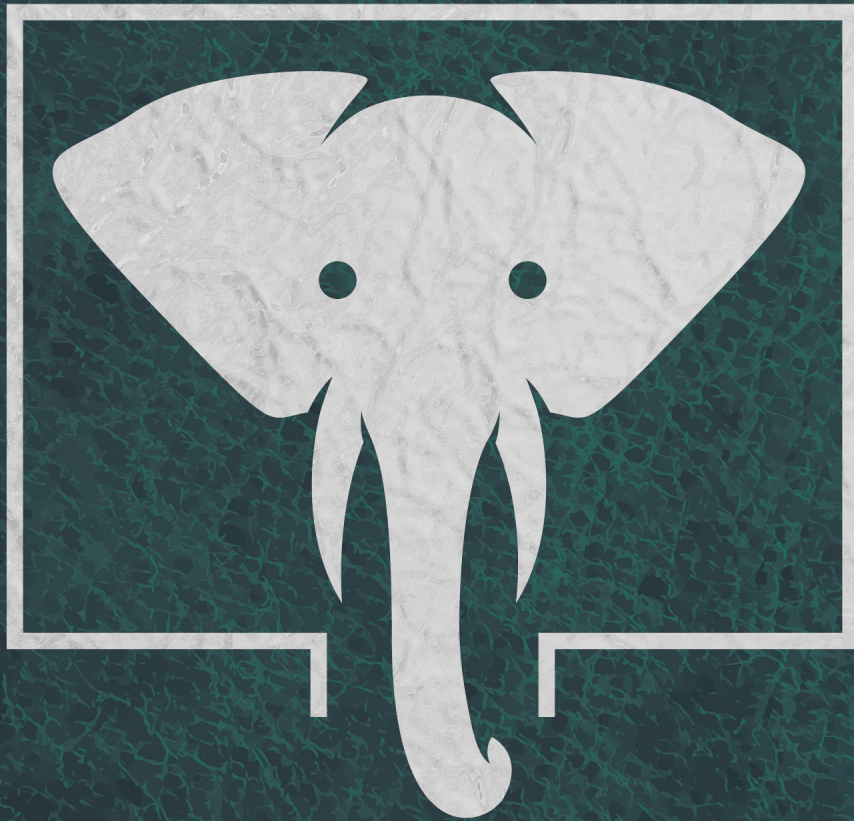


# The Elephant in the Room

## Feat Taxes in Pathfinder



# The Elephant in the Room

## Feat Taxes in Pathfinder

by Mathew Iantorno  
& Michael Iantorno

[www.mammothisland.com](http://www.mammothisland.com)

**Product Identity:** The following items are hereby identified as Product Identity, as defined in the Open Game License version 1.0a, Section 1(e), and are not Open Content: All trademarks, registered trademarks, proper names (characters, deities, etc.), dialogue, plots, storylines, locations, characters, artwork, and trade dress. (Elements that have previously been designated as Open Game Content or are in the public domain are not included in this declaration.)

**Open Content:** Except for material designated as Product Identity (see above), the game mechanics of this game product are Open Game Content, as defined in the Open Gaming License version 1.0a Section 1(d). No portion of this work other than the material designated as Open Game Content may be reproduced in any form without written permission.

**The Elephant in the Room: Feat Taxes in Pathfinder** is published under the Open Game License version 1.0a Copyright 2000 Wizards of the Coast, Inc.

### OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc. ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts, creatures, characters, stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product Identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.
2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.
3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.
4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.
5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/ or You have sufficient rights to grant the rights conveyed by this License.
6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.
7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.
8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.
9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.
10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You distribute.
11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.
12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected. 13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.
14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.
15. COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc.

**System Reference Document.** Copyright 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

**Pathfinder Roleplaying Game Core Rulebook.** © 2011, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

**The Book of Experimental Might.** © 2008, Monte J. Cook. All rights reserved.

**Tome of Horrors.** © 2002, Necromancer Games, Inc.; Authors: Scott Greene, with Clark Peterson, Erica Balsley, Kevin Baase, Casey Christofferson, Lance Hawvermale, Travis Hawvermale, Patrick Lawinger, and Bill Webb; Based on original content from TSR.

The elephant artwork used in the cover illustration was sourced from Nature Vectors by Vecteezy: <https://www.vecteezy.com/free-vector/nature>

Third printing (v2.2) April 2021

# Table of Contents

---

<b>Chapter 1: Feats</b>	<b>03</b>
Overview	04
Feat Descriptions	04
<b>Chapter 2: Appendices</b>	<b>31</b>
Appendix I: Patch Notes	32
Appendix II: Combat Errata	33
Appendix III: Class Errata	34
Appendix IV: Equipment Errata	35
Appendix V: Bestiary Errata	36
Appendix VI: Original Article	38

## Introduction

---

In September of 2012, my brother and I released a blog post discussing the issue of feat taxes in the *Pathfinder Roleplaying Game*. Although the post was intended to be a one-off thought experiment based on our experiences building characters for organized play, it gained an inexplicable amount of traction online. It is frequently linked to on Reddit, Facebook, and the Paizo forums and, for better or for worse, remains the most popular thing I've ever written.

In response to the interest expressed by the Pathfinder community, we've decided to publish an updated version of our feat tree. Unlike the original blog post, which was largely a series of annotations, this document includes a reimagined version of the entire feat section found in the *Pathfinder Roleplaying Game Core Rulebook*.

The intent of these revisions is to simplify feat progression. Large feat chains have been trimmed down; feats with narrow or questionable value have been improved, eliminated, or merged together; and the way combat maneuvers and options are handled has been completely rethought. Overall, there are fewer, more impactful feats, and builds tend to hit their stride at a much lower level.

To address the real elephant in the room, no, we don't consider this a definitive upgrade to the *Pathfinder Roleplaying Game* or an alternative second edition. This document is first and foremost a vanity project, one that has grown out of my and my brother's homebrew endeavours (such as the *Hearth & Blade* campaign setting). However, we consider it a useful alternative ruleset for those who enjoy Pathfinder but are frustrated by the system mastery required to create an effective character.

Out of the box, this document is compatible with the

*Pathfinder Core Campaign* experience. We also encourage the use of and have accommodated for the *Pathfinder Unchained* versions of the barbarian, monk, and rogue. We feel the unchained versions of these classes pair well with the streamlined character building experience we are trying to create. Certain elements of the revised feat tree, such as the simplified treatment of combat maneuvers and weapon groups, could easily be appended to a campaign using the full suite of Pathfinder rulebooks. However, we do not officially support or reference these books in this version of the document.

More than anything, we hope that this document continues to spur interesting and lively discussion of the *Pathfinder Roleplaying Game*, just as the original blog post did. There's no wrong way to play a tabletop game, and we always love to hear how you adapt our rules or create your own new ones.

Enjoy!



Mathew Iantorno

## Using This Book

---

This book is divided into two chapters.

**Chapter 1 (Feats):** A re-imagining of the Pathfinder feat tree based on the article *The Elephant in the Room: Feat Taxes in Pathfinder*. This chapter is meant to be relatively self contained, featuring a full feat table as well as complete descriptions for every single feat.

**Chapter 2 (Appendices):** A collection of notes that provide context to the revised feats while addressing how they interact with other parts of the ruleset. Here you will find "patch notes" that quickly point out changes to the feat tree, as well as errata for combat, classes, equipment, and monsters. Closing the chapter (and the book) is the original feat tax article, unedited from how it was published online on September 5, 2012 on *The World Is Square* blog.

# 1. Feats



## Overview

Some abilities are not tied to your race, class, or skill—things like particularly quick reflexes that allow you to react to danger more swiftly, the ability to craft magic items, the training to deliver powerful strikes with melee weapons, or the knack for deflecting arrows fired at you. These abilities are represented as feats. While some feats are more useful to certain types of characters than others, and many of them have special prerequisites that must be met before they are selected, as a general rule feats represent abilities outside of the normal scope of your character's race and class. Many of them alter or enhance class abilities or soften class restrictions, while others might apply bonuses to your statistics or grant you the ability to take actions otherwise prohibited to you. By selecting feats, you can customize and adapt your character to be uniquely yours.

Rules for how feat prerequisites and feat types function remain unchanged from the *Pathfinder RPG Core Rulebook*. Below is the complete (revised) list of feats available to players. For a detailed look at how these feat changes affect other aspects of gameplay, consult Chapter 2: Appendices.

## Feat Descriptions

Feats are summarized on Table: 1-1 Feats on the pages following. Note that the prerequisites and benefits of the feats on this table are abbreviated for ease of reference. See the feat's description for full details.

The following format is used for all feat descriptions.

**Feat Name:** The feat's name also indicates what subcategory, if any, the feat belongs to, and is followed by a basic description of what the feat does.

**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 anything else required in order to take the 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.

**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 unusual facts about the feat.

### Acrobatic

You are skilled at leaping, jumping, and flying.

**Benefit:** You get a +2 bonus on all Acrobatics and Fly

skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

### Acrobatic Steps

You can easily move over and through obstacles.

**Prerequisites:** Dex 15, Nimble Moves.

**Benefit:** Whenever you move, you may move through up to 15 feet of difficult terrain each round as if it were normal terrain. The effects of this feat stack with those provided by Nimble Moves (allowing you to move normally through a total of 20 feet of difficult terrain each round).

### Agile Combatant (Combat)

You've learned to use your quickness in place of brute force when performing combat maneuvers.

**Benefit:** You add your Dexterity bonus to your base attack bonus and size bonus when determining your Combat Maneuver Bonus (see Combat) instead of your Strength bonus.

**Normal:** You add your Strength bonus to your base attack bonus and size bonus when determining your Combat Maneuver Bonus.

**Special:** With or without this feat, when you are using a finesse weapon, you may use your Dexterity bonus in place of your Strength bonus when attempting a disarm, sunder, or trip maneuver.

This feat allows you to add your Dexterity bonus in place of your Strength bonus when attempting a bull rush, grapple, hamstring, or overrun maneuver.

### Alertness

You often notice things that others might miss.

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

### Alignment Channel

Choose chaos, evil, good, or law. You can channel divine energy to affect outsiders that possess this subtype.

**Prerequisites:** Ability to channel energy.

**Benefit:** Instead of its normal effect, you can choose to have your ability to channel energy heal or harm outsiders of the chosen alignment subtype. You must make this choice each time you channel energy. If you choose to heal or harm creatures of the chosen alignment subtype, your channel energy has no effect on other creatures. The amount of damage healed or dealt and the DC to halve the damage is otherwise unchanged.

**Special:** You can gain this feat multiple times. Its effects do not stack. Each time you take this feat, it

applies to a new alignment subtype. Whenever you channel energy, you must choose which type to effect.

### Animal Affinity

You are skilled at working with animals and mounts.

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

### Arcane Armor Mastery (Combat)

You have mastered the ability to cast spells while wearing armor.

**Prerequisites:** Arcane Armor Training, Medium Armor Proficiency, caster level 7th.

**Benefit:** As a swift action, reduce the arcane spell failure chance due to the armor you are wearing by 20% for any spells you cast this round. This bonus replaces, and does not stack with, the bonus granted by Arcane Armor Training.

### Arcane Armor Training (Combat)

You have learned how to cast spells while wearing armor.

**Prerequisites:** Light Armor Proficiency, caster level 3rd.

**Benefit:** As a swift action, reduce the arcane spell failure chance due to the armor you are wearing by 10% for any spells you cast this round.

### Arcane Strike (Combat)

You draw upon your arcane power to enhance your weapons with magical energy.

**Prerequisite:** Ability to cast arcane spells.

**Benefit:** As a swift action, you can imbue your weapons with a fraction of your power. For 1 round, your weapons deal +1 damage and are treated as magic for the purpose of overcoming damage reduction. For every five caster levels you possess, this bonus increases by +1, to a maximum of +5 at 20th level.

### Armor Proficiency, Heavy (Combat)

You are skilled at wearing heavy armor.

**Prerequisites:** Light Armor Proficiency, Medium Armor Proficiency.

**Benefit:** See Armor Proficiency, Light.

**Normal:** See Armor Proficiency, Light.

**Special:** Fighters and paladins automatically have Heavy Armor Proficiency as a bonus feat. They need not select it.

### Armor Proficiency, Light (Combat)

You are skilled at wearing light armor.

**Benefit:** When you wear a type of armor with which you are proficient, the armor check penalty for that armor

applies only to Dexterity- and Strength-based skill checks.

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

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

### Armor Proficiency, Medium (Combat)

You are skilled at wearing medium armor.

**Prerequisite:** Light Armor Proficiency.

**Benefit:** See Armor Proficiency, Light.

**Normal:** See Armor Proficiency, Light.

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

### Athletic

You possess inherent physical prowess.

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

### Augment Summoning

Your summoned creatures are more powerful and robust.

**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.

### Bleeding Critical (Combat, Critical)

Your critical hits cause opponents to bleed profusely.

**Prerequisites:** Critical Focus, base attack bonus +11.

**Benefit:** Whenever you score a critical hit with a slashing or piercing weapon, your opponent takes 2d6 points of bleed damage (see Conditions) each round on his turn, in addition to the damage dealt by the critical hit. Bleed damage can be stopped by a DC 15 Heal skill check or through any magical healing. The effects of this feat stack.

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

### Blind-Fight (Combat)

You are skilled at attacking opponents that you cannot clearly perceive.

**Benefit:** In melee, every time you miss because of concealment (see Combat), 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

**TABLE 1-1: FEATS**

<b>Feat</b>	<b>Prerequisites</b>	<b>Benefits</b>
Acrobatic	—	+2 bonus on Acrobatics and Fly checks
Agile Combatant*	—	Use your Dex bonus when calculating your CMB
Alertness	—	+2 bonus on Perception and Sense Motive checks
Alignment Channel	Channel energy class feature	Channel energy can heal or harm outsiders
Animal Affinity	—	+2 bonus on Handle Animal and Ride checks
Arcane Armor Training*	Armor Proficiency, Light, caster level 3rd	Reduce your arcane spell failure chance by 10%
Arcane Armor Mastery*	Arcane Armor Training, Armor Proficiency, Medium, caster level 7th	Reduce your arcane spell failure chance by 20%
Arcane Strike*	Ability to cast arcane spells	+1 damage and weapons are considered magic
Armor Proficiency, Light	—	No penalties on attack rolls while wearing light armor
Armor Proficiency, Medium	Armor Proficiency, Light	No penalties on attack rolls while wearing medium armor
Armor Proficiency, Heavy	Armor Proficiency, Medium	No penalties on attack rolls while wearing heavy armor
Athletic	—	+2 bonus on Climb and Swim checks
Augment Summoning	Spell Focus (conjuration)	Summoned creatures gain +4 Str and Con
Blind-Fight*	—	Reroll miss chances for concealment
Catch Off-Guard*	—	No penalties for improvised weapons
Improvise Weapon Mastery*	Catch Off-Guard, base attack bonus +6	Make an improvised weapon deadly
Channel Smite*	Channel energy class feature	Channel energy through your attack
Cleave*	Str 13, base attack bonus +1	Make an additional attack if the first one hits
Great Cleave*	Str 13, Cleave, base attack bonus +4	Make an additional attack after each attack hits
Whirling Cleave*	Str 13, Great Cleave, base attack bonus +6	Take a 5-foot step during a Cleave
Combat Casting	—	+4 bonus on concentration checks for casting defensively
Combat Reflexes*	—	Make additional attacks of opportunity
Command Undead	Channel negative energy class feature	Channel energy can be used to control undead
Critical Focus*	Base attack bonus +9	+4 bonus on attack rolls made to confirm critical hits
Bleeding Critical*	Critical Focus, base attack bonus +11	Whenever you score a critical hit, the target takes 2d6 bleed
Blinding Critical*	Critical Focus, base attack bonus +15	Whenever you score a critical hit, the target is blinded
Critical Mastery*	Any two critical feats, 14th-level fighter	Apply two effects to your critical hits
Deafening Critical*	Critical Focus, base attack bonus +13	Whenever you score a critical hit, the target is deafened
Sickening Critical*	Critical Focus, base attack bonus +11	Whenever you score a critical hit, the target is sickened
Staggering Critical*	Critical Focus, base attack bonus +13	Whenever you score a critical hit, the target is staggered
Stunning Critical*	Staggering Critical, base attack bonus +17	Whenever you score a critical hit, the target is stunned
Tiring Critical*	Critical Focus, base attack bonus +13	Whenever you score a critical hit, the target is fatigued

Feat	Prerequisites	Benefits
Exhausting Critical*	Tiring Critical, base attack bonus +15	Whenever you score a critical hit, the target is exhausted
Deceitful	—	+2 bonus on Bluff and Disguise checks
Defensive Combat Training*	—	Use your total Hit Dice as your base attack bonus for CMD
Deft Hands	—	+2 bonus on Disable Device and Sleight of Hand checks
Deft Maneuvers*	Dex 13	+2 on disarm/trip, feint as a move action, no attack of opportunity
Greater Disarm*	Deft Maneuvers, base attack bonus +6	Disarmed weapons are knocked away from your enemy
Greater Feint*	Deft Maneuvers, base attack bonus +6	Enemies you feint lose their Dex bonus for 1 round
Greater Trip*	Deft Maneuvers, base attack bonus +6	Enemies you trip provoke attacks of opportunity
Disruptive*	6th-level fighter	Increases the DC to cast spells adjacent to you
Spellbreaker*	Disruptive, 10th-level fighter	Enemies provoke attacks if their spells fail
Dodge*	Dex 13	+1 dodge bonus to AC and an additional +4 against attacks of opportunity from movement
Spring Attack*	Dex 13, Dodge, base attack bonus +4	Move before and after melee attack
Whirlwind Attack*	Dex 13, Combat Reflexes, Spring Attack, base attack bonus +4	Make one melee attack against all foes within reach
Wind Stance*	Dex 15, Dodge, base attack bonus +6	Gain 20% concealment if you move
Lightning Stance*	Dex 17, Wind Stance, base attack bonus +11	Gain 50% concealment if you move
Elemental Channel	Channel energy class feature	Channel energy can harm or heal elementals
Elemental Focus	—	+1 bonus on save DCs for one energy type
Greater Elemental Focus	Elemental Focus	+1 bonus on save DCs for one energy type
Endurance	—	+4 bonus on checks to avoid nonlethal damage
Diehard	Endurance	Automatically stabilize and remain conscious below 0 hp
Eschew Materials	—	Cast spells without material components
Extra Channel	Channel energy class feature	Channel energy two additional times per day
Extra Ki	Ki pool class feature	Increase your ki pool by 2 points
Extra Lay On Hands	Lay on hands class feature	Use lay on hands two additional times per day
Extra Mercy	Mercy class feature	Your lay on hands benefits from one additional mercy
Extra Performance	Bardic performance class feature	Use bardic performance for 6 additional rounds per day
Extra Rage	Rage class feature	Use rage for 6 additional rounds per day
Extra Rogue Talent	Rogue talent class feature	Gain one additional rogue talent
Fleet	—	Your base speed increases by 5 feet
Great Fortitude	—	+2 on Fortitude saves
Improved Great Fortitude	Great Fortitude	Once per day, you may reroll a Fortitude save
Improved Channel	Channel energy class feature	+2 bonus on channel energy DC
Improved Counterspell	—	Counterspell with spell of the same school



Feat	Prerequisites	Benefits
Improved Critical*	Proficiency with weapon, base attack bonus +8	Double the threat range of one weapon group
Improved Familiar	Ability to acquire a familiar, see feat	Gain a more powerful familiar
Improved Initiative*	—	+4 bonus on initiative checks
Intimidating Prowess*	—	Add Str to Intimidate in addition to Cha
Iron Will	—	+2 bonus on Will saves
Improved Iron Will	Iron Will	Once per day, you may reroll a Will save
Leadership	Character level 7th	Gain a cohort and followers
Lightning Reflexes	—	+2 bonus on Reflex saves
Improved Lightning Reflexes	Lightning Reflexes	Once per day, you may reroll a Reflex save
Lunge*	Base attack bonus +6	Take a -2 penalty to your AC to attack with reach
Magical Aptitude	—	+2 bonus on Spellcraft and Use Magic Device checks
Master Craftsman	5 ranks in any Craft or Profession skill	You can craft magic items without being a spellcaster
Mounted Combat*	Ride 1 rank	Avoid attacks on mount with Ride check
Mounted Archery*	Mounted Combat	Halve the penalty for ranged attacks while mounted
Ride-By Attack*	Mounted Combat	Move before and after a charge attack while mounted
Spirited Charge*	Ride-By Attack	Double damage on a mounted charge
Trample*	Mounted Combat	Overrun targets while mounted
Unseat*	Improved Bull Rush, Mounted Combat	Knock opponents from their mounts
Natural Spell	Wis 13, change shape or wild shape class feature	Cast spells while transformed
Nimble Moves	Dex 13	Ignore 5 feet of difficult terrain when you move
Acrobatic Steps	Dex 15, Nimble Moves	Ignore 20 feet of difficult terrain when you move
Powerful Stride	Str 15, Dex 13, Nimble Moves	Once per day, take a 10-foot step in place of a 5-foot step
Persuasive	—	+2 bonus on Diplomacy and Intimidate checks
Powerful Maneuvers*	Str 13, base attack bonus +1	+2 on bull rush/hamstring/overrun/sunder, no attack of opportunity
Greater Bull Rush*	Powerful Maneuvers, base attack bonus +6	Enemies you bull rush provoke attacks of opportunity
Greater Hamstring*	Powerful Maneuvers, base attack bonus +6	Enemies you hamstring with an attack of opportunity stop moving
Greater Overrun*	Powerful Maneuvers, base attack bonus +6	Enemies you overrun provoke attacks of opportunity
Greater Sunder*	Powerful Maneuvers, base attack bonus +6	Damage from sunder attempts transfers to your enemy
Precise Shot*	—	No penalty for shooting into melee
Far Shot*	Precise Shot	Decrease ranged penalties by half
Improved Precise Shot*	Dex 19, Precise Shot, base attack bonus +11	No cover or concealment chance on ranged attacks
Pinpoint Targeting*	Improved Precise Shot, base attack bonus +16	No armor or shield bonus on one ranged attack

<b>Feat</b>	<b>Prerequisites</b>	<b>Benefits</b>
Point-Blank Shot*	Precise Shot	+1 attack and damage on targets within 30 feet
Shot on the Run*	Dex 13, Dodge, Precise Shot, base attack bonus +4	Make ranged attack at any point during movement
Parting Shot*	Dex 13, Shot on the Run, base attack bonus +6	Make ranged attack when withdrawing
Rapid Shot*	Dex 13, Precise Shot	Make one extra ranged attack
Manyshot*	Dex 17, Rapid Shot, base attack bonus +6	Shoot two projectiles simultaneously
Quick Draw*	Base attack bonus +1	Draw weapon as a free action
Rapid Reload*	Weapon proficiency (crossbow or sling)	Reload a crossbow or sling quickly
Run	—	Run at 5 times your normal speed
Selective Channeling	Cha 13, channel energy class feature	Choose whom to affect with channel energy
Self-Sufficient	—	+2 bonus on Heal and Survival checks
Shield Proficiency	—	No penalties on attack rolls when using a shield
Improved Shield Bash*	Shield Proficiency	Keep your shield bonus when shield bashing
Shield Slam*	Improved Shield Bash, Two-Weapon Fighting, base attack bonus +6	Free bull rush with a bash attack
Shield Master*	Shield Slam, base attack bonus +11	No two-weapon penalties when attacking with a shield
Shield Focus*	Shield Proficiency, base attack bonus +1	Gain a +1 bonus to your AC when using a shield, +4 AC bonus against ranged weapons
Greater Shield Focus*	Shield Focus, 8th-level fighter	Gain a +1 bonus to your AC when using a shield, +4 AC bonus against ranged touch attacks
Iron Guard*	Shield Focus, base attack bonus +6	Avoid area of effect damage when using a heavy or tower shield
Tower Shield Proficiency*	Shield Proficiency	No penalties on attack rolls when using a tower shield
Simple Weapon Proficiency	—	No penalty on attacks made with simple weapons
Skill Focus	—	+3 bonus on one skill (+6 at 10 ranks)
Spell Focus	—	+1 bonus on save DCs for one school
Greater Spell Focus	Spell Focus	+1 bonus on save DCs for one school
Spell Mastery	1st-level Wizard	Prepare some spells without a spellbook
Spell Penetration	—	+2 bonus on level checks to beat spell resistance
Greater Spell Penetration	Spell Penetration	+2 bonus on level checks to beat spell resistance
Stealthy	—	+2 bonus on Escape Artist and Stealth checks
Step Up*	Base attack bonus +1	Take a 5-foot step as an immediate action
Strike Back*	Base attack bonus +11	Attack foes that strike you while using reach
Toughness	—	+3 hit points, +1 per Hit Die beyond 3
Turn Undead	Channel positive energy class feature	Channel energy can be used to make undead flee
Two-Weapon Fighting*	Dex 15	Reduce two-weapon fighting penalties
Double Slice*	Two-Weapon Fighting	Add your Str bonus to off-hand damage rolls

<b>Feat</b>	<b>Prerequisites</b>	<b>Benefits</b>
Two-Weapon Rend*	Double Slice, Greater Two-Weapon Fighting, base attack bonus +11	Rend a foe hit by both your weapons
Greater Two-Weapon Fighting*	Dex 15, Two-Weapon Fighting, base attack bonus +6	Gain iterative off-hand attacks
Two-Weapon Defense*	Dex 15, Two-Weapon Fighting	Gain +1 shield bonus when fighting with two weapons
Unarmed Combatant*	Dex 13	Always considered armed, +2 bonus on grapple attempts, no attack of opportunity
Deflect Arrows*	Dex 13, Unarmed Combatant or Shield Focus	Avoid one ranged attack per round
Snatch Arrows*	Dex 15, Deflect Arrows	Catch one ranged attack per round
Greater Grapple*	Unarmed Combatant, base attack bonus +6	Maintain your grapple as a move action
Scorpion Stance*	Unarmed Combatant, Deft Maneuvers or Powerful Maneuvers	You are able to use combat maneuvers against larger opponents
Gorgon's Fist*	Scorpion Stance, base attack bonus +6	Make an entangled or tripped foe flat-footed
Medusa's Wrath*	Gorgon's Fist, base attack bonus +11	Make 2 extra attacks against a hindered foe
Stunning Fist*	Dex 13, Wis 13, Unarmed Combatant, base attack bonus +8	Stun opponent with an unarmed strike
Vital Strike*	Base attack bonus +6	Deal twice the normal damage on a single attack
Improved Vital Strike*	Vital Strike, base attack bonus +11	Deal three times the normal damage on a single attack
Greater Vital Strike*	Improved Vital Strike, base attack bonus +16	Deal four times the normal damage on a single attack
Savage Charge*	Str 15, Spring Attack, Vital Strike, base attack bonus +8	Vital Strike as part of a charge or Spring Attack
Weapon Focus*	Proficiency with weapon, base attack bonus +1	+1 bonus on attack rolls with one weapon group
Dazzling Display*	Weapon Focus	Intimidate all foes within 30 feet
Shatter Defenses*	Dazzling Display, base attack bonus +6	Hindered foes are flat-footed
Deadly Stroke*	Greater Weapon Focus, Shatter Defenses, base attack bonus +11	Deal double damage plus 1 Con bleed
Greater Weapon Focus*	Weapon Focus, 8th-level fighter	+1 bonus on attack rolls with one weapon group
Penetrating Strike*	Weapon Focus, 12th-level fighter	Your attacks ignore 5 points of damage reduction
Greater Penetrating Strike*	Penetrating Strike, 16th-level fighter	Your attacks ignore 10 points of damage reduction
Weapon Specialization*	Weapon Focus, 4th-level fighter	+2 bonus on damage rolls with one weapon group
Greater Weapon Specialization*	Weapon Specialization, 12th-level fighter	+2 bonus on damage rolls with one weapon group
Point-Blank Master*	Weapon Specialization with a ranged weapon group	Do not provoke attacks of opportunity while firing one ranged weapon group
Weapon Proficiency*	—	No penalty on attacks made with one weapon group

Item Creation Feats	Prerequisites	Benefits
Brew Potion	Caster level 3rd	Create magic potions
Craft Magic Arms and Armor	Caster level 5th	Create magic armors, shields, and weapons
Craft Rod	Caster level 9th	Create magic rods
Craft Staff	Caster level 11th	Create magic staves
Craft Wand	Caster level 5th	Create magic wands
Craft Wondrous Item	Caster level 3rd	Create magic wondrous items
Forge Ring	Caster level 7th	Create magic rings
Scribe Scroll	Caster level 1st	Create magic scrolls

Metamagic Feats	Prerequisites	Benefits
Elemental Spell	—	Inflict energy damage instead of regular spell damage
Empower Spell	—	Increase spell variables by 50%
Enlarge Spell	—	Double spell range
Extend Spell	—	Double spell duration
Heighten Spell	—	Treat spell as a higher level
Maximize Spell	—	Maximize spell variables
Merciful Spell	—	Spell inflicts nonlethal damage instead of lethal
Quicken Spell	—	Cast spell as a swift action
Silent Spell	—	Cast spell without verbal components
Still Spell	—	Cast spell without somatic components
Widen Spell	—	Double spell area

\* This is a combat feat and can be selected as a fighter bonus feat

usual +2 bonus for being invisible. The invisible attacker's bonuses do still apply for ranged attacks, however.

You do not need to make Acrobatics skill checks to move at full speed while blinded.

**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.

### Blinding Critical (Combat, Critical)

Your critical hits blind your opponents.

**Prerequisites:** Critical Focus, base attack bonus +15.

**Benefit:** Whenever you score a critical hit, your opponent is permanently blinded. A successful Fortitude save reduces this to dazed for 1d4 rounds. The DC of this Fortitude save is equal to 10 + your base attack bonus. This feat has no effect on creatures that do not rely on eyes for sight or creatures with more than two eyes (although multiple critical hits might cause blindness, at the GM's discretion). Blindness can be cured by *heal*, *regeneration*, *remove blindness*, or similar abilities.

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

### Brew Potion (Item Creation)

You can create magic potions.

**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 or objects. Brewing a potion takes 2 hours if its base price is 250 gp or less, otherwise brewing a potion takes 1 day for each 1,000 gp in its base price. 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. To brew a potion, you must use up raw materials costing one half this base price. See the magic item creation rules in Magic Items for more information.

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.

### Catch Off-Guard (Combat)

Foes are surprised by your skilled use of unorthodox and improvised weapons.

**Prerequisites:** Unarmed Combatant, Dex 13.

**Benefit:** You do not suffer any penalties for using an improvised weapon. Unarmed opponents are flat-footed against any attacks you make with an improvised weapon. You receive a +1 circumstance bonus on attack rolls made with thrown splash weapons.

**Normal:** You take a -4 penalty on attack rolls made with an improvised weapon.

### Channel Smite (Combat)

You can channel your divine energy through a melee weapon you wield.

**Prerequisite:** Channel energy class feature.

**Benefit:** Before you make a melee attack roll, you can choose to spend one use of your channel energy ability as a swift action. If you channel positive energy and you hit an undead creature, that creature takes an amount of additional damage equal to the damage dealt by your channel positive energy ability. If you channel negative energy and you hit a living creature, that creature takes an amount of additional damage equal to the damage dealt by your channel negative energy ability. Your target can make a Will save, as normal, to halve this additional damage. If your attack misses, the channel energy ability is still expended with no effect.

### Cleave (Combat)

You can strike two adjacent foes with a single swing.

**Prerequisites:** Str 13, base attack bonus +1.

**Benefit:** As a standard action, you can make a single attack at your full base attack bonus against a foe within reach. If you hit, you deal damage normally and can make an additional attack (using your full base attack bonus) against a foe that is adjacent to the first and also within reach. You can only make one additional attack per round with this feat. When you use this feat, you take a -2 penalty to your Armor Class until your next turn.

### Combat Casting

You are adept at spellcasting when threatened or distracted.

**Benefit:** You get a +4 bonus on concentration checks made to cast a spell or use a spell-like ability when casting defensively or while grappled.

### Combat Reflexes (Combat)

You can make additional attacks of opportunity.

**Benefit:** You may make a number of additional attacks of opportunity per round 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.

### Command Undead

Using foul powers of necromancy, you can command undead creatures, making them into your servants.

**Prerequisites:** Channel negative energy class feature.

**Benefit:** As a standard action, you can use one of your uses of channel negative energy to enslave undead within 30 feet. Undead receive a Will save to negate the effect. The DC for this Will save is equal to 10 + 1/2 your cleric level + your Charisma modifier. Undead that fail their saves fall under your control, obeying your commands to the best of their ability, as if under the effects of *control undead*. Intelligent undead receive a new saving throw each day to resist your command. You can control any number of undead, so long as their total Hit Dice do not exceed your cleric level. If you use channel energy in this way, it has no other effect (it does not heal or harm nearby creatures). If an undead creature is under the control of another creature, you must make an opposed Charisma check whenever your orders conflict.

### Craft Magic Arms and Armor (Item Creation)

You can create magic armor, shields, and weapons.

**Prerequisite:** Caster level 5th.

**Benefit:** You can create magic weapons, armor, or shields. Enhancing a weapon, suit of armor, or shield takes 1 day for each 1,000 gp in the price of its magical features. To enhance a weapon, suit of armor, or shield, you must use up raw materials costing half of this total price. See the magic item creation rules in Magic Items for more information.

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 raw materials and half the time it would take to craft that item in the first place.

### Craft Rod (Item Creation)

You can create magic rods.

**Prerequisite:** Caster level 9th.

**Benefit:** You can create magic rods. Crafting a rod takes 1 day for each 1,000 gp in its base price. To craft a rod, you must use up raw materials costing half of its base price. See the magic item creation rules in Magic Items for more information.

### Craft Staff (Item Creation)

You can create magic staves.

**Prerequisite:** Caster level 11th.

**Benefit:** You can create any staff whose prerequisites you meet. Crafting a staff takes 1 day for each 1,000 gp in its base price. To craft a staff, you must use up raw materials costing half of its base price. A newly created staff has 10 charges. See the magic item creation rules in Magic Items for more information.

### Craft Wand (Item Creation)

You can create magic wands.

**Prerequisite:** Caster level 5th.

**Benefit:** You can create a wand of any 4th-level or lower spell that you know. Crafting a wand takes 1 day for each 1,000 gp in its base price. To craft a wand, you must use up raw materials costing half of this base price. A newly created wand has 50 charges. See the magic item creation rules in Magic Items for more information.

### Craft Wondrous Item (Item Creation)

You can create wondrous items, a type of magic item.

**Prerequisite:** Caster level 3rd.

**Benefit:** You can create a wide variety of magic wondrous items. Crafting a wondrous item takes 1 day for each 1,000 gp in its price. To create a wondrous item, you must use up raw materials costing half of its base price. See the magic item creation rules in Magic Items for more information.

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

### Critical Focus (Combat)

You are trained in the art of causing pain.

**Prerequisites:** Base attack bonus +9.

**Benefit:** You receive a +4 circumstance bonus on attack rolls made to confirm critical hits.

### Critical Mastery (Combat)

Your critical hits cause two additional effects.

**Prerequisites:** Critical Focus, any two critical feats, 14th-level fighter.

**Benefit:** When you score a critical hit, you can apply the effects of two critical feats in addition to the damage dealt.

**Normal:** You can only apply the effects of one critical feat to a given critical hit in addition to the damage dealt.

### Dazzling Display (Combat)

Your skill with your favored weapon can frighten enemies.

**Prerequisite:** Weapon Focus.

**Benefit:** While wielding a weapon from the group in which you have Weapon Focus, you can perform a bewildering show of prowess as a full-round action. Make an Intimidate check to demoralize all foes within 30 feet who can see your display.

### Deadly Stroke (Combat)

With a well-placed strike, you can bring a swift and painful end to most foes.

**Prerequisites:** Dazzling Display, Greater Weapon Focus, Shatter Defenses, base attack bonus +11.

**Benefit:** As a standard action, make a single attack with a weapon from the group in which you have Greater Weapon Focus against a stunned or flat-footed opponent. If you hit, you deal double the normal damage and the target takes 1 point of Constitution bleed (see Conditions). The additional damage and bleed is not multiplied on a critical hit.

### Deafening Critical (Combat, Critical)

Your critical hits cause enemies to lose their hearing.

**Prerequisites:** Critical Focus, base attack bonus +13.

**Benefit:** Whenever you score a critical hit against an opponent, the victim is permanently deafened. A successful Fortitude save reduces the deafness to 1 round. The DC of this Fortitude save is equal to 10 + your base attack bonus. This feat has no effect on deaf creatures. This deafness can be cured by *heal*, *regeneration*, *remove deafness*, or a similar ability.

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

### Deceitful

You are skilled at deceiving others, both with the spoken word and with physical disguises.

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

### Defensive Combat Training (Combat)

You excel at defending yourself from all manner of combat maneuvers.

**Benefit:** You treat your total Hit Dice as your base attack bonus when calculating your Combat Maneuver Defense (see Combat).

### Deflect Arrows (Combat)

You can knock arrows and other projectiles off course, preventing them from hitting you.

**Prerequisites:** Dex 13, Unarmed Combatant or Shield Focus.

**Benefit:** Once per round when you would normally be hit with an attack from a ranged weapon, you may deflect it so that you take no damage from it. You must be aware of the attack and not flat-footed. Attempting to deflect a ranged attack doesn't count as an action. Unusually massive ranged weapons (such as boulders or ballista bolts) and ranged attacks generated by natural attacks or spell effects can't be deflected.

You must have at least one hand free and holding nothing (Unarmed Combatant) or a shield in one of your hands (Shield Focus) to use this feat.

## Deft Hands

You have exceptional manual dexterity.

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

## Deft Maneuvers (Combat)

You are skilled in a variety of dextrous combat maneuvers.

**Prerequisite:** Dex 13.

**Benefit:** You do not provoke an attack of opportunity when performing a trip or disarm combat maneuver. In addition, you receive a +2 bonus on checks with trip and disarm combat maneuvers, and you can make a Bluff check to feint in combat as a move action.

You also receive a +2 bonus to your Combat Maneuver Defense whenever an opponent tries to trip or disarm you.

**Normal:** You provoke an attack of opportunity when performing a trip or disarm combat maneuver. Feinting in combat is a standard action.

## Diehard

You are especially hard to kill. Not only do your wounds automatically stabilize when grievously injured, but you can remain conscious and continue to act even at death's door.

**Prerequisite:** Endurance.

**Benefit:** When your hit point total is below 0, but you are not dead, you automatically stabilize. You do not need to make a Constitution check each round to avoid losing additional 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 are staggered. 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 swift actions, such as casting a quickened spell) you take 1 point of damage after completing the act. If your negative hit points are

equal to or greater than your Constitution score, you immediately die.

**Normal:** A character without this feat who is reduced to negative hit points is unconscious and dying.

## Disruptive (Combat)

Your training makes it difficult for enemy spellcasters to safely cast spells near you.

**Prerequisites:** 6th-level fighter.

**Benefit:** The DC to cast spells defensively increases by +4 for all enemies that are within your threatened area. This increase to casting spells defensively only applies if you are aware of the enemy's location and are capable of taking an attack of opportunity. If you can only take one attack of opportunity per round and have already used that attack, this increase does not apply.

## Dodge (Combat)

Your training and reflexes allow you to react swiftly to avoid an opponent's attacks.

**Prerequisite:** Dex 13.

**Benefit:** You gain a +1 dodge bonus to your AC. This bonus increases to +5 against attacks of opportunity caused when you move out of or within a threatened tile. A condition that makes you lose your Dex bonus to AC also makes you lose the benefits of this feat.

## Double Slice (Combat)

Your off-hand weapon while dual-wielding strikes with greater power.

**Prerequisite:** Dex 15, Two-Weapon Fighting.

**Benefit:** Add your Strength bonus to damage rolls made with your off-hand weapon.

**Normal:** You normally add only half of your Strength modifier to damage rolls made with a weapon wielded in your off-hand.

## Elemental Channel

Choose one elemental subtype, such as air, earth, fire, or water. You can channel your divine energy to harm or heal outsiders that possess your chosen elemental subtype.

**Prerequisites:** Channel energy class feature.

**Benefit:** Instead of its normal effect, you can choose to have your ability to channel energy heal or harm outsiders of your chosen elemental subtype. You must make this choice each time you channel energy. If you choose to heal or harm creatures of your elemental subtype, your channel energy has no effect on other creatures. The amount of damage healed or dealt and the DC to halve the damage is otherwise unchanged.

**Special:** You can gain this feat multiple times. Its

effects do not stack. Each time you take this feat, it applies to a new elemental subtype.

### Elemental Focus

Your spells of a certain element are more difficult to resist.

**Benefit:** Choose one energy type (acid, cold, electricity, or fire). Add +1 to the Difficulty Class for all saving throws against spells that deal damage of the energy type you select.

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

### Elemental Spell (Metamagic)

You can manipulate the elemental nature of your spells.

**Benefit:** You may replace a spell's normal damage with one of the following energy types: acid, cold, electricity, or fire. You may also choose to split the spell's damage, so that half is of that energy type and half is of its normal type. An elemental spell does not use up a higher-level spell slot than the spell's actual level.

### Empower Spell (Metamagic)

You can increase the power of your spells, causing them to deal more damage.

**Benefit:** All variable, numeric effects of an empowered spell are increased by half, including bonuses to those dice rolls.

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.

### Endurance

Harsh conditions or long exertions do not easily tire you.

**Benefit:** You gain a +4 bonus on the following checks and saves: Swim checks made to resist nonlethal damage from exhaustion; 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.

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 fatigued the next day.

### Enlarge Spell (Metamagic)

You can increase the range of your spells.

**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 benefit from this feat.

### Eschew Materials

You can cast many spells without needing to utilize minor material components.

**Benefit:** You can cast any spell with 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 on hand to cast the spell, as normal.

### Exhausting Critical (Combat, Critical)

Your critical hits cause opponents to become exhausted.

**Prerequisites:** Critical Focus, Tiring Critical, base attack bonus +15.

**Benefit:** When you score a critical hit on a foe, your target immediately becomes exhausted. This feat has no effect on exhausted creatures.

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

### Extend Spell (Metamagic)

You can make your spells last twice as long.

**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.

### Extra Channel

You can channel divine energy more often.

**Prerequisite:** Channel energy class feature.

**Benefit:** You can channel energy two additional times per day.

**Special:** If a paladin with the ability to channel positive energy takes this feat, she can use lay on hands four additional times a day, but only to channel positive energy.



### Extra Ki

You can use your *ki* pool more times per day than most.

**Prerequisite:** *Ki* pool class feature.

**Benefit:** Your *ki* pool increases by 2.

**Special:** You can gain Extra Ki multiple times. Its effects stack.

### Extra Lay On Hands

You can use your lay on hands ability more often.

**Prerequisite:** Lay on hands class feature.

**Benefit:** You can use your lay on hands ability two additional times per day.

**Special:** You can gain Extra Lay On Hands multiple times. Its effects stack.

### Extra Mercy

Your lay on hands ability adds an additional mercy.

**Prerequisites:** Lay on hands class feature, mercy class feature.

**Benefit:** Select one additional mercy for which you qualify. When you use lay on hands to heal damage to one target, it also receives the additional effects of this mercy.

**Special:** You can gain this feat multiple times. Its effects do not stack. Each time you take this feat, select a new mercy.

### Extra Performance

You can use your bardic performance ability more often than normal.

**Prerequisite:** Bardic performance class feature.

**Benefit:** You can use bardic performance for 6 additional rounds per day.

**Special:** You can gain Extra Performance multiple times. Its effects stack.

### Extra Rage

You can use your rage ability more than normal.

**Prerequisite:** Rage class feature.

**Benefit:** You can rage for 6 additional rounds per day.

**Special:** You can gain Extra Rage multiple times. Its effects stack.

### Extra Rogue Talent

Through constant practice, you have learned how to perform a special trick.

**Prerequisite:** Rogue talent class feature.

**Benefit:** You gain one additional rogue talent. You must meet all of the prerequisites for this rogue talent.

### Far Shot (Combat)

You are more accurate at longer ranges.

**Prerequisite:** Precise Shot.

**Benefit:** You only suffer a -1 penalty per full range increment between you and your target when using a ranged weapon.

**Normal:** You suffer a -2 penalty per full range increment between you and your target.

### Fleet

You are faster than most.

**Benefit:** While you are wearing light or no armor, your base speed increases by 5 feet. You lose the benefits of this feat if you carry a medium or heavy load.

**Special:** You can take this feat multiple times. The effects stack.

### Forge Ring (Item Creation)

You can create magic rings.

**Prerequisite:** Caster level 7th.

**Benefit:** You can create magic rings. Crafting a ring takes 1 day for each 1,000 gp in its base price. To craft a ring, you must use up raw materials costing half of the base price. See the magic item creation rules in Magic Items for more information.

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

### Gorgon's Fist

With one well-placed blow, you leave your target reeling.

**Prerequisites:** Unarmed Combatant, Scorpion Stance, base attack bonus +6.

**Benefit:** As a standard action, make a single unarmed melee attack against a foe who is either entangled or prone. If the attack hits, you deal damage normally and the target is flat-footed until the end of your next turn unless it makes a Fortitude saving throw (DC 10 + 1/2 your character level + your Wis modifier).

### Great Cleave (Combat)

You can strike many adjacent foes with a single blow.

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

**Benefit:** As a standard action, you can make a single attack at your full base attack bonus against a foe within reach. If you hit, you deal damage normally and can make an additional attack (using your full base attack bonus) against a foe that is adjacent to the previous foe and also within reach. If you hit, you can continue to make attacks against foes adjacent to the previous foe, so long as they are within your reach. You cannot attack an

individual foe more than once during this attack action. When you use this feat, you take a -2 penalty to your Armor Class until your next turn.

### Great Fortitude

You are resistant to poisons, diseases, and other maladies.

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

### Greater Bull Rush (Combat)

Your bull rush attacks throw enemies off balance.

**Prerequisites:** Powerful Maneuvers, base attack bonus +6, Str 13.

**Benefit:** You receive a +2 bonus on checks made to bull rush a foe. This bonus stacks with the bonus granted by Powerful Maneuvers. Whenever you bull rush an opponent, his movement provokes attacks of opportunity from all of your allies (but not you).

**Normal:** Creatures moved by bull rush do not provoke attacks of opportunity.

### Greater Disarm (Combat)

You can knock weapons far from an enemy's grasp.

**Prerequisites:** Deft Maneuvers, base attack bonus +6, Dex 13.

**Benefit:** You receive a +2 bonus on combat maneuver checks made to disarm a foe. This bonus stacks with the bonus granted by Deft Maneuvers. Whenever you successfully disarm an opponent, the weapon lands 15 feet away from its previous wielder, in a random direction.

**Normal:** Disarmed weapons and gear land at the feet of the disarmed creature.

### Greater Elemental Focus

Choose an energy type to which you have already applied the Elemental Focus feat. Any spells you cast of this energy type are very hard to resist.

**Prerequisite:** Elemental Focus.

**Benefit:** Add +1 to the Difficulty Class for all saving throws against spells that deal damage of the energy type you select. This bonus stacks with the bonus from Elemental Focus.

**Special:** You can gain this feat multiple times. Its effects do not stack. Each time you take this feat, it applies to a new energy type to which you have already applied the Elemental Focus feat.

### Greater Feint (Combat)

You are skilled at making foes overreact to your attacks.

**Prerequisites:** Deft Maneuvers, base attack bonus +6, Dex 13.

**Benefit:** Whenever you use feint to cause an opponent to lose his Dexterity bonus, he loses that bonus until the beginning of your next turn, in addition to losing his Dexterity bonus against your next attack.

**Normal:** A creature you feint loses its Dexterity bonus against your next attack.

### Greater Grapple (Combat)

Maintaining a grapple is second nature to you.

**Prerequisites:** Unarmed Combatant, base attack bonus +6, Dex 13.

**Benefit:** You receive a +2 bonus on checks made to grapple a foe. This bonus stacks with the bonus granted by Unarmed Combatant. Once you have grappled a creature, maintaining the grapple is a move action. This feat allows you to make two grapple checks each round (to move, harm, or pin your opponent), but you are not required to make two checks. You only need to succeed at one of these checks to maintain the grapple.

**Normal:** Maintaining a grapple is a standard action.

### Greater Hamstring (Combat)

You can stop enemies in their tracks.

**Prerequisites:** Powerful Maneuvers, base attack bonus +6, Str 13.

**Benefit:** You receive a +2 bonus on checks made to hamstring a foe. This bonus stacks with the bonus granted by Powerful Maneuvers. When you successfully hamstring an opponent using an attack of opportunity, that opponent cannot move for the rest of his turn.

### Greater Overrun (Combat)

Enemies must dive to avoid your dangerous move.

**Prerequisites:** Powerful Maneuvers, base attack bonus +6, Str 13.

**Benefit:** You receive a +2 bonus on checks made to overrun a foe. This bonus stacks with the bonus granted by Powerful Maneuvers. Whenever you overrun opponents, they provoke attacks of opportunity if they are knocked prone by your overrun.

**Normal:** Creatures knocked prone by your overrun do not provoke an attack of opportunity.

### Greater Penetrating Strike (Combat)

Your attacks penetrate the defenses of most foes.

**Prerequisites:** Penetrating Strike, Weapon Focus, 16th-level fighter.

**Benefit:** Your attacks with weapons from the group in which you have Weapon Focus ignore up to 10 points of damage reduction. This amount is reduced to 5 points for damage reduction without a type (such as DR 10/-).

### Greater Shield Focus (Combat)

You are skilled at deflecting blows with your shield.

**Prerequisites:** Shield Focus, Shield Proficiency, base attack bonus +1, 8th-level fighter.

**Benefit:** Increase the AC bonus granted by any shield you are using by 1. This bonus stacks with the bonus granted by Shield Focus. Additionally, the AC bonus against ranged weapons granted by Shield Focus now affects ranged touch attacks (including rays and similar magical effects).

### Greater Spell Focus

Choose a school of magic to which you have already applied the Spell Focus feat. Any spells you cast of this school are very hard to resist.

**Prerequisite:** Spell Focus.

**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 to which you already have applied the Spell Focus feat.

### Greater Spell Penetration

Your spells break through spell resistance much more easily than most.

**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 Sunder (Combat)

Your devastating strikes cleave through weapons and armor and into their wielders, damaging both item and wielder alike in a single terrific strike.

**Prerequisites:** Powerful Maneuvers, base attack bonus +6, Str 13.

**Benefit:** You receive a +2 bonus on checks made to sunder an item. This bonus stacks with the bonus granted by Powerful Maneuvers. Whenever you sunder to destroy a weapon, shield, or suit of armor, any excess damage is applied to the item's wielder. No damage is transferred if you decide to leave the item with 1 hit point.

### Greater Trip (Combat)

You can make free attacks on foes that you knock down.

**Prerequisites:** Deft Maneuvers, base attack bonus +6, Dex 13.

**Benefit:** You receive a +2 bonus on checks made to trip

a foe. This bonus stacks with the bonus granted by Deft Maneuvers. Whenever you successfully trip an opponent, that opponent provokes attacks of opportunity.

**Normal:** Creatures do not provoke attacks of opportunity from being tripped.

### Greater Two-Weapon Fighting (Combat)

You are skilled at fighting with two weapons.

**Prerequisites:** Dex 15, 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. When your base attack bonus reaches +11, you also gain a third attack with your off-hand weapon, albeit at a -10 penalty.

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

### Greater Vital Strike (Combat)

You can make a single attack that deals incredible damage.

**Prerequisites:** Improved Vital Strike, Vital Strike, base attack bonus +16.

**Benefit:** When you use the attack action, you can make one attack at your highest base attack bonus that deals additional damage. Roll the weapon's damage dice for the attack four times and add the results together before adding bonuses from Strength, weapon abilities (such as *flaming*), precision based damage, and other damage bonuses. These extra weapon damage dice are not multiplied on a critical hit, but are added to the total.

### Greater Weapon Focus (Combat)

Choose one weapon group listed under the fighter's Weapon Training class feature for which you have already selected Weapon Focus. You are a master at your chosen weapon type.

**Prerequisites:** Weapon Focus with the selected weapon group, base attack bonus +1, 8th-level fighter.

**Benefit:** You gain a +1 bonus on attack rolls you make using the selected weapon group. This bonus stacks with other bonuses on attack rolls, including those from Weapon Focus.

**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 weapon group.

### Greater Weapon Specialization (Combat)

Choose one weapon group listed under the fighter's Weapon Training class feature for which you possess the Weapon Specialization feat. Your attacks with these weapons are more devastating than normal.

**Prerequisites:** Greater Weapon Focus with the selected weapon group, Weapon Specialization with the selected weapon group, 12th-level fighter.

**Benefit:** You gain a +2 bonus on all damage rolls you make using any weapon from the selected group. This bonus to damage stacks with other damage roll bonuses, including any you gain from Weapon Specialization.

**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 weapon group.

### Heighten Spell (Metamagic)

You can cast spells as if they were a higher level.

**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.

### Improved Channel

Your channeled energy is harder to resist.

**Prerequisite:** Channel energy class feature.

**Benefit:** Add 2 to the DC of saving throws made to resist the effects of your channel energy ability.

### Improved Counterspell

You are skilled at countering the spells of others using similar spells.

**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 (Combat)

Choose one weapon group listed under the fighter's Weapon Training class feature. Attacks made with your chosen weapons are quite deadly.

**Prerequisite:** Proficiency with at least one weapon from the selected weapon group, base attack bonus +8.

**Benefit:** When using any weapon from the selected group, 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 weapon group.

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

### Improved Familiar

This feat allows you to acquire a powerful familiar, but only when you 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 you. You may choose a familiar with an alignment up to one step away on each alignment axis (lawful through chaotic, good through evil).

Familiar	Alignment	Arcane Spellcaster Level
Celestial hawk <sup>1</sup>	Neutral good	3rd
Dire rat	Neutral	3rd
Fiendish viper <sup>2</sup>	Neutral evil	3rd
Elemental, Small (any type)	Neutral	5th
Stirge	Neutral	5th
Homunculus <sup>3</sup>	Any	7th
Imp	Lawful evil	7th
Mephit (any type)	Neutral	7th
Pseudodragon	Neutral good	7th
Quasit	Chaotic evil	7th

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.

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).

### Improved Great Fortitude

You can draw upon an inner reserve to resist diseases, poisons, and other grievous harm.

**Prerequisites:** Great Fortitude.

**Benefit:** Once per day, you may reroll a Fortitude save. You must decide to use this ability before the results are revealed. You must take the second roll, even if it is worse.

### Improved Initiative (Combat)

Your quick reflexes allow you to react rapidly to danger.

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

### Improved Iron Will

Your clarity of thought allows you to resist mental attacks.

**Prerequisites:** Iron Will.

**Benefit:** Once per day, you may reroll a Will save. You must decide to use this ability before the results are revealed. You must take the second roll, even if it is worse.

### Improved Lightning Reflexes

You have a knack for avoiding danger all around you.

**Prerequisites:** Lightning Reflexes.

**Benefit:** Once per day, you may reroll a Reflex save. You must decide to use this ability before the results are revealed. You must take the second roll, even if it is worse.

### Improved Precise Shot (Combat)

Your ranged attacks ignore anything but total concealment and cover.

**Prerequisites:** Dex 19, 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.

**Normal:** See the normal rules on the effects of cover and concealment in Combat.

### Improved Shield Bash (Combat)

You can protect yourself with your shield, even if you use it to attack.

**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 that performs a shield bash loses the shield's shield bonus to AC until his next turn (see Equipment).

### Improved Vital Strike (Combat)

You can make a single attack that deals a large amount of damage.

**Prerequisites:** Vital Strike, base attack bonus +11.

**Benefit:** When you use the attack action, you can make one attack at your highest base attack bonus that deals additional damage. Roll the weapon's damage dice for the attack three times and add the results together before adding bonuses from Strength, weapon special abilities (such as *flaming*), precision based damage, and other damage bonuses. These extra weapon damage dice are not multiplied on a critical hit, but are added to the total.

### Improvised Weapon Mastery (Combat)

You can turn nearly any object into a deadly weapon, from a razor-sharp chair leg to a sack of flour.

**Prerequisites:** Unarmed Combatant, Catch Off-Guard, base attack bonus +6.

**Benefit:** Increase the amount of damage dealt by an improvised weapon by one step (for example, 1d4 becomes 1d6) to a maximum of 1d8 (2d6 if the improvised weapon is two-handed). The improvised weapon has a critical threat range of 19-20, with a critical multiplier of  $\times 2$ .

### Intimidating Prowess (Combat)

Your physical might is intimidating to others.

**Benefit:** Add your Strength modifier to Intimidate skill checks in addition to your Charisma modifier.

### Iron Guard (Combat)

You are skilled at shielding yourself from flames and magical effects.

**Prerequisites:** Shield Focus, Shield Proficiency, base attack bonus +6.

**Benefit:** You gain the benefits of the rogue's evasion class ability as long as you have a heavy shield or tower shield in one hand. Unlike evasion, you do not need to be wearing light or medium armor to benefit from this effect.

### Iron Will

You are more resistant to mental effects.

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

### Leadership

You attract followers to your cause and a companion to join you on your adventures.

**Prerequisite:** Character level 7th.

**Benefits:** This feat enables you to attract a loyal cohort and a number of devoted subordinates who assist you. A cohort is generally an NPC with class levels, while followers are typically lower level NPCs. See Table 1-2: Leadership for what level of cohort and how many followers you can recruit.

**Leadership Modifiers:** Several factors can affect your Leadership score, causing it to vary from the base score (character level + Cha modifier). Your reputation (from the point of view of the cohort or follower you are trying to attract) raises or lowers your 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 you try to attract a cohort, as listed below.

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 you try to attract a follower, use the following modifiers.

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

**Leadership Score:** Your base Leadership score equals your level plus your Charisma modifier. In order to take into account negative Charisma modifiers, this table allows for very low Leadership scores, but you must still be 7th level or higher in order to gain the Leadership feat. Outside factors can affect your Leadership score, as detailed above.

**Cohort Level:** You can attract a cohort of up to this level. Regardless of your Leadership score, you can only recruit a cohort who is two or more levels lower than yourself. The cohort should be equipped with gear appropriate for its level (see Creating NPCs). A cohort can be of any race or class. The cohort's alignment may not be opposed to your alignment on either the law/chaos or good/evil axis, and you take a -1 penalty to your Leadership score if you recruit a cohort of an alignment different from your own.

A cohort does not count as a party member when determining the party's XP. Instead, divide the cohort's level by your level. Multiply this result by the total XP awarded to you, then 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 your level, the cohort does not gain the new level—its new XP total is 1 less than the amount needed to attain the next level.

**Number of Followers by Level:** You 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 usually 5 or more levels behind you, they're rarely effective in combat.

Followers don't earn experience and thus don't gain levels. When you gain a new level, consult Table 1-2 to determine if you acquire more followers, some of whom may be higher level than the existing followers. Don't consult the table to see if your cohort gains levels, however, because cohorts earn experience on their own.

**TABLE 1-2: LEADERSHIP**

Leadership Score	Cohort Level	Number of Followers by Level					
		1st	2nd	3rd	4th	5th	6th
1 or lower	—	—	—	—	—	—	—
2	1st	—	—	—	—	—	—
3	2nd	—	—	—	—	—	—
4	3rd	—	—	—	—	—	—
5	3rd	—	—	—	—	—	—
6	4th	—	—	—	—	—	—
7	5th	—	—	—	—	—	—
8	5th	—	—	—	—	—	—
9	6th	—	—	—	—	—	—
10	7th	5	—	—	—	—	—
11	7th	6	—	—	—	—	—
12	8th	8	—	—	—	—	—
13	9th	10	1	—	—	—	—
14	10th	15	1	—	—	—	—
15	10th	20	2	1	—	—	—
16	11th	25	2	1	—	—	—
17	12th	30	3	1	1	—	—
18	12th	35	3	1	1	—	—
19	13th	40	4	2	1	1	—
20	14th	50	5	3	2	1	—
21	15th	60	6	3	2	1	1
22	15th	75	7	4	2	2	1
23	16th	90	9	5	3	2	1
24	17th	110	11	6	3	2	1
25 or higher	17th	135	13	7	4	2	2

## Lightning Reflexes

You have faster reflexes than normal.

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

## Lightning Stance (Combat)

The speed at which you move makes it nearly impossible for opponents to strike you.

**Prerequisites:** Dex 17, Dodge, Wind Stance, base attack bonus +11.

**Benefit:** If you take two actions to move or a withdraw action in a turn, you gain 50% concealment for 1 round.

## Lunge (Combat)

You can strike foes that would normally be out of reach.

**Prerequisites:** Base attack bonus +6.

**Benefit:** You can increase the reach of your melee attacks by 5 feet until the end of your turn by taking a –2 penalty to your AC until your next turn. You must decide to use this ability before any attacks are made.

## Magical Aptitude

You are skilled at spellcasting and using magic items.

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

## Manyslot (Combat)

You can fire multiple shots at a single target.

**Prerequisites:** Dex 17, Precise Shot, Rapid Shot, base attack bonus +6.

**Benefit:** When making a full-attack action with a bow, crossbow, or sling, your first attack fires two projectiles. If the attack hits, both arrows, bolts, or bullets hit. Apply precision-based damage (such as sneak attack) and critical hit damage only once for this attack. Strength bonuses apply to each projectile, as do other damage bonuses, such as a ranger's favored enemy bonus. Damage reduction and resistances apply separately to each arrow, bolt, or bullet.

## Master Craftsman

Your superior crafting skills allow you to create simple magic items.

**Prerequisites:** 5 ranks in any Craft or Profession skill.

**Benefit:** Choose one Craft or Profession skill in which you possess at least 5 ranks. You receive a +2 bonus on your chosen Craft or Profession skill. Ranks in your chosen skill count as your caster level for the purposes of qualifying for the Craft Magic Arms and

Armor and Craft Wondrous Item feats. You can create magic items using these feats, substituting your ranks in the chosen skill for your total caster level. You must use the chosen skill for the check to create the item. The DC to create the item still increases for any necessary spell requirements (see the magic item creation rules in Magic Items). You cannot use this feat to create any spell-trigger or spell-activation item.

**Normal:** Only spellcasters can qualify for the Craft Magic Arms and Armor and Craft Wondrous Item feats.

## Maximize Spell (Metamagic)

Your spells have the maximum possible effect.

**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 half the normally rolled result.

## Medusa's Wrath (Combat)

You can take advantage of your opponent's confusion, delivering multiple blows.

**Prerequisites:** Unarmed Combatant, Gorgon's Fist, Scorpion Stance, base attack bonus +11.

**Benefit:** Whenever you use the full-attack action and make at least one unarmed strike, you can make two additional unarmed strikes at your highest base attack bonus. These bonus attacks must be made against a dazed, flat-footed, paralyzed, staggered, stunned, or unconscious foe.

## Merciful Spell (Metamagic)

Your damaging spells subdue rather than kill.

**Benefit:** You can alter spells that inflict damage to inflict nonlethal damage instead. Spells that inflict damage of a particular type (such as fire) inflict nonlethal damage of that same type. A merciful spell does not use up a higher-level spell slot than the spell's actual level.

## Mounted Archery (Combat)

You are skilled at making ranged attacks while mounted.

**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 (Combat)

You are adept at guiding your mount through combat.

**Prerequisite:** Ride 1 rank.

**Benefit:** Once per round when your mount is hit in combat, you may attempt a Ride check (as an immediate action) to negate the hit. The hit is negated if your Ride check result is greater than the opponent's attack roll.

### Natural Spell

You can cast spells even while transformed.

**Prerequisites:** Wis 13, change shape or wild shape class feature.

**Benefit:** You can complete the verbal and somatic components of spells while using change shape or 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 using change shape or wild shape.

### Nimble Moves

You can move across a single obstacle with ease.

**Prerequisites:** Dex 13.

**Benefit:** Whenever you move, you may move through 5 feet of difficult terrain each round as if it were normal terrain. This feat allows you to take a 5-foot step into difficult terrain.

### Parting Shot (Combat)

You are an expert skirmisher, able to rain missiles upon your enemies whether advancing or retreating.

**Prerequisites:** Dex 13, Dodge, Shot on the Run, base attack bonus +6.

**Benefit:** Once per encounter, when using the withdraw action, you can make a single ranged attack at any point during your movement.

**Normal:** You cannot attack when using the withdraw action.

### Penetrating Strike (Combat)

Your attacks are capable of penetrating the defenses of some creatures.

**Prerequisites:** Weapon Focus, base attack bonus +1, 12th-level fighter.

**Benefit:** Your attacks with weapons from the group in which you have Weapon Focus ignore up to 5 points of damage reduction. This feat does not apply to damage reduction without a type (such as DR 10/–).

### Persuasive

You are skilled at swaying attitudes and intimidating others into your way of thinking.

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

### Pinpoint Targeting (Combat)

You can target the weak points in your opponent's armor.

**Prerequisites:** Dex 19, Improved Precise Shot, Precise Shot, base attack bonus +16.

**Benefit:** As a standard action, make a single ranged attack. The target does not gain any armor, natural armor, or shield bonuses to its Armor Class. You do not gain the benefit of this feat if you move this round.

### Point-Blank Master (Combat)

You are adept at firing ranged weapons in close quarters.

**Prerequisites:** Weapon Specialization with the selected weapon group.

**Benefit:** Choose the bows, crossbows, or thrown group listed under the fighter's Weapon Training class feature. You do not provoke attacks of opportunity when firing any weapon from the selected group while threatened.

**Normal:** Using a ranged weapon while you are threatened provokes attacks of opportunity.

### Point-Blank Shot (Combat)

You are especially accurate when making ranged attacks against close targets.

**Prerequisite:** Precise Shot

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

### Powerful Maneuvers (Combat)

You are skilled in a variety of strength-focused combat maneuvers.

**Prerequisites:** Str 13, base attack bonus +1

**Benefit:** You do not provoke an attack of opportunity when performing a bull rush, hamstring, overrun, or sunder combat maneuver. In addition, you receive a +2 bonus on checks with these combat maneuvers. You also receive a +2 bonus to your Combat Maneuver Defense whenever an opponent tries to bull rush, hamstring, or overrun you or sunder your gear.

Targets of your overrun attempts may not choose to avoid you.

**Normal:** You provoke an attack of opportunity when performing a bull rush, hamstring, overrun, or sunder combat maneuver.



## Powerful Stride

Your movements on the battlefield are swift and steady.

**Prerequisites:** Str 15, Dex 13, Nimble Moves.

**Benefit:** Once per day, you can take a 10-foot step in place of a 5-foot step. This movement must be made in a straight line.

**Special:** If you have the Step Up feat, you may still take a 5-foot step during your next turn after benefiting from its effects. In addition, any movement you make using Step Up does not subtract any distance from your movement during your next turn.

## Precise Shot (Combat)

You are adept at firing ranged attacks into melee.

**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 (Combat)

You can draw weapons faster than most.

**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).

Alchemical items, potions, scrolls, and wands cannot be drawn quickly using this feat.

**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 (Metamagic)

You can cast spells in a fraction of the normal time.

**Benefit:** Casting a quickened spell is a swift action. You can perform another action, even casting another spell, in the same round as you cast a quickened spell. A spell whose casting time is more than 1 round or 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:** You can apply the effects of this feat to a spell cast spontaneously, so long as it has a casting time that is not more than 1 full-round action, without increasing the spell's casting time.

## Rapid Reload (Combat)

Choose the crossbows or thrown group listed under the fighter's Weapon Training class feature. You can reload such weapons quickly.

**Prerequisite:** Proficiency with at least one weapon from the selected weapon group.

**Benefit:** The time required for you to reload a weapon from the selected group is reduced to a free action (for a hand crossbow, light crossbow, sling, or halfling sling staff) or a move action (for a heavy crossbow). Reloading no longer provokes an attack of opportunity. For all these weapons but the heavy 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 crossbow, light crossbow, sling, or halfling sling staff, 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 weapon group.

## Rapid Shot (Combat)

You can make an additional ranged attack.

**Prerequisites:** Dex 13, Precise Shot.

**Benefit:** When making a full-attack action with a ranged weapon, you can fire one additional time this round at your highest bonus. All of your attack rolls take a  $-2$  penalty when using Rapid Shot.

## Ride-By Attack (Combat)

While mounted and charging, you can move, strike at a foe, and then continue moving.

**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

You are swift of foot.

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

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

### Savage Charge (Combat)

You fearlessly dive into battle, bringing the full weight of your weapon down on your opponent.

**Prerequisites:** Str 15, Spring Attack, Vital Strike, base attack bonus +8.

**Benefit:** You can Vital Strike as part of a charge action or Spring Attack.

### Scorpion Stance (Combat)

You are skilled at incapacitating larger opponents.

**Prerequisites:** Unarmed Combatant, Deft Maneuvers or Powerful Maneuvers.

**Benefit:** You can bull rush, hamstring, overrun, or trip an opponent who is up to two size categories larger than you. You are treated as one size category larger while grappling.

**Special:** By spending 1 point from his *ki* pool, a monk can bull rush, hamstring, overrun, or trip an opponent who is up to three size categories larger than him and is treated as two size categories larger while grappling. This effect lasts for a number of rounds equal to his Wisdom modifier.

**Normal:** You can only bull rush, hamstring, overrun, or trip an opponent who is no more than one size category larger than you.

### Scribe Scroll (Item Creation)

You can create magic scrolls.

**Prerequisite:** Caster level 1st.

**Benefit:** You can create a scroll of any spell that you know. Scribing a scroll takes 2 hours if its base price is 250 gp or less, otherwise scribing a scroll takes 1 day for each 1,000 gp in its base price. To scribe a scroll, you must use up raw materials costing half of this base price. See the magic item creation rules in Magic Items for more information.

### Selective Channeling

You can choose whom to affect when you channel energy.

**Prerequisite:** Cha 13, channel energy class feature.

**Benefit:** When you channel energy, you can choose a number of targets in the area up to your Charisma modifier. These targets are not affected by your channeled energy.

**Normal:** All targets in a 30-foot burst are affected when you channel energy. You can only choose whether or not you are affected.

### Self-Sufficient

You know how to get along in the wild and how to effectively treat wounds.

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

### Shatter Defenses (Combat)

Your skill with your chosen weapon group leaves opponents unable to defend themselves if you strike them when their defenses are already compromised.

**Prerequisites:** Dazzling Display, base attack bonus +6.

**Benefit:** Any shaken, frightened, or panicked opponent hit by you this round is flat-footed to your attacks until the end of your next turn. This includes any additional attacks you make this round.

### Shield Focus (Combat)

You are skilled at deflecting blows with your shield.

**Prerequisites:** Shield Proficiency, base attack bonus +1.

**Benefit:** Increase the AC bonus granted by any shield you are using by 1. This bonus increases to 5 against ranged attacks (not including spell effects, natural attacks, or massive ranged weapons).

### Shield Master (Combat)

Your mastery of the shield allows you to fight with it without hindrance.

**Prerequisites:** Improved Shield Bash, Shield Proficiency, Shield Slam, Two-Weapon Fighting, base attack bonus +11.

**Benefit:** You do not suffer any penalties on attack rolls made with a shield while you are wielding another weapon. Add your shield's enhancement bonus to attacks and damage rolls made with the shield as if it was a weapon enhancement bonus.

### Shield Proficiency (Combat)

You are trained in how to properly use a shield.

**Benefit:** When you use a shield (except a tower shield), the shield's armor check penalty only applies to Strength- and Dexterity-based skills.

**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.

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

### Shield Slam (Combat)

In the right position, your shield can be used to send opponents flying.

**Prerequisites:** Improved Shield Bash, Shield Proficiency, Two-Weapon Fighting, base attack bonus +6.

**Benefit:** Any opponents hit by your shield bash are also hit with a free bull rush attack, substituting your attack roll for the combat maneuver check (see Combat). This bull rush does not provoke an attack of opportunity. Opponents who cannot move back due to a wall or other surface are knocked prone after moving the maximum possible distance. You may choose to move with your target if you are able to take a 5-foot step or to spend an action to move this turn.

### Shot on the Run (Combat)

You can move, fire a ranged weapon, and move again before your foes can react.

**Prerequisites:** Dex 13, Dodge, Precise Shot, base attack bonus +4.

**Benefit:** As a full-round action, you can move up to your speed and make a single ranged attack at any point during your movement.

**Normal:** You cannot move before and after an attack with a ranged weapon.

### Sickening Critical (Combat, Critical)

Your critical hits cause opponents to become sickened.

**Prerequisites:** Critical Focus, base attack bonus +11.

**Benefit:** Whenever you score a critical hit, your opponent becomes sickened for 1 minute. The effects of this feat do not stack. Additional hits instead add to the effect's duration.

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

### Silent Spell (Metamagic)

You can cast your spells without making any sound.

**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 feat.

### Simple Weapon Proficiency (Combat)

You are trained in the use of basic weapons.

**Benefit:** You make attack rolls with simple weapons without penalty.

**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,

and wizards are automatically proficient with all simple weapons. They need not select this feat.

### Skill Focus

Choose a skill. You are particularly adept at that skill.

**Benefit:** You get a +3 bonus on all checks involving the chosen skill. If you have 10 or more ranks in that skill, this bonus increases to +6.

**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 Arrows (Combat)

Instead of knocking an arrow or ranged attack aside, you can catch it in mid-flight.

**Prerequisites:** Dex 15, Deflect Arrows, Unarmed Combatant.

**Benefit:** When using the Deflect Arrows feat you may choose to catch the weapon instead of just deflecting it. Thrown weapons can immediately be thrown back as an attack against 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

Choose an arcane school of magic. Any spells you cast of that school are more difficult to resist.

**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 Mastery

You have mastered a small handful of spells, and can prepare these spells without referencing your spellbooks at all.

**Prerequisite:** 1st-level wizard.

**Benefit:** Each time you take this feat, choose a number of spells that you already know equal to your Intelligence modifier. 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*.

### Spell Penetration

Your spells break through spell resistance more easily than most.

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

### Spellbreaker (Combat)

You can strike at enemy spellcasters who fail to cast defensively when you threaten them.

**Prerequisites:** Disruptive, 10th-level fighter.

**Benefit:** Enemies in your threatened area that fail their checks to cast spells defensively provoke attacks of opportunity from you.

**Normal:** Enemies that fail to cast spells defensively do not provoke attacks of opportunity.

### Spirited Charge (Combat)

Your mounted charge attacks deal a tremendous amount of damage.

**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 (Combat)

You can deftly move up to a foe, strike, and withdraw before he can react.

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

**Benefit:** As a full-round action, you can move up to your speed and make a single melee attack without provoking any attacks of opportunity from the target of your attack. You can move both before and after the attack, but you must move at least 10 feet before the attack and the total distance that you move cannot be greater than your speed. You cannot use this ability to attack a foe that is adjacent to you at the start of your turn.

**Normal:** You cannot move before and after an attack.

### Staggering Critical (Combat, Critical)

Your critical hits cause opponents to slow down.

**Prerequisites:** Critical Focus, base attack bonus +13.

**Benefit:** Whenever you score a critical hit, your opponent becomes staggered for 1d4+1 rounds. A successful Fortitude save reduces the duration to 1 round. The DC of this Fortitude save is equal to 10 + your base attack bonus. The effects of this feat do not stack. Additional hits instead add to the duration.

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

### Stealthy

You are good at avoiding unwanted attention and slipping out of bonds.

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

### Step Up (Combat)

You can close the distance when a foe tries to move away.

**Prerequisite:** Base attack bonus +1.

**Benefit:** Whenever an adjacent foe attempts to take a 5-foot step away from you, you may also make a 5-foot step as an immediate action so long as you end up adjacent to the foe that triggered this ability. If you take this step, you cannot take a 5-foot step during your next turn. If you take an action to move during your next turn, subtract 5 feet from your total movement.

### Still Spell (Metamagic)

You can cast spells without moving.

**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.

### Strike Back (Combat)

You can strike at foes that attack you using their superior reach, by targeting their limbs or weapons as they come at you.

**Prerequisite:** Base attack bonus +11.

**Benefit:** You can ready an action to make a melee attack against any foe that attacks you in melee, even if the foe is outside of your reach.

### Stunning Critical (Combat, Critical)

Your critical hits cause opponents to become stunned.

**Prerequisites:** Critical Focus, Staggering Critical, base attack bonus +17.

**Benefit:** Whenever you score a critical hit, your opponent becomes stunned for 1d4 rounds. A successful Fortitude save reduces this to staggered for 1d4 rounds. The DC of this Fortitude save is equal to 10 + your base attack bonus. The effects of this feat do not stack. Additional hits instead add to the duration.

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

### Stunning Fist (Combat)

You know just where to strike to temporarily stun a foe.

**Prerequisites:** Dex 13, Wis 13, Unarmed Combatant, 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 turn). A stunned character drops everything held, can't take actions, 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 receives Stunning Fist as a bonus feat at 1st level, even if he does not meet the prerequisites. A monk may attempt a stunning attack a number of times per day equal to his monk level, plus one more time per day for every four levels he has in classes other than monk.

### Tiring Critical (Combat, Critical)

Your critical hits cause opponents to become fatigued.

**Prerequisites:** Critical Focus, base attack bonus +13.

**Benefit:** Whenever you score a critical hit, your opponent becomes fatigued. This feat has no additional effect on a fatigued or exhausted creature.

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

### Toughness

You have enhanced physical stamina.

**Benefit:** You gain +3 hit points. For every Hit Die you possess beyond 3, you gain an additional +1 hit point. If you have more than 3 Hit Dice, you gain +1 hit points whenever you gain a Hit Die (such as when you gain a level).

### Tower Shield Proficiency (Combat)

You are trained in how to properly use a tower shield.

**Prerequisite:** Shield Proficiency.

**Benefit:** When you use a tower shield, the shield's armor check penalty only applies to Strength and Dexterity-based skills.

**Normal:** A character using a shield with which he 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.

### Trample (Combat)

While mounted, you can ride down opponents and trample them under your mount.

**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.

### Turn Undead

Calling upon higher powers, you cause undead to flee from the might of your unleashed divine energy.

**Prerequisites:** Channel positive energy class feature.

**Benefit:** You can, as a standard action, use one of your uses of channel positive energy to cause all undead within 30 feet of you to flee, as if panicked. Undead receive a Will save to negate the effect. The DC for this Will save is equal to 10 + 1/2 your cleric level + your Charisma modifier. Undead that fail their save flee for 1 minute. Intelligent undead receive a new saving throw each round to end the effect. If you use channel energy in this way, it has no other effect (it does not heal or harm nearby creatures).

### Two-Weapon Defense (Combat)

You are skilled at defending yourself while dual-wielding.

**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 using defensive stance or the total defense action, this shield bonus increases to +2.

### Two-Weapon Fighting (Combat)

You can fight with a weapon wielded in each of your hands. You can make one extra attack each round with the secondary 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. See table below:

Circumstances	Primary Hand	Off Hand
Normal penalties	-6	-10
Off-hand weapon is a finesse weapon	-4	-8
Two-Weapon Fighting feat	-4	-4
Off-hand weapon is a finesse weapon and Two-Weapon Fighting feat	-2	-2

**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 a finesse weapon, the penalties are reduced by 2 each. An unarmed strike is always considered a finesse weapon.

### Two-Weapon Rend (Combat)

Striking with both of your weapons simultaneously, you can use them to deliver devastating wounds.

**Prerequisites:** Dex 17, Double Slice, Greater Two-Weapon Fighting, Two-Weapon Fighting, base attack bonus +11.

**Benefit:** If you hit an opponent with both your primary hand and your off-hand weapon, you deal an additional 1d10 points of damage plus 1-1/2 times your Strength modifier. You can only deal this additional damage once each round.

### Unarmed Combatant (Combat)

You are skilled at grappling and fighting while unarmed.

**Prerequisite:** Dex 13.

**Benefit:** You are considered to be armed even when unarmed - you do not provoke attacks of opportunity when you attack foes while unarmed. Your unarmed strikes now deal 1d6 damage if you are medium sized or 1d4 damage if you are small sized, and you can deal lethal or nonlethal damage, at your choice.

You do not provoke an attack of opportunity when performing a grapple combat maneuver. In addition, you receive a +2 bonus on checks made to grapple a foe. You also receive a +2 bonus to your Combat Maneuver Defense whenever an opponent tries to grapple you.

**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. You provoke an attack of opportunity when performing a grapple combat maneuver.

### Unseat (Combat)

You are skilled at unseating your mounted opponents.

**Prerequisites:** Str 13, Ride 1 rank, Mounted Combat, Powerful Maneuvers, base attack bonus +1.

**Benefits:** When charging an opponent while mounted and wielding a lance, resolve the attack as normal. If it hits, you may immediately make a free bull rush attempt in addition to the normal damage. If successful, the target is knocked off his horse and lands prone in a space adjacent to his mount that is directly away from you.

### Vital Strike (Combat)

You make a single attack that deals significantly more damage than normal.

**Prerequisites:** Base attack bonus +6.

**Benefit:** When you use the attack action, you can make one attack at your highest base attack bonus that deals additional damage. Roll the weapon's damage dice for the attack twice and add the results together before adding bonuses from Strength, weapon abilities (such as *flaming*), precision based damage, and other damage bonuses. These extra weapon damage dice are not multiplied on a critical hit, but are added to the total.

### Weapon Focus (Combat)

Choose one weapon group listed under the fighter's Weapon Training class feature.

**Prerequisites:** Proficiency with at least one weapon from the selected weapon group, base attack bonus +1.

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

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

### Weapon Proficiency (Combat)

Choose one weapon group listed under the fighter's Weapon Training class feature. You understand how to use all weapons from that group.

**Benefit:** You make attack rolls with weapons from the selected group normally (without the non-proficient penalty).

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

**Special:** You can gain Weapon Proficiency multiple times. Each time you take the feat, it applies to a new weapon group.

### Weapon Specialization (Combat)

You are skilled at dealing damage with one type of weapon. Choose one weapon group listed under the fighter's Weapon Training class feature for which you have already selected the Weapon Focus feat. You deal extra damage when using these weapons.

**Prerequisites:** Weapon Focus with the selected weapon group, fighter level 4th.

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

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

### Whirling Cleave (Combat)

You become a whirlwind of steel on the battlefield.

**Prerequisites:** Str 13, Cleave, Great Cleave, base

attack bonus +6.

**Benefit:** You can take a single 5-foot step during a Cleave or Great Cleave, as long as it brings you within reach of another foe of which you are able to make an additional attack against. This 5-foot step is a free action and does not subtract from your normal movement for the round.

### **Whirlwind Attack (Combat)**

You can strike out at every foe within reach.

**Prerequisites:** Dex 13, Combat Reflexes, Dodge, 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 highest base attack bonus against each opponent within reach. You must make a separate attack roll against each opponent.

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

### **Widen Spell (Metamagic)**

You can cast your spells so that they occupy a larger space.

**Benefit:** You can alter a burst, emanation, 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.

### **Wind Stance (Combat)**

Your erratic movements make it difficult for enemies to pinpoint your location.

**Prerequisites:** Dex 15, Dodge, base attack bonus +6.

**Benefit:** If you move more than 5 feet this turn, you gain 20% concealment for 1 round against ranged attacks.

## 2. Appendices





## Appendix I: Patch Notes

This appendix is meant to serve as a quick reference for the changes that have been made to the feat tree in the *Pathfinder RPG Core Rulebook*. Any table notes in this appendix are for descriptive purposes only, and do not supersede rules presented in the feat descriptions themselves. Feat changes have been broken down into four categories:

**New Feats:** Feats that have been created to fill gaps or add more options to the feat tree (Table 2-1).

**Altered Feats:** Feats that have received changes beyond their prerequisites or wording (Table 2-2).

**Added Feats:** Feats that have been adapted from the *Pathfinder RPG Advanced Player's Guide*:

- Elemental Focus
- Elemental Spell
- Extra Rogue Talent
- Greater Elemental Focus
- Parting Shot
- Point-Blank Master

**Removed Feats:** Feats that have been completely removed from the game, usually due to redundancy with new or altered feats:

- Combat Expertise
- Deadly Aim
- Exotic Weapon Proficiency
- Improved Bull Rush
- Improved Disarm

**TABLE 2-1: NEW FEATS**

Feat	Notes
Deft Maneuvers	Combines the effects of Improved Disarm, Improved Trip, and Improved Feint.
Greater Hamstring	Victims of your hamstring combat maneuvers cannot move for the rest of their turn.
Iron Guard	Gain the benefit of a rogue's evasion class feature when using a shield.
Powerful Maneuvers	Combines the effects of Improved Bull Rush, Improved Overrun, and Improved Sunder. Enables the use of the hamstring combat maneuver without attacks of opportunity.
Powerful Stride	Once per day, take a 10-foot step in place of a 5-foot step.
Savage Charge	Use Vital Strike as part of a charge or Spring Attack.
Scorpion Stance	Replaces Scorpion Style. Allows the use of bull rush, hamstring, overrun, and trip combat maneuvers against larger foes.
Unarmed Combatant	Combines the effects of Improved Grapple and Improved Unarmed Strike.
Weapon Proficiency	Allows you to make attack rolls with a single fighter weapon group normally.
Whirling Cleave	Take a single 5-foot step during a Cleave or Great Cleave.

**TABLE 2-2: ALTERED FEATS**

Feat	Notes
Agile Combatant	Formerly titled Agile Maneuvers. Includes the hamstring combat maneuver and acknowledges the changes to Weapon Finesse.
Catch Off-Guard	Combines the effects of Catch Off-Guard and Throw Anything.
Deflect Arrows	Characters with Shield Focus may take this feat to deflect arrows with their shield.
Dodge	Combines the effects of Dodge and Mobility.
Greater Shield Focus	The AC bonus granted by Shield Focus now affects ranged touch attacks (including rays and similar magical effects).
Greater Two-Weapon Fighting	Combines the effects of Improved Two-Weapon Fighting and Greater Two-Weapon Fighting.
Improvised Weapon Mastery	Solely increases the damage dealt by improvised weapons, as Catch Off-Guard already removes all penalties to attack.
Natural Spell	Now works with the wizard's change shape class feature.
Rapid Reload	Slings and sling staves may now be reloaded as a free action.
Shield Focus	Grants an additional +4 bonus to AC against ranged attacks.
Two-Weapon Fighting	Verbiage changed to reflect the changes to Weapon Finesse.

- Improved Feint
- Improved Grapple
- Improved Overrun
- Improved Sunder
- Improved Trip
- Improved Two-Weapon Fighting
- Improved Unarmed Strike
- Martial Weapon Proficiency
- Mobility
- Power Attack
- Scorpion Style
- Stand Still
- Throw Anything
- Weapon Finesse

## Appendix II: Combat Errata

### New Combat Maneuver: Hamstring

A new combat maneuver called Hamstring has been added to replace the somewhat awkward Stand Still and Scorpion Style feats. These two feats shared the same purpose of slowing down enemy movement, but did not interact with other feats or combat options.

#### Hamstring

You can attempt to hamstring your opponent's movement in place of a melee attack. You can only hamstring an opponent who is no more than one size category larger than you. If you do not have the Powerful Maneuvers feat, or a similar ability, initiating a hamstring provokes an attack of opportunity from the target of your maneuver.

If your attack exceeds the target's CMD, the target is entangled for 1 round. For every 5 by which your attack exceeds your opponent's CMD, the penalty lasts 1 additional round. Creatures that are immune to critical hits - such as elementals and oozes - cannot be hamstrung. Flying creatures can be hamstrung, but only if they use non-magical means for flight (such as wings).

### Risky Strike and Defensive Stance

In place of Power Attack, Deadly Aim, Fight Defensively, and Combat Expertise, players are granted two new combat options: Risky Strike and Defensive Stance. Both are usable by any character with a base attack bonus of at least +1, and neither option requires a feat to access.

#### Risky Strike

**Prerequisite:** Base attack bonus +1.

You can choose to take a -1 penalty on all attack rolls and combat maneuver checks to gain a +2 bonus on all damage rolls. This bonus to damage is increased by half (+50%) if

you are making an attack with a two-handed weapon, a one-handed weapon using two hands, or a primary natural weapon that adds 1-1/2 times your Strength modifier on damage rolls. This bonus to damage is halved (-50%) if you are making an attack with an off-hand weapon or secondary natural weapon.

When your base attack bonus reaches +4, and every 4 points thereafter, the penalty increases by -1 and the bonus to damage increases by +2.

You must choose to use Risky Strike before making an attack roll, and its effects last until your next turn. The bonus damage does not apply to touch attacks or effects that do not deal hit point damage.

#### Defensive Stance

**Prerequisite:** Base attack bonus +1.

You can choose to take a -1 penalty on melee attack rolls and combat maneuver checks to gain a +1 dodge bonus to your Armor Class. When your base attack bonus reaches +4, the penalty increases by -1 and the dodge bonus increases by +1.

You must choose to use Defensive Stance before making an attack roll and its effects last until your next turn.

#### Nonlethal Damage

Nonlethal damage rules have been very slightly tweaked: players no longer take a -4 penalty to attack rolls when inflicting nonlethal damage with a weapon that deals lethal damage, but instead lose the ability to confirm critical hits when doing so.

#### Nonlethal Damage

Nonlethal damage represents harm to a character that is not life-threatening. Unlike normal damage, nonlethal damage is healed quickly with rest.

**Dealing Nonlethal Damage:** Certain attacks deal nonlethal damage. Other effects, such as heat or being exhausted, also deal nonlethal damage. When you take nonlethal damage, keep a running total of how much you've accumulated. Do not deduct the nonlethal damage number from your current hit points. It is not "real" damage. Instead, when your nonlethal damage equals your current hit points, you're staggered (see below), and when it exceeds your current hit points, you fall unconscious.

*Nonlethal Damage with a Weapon that Deals Lethal Damage:* You can use a melee weapon that deals lethal damage to deal nonlethal damage instead, but you cannot confirm critical hits when doing so.

*Lethal Damage with a Weapon that Deals Nonlethal Damage:* You can use a weapon that deals nonlethal damage, including an unarmed strike, to deal lethal damage instead, but you take a -4 penalty on your attack roll.

## Appendix III: Class Errata

Errata notes have been provided for all classes presented in the *Pathfinder RPG Core Rulebook*, save for the barbarian, monk, and rogue. It is suggested that players use the *Pathfinder Unchained* variations of these classes, which fall more in line with the revised feat tree.

### Druid

The druid's animal companion feats have been adjusted to account for changes in the feat tree.

#### Animal Feats

Animal companions can select from the following feats: Acrobatic, Armor Proficiency (light, medium, and heavy), Athletic, Blind-Fight, Combat Reflexes, Diehard, Dodge, Endurance, Great Fortitude, Improved Initiative, Improved Natural Attack (see the *Pathfinder RPG Bestiary*), Intimidating Prowess, Iron Will, Lightning Reflexes, Powerful Maneuvers, Run, Skill Focus, Spring Attack, Stealthy, Toughness, and Weapon Focus. Animal companions with an Intelligence of 3 or higher can select any feat they are physically capable of using. GMs may expand this list to include feats from other sources.

### Monk (Unchained)

The bonus feat for the monk's unarmed strike class feature has been changed from Improved Unarmed Strike to Unarmed Combatant. Additionally, the monk's bonus feats have been adjusted to account for changes in the feat tree.

#### Bonus Feat

At 1st level, 2nd level, and every 4 levels thereafter, a monk can select a bonus feat. These feats must be taken from the following list: Catch Off-Guard, Combat Reflexes, Deflect Arrows, Dodge, and Scorpion Stance. At 6th level, the following feats are added to the list: Deft Maneuvers, Gorgon's Fist, Greater Grapple, and Powerful Maneuvers. At 10th level, the following feats are added to the list: Improved Critical, Medusa's Wrath, Snatch Arrows, and Spring Attack. A monk need not have any of the prerequisites normally required for these feats to select them.

### Ranger

The ranger's combat style feats have been adjusted to account for the changes in the feat tree.

#### Combat Style Feat (Ex)

At 2nd level, a ranger must select one of two combat

styles to pursue: archery or two-weapon combat. The ranger's expertise manifests in the form of bonus feats at 2nd, 6th, 10th, 14th, and 18th level. He can choose feats from his selected combat style, even if he does not have the normal prerequisites.

If the ranger selects archery, he can choose from the following list whenever he gains a combat style feat: Far Shot, Point-Blank Shot, Precise Shot, Rapid Reload, and Rapid Shot. At 6th level, he adds Improved Precise Shot, Manyshot, Parting Shot, and Point-Blank Master to the list. At 10th level, he adds Pinpoint Targeting and Shot on the Run to the list.

If the ranger selects two-weapon combat, he can choose from the following list whenever he gains a combat style feat: Double Slice, Improved Shield Bash, Quick Draw, Shield Focus, and Two-Weapon Fighting. At 6th level, he adds Greater Two-Weapon Fighting, Shield Focus, and Two-Weapon Defense to the list. At 10th level, he adds Shield Slam and Two-Weapon Rend to the list.

The benefits of the ranger's chosen style feats apply only when he wears light, medium, or no armor. He loses all benefits of his combat style feats when wearing heavy armor. Once a ranger selects a combat style, it cannot be changed.

### Rogue (Unchained)

The rogue's finesse training class feature has been adjusted to account for equipment rule changes - specifically in regard to finesse and agile weapons. Additionally, the combat swipe rogue talent is no longer available.

#### Finesse Training

At 1st level, a rogue gains Deft Maneuvers as a bonus feat. In addition, starting at 3rd level, she can select any one weapon group listed under the fighter's Weapon Training class feature. Once this choice is made, it cannot be changed. Whenever she makes a successful melee attack with a finesse weapon or an agile weapon from this group, she adds her Dexterity modifier instead of her Strength modifier to the damage roll. If any effect would prevent the rogue from adding her Strength modifier to the damage roll, she does not add her Dexterity modifier. The rogue can select a second weapon group at 11th level and a third at 19th level.

### Sorcerer

When determining bonus feats granted by a sorcerer bloodline, replace removed feats according to the following table while ignoring duplicate feats.

Old Feat	New Feat
Combat Expertise	Deft Maneuvers
Improved Bull Rush	Greater Bull Rush
Improved Disarm	Greater Disarm
Improved Feint	Greater Feint
Improved Grapple	Greater Grapple
Improved Overrun	Greater Overrun
Improved Sunder	Greater Sunder
Improved Trip	Greater Trip
Improved Unarmed Strike	Unarmed Combatant
Mobility	Spring Attack
Power Attack	Powerful Maneuvers
Weapon Finesse	Agile Combatant

## Appendix IV: Equipment Errata

### Weapon Finesse

The Weapon Finesse feat has been removed, and now any character may choose to use their dexterity bonus to hit with light melee weapons. As a consequence, the Light

Melee Weapons designation has been renamed to Finesse Melee Weapons. A new special weapon feature called *agile* has been added for melee weapons that are one-handed or two-handed but can still be finessed, such as the rapier.

**Finesse, One-Handed, and Two-Handed Melee Weapons:** This designation is a measure of how much effort it takes to wield a weapon in combat. It indicates whether a melee weapon, when wielded by a character of the weapon's size category, is considered a finesse weapon, a one-handed weapon, or a two-handed weapon.

*Finesse:* A finesse weapon is used in one hand. It is easier to use in one's off hand than a one-handed weapon is and can be used while grappling.

A wielder may choose to use their Dexterity modifier instead of their Strength modifier on attack rolls with a finesse weapon. In either case, add the wielder's Strength modifier to damage rolls for melee attacks if it is used in the primary hand, or half the wielder's Strength bonus if it is used in the off hand. Using two hands to wield a finesse weapon gives no advantage on damage; the Strength bonus applies as though the weapon were held in the wielder's primary hand only.

Unarmed strikes and natural attacks are always considered finesse weapons.

**TABLE 2-3: BESTIARY FEAT SWAPPING**

Old Feat	New Feat
Combat Expertise	Deft Maneuvers
Deadly Aim	Far Shot
Greater Two-Weapon Fighting	Double Slice
Improved Bull Rush	Greater Bull Rush
Improved Disarm	Greater Disarm
Improved Feint	Greater Feint
Improved Grapple	Greater Grapple
Improved Overrun	Greater Overrun
Improved Sunder	Greater Sunder
Improved Trip	Greater Trip
Improved Two-Weapon Fighting	Greater Two-Weapon Fighting
Improved Unarmed Strike	Unarmed Combatant
Mobility	Spring Attack or Whirlwind Attack <sup>1</sup>
Point-Blank Shot	Precise Shot
Power Attack	Powerful Maneuvers
Precise Shot	Point-Blank Shot
Stand Still	Greater Hamstring
Throw Anything	Catch Off-Guard or Improvised Weapon Mastery <sup>2</sup>
Weapon Finesse	Agile Combatant

<sup>1</sup> Creatures who already possess Dodge and Spring Attack may instead choose Whirlwind Attack.

<sup>2</sup> Creatures who already possess Catch Off-Guard may instead choose Improved Weapon Mastery.

## Weapon Qualities

**Agile:** You can apply your Dexterity modifier instead of your Strength modifier to attack rolls when wielding an agile weapon sized for you, even though it isn't a finesse weapon.

**Weapons with the Agile Special Feature:** Elven curve blade, rapier, spiked chain, and whip.

# Appendix V: Bestiary Errata

## Bestiary Feat Rebuilding

Monster stat blocks have not been adjusted to account for changes in the feat tree. Game masters have two options when creating encounters for their players.

### Method I: Quick Adjustment

Game masters may present monster stat blocks as they are written in the *Pathfinder RPG Bestiary*, while allowing monsters the use of both Defensive Stance and Risky Strike.

Any defunct feats, such as Improved Trip and Stand Still, are either disregarded or utilized according to their original wording in the *Pathfinder RPG Core Rulebook*.

### Method II: Feat Swapping

Game masters may choose to re-assign a creature's feats using the monster builder in the *Pathfinder RPG Bestiary*, referencing the revised feat table.

Although there are no specific rules for feat swapping, Table 2-3: Bestiary Feat Swapping can be used as a starting point.

For monsters possessing Greater Weapon Focus, Greater Weapon Specialization, Weapon Focus, and Weapon Specialization, change the single weapon type to the corresponding weapon group.

## Monster Feats

Monster feats remain virtually unchanged, save for the removal of Power Attack and Improved Bull Rush (now replaced with Powerful Maneuvers) as prerequisites for Awesome Blow. For the sake of completion, all monster feats presented in the *Pathfinder RPG Bestiary* are presented below.

## Ability Focus

One of this creature's special attacks is particularly difficult to resist.

**Prerequisite:** Special attack.

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

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

## Awesome Blow (Combat)

This creature can send opponents flying.

**Prerequisites:** Str 25, Powerful Maneuvers, size Large or larger.

**Benefit:** As a standard action, the creature may perform an awesome blow combat maneuver. If the creature's maneuver succeeds against a corporeal opponent smaller than itself, its opponent takes damage (typically slam damage plus Strength bonus) and is knocked flying 10 feet in a direction of the attacking creature's choice and falls 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 is knocked prone in the space adjacent to the obstacle.

## Craft Construct (Item Creation)

You can create construct creatures like golems.

**Prerequisites:** Caster level 5th, Craft Magic Arms and Armor, Craft Wondrous Item.

**Benefit:** You can create any construct whose prerequisites you meet. The act of animating a construct takes one day for each 1,000 gp in its market price. To create a construct, you must use up raw materials costing half of its base price, plus the full cost of the basic body created for the construct. Each construct has a special section that summarizes its costs and other prerequisites. A newly created construct has average hit points for its Hit Dice.

## Empower Spell-Like Ability

One of this creature's spell-like abilities is particularly potent and powerful.

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

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

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

The creature can only select a spell-like ability duplicating a spell with a level less than or equal to 1/2 its caster level (round down) -2. For a summary, see the table in the description of the Quicken Spell-Like Ability.

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

### Flyby Attack

This creature can make an attack before and after it moves while flying.

**Prerequisite:** Fly speed.

**Benefit:** When flying, the creature can take a move action 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.

### Hover

This creature can hover in place with ease and can kick up clouds of dust and debris.

**Prerequisite:** Fly speed.

**Benefit:** A creature with this feat can halt its movement while flying, allowing it to hover without needing to make a Fly skill check.

If a creature of size Large or larger with this feat 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 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).

**Normal:** Without this feat, a creature must make a Fly skill check to hover and the creature does not create a cloud of debris while hovering.

### Improved Natural Armor

This creature's hide is tougher than most.

**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

Attacks made by one of this creature's natural attacks leave vicious wounds.

**Prerequisite:** Natural weapon, base attack bonus +4.

**Benefit:** Choose one of the creature's natural attack forms (not an unarmed strike). The damage for this natural attack increases by one step on the following list, as if the creature's size had increased by one category. Damage dice increase as follows: 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.

**Special:** This feat can be taken multiple times. Each time it is taken, it applies to a different natural attack.

### Multiattack (Combat)

This creature is particularly skilled at making attacks with its natural weapons.

**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.

### Multiweapon Fighting (Combat)

This multi-armed creature is skilled at making attacks with multiple weapons.

**Prerequisites:** Dex 13, three or more hands.

**Benefit:** Penalties for fighting with multiple weapons are reduced by -2 with the primary hand and 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 all of its off hands. (It has one primary hand, and all the others are off hands.) See Two-Weapon Fighting in the *Pathfinder RPG Core Rulebook*.

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

### Quicken Spell-Like Ability

This creature can use one of its spell-like abilities with next to no effort.

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

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

Using a quickened spell-like ability is a swift action

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

The creature can only select a spell-like ability duplicating a spell with a level less than or equal to 1/2 its caster level (round down) – 4. For a summary, see the table below.

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

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

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

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

## Snatch

This creature can grab other creatures with ease.

**Prerequisite:** Size Huge or larger.

**Benefits:** The creature can start a grapple when it hits with a claw or bite attack, as though it had the grab ability. If it grapples a creature three or more sizes smaller, it squeezes each round for automatic bite or claw damage with a successful grapple check. 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 × 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 or falling damage, whichever is greater.

## Wingover

This creature can make turns with ease while flying.

**Prerequisite:** Fly speed.

**Benefits:** Once each round, a creature with this feat can turn up to 180 degrees as a free action without making a Fly skill check. This free turn does not consume any additional movement from the creature.

**Normal:** A flying creature can turn up to 90 degrees by making a DC 15 Fly skill check and expending 5 feet of movement. A flying creature can turn up to 180 degrees by making a DC 20 Fly skill check and expending 10 feet of movement.

## Appendix VI: Original Article

Copied below is the original *The Elephant in the Room: Feat Taxes in Pathfinder* article, published on September 5, 2012. Although many of the rules outlined in the article have been tweaked over time, it is still an excellent starting point for understanding this entire rules revision.

### The Elephant in the Room: Feat Taxes in Pathfinder

By all metrics, Pathfinder is the most satisfying pen-and-paper game I've ever played. The class balance feels good, the math isn't overwhelming, and the community support is outstanding. However, it suffers from one syndrome that haunts the creation of every new character: feat taxes.

Many veteran players lament that you need three feats to go to the bathroom in Pathfinder. It's a cheeky musing, but one rooted in truth. Pathfinder's feats are arranged in sprawling tiers, often requiring an investment of three or more feats to unlock a single more advanced one. While it's satisfying to work towards a goal, many rungs on the feat ladder are considered either undesirable or overtly mundane. These are feat taxes.

Below I've highlighted a number of revisions to Pathfinder's feat tree to help ease the situation. I've focused mainly on combat feats, arguably the worst offenders. Feel free to incorporate these changes into your own house rules or make your own suggestions in the comments.

#### Martial Mastery

Gone. Combat feats like Weapon Focus now apply to weapon groups instead of a specific weapon by default.

*Pathfinder frequently forces a player to invest heavily in a single weapon. For instance, two-weapon fighting rogues*

are stuck with mirrored weapons so their *Weapon Finesse* and *Weapon Focus* benefits apply to both their attacks. Expanding these feats to cover the weapon groups mentioned under the fighter's *Weapon Training* would make things much more flexible. We might finally see a samurai wielding a *daisho*.

### **Weapon Finesse**

Gone. The "light weapons" category has been renamed to "finesse weapons." Characters can choose to use either their dexterity bonus or their strength bonus to hit with these weapons, no feat required. "Finesse" is also now a weapon attribute like "brace" or "trip," allowing a weapon in another category to be finessed (like the rapier).

*Weapon Finesse is the ultimate feat tax. It's begrudgingly mandatory for most rogues, specifically two-weapon fighting builds. I understand Paizo worries that dexterity might become an uber stat, but weapon finesse still doesn't grant a damage bonus. It's really the only thing rogues have to compensate for their lackluster BAB.*

### **Agile Maneuvers**

Gone. A character adds their dexterity to the CMB if they're wielding a finesse weapon and their strength otherwise.

*This goes hand and hand with the previous change. Making combat maneuvers more accessible will be a recurring theme of this article.*

### **Combat Expertise**

Gone. Now simply a combat option for any class with at least +1 BAB.

*The most heinous feat tax next to Weapon Finesse. Combat Expertise is taken to progress to better feats then promptly forgotten about. I like it as an option, but it's not worth spending a feat on.*

### **Improved Trip, Improved Disarm, Improved Dirty Trick, Improved Feint, Improved Reposition, Improved Steal**

Gone. Replaced with *Deft Maneuvers*.

### **Deft Maneuvers**

New. You do not provoke an attack of opportunity when performing a trip, disarm, dirty trick, feint, reposition, or steal combat maneuver. In addition, you receive a +2 bonus on checks with these combat maneuvers. Now a prerequisite for the relevant greater combat maneuver feats.

*Why is it so hard to pull off combat maneuvers in this game? It seems like you need three feats before you can attempt to trip someone without impaling yourself on your own polearm. Eliminating Combat Expertise as a prerequisite and wrapping up all these improved combat maneuver feats into a single package simplifies things. It would prevent fighters from being stonewalled if a monster is immune to their combat maneuver of choice and make the feats much more attractive to feat-starved classes.*

### **Power Attack**

Gone. Now simply a combat option for any class with at least +1 BAB.

*Power Attack is too useful to be a feat. It's the first feat taken by any character with the strength and BAB to abuse it and likely ranks as the single most popular feat in Pathfinder. Turning it into a combat option available to anyone with at least +1 BAB is a reasonable change and still stalls caster and hybrid classes from grabbing specialized combat feats too early.*

### **Improved Bull Rush, Improved Drag, Improved Overrun, Improved Sunder**

Gone. Replaced with *Powerful Maneuvers*.

### **Powerful Maneuvers**

New. You do not provoke an attack of opportunity when performing a bull rush, drag, overrun, or sunder combat maneuver. In addition, you receive a +2 bonus on checks with these combat maneuvers. Now a prerequisite for the relevant greater combat maneuver feats.

*The same deal as Deft Maneuvers. More combat maneuvers at a lower feat investment is just a good idea all around.*

### **Point-Blank Shot**

Gone. *Precise Shot* replaces it as a prerequisite for further archery feats.

*I like Point-Blank Shot, but Precise Shot is the real breadwinner for any ranged build. It's the one trick every archer wants out of the gate and the one combat feat many wizards and sorcerers would love to cherry pick to aid their ray spells. The loss of Point-Blank Shot can easily be compensated for by Weapon Focus or Weapon Specialization, but it's not like archery builds are hurting anyhow.*



### **Deadly Aim**

Gone. Now simply a combat option for any class with at least +1 BAB.

*Like Power Attack, Deadly Aim is another mandatory feat that should be available to everyone. It takes a high BAB to abuse Deadly Aim, so I'm not overly concerned about the change throwing a wrench into class balance.*

### **Mobility**

Gone. Merged with Dodge.

### **Dodge**

Revised. You gain a +1 dodge bonus to your AC. This bonus increases to +4 against attacks of opportunity caused when you move out of or within a threatened tile. A condition that makes you lose your Dex bonus to AC also makes you lose the benefits of this feat.

*Spring Attack isn't a great feat, but it lends itself to interesting builds. Unfortunately, the prerequisites of Dodge and Mobility are often too much for a player to stomach. Merging these feats makes Spring Attack more accessible and subsequently transforms two mediocre feats into a single spectacular one.*

### **Improved Two-Weapon Fighting**

Gone. Merged with Greater Two-Weapon Fighting

### **Greater Two-Weapon Fighting**

Revised. Prerequisites now Dex 17, Two-Weapon Fighting, BAB +6. 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. Once your BAB reaches +11, you also gain a third attack with your off-hand weapon, albeit at a -10 penalty.

*Two-weapon fighting isn't as good as Paizo seems to think it is. Pathfinder Society scenarios are seemingly designed to prevent full-attacks; I've rarely encountered one without difficult terrain, magical entanglement, or some other battlefield hindrance. The massive feat investment only adds insult to injury. Coupled with the Weapon Finesse change, this feat merger puts two-weapon fighting more in line with the generally much stronger two-handed weapon builds.*



The makers of *The Elephant in the Room* are proud to present *Hearth & Blade*, a variant player's handbook and homebrew campaign setting for the first edition of the *Pathfinder Roleplaying Game*. Explore Yavmir, a frozen realm steeped in rich Slavic folklore. Delve into ancient ruins, acquaint yourself with strange creatures, and fight to survive in a world the gods have forsaken.

Join the open beta test for free at [www.mammothisland.com](http://www.mammothisland.com)

## SOFTCHAOS

Soft Chaos is seeking playtesters for our project, *Strangers on the Net*. *Strangers* is a role-playing game played entirely over a Discord server. Players are invited to play teenagers roleplaying characters in their favourite fandoms. Get ready to gossip, roleplay, flirt, fight, fall in love, confess your secrets, explore your identity, and confront what it meant to be a teenager online in the nineties.

To playtest, contact us at [info@softchaos.games](mailto:info@softchaos.games) or on Twitter at [@soft\\_chaos!](https://twitter.com/soft_chaos)

## MONSTER PERKS!

Make *5th Edition* monsters more awesome with 10 synergistic templates from *Monster Perks!* Boss templates synergize powers with foot soldiers, granting new options and powers. Templates work for all creatures, from goblin to balor! Easy to apply and incredibly flavourful, templates enliven all encounters: astral, undead, tailed, preternatural illusionists, and more! An indispensable tool that raises your combat to the next level.

Get yours on [www.dmsguild.com](http://www.dmsguild.com) now!



Dave is a writer, cartographer, and graphic designer with 20 years experience in the RPG industry. He is currently working on *Fateless*, a compelling setting built for *5th Edition* wherein players take on the roles of heroes freed from the shackles of fate whose unique status can alter the destiny of a world of dying magic and burgeoning technology perched on the precipice of all-out war.

[www.dave.teambrohson.ca](http://www.dave.teambrohson.ca)