: Any item creation feat.

Benefit: The character can create psionic items (including psionic armors and weapons, psionic tattoos, dorjes, power stones, and universal items) as if his or her effective manifester level were one less than his or her actual level (minimum 1st level). The character must still be of high enough level to manifest the power in question. The character can choose to use or not use this feat on each new psionic item he or she creates.

MIND TRAP [Psionic]

Prerequisite: Psychic Bastion.

Benefit: The character depletes a number of power points equal to 10 + his or her Charisma modifier from the attacking opponent on any psionic attack that deals 1 or more ability damage to the character. Against freely manifested attack modes, Mind Trap deals back ability score damage equal in type and amount to that dealt the character, plus an additional 2 points. The opponent cannot raise defense modes against this damage. To do so, the character must pay power points equal to the cost of the psionic defense +3. The character decides whether or not to pay the extra cost after discovering the failure or success of the opponent's psionic attack to deal ability damage.

POWER PENETRATION [Psionic]

Benefit: The character gets a +2 bonus on manifester level checks (1d20 + manifester level) to beat a creature's power resistance.

POWER TOUCH [Psionic]

Prerequisite: Str 13+, Psionic Fist.

Benefit: The character can make attacks of opportunity using any power he or she knows with a range of touch, if he or she has at least one hand free. The Power Touch attack of opportunity does not preclude the normal manifestation of a psionic power during the same round. The power used in conjunction with this feat costs a number of power points equal to its standard cost +2.

Normal: Attacks of opportunity do not involve casting spells or manifesting powers.

Special: Possession of the Quicken Power feat reduces the extra cost of Power Touch to 0 power points (the character still must pay the standard cost for the power used in the attack of opportunity).

PSIONIC BODY [Psionic]

Benefit: At 1st level, the character may use his or her key ability modifier determined by his or her primary discipline, if a psion, instead of his or her Constitution modifier to determine bonus hit points. At higher levels, the character's bonus hit points are determined by his or her Constitution, as normal. However, the character now gains +1 hit point every time he or she learns a metapsionic feat.

Special: A character may only take this feat as a 1st-level character.

PSIONIC CHARGE [Psionic]

Prerequisite: Wis 13+, Speed of Thought, reserve power points 3+.

Benefit: When taking a charge action in combat, the character can make a number of turns, each of not more than 90 degrees, equal to his or her Dexterity modifier. The action still counts as a charge.

PSIONIC DODGE [Psionic]

Prerequisite: Dex 13+, Dodge, reserve power points 5+.

Benefit: During the character's action, he or she designates an opponent and receive a +1 dodge bonus to Armor Class against attacks from that opponent. This can be the same opponent designated for the standard Dodge feat, or a separate opponent. If the same opponent is chosen for both Dodge and Psionic Dodge, the bonuses stack. The character can select a new opponent on any action. Note: A condition that makes the character lose his or her Dexterity bonus to Armor Class (if any) does not make the character lose the dodge bonus from the Psionic Dodge feat. Also, dodge bonuses stack with one another, unlike most other types of bonuses.

PSIONIC FIST [Psionic]

Prerequisite: Str 13+.

Benefit: The character's unarmed strikes deal +1d4 points of bludgeoning damage when he or she pays the cost of 1 power point. The character must decide whether or not to pay the cost prior to making the melee attack. The character's hand or foot remains "charged" for a maximum number of rounds equal to the character's Strength modifier +1, or until the character makes his or her next attack, whichever occurs first. If the attack misses, the power point expenditure is wasted.

PSIONIC FOCUS [Psionic]

Benefit: Add +2 to the DC for all saving throws against powers from the selected discipline.

Special: A character can gain this feat multiple times. Its effects do not stack. Each time the character takes the feat, it applies to a new discipline, but a psion must choose his or her primary discipline the first time he or she takes this feat.

PSIONIC METABOLISM [Psionic]

Prerequisite: Con 13+, Rapid Metabolism.

Benefit: The character converts 1 point of normal damage to 1 point of subdual damage per hour, if he or she pays the cost of 1 power point per hour. If the character is unconscious or dying, Psionic Metabolism does not work.

PSIONIC SHOT [Psionic]

Prerequisite: Dex 13+, Point Blank Shot.

Benefit: The character's ranged shots deal +1d4 points of piercing damage when he or she pays the cost of 1 power point. The character must decide whether or not to pay the cost prior to making the ranged attack. The arrow, bolt, or bullet remains "charged" for a maximum number of rounds equal to the character's Strength modifier +1, or until he or she makes his or her next attack, whichever occurs first. If the attack misses, the power point expenditure is wasted.

PSIONIC WEAPON [Psionic]

Prerequisite: Str 13+, Power Attack.

Benefit: The character's melee weapon deals +1d4 points of damage (slashing, piercing, or bludgeoning, as appropriate to the weapon) when the character pays the cost of 1 power point. The character must decide whether or not to pay the cost prior to making the melee attack. The weapon remains "charged" for a maximum number of rounds equal to the character's Strength modifier +1, or until he or she makes his or her next attack, whichever occurs first. If the attack misses, the power point expenditure is wasted.

PSYCHIC BASTION [Psionic]

Benefit: The character gains +1 mental hardness against a foe's successful psionic attack when he or she pays the cost of 3 power points. The character decides whether or not to pay the cost after determining the failure or success of the psionic attack to breach his or her Will save.

Special: A character can gain this feat multiple times, each time gaining bonus mental hardness equal to the previous bonus +1, but the character must pay a cost equal to the previous cost + 8. The character decides what mental hardness increment to use within the range granted by gaining this feat multiple times.

PSYCHIC INQUISITOR [Psionic]

Prerequisite: Cha 13+, Psychoanalyst.

Benefit: When a living humanoid lies directly to the character, he or she perceives it. The character detects a maximum number of lies per conversation equal to his or her Charisma modifier. A conversation with an individual, once concluded, may not be renewed with Psychic Inquisitor active for a period of 8 hours. The character decides when, or if, to begin using this feat during a conversation.

PSYCHOANALYST [Psionic]

Prerequisite: Cha 13+.

Benefit: The character gets a +2 bonus on all Diplomacy, Bluff, and Intimidate checks against living humanoids with an Intelligence score of 4 or higher. He or she gets the same +2 bonus on Charisma checks used to influence or interact with living humanoids having an Intelligence score of 4 or higher.

RAPID METABOLISM [Psionic]

Prerequisite: Con 13+.

Benefit: The character naturally heals a number of hit points per day of rest equal to the standard healing rate + his or her Constitution modifier.

RETURN SHOT [Psionic]

Prerequisite: Dex 13+, Point Blank Shot, Psionic Shot, reserve power points 5+.

Benefit: The character need not have a free hand (holding nothing) to use this feat, but he or she must relinquish a two-handed hold on a single item or drop a shield as a free action. Once per round when the character would normally be hit with a ranged weapon, he or she may make a Reflex save (DC 20; if the ranged weapon has an enhancement bonus to attack, the DC increases by that amount). If the character succeeds, he or she snatches the ranged weapon. The character must be aware of the attack and not flat-footed, and cannot already have acted in the round. A character may only use this feat once in any given round.

Snatching a ranged weapon or ammunition (such as an arrow, bolt, or sling bullet) counts as a free action. If the character successfully retrieves a bolt, arrow, or sling bullet, the character can load and fire it back at the foe if the character holds the appropriate weapon. A bow requires a move-equivalent action, a crossbow requires a standard action, and a thrown weapon such as a spear or knife is a free action to throw back. If the character is not holding a ranged weapon suitable to the snatched ammunition in, the character cannot return the attack.

A character makes the return attack at a bonus equal to half the foe's ranged attack bonus (round down) + the character's full ranged attack bonus. Exceptional ranged weapons, such as boulders hurled by giants or spells, can't be snatched.

Special: If the character also has the Deflect Arrows feat, the character makes return attacks at a bonus equal to the foe's full ranged attack bonus + the character's full attack bonus.

SPEED OF THOUGHT [Psionic]

Prerequisite: Wis 13+, reserve power points 1+.

Benefit: The character's base speed is equal to his or her normal speed +10.

Special: A character can take this feat multiple times. Each time increases his or her base speed by 10 feet and increases the prerequisite of reserve power points by 4.

STAND STILL [Psionic]

Prerequisite: Str 13+, reserve power points 1+.

Benefit: When a foe's movement would otherwise grant the character an attack of opportunity, the character may give up that attack and instead attack the foe prior to the foe's actual movement. This is akin to a readied action, but Stand Still doesn't affect the character's initiative count or actual readied actions, if any. The foe must succeed at a Fortitude save against a DC equal to 10 + the damage dealt, or be unable to move into or out of the area the character threatens—essentially, this ends the movement of a foe who is closing, and prevents any movement of a foe who is fleeing (if the character is normally allowed an attack of opportunity against the fleeing foe). Since the character uses the Stand Still feat in place of his or her attack of opportunity, the character may only do so a number of times per round equal to the number of times per round he or she could make an attack of opportunity.

Normal: Attacks of opportunity occur after a foe has already moved within the area a character threatens; thus, a character is unable to affect their movement with an attack.

TALENTED [Psionic]

Prerequisite: Inner Strength.

Benefit: The character can manifest three more 0-level powers for free per day than normal.

TRIGGER POWER [Psionic]

Prerequisite: Inner Strength, Talented, reserve power points (see below).

Benefit: Choose any 0-, 1st-, 2nd-, or 3rd-level power the character knows. From now on the character can attempt to trigger that power without paying its cost. To trigger a power, the character must first satisfy the requirement of a power point reserve equal to or greater than what it would normally cost to manifest the power. Then, make an ability check appropriate for the power's discipline. If the character meets or exceeds the ability check DC (see below), the power is manifested normally with no power point cost. If the character fails the check, he or she is forced to pay its cost, but the power is still manifested normally. A character can't use Trigger Power in conjunction with psionic attack or defense modes.

DCs for the ability check are determined by level: 0-level, 11; 1st level, 13; 2nd level, 15; and 3rd level, 17.

A character cannot take 10 when using Trigger Power.

Special: A character can take this feat multiple times, each time using it for a new triggered power.

UNAVOIDABLE STRIKE [Psionic]

Prerequisite: Str 13+, Psionic Fist, base attack bonus of +3 or more.

Benefit: If the character pays 5 power points per unarmed attack, he or she can resolve his or her unarmed attack as a touch attack for purposes of assessing the foe's Armor Class. The character must decide whether or not to pay the cost prior to making the unarmed melee attack. The character's hand or fist remains "charged" for a maximum number of rounds equal to his or her Strength modifier +1 or until the character's next attack, whichever occurs first. If the attack misses, the power point expenditure is wasted.

UP THE WALLS [Psionic]

Prerequisite: Wis 13+, Speed of Thought, Psionic Charge, reserve power points 5+.

Benefit: The character can take part of one of his or her move actions on a wall if the character begins and ends the move on a horizontal surface. The height the character can achieve on the wall is limited only by this movement restriction. If the character does not end his or her move on a horizontal surface, he or she falls prone, taking damage as appropriate for his or her height above the floor. Treat the wall as a normal floor for the purposes of measuring movement. Passing the boundary between horizontal and vertical is equivalent to 5 feet of movement along a normal floor. Opponents on the floor still get attacks of opportunity as the character moves up the wall within areas they threaten.

Special: A character can take other move actions in conjunction with moving on a wall.

METAPSIONIC FEATS

DELAY POWER [Metapsionic]

Benefit: A delayed power doesn't activate until 1 to 5 rounds after the character finishes manifesting it. The character determines the delay when manifesting the power, and it cannot be changed once set. The power activates just before the character's turn on the round designated. Only area, personal, and touch powers may be affected by this feat. Any decisions the character would make about the power (including attack rolls, designating targets, or determining or shaping an area) are decided when the power is manifested, while any effects resolved by those affected by the power (including saving throws) are decided when the power triggers. A delayed power may be negated normally during the delay, and can be detected normally in the area or on the target with powers that can detect psionic effects. A delayed power costs a number of power points equal to its standard cost +6.

ENLARGE POWER [Metapsionic]

Benefit: An enlarged power has its range doubled. Powers whose ranges are not defined by distance do not have their ranges increased. Determine an enlarged power's cost as if the character were two manifester levels higher than he or she actually is. An enlarged power costs a number of power points equal to its standard cost +2.

EXTEND POWER [Metapsionic]

Benefit: An extended power lasts twice as long as normal. Powers with a concentration, instantaneous, or permanent duration are not extended. An extended power costs a number of power points equal to its standard cost +2.

HEIGHTEN POWER [Metapsionic]

Benefit: A heightened power has a higher psionic power level than normal (up to 9th level). Unlike other metapsionic feats, Heighten Power actually increases the effective level of the power that it modifies. All effects dependent on power level (such as saving throw DCs and ability to penetrate a minor dead psionics zone or a minor globe of invulnerability) are calculated according to the heightened level. The heightened power costs as many power points as a power of its effective level.

HIDE POWER [Metapsionic]

Benefit: A psionic power can be manifested without one associated display characteristic chosen by the character when he or she takes the feat: auditory, material, mental, olfactory, or visual. The hidden power costs a number of power points equal to the standard cost +2.

Special: A character can take this feat multiple times, each time choosing a different display characteristic to hide while manifesting a given power.

MASTER DORJE [Metapsionic]

Benefit: The character can manifest a power stored in a dorje without expending a charge. Instead, the character pays for the imbedded power from his or her own power point reserve by spending a number of power points equal to its standard cost +2. When all the charges of a dorje are exhausted, the dorje becomes inert; thus, this feat no longer affects that individual dorje.

MAXIMIZE POWER [Metapsionic]

Benefit: All variable, numeric effects of a maximized power are maximized. Saving throws and opposed rolls are not affected. Powers without random variables are not affected. The maximized power costs a number of power points equal to its standard cost +6.

PERSISTENT POWER [Metapsionic]

Prerequisite: Extend Power.

Benefit: A persistent power has a duration of 24 hours. The persistent power must have a personal range or a fixed range; a character can't use this feat on a power with a variable range, or on a power with an instantaneous duration. Note that the character must concentrate on some powers to use their effects; concentration on such a power is a standard action that does not provoke an attack of opportunity. A persistent power costs a number of power points equal to its standard cost +8.

QUICKEN POWER [Metapsionic]

Benefit: Manifesting a quickened power is a free action. A character can perform another action, even manifest another power, in the same round as he or she manifests a quickened power. A character may only manifest one quickened power per round. A power whose time to manifest is more than 1 full round cannot be quickened. The quickened power costs a number of power points equal to its standard cost +8.

Special: Possession of the Power Touch feat allows the use of that feat and one quickened power in the same round.

TWIN POWER [Metapsionic]

Benefit: Manifesting a power altered by this feat causes the power to take effect twice on the target, as if the character were simultaneously manifesting the same power two times on the same location or target. Any variables in the power (such as targets, shaping an area, and so on) apply to both of the resulting powers. The target suffers all the effects of both powers individually and receives a saving throw for each. In some cases, failure of both of the target's saving throws results in redundant effects, although any ally of the target would have to succeed at two negate attempts in order to free the target from the charm. A twinned power costs a number of power points equal to its standard cost +8.

MODERN FEATS

ADVANCED COMBAT MARTIAL ARTS [Modern]

Prerequisites: Combat Martial Arts, Improved Combat Martial Arts, base attack bonus +8.

Benefit: When the character scores a critical hit on an opponent with an unarmed strike, the character deals triple damage.

Normal: An unarmed strike critical hit deals double damage.

ADVANCED FIREARMS PROFICIENCY [Modern]

Prerequisite: Personal Firearms Proficiency.

Benefit: The character can fire any personal firearm on autofire without penalty (provided, of course, that it has an autofire setting).

Normal: Characters without this feat take a -4 penalty on attack rolls made with personal firearms set on autofire.

AIRCRAFT OPERATION [Modern]

Select a class of aircraft (heavy aircraft, helicopters, jet fighters, or spacecraft). The character is proficient at operating that class of aircraft.

The heavy aircraft class includes jumbo passenger airplanes, large cargo planes, heavy bombers, and any other aircraft with three or more engines. Helicopters include transport and combat helicopters of all types. Jet fighters include military fighter and ground attack jets. Spacecraft are vehicles such as the space shuttle and the lunar lander.

Prerequisite: Pilot 4 ranks.

Benefit: The character takes no penalty on Pilot checks or attack rolls made when operating an aircraft of the selected class.

Normal: Characters without this feat take a -4 penalty on Pilot checks made to operate an aircraft that falls in any of these classes, and on attacks made with aircraft weapons. There is no penalty when the character operates a general-purpose aircraft.

Special: The character can gain this feat multiple times. Each time the character takes the feat, the character selects a different class of aircraft.

ARCHAIC WEAPONS PROFICIENCY [Modern]

Benefit: The character takes no penalty on attack rolls when using any kind of archaic weapon.

Normal: A character without this feat takes the -4 nonproficient penalty when making attacks with archaic weapons.

ATTENTIVE [Modern]

Benefit: The character gets a +2 bonus on all Investigate checks and Sense Motive checks.

Special: Remember that the Investigate skill can't be used untrained.

BRAWL [Modern]

Benefit: When making an unarmed attack, the character receives a +1 competence bonus on attack rolls, and the character deals nonlethal damage equal to 1d6 + his or her Strength modifier.

Normal: Unarmed attacks normally deal nonlethal damage equal to 1d3 + Strength modifier.

BUILD [Modern]

Benefit: Pick two of the following skills: Craft (chemical), Craft (electronic), Craft (mechanical), and Craft (structural). The character gets a +2 bonus on all checks with those skills.

Special: The character can select this feat twice. The second time, the character applies it to the two skills he or she didn't pick originally. Remember that Craft (chemical), Craft (electronic), and Craft (mechanical) cannot be used untrained.

BURST FIRE [Modern]

Prerequisites: Wisdom 13, Personal Firearms Proficiency, Advanced Firearms Proficiency.

Benefit: When using an automatic firearm with at least five bullets loaded, the character may fire a short burst as a single attack against a single target. The character receives a -4 penalty on the attack roll, but deal +2 dice of damage.

Firing a burst expends five bullets and can only be done if the weapon has five bullets in it.

Normal: Autofire uses ten bullets, targets a 10-foot-by-10-foot area, and can't be aimed at a specific target. Without this feat, if a character attempts an autofire attack at a specific target, it simply counts as a normal attack and all the extra bullets are wasted.

Special: If the firearm has a three-round burst setting, firing a burst expends three bullets instead of five and can be used if the weapon has only three bullets in it.

CAUTIOUS [Modern]

Benefit: The character gets a +2 bonus on all Demolitions checks and Disable Device checks.

Special: Remember that the Demolitions skill and the Disable Device skill can't be used untrained.

COMBAT MARTIAL ARTS [Modern]

Prerequisite: Base attack bonus +1.

Benefit: With an unarmed strike, the character deals lethal or nonlethal damage (the character's choice) equal to 1d4 + the character's Strength modifier. The character's unarmed attacks count as armed, which means that opponents do not get attacks of opportunity when the character attacks them unarmed. The character may make attacks of opportunity against opponents who provoke such attacks.

Normal: Without this feat, a character deals only 1d3 points of nonlethal damage. Unarmed attacks normally provoke attacks of opportunity, and unarmed combatants cannot normally make attacks of opportunity.

COMBAT THROW [Modern]

Prerequisite: Defensive Martial Arts.

Benefit: The character gains a +2 bonus on opposed Strength and Dexterity checks any time the character attempts trip or grapple attacks, or when the character tries to avoid a trip or grapple attack made against him or her.

CONFIDENT [Modern]

Benefit: The character gets a +2 bonus on all Gamble checks and Intimidate checks, and on level checks to resist intimidation.

CREATIVE [Modern]

Benefit: Pick two of the following skills: Craft (visual art), Craft (writing), Perform (act), Perform (dance), Perform (keyboards), Perform (percussion instruments), Perform (sing), Perform (stand-up), Perform (string instruments), and Perform (wind instruments). The character gets a +2 bonus on all checks with those two skills.

Special: A character can select this feat as many as five times. Each time, the character selects two new skills from the choices given above.

DEFENSIVE MARTIAL ARTS [Modern]

Benefit: The character gains a +1 dodge bonus to Defense against melee attacks.

Special: A condition that makes the character lose his or her Dexterity bonus to Defense also makes the character lose dodge bonuses. Also, dodge bonuses stack, unlike most other types of bonuses.

DOUBLE TAP [Modern]

Prerequisites: Dexterity 13, Point Blank Shot.

Benefit: When using a semiautomatic firearm with at least two bullets loaded, the character may fire two bullets as a single attack against a single target. The character receives a -2 penalty on this attack, but deals +1 die of damage with a successful hit. Using this feat fires two bullets and can only be done if the weapon has two bullets in it.

DRIVE-BY ATTACK [Modern]

Benefit: The character takes no vehicle speed penalty when making an attack while in a moving vehicle. Also, if the character is the driver, he or she can take his or her attack action to make an attack at any point along the vehicle's movement.

Normal: When attacking from a moving vehicle, a character takes a penalty based on the vehicle's speed. Passengers can ready an action to make an attack when their vehicle reaches a particular location, but the driver must make his or her attack action either before or after the vehicle's movement.

ELUSIVE TARGET [Modern]

Prerequisites: Dexterity 13, Defensive Martial Arts.

Benefit: When fighting an opponent or multiple opponents in melee, other opponents attempting to target the character with ranged attacks take a -4 penalty. This penalty is in addition to the normal -4 penalty for firing into melee, making the penalty to target to character -8.

Special: An opponent with the Precise Shot feat has the penalty lessened to -4 when targeting the character.

EXOTIC FIREARMS PROFICIENCY [Modern]

Choose a weapon type from the following list: cannons, heavy machine guns, grenade launchers, and rocket launchers.

Prerequisites: Personal Firearms Proficiency, Advanced Firearms Proficiency.

Benefit: The character makes attack rolls with the weapon normally.

Normal: A character who uses a weapon without being proficient with it takes a -4 penalty on attack rolls.

Special: A character can gain this feat as many as four times. Each time a character takes the feat, he or she selects a different weapon group.

EXOTIC MELEE WEAPON PROFICIENCY [Modern]

Choose one exotic melee weapon from. The character is proficient with that melee weapon in combat.

Prerequisite: Base attack bonus +1.

Benefit: The character makes attack rolls with the weapon normally.

Normal: A character who uses a weapon without being proficient with it takes a -4 penalty on attack rolls.

Special: A character can gain this feat multiple times. Each time the character takes the feat, he or she selects a different exotic melee weapon.

FORCE STOP [Modern]

Prerequisites: Drive 4 ranks, Vehicle Expert.

Benefit: When the character attempts a sideswipe stunt with a surface vehicle, the character can force the other vehicle to a stop by nudging it into a controlled side-ways skid. In addition to the normal requirements for attempting a sideswipe stunt, the character must have sufficient movement remaining to move a number of squares equal to the character's turn number.

After succeeding on the check to attempt the sideswipe, the character makes a Drive check opposed by the other driver. If the character succeeds, turn the other vehicle 90 degrees across the front of the character's, so that they form a tee. Move them forward a distance equal to the character's turn number. The vehicles end their movement at that location, at stationary speed, and take their normal sideswipe damage.

If the character fails the check, resolve the sideswipe normally.

GEARHEAD [Modern]

Benefit: The character gets a +2 bonus on all Computer Use checks and Repair checks.

Special: Remember that the Computer Use skill and the Repair skill can only be used untrained in certain situations.

GUIDE [Modern]

Benefit: The character gets a +2 bonus on all Navigate checks and Survival checks.

HEROIC SURGE [Modern]

Benefit: The character may take an extra move action or attack action in a round, either before or after the character's regular actions. The character may use Heroic Surge a number of times per day depending on his or her character level (as shown below), but never more than once per round.

Character Level	Times per Day
1st-4th	1
5th-8th	2
9th-12th	3
13th-16th	4
17th-20th	5

IMPROVED BRAWL [Modern]

Prerequisites: Brawl, base attack bonus +3.

Benefit: When making an unarmed attack, the character receives a +2 competence bonus on his or her attack roll, and the character deals nonlethal damage equal to 1d8 + the character's Strength modifier.

Normal: Unarmed attacks normally deal nonlethal damage equal to 1d3 + Strength modifier.

IMPROVED COMBAT MARTIAL ARTS [Modern]

Prerequisites: Combat Martial Arts, base attack bonus +4.

Benefit: The character's threat range on an unarmed strike improves to 19-20.

Normal: A character without this feat threatens a critical hit with an unarmed strike only on a 20.

IMPROVED COMBAT THROW [Modern]

Prerequisites: Defensive Martial Arts, Combat Throw, base attack bonus +3.

Benefit: In melee combat, if an opponent attacks and misses the character, the character may immediately make a trip attack against the opponent. This counts as an attack of opportunity.

Special: This feat doesn't grant the character more attacks of opportunity than he or she is normally allowed in a round.

IMPROVED DAMAGE THRESHOLD [Modern]

Benefit: The character increases his or her massive damage threshold by 3 points.

Normal: A character without this feat has a massive damage threshold equal to his or her current Constitution score. With this feat, the character's massive damage threshold is current Con +3.

Special: A character may gain this feat multiple times. Its effects stack.

IMPROVED FEINT [Modern]

Prerequisites: Intelligence 13, Brawl, Streetfighting.

Benefit: The character can make a Bluff check in combat as a move action. The character receives a +2 bonus on Bluff checks made to feint in melee combat.

Normal: Feinting in combat requires an attack action.

IMPROVED KNOCKOUT PUNCH [Modern]

Prerequisites: Brawl, Knockout Punch, base attack bonus +6.

Benefit: When making the character's first unarmed attack against a flat-footed opponent, treat a successful attack as a critical hit. This critical hit deals triple damage. The damage is nonlethal damage.

Special: Even if the character has the ability to treat unarmed damage as lethal damage, the damage from a knockout punch is always nonlethal.

KNOCKOUT PUNCH [Modern]

Prerequisites: Brawl, base attack bonus +3.

Benefit: When making the character's first unarmed attack against a flat-footed opponent, treat a successful attack as a critical hit. This damage is nonlethal damage.
Special: Even if the character has the ability to treat unarmed damage as lethal damage, the damage from a knockout punch is always nonlethal.

LOW PROFILE [Modern]

Benefit: Reduce the character's Reputation bonus by 3 points.

MEDICAL EXPERT [Modern]

Benefit: The character gets a +2 bonus on all Craft (pharmaceutical) checks and Treat Injury checks.

Special: Remember that the Craft (pharmaceutical) skill can't be used untrained.

PERSONAL FIREARMS PROFICIENCY [Modern]

Benefit: The character can fire any personal firearm without penalty.

Normal: Characters without this feat take a -4 penalty on attack rolls made with personal firearms.

QUICK RELOAD [Modern]

Prerequisite: Base attack bonus +1.

Benefit: Reloading a firearm with an already filled box magazine or speed loader is a free action. Reloading a revolver without a speed loader, or reloading any firearm with an internal magazine, is a move action.

Normal: Reloading a firearm with an already filled box magazine or speed loader is a move action. Reloading a revolver without a speed loader, or reloading any firearm with an internal magazine, is a full-round action.

RENOWN [Modern]

Benefit: The character's Reputation bonus increases by +3.

SKIP SHOT [Modern]

Prerequisites: Point Blank Shot, Precise Shot.

Benefit: If the character has a solid, relatively smooth surface on which to skip a bullet (such as a street or a concrete wall), and a target within 10 feet of that surface, the character may ignore cover between the character and the target. However, the character receives a -2 penalty on his or her attack roll, and the character's attack deals -1 die of damage.

Special: The surface doesn't have to be perfectly smooth and level; a brick wall or an asphalt road can be used. The target can have no more than nine-tenths cover for a character to attempt a skip shot.

STRAFE [Modern]

Prerequisites: Personal Firearms Proficiency, Advanced Firearms Proficiency.

Benefit: When using a firearm on autofire, the character can affect an area four 5-foot squares long and one square wide (that is, any four squares in a straight line).

Normal: A firearm on autofire normally affects a 10-foot-by-10-foot area.

STREETFIGHTING [Modern]

Prerequisites: Brawl, base attack bonus +2.

Benefit: Once per round, if the character makes a successful melee attack with an unarmed strike or a light weapon, the character deals an extra 1d4 points of damage.

SURFACE VEHICLE OPERATION [Modern]

Select a class of surface vehicle (heavy wheeled, powerboat, sailboat, ship, or tracked). The character is proficient at operating that class of vehicle.

The heavy wheeled class includes all kinds of semi-trucks and tractor-trailers, as well as wheeled construction vehicles (such as earth movers) and wheeled armored vehicles (such as some armored personnel carriers). Powerboats are engine-powered water vessels designed for operation by a single person and usually no more than 100 feet in length. Sailboats are wind-powered water vessels. Ships are large, multicrewed water vessels. Tracked vehicles include bulldozers and tanks and other military vehicles.

Prerequisite: Drive 4 ranks.

Benefit: The character takes no penalty on Drive checks or attack rolls made when operating a surface vehicle of the selected class.

Normal: Characters without this feat take a -4 penalty on Drive checks made to operate a surface vehicle that falls under any of these classes, and to attacks made with vehicle weapons. There is no penalty when you operate a general-purpose surface vehicle.

Special: A character can gain this feat as many as five times. Each time the character takes the feat, he or she selects a different class of surface vehicle.

UNBALANCE OPPONENT [Modern]

Prerequisites: Defensive Martial Arts, base attack bonus +6.

Benefit: During the character's action, the character designates an opponent no more than one size category larger or smaller than the character. That opponent doesn't get to add his or her Strength modifier to attack rolls when targeting the character. (If the opponent has a Strength penalty, he or she still takes that penalty.)

The opponent's Strength modifier applies to damage, as usual.

The character can select a new opponent on any action.

VEHICLE DODGE [Modern]

Prerequisites: Dexterity 13, Drive 6 ranks, Vehicle Expert.

Benefit: When driving a vehicle, during the character's action the character designates an opposing vehicle or a single opponent. The character's vehicle and everyone aboard it receive a +1 dodge bonus to Defense against attacks from that vehicle or opponent. The character can select a new vehicle or opponent on any action.

VEHICLE EXPERT [Modern]

Benefit: The character gets a +2 bonus on all Drive checks and Pilot checks.

WINDFALL [Modern]

Benefit: The character's Wealth bonus increases by +3. Also, this feat provides a +1 bonus on all Profession checks.

Special: A character can select this feat multiple times. Each time, both of its effects stack.

EPIC FEATS

FAMILIAR SPELL [Epic]

Prerequisite: Int 25 (if your spellcasting is controlled by Intelligence) or Cha 25 (if your spellcasting is controlled by Charisma).

Benefit: Choose one spell you know of 8th level or lower. Your familiar can now cast this spell once per day as a spell-like ability as a caster of a level equal to your caster level. You cannot bestow a spell upon your familiar if the spell normally has a material component cost of more than 1 gp, or any XP cost.

Special: You can gain this feat multiple times. Each time you take the feat, you can give your familiar a new spell-like ability, or another daily use of the same spell-like ability.

GREAT SMITING [Epic]

Prerequisites: Cha 25, smite ability (from class feature or domain granted power).

Benefit: Whenever you make a successful smite attack, add twice the appropriate level to damage.

Special: You may select this feat multiple times. Its effects stack.
(Remember that two doublings equals a tripling, and so forth.)

IMPROVED ELEMENTAL WILD SHAPE [Epic]

Prerequisites: Wis 25, ability to wild shape into an elemental.

Benefit: Your ability to wild shape into an elemental is expanded to include all elemental creatures (not just air, earth, fire, and water elementals) of any size that you can take when wild shaping into an animal. You gain all extraordinary and supernatural abilities of the elemental whose form you take.

Normal: Without this feat, you may only take the shape of a Small, Medium, or Large air, earth, fire, or water elemental.

IMPROVED FAVORED ENEMY [Epic]

Prerequisites: Five or more favored enemies.

Benefit: Add +1 to the bonus on Bluff, Listen, Sense Motive, Spot, and Survival checks and damage rolls against all your favored enemies.

Special: This feat may be taken multiple times. Its effects stack.

IMPROVED METAMAGIC [Epic, Metamagic]

Prerequisites: Four metamagic feats, Spellcraft 30 ranks.

Benefit: The spell slot you must use to cast a metamagic spell is one level lower than normal (to a minimum of one level higher than normal).

This feat has no effect on a metamagic feat that requires a spell slot one level higher than normal or does not require a higher level slot.

Special: You can gain this feat multiple times. The effects stack, though you can't lower the level of any metamagic spell's slot to less than one level higher than normal.

IMPROVED SNEAK ATTACK [Epic]

Prerequisite: Sneak attack +8d6.

Benefit: Add +1d6 to your sneak attack damage.

Special: This feat may be taken multiple times. Its effects stack.

IMPROVED SPELL CAPACITY [Epic]

Prerequisite: Ability to cast spells of the normal maximum spell level in at least one spellcasting class.

Benefit: When you select this feat, you gain one spell slot per day of any level up to one level higher than the highest level spell you can already cast in a particular class. The character must have the requisite ability score (10 + spell level) in order to cast a spell stored in such a slot. If the character has a high enough ability modifier to gain one or more bonus spells for this spell level, she also gains those bonus spells for this spell level.

This feat can't grant spellcasting ability to a class that doesn't have spellcasting ability. A character must use the spell slot in a class of which she can already cast the maximum normal spell level.

Special: You can gain this feat multiple times.

IMPROVED STUNNING FIST [General, Epic]

Prerequisite: Dex 19, Wis 19, Improved Unarmed Strike, Stunning Fist.

Benefit: Add +2 to the DC of your stunning attack.

This feat may be taken multiple times. Its effects stack.

LASTING INSPIRATION [Epic]

Prerequisite: Perform (any one) 25 ranks, bardic music class feature.

Benefit: The effects of your bardic music inspiration abilities last for ten times as long as normal after you stop singing. This has no effect on inspiration abilities that have no duration after you stop singing.

OVERWHELMING CRITICAL [Epic]

Choose one type of melee weapon. With that weapon, you do more damage on a critical hit.

Prerequisites: Str 23, Cleave, Great Cleave, Improved Critical (weapon to be chosen), Power Attack, Weapon Focus (weapon to be chosen).

Benefit: When using the weapon you have selected, you deal an extra 1d6 points of damage on a successful critical hit. If the weapon's critical multiplier is x3, add an extra 2d6 points of damage instead, and if the multiplier is 4, add an extra 3d6 points of damage instead. (Creatures immune to critical hits can't be affected by this feat.)

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

PLANAR TURNING [Epic]

Prerequisites: Wis 25, Cha 25, ability to turn or rebuke undead.

Benefit: You can turn or rebuke outsiders as if they were undead. An outsider has effective turn resistance equal to half its spell resistance (round down).

If you can turn undead, you turn (or destroy) all evil outsiders and rebuke (or command) all nonevil outsiders. If you can rebuke undead, you rebuke (or command) all evil outsiders and rebuke

(or command) all nonevil outsiders.

SPELL KNOWLEDGE [Epic]

Prerequisites: Ability to cast spells of the maximum normal spell level of an arcane spellcasting class.

Benefit: You learn two new arcane spells of any level up to the maximum level you can cast. This feat does not grant any additional spell slots.

Special: You can gain this feat multiple times.

TERRIFYING RAGE [Epic]

Prerequisites: Intimidate 25 ranks, rage 5/day.

Benefit: While you are raging, any enemy that views you must make a Will save opposed by your Intimidate check or become panicked (if it has HD less than your character level) or shaken (if it has HD equal to or up to twice your character level) for 4d6 rounds. An enemy with Hit

FEAT TREES

General Feats

- Ability Focus
- Acrobatic
- Agile
- Alertness
- Animal Affinity
- Armor Prof. Light
 - Armor Prof. Medium
 - Armor Prof. Heavy
- Athletic
- Blind Fight
- Combat Casting
- Combat Expertise
 - Improved Disarm
 - Improved Feint
 - Improved Trip
- Combat Reflexes
- Deceptive
- Deceitful
- Deft Hands
- Diligent
- Dodge
 - Agile Riposte
 - Mobility
 - Spring Attack
 - Whirlwind Attack
 - Whirlwind Defense
- Educated
- Empower Spell-Like Ability
- Endurance
 - Diehard
- Eschew Materials
- Exotic Weapon Proficiency
- Extra Turning
- Flyby Attack
- Focused
- Frightful Presence
- Great Fortitude
- Hover
- Improved Counterspell
- Improved Critical
- Improved Familiar
- Improved Initiative
- Improved Natural Armor
- Improved Natural Attack
- Improved Turning
- Improved Unarmed Strike
 - Deflect Arrows
 - Snatch Arrows
 - Improved Grapple
 - Stunning Fist
- Investigator
- Leadership
- Lightning Reflexes
- Magical Aptitude
- Martial Weapon Proficiency
- Mounted Combat
 - Mounted Archery
 - Ride-by Attack
 - Spirited Charge
 - Trample
- Multi-Attack
- Multi-Weapon Fighting
 - Improved Multi-Weapon Fighting
 - Greater Multi-Weapon Fighting

- Multi-Weapon Defense
- Natural Spell
- Negotiator
- Nimble
- Nimble Fingers
- Point Blank Shot
 - Far Shot
 - Dead Aim
 - Precise Shot
 - Improved Precise Shot
- Psionic Shot
 - Fell Shot
 - Return Shot
- Rapid Shot
 - Manyshot
 - Shot on the Run
- Power Attack
 - Cleave
 - Great Cleave
 - Improved Bull Rush
 - Awesome Blow
 - Improved Overrun
- Psionic Weapon
 - Deep Impact
- Sunder
 - Great Sunder
 - Improved Sunder
- Quick Draw
- Quicken Spell-Like Ability
- Rapid Reload
- Run
- Self-Sufficient
- Shield Proficiency
 - Improved Shield Bash
 - Tower Shield Proficiency
- Simple Weapon Proficiency
- Skill Focus
- Snatch
- Spell Focus
 - Augment Summoning
 - Greater Spell Focus
- Spell Penetration
- Stealthy
- Studious
- Surgery
- Toughness
- Track
- Trustworthy
- Two-Weapon Fighting
 - Improved Two-Weapon Fighting
 - Greater Two-Weapon Fighting
- Two-Weapon Defense
- Weapon Finesse
 - Weapon Finesse (One-Hand)
 - Weapon Finesse (Two-Hand)
- Weapon Focus
 - Greater Weapon Focus
 - Weapon Specialization
 - Greater Weapon Specialization

- Wingover
- Item Creation Feats**
 - Brew Potion
 - Craft Crystal Capacitor
 - Craft Dorje
 - Craft Magic Arms and Armor
 - Craft Construct
 - Craft Psionic Arms and Armor
 - Craft Rod
 - Craft Staff
 - Craft Universal Item
 - Craft Wand
 - Craft Wondrous Item
 - Encode Stone
 - Forge Ring
 - Scribe Scroll
 - Scribe Tattoo
Metamagic Feats

 - Empower Spell
 - Enlarge Spell
 - Extend Spell
 - Heighten Spell
 - Quicken Spell
 - Silent Spell
 - Spell Mastery
 - Still Spell
 - Widen Spell

Psionic Feats

 - Combat Manifestation
 - Improved Psicrystal
 - Inertial Armor
 - Inner Strength
 - Talented
 - Body Fuel
 - Trigger Power
 - Mental Adversary
 - Disarm Mind
 - Mental Leap
 - Metacreative
 - Power Penetration
 - Greater Power Penetration
 - Psionic Body
 - Psionic Dodge
 - Psionic Fist
 - Power Touch
 - Unavoidable Strike
 - Psionic Focus
 - Greater Psionic Focus
 - Psychic Bastion
 - Mind Trap
 - Psychoanalyst
 - Psychic Inquisitor
 - Rapid Metabolism
 - Psionic Metabolism
 - Speed of Thought
 - Psionic Charge
 - Up the Walls
 - Stand Still

Metapsionic Feats

 - Delay Power
 - Enlarge Power
 - Extend Power
 - Persistent Power
 - Heighten Power
 - Hide Power
 - Master Dorje
 - Maximize Power
 - Quicken Power
 - Twin Power

Modern Feats

- Aircraft Operation
- Archaic Weapons Proficiency
- Attentive
- Brawl
 - Improved Brawl
 - Knockout Punch
 - Improved Knockout Punch
 - Street Fighting
 - Improved Feint
- Builder
- Cautious
- Combat Martial Arts
 - Improved Combat Martial Arts
 - Advanced Combat Martial Arts
- Confident
- Creative
- Defensive Martial Arts
 - Combat Throw
 - Improved Combat Throw
 - Elusive Target
 - Unbalance Opponent
- Drive-by Attack
- Exotic Melee Weapon Ability
- Gearhead
- Guide
- Heroic Surge
- Improved Damage Threshold
- Low Profile
- Medical Expert
- Personal Firearms Proficiency
 - Advanced Firearms Proficiency
 - Burst Fire
 - Exotic Firearms Proficiency
 - Strafe
- Point Blank Shot
 - Double Tap
 - Skip Shot
- Quick Reload
- Renown
- Surface Vehicle Operation
- Vehicle Expert
 - Force Stop
 - Vehicle Dodge
- Windfall
Epic Feats

 - Familiar Spell
 - Great Smiting
 - Improved Elemental Wild Shape
 - Improved Favored Enemy
 - Improved Metamagic
 - Improved Sneak Attack
 - Improved Spell Capacity
 - Improved Stunning Fist
 - Lasting Inspiration
 - Overwhelming Critical
 - Planar Turning
 - Spell Knowledge
 - Terrifying Rage

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