



THE COUNCIL'S GUIDE TO: HEROIC FEATS

Netbook of Feats #004
(June 2001)

www.dndcommunitycouncil.org/~nbofeats

Requires the use of the Dungeons & Dragons®
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The Council's Guide to Heroic Feats

Netbook of Feats, #004 (5 June 2001)

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INTRODUCTION

Welcome to the DnD Community Council's Netbook of Feats. This Netbook has been published as a community effort to increase the pool of feats available to player characters. This Netbook was designed in support of the D20 System environment.

As with any community project, there are several ideas, alternate rules, variants, feats, etc., that would never be approved or sanctioned by the official design team. This entire book is considered optional. You must seek out your DM's approval before attempting to assign any feat listed here to your character.

CHANGES SINCE THE LAST VERSION

The Current version of this netbook is version #004. So what changes have been made since version #003?

- New Feats (60): Aerobatics, Aggressive Casting, Ambitious Leader, Armor Focus, Armor Specialization, Body Combat, Called Shot, Clinch, Combat Focus, Combat Opportunist, Counter Strike, Create Opportunity, Discover Psionic Combat Mode, Double Weapon Fighting, Ducking Shot, Elven Swordmastery, Expand Spell, Expanded Domains, Fortune, Fracture, Greater Psionic Attack Focus, Hardened Spell, Herculean Effort, Impact Spell, Improved Combat Focus, Improved Dodge, Improved Far Shot, Improved Feint, Improved Sneak Attack, Improvised Weapons, Inspiring Leader, Ki Of The Masters, Lethal Fist, Light Sleeper, Metaffinity, Minor Spell Mastery, Night Owl, Pack Initiative, Piercing Shot, Poison Resistance, Power Finesse, Psionic Attack Focus, Ritual Spell, Self Item, Shadowleap, Shield Focus, Shield Mastery, Shield Specialization, Skilled Parry, Slow Spell, Pell Affinity, Stable Spell, Sudden Action, Team Fighting, Trick Spell, Tumbling Attack, Twin Weapon Fighting, Vigilant Psychic Defender, Weapon Tricks, Whirlwind Strike.

WHAT CAN YOU EXPECT FROM THE NEXT NETBOOK UPDATE (OR FUTURE UPDATES)?

The next update (#005) is scheduled for around 1 July 2001. In this next update you should see:

- Lots of new feats.
- We will continue trying to improve our format and document content.

THE COMMUNITY COUNCIL

This Netbook represents one of over thirty "Third Edition" netbooks that have been created by the non-profit DnD Community Council. Brad Bemis, the Council's Founder and current Chairman, authored and compiled the Netbook of

Feats as the first netbook created for the third edition of the game. Unsatisfied with this early foray, which became wildly successful with over 800 fan created submissions, Brad opted to seek out talented and like-minded role-playing gamers to work on a range of netbooks that would span the continuum of the game. Within a few short weeks, eighty plus individuals had committed to join the newly founded community and contribute their time and talent to this worthwhile project. The membership consists largely of experienced gamers, many of whom have been playing since the earliest incarnations of the game.

Currently, the Community Council, which can be found at www.dndcommunitycouncil.org, is well on its way to having first printings of all its sanctioned netbooks.

Each netbook deals with a specific aspect of the third edition game. More importantly, a project team of experienced gamers has created each netbook using submissions from the entire gaming community. Remarkably, all content within these netbooks has been licensed under the Open Gaming License. As Open Gaming Content, this material is very easy to use and adapt by other contributors for future submissions or reprint elsewhere.

We highly recommend you come and take a look at our projects and services...perhaps even join us on our foray into the future of gaming.

So, let's get on with it, shall we?

WHAT IS A FEAT?

A feat is essentially a highly developed super-skill, bestowing a permanent, non-magical, fixed ability usable at will. Feats represent a learned, trained, and experienced use of a physical, mental, or spiritual focus, granting an increased capability or function.

This new feature of the character generation/advancement process allows you to develop anything from a very specialized heroic character type to one with a wide array of heroic abilities and functions.

Bottom line: Feats help build the hero you become.

TYPES OF FEATS

So there are different types of feats? Why?

With there being so many heroic feats available across such a broad spectrum of the game, it is necessary to break them down into smaller working groups that can be addressed as a whole. These groups can be used to apply specific rules that impact the use of all feats within a category. According to the official rules, there are "General, Metamagic, Metapsionic, Item Creation, Special, Monster Only, Virtual, and Regional feats". To further break these out, the following classifications (types of feats) have been

introduced: Melee (subtype), Defense (subtype), Ranged (subtype), Pseudo-Class, and Racial feats. We have also introduced the concepts of Traits and Hindrances. Each is described in more detail below.

General (official): General feats are feats that do not fit into any specific category. They can usually be taken by anyone, often having very few limiting factors (if any at all). General feats can be further broken down into subtypes. If the feat does not fall into one of these subtypes, it is considered a general feat with no subtype.

Melee (General subtype): These feats relate to combat based methods of close quarters attack.

Defense (General subtype): This category of feats tends to focus on direct defensive posturing, building one's defensive systems, and learning the best ways to defend oneself.

Ranged (General subtype): Feats that involve effects from a distance. These are most often combat related, but the distance factor requires additional rules for use.

Martial Style (General subtype): These feats involve an understanding of how the mind, body, and spirit come together as one. They may even rely on an inner energy known as Ki (or chi) to bring about certain effects.

Metamagic (official): Feats within this category reflect a spellcasters trained knowledge of magic and his/her ability to manipulate the effects of magic in some way. These feats have a direct impact on HOW spells are cast. More information on Metamagic feats can be found on page 78 of the Dungeons & Dragons® Player's Handbook, Third Edition, published by Wizards of the Coast®.

Metapsionic (official): "Metapsionic feats allow a psionic character to enhance the manifestation of a regular power. Using a metapsionic feat doesn't take any longer but does increase the total power point cost to manifest the power." More information on Metapsionic feats can be found on page 23 of the Dungeons & Dragons® Psionics Handbook, published by Wizards of the Coast®.

Item Creation (official): This category focuses on the spellcasters ability to create magical items or similar instruments of magic. More information on Item Creation feats can be found on pages 77 and 78 of the Dungeons & Dragons® Player's Handbook, Third Edition, published by Wizards of the Coast®.

Special (official): Special feats are those that can only be taken by specific groups. Most often, acquisition is based on character class or some other relevant limiting factor.

Monster (official): Monster feats are presented to detail those feats that can be accomplished by monsters, or those with monstrous qualities. Many rely on a specific physical capability, which unless possessed, makes the feat unavailable to most heroes.

Virtual Feats (official): These are feats that are assumed when a special ability replicates the effect of a feat.

Regional (official): Regional feats are a category of special feats that relate to a specific area or environment. In order to learn these you must either come from a particular location, or spend an appropriate amount of time learning the environment. In order to qualify for a regional feat, you must either begin play as a character from the region in question, or acquire at least two ranks of knowledge (local) for that region.

Pseudo Class (unofficial): All feats within this area of study provide minor simulations of specific class abilities, without having to multi-class. The abilities are typically less powerful than the original class ability.

Racial (unofficial): These are special feats that can only be taken by those who are of a specific race, or those who have received training from that specific race. While open to anyone, many racial feats are considered secrets. Very few are shared with those outside of that race.

Trait (unofficial): Traits are very similar to standard feats, but generally reflect on personality, history, and character type. Traits are based on inborn talents or birthrights and can only be taken during initial character generation.

ACQUIRING FEATS

Information on acquiring feats can be found on page 77 of the Dungeons & Dragons® Player's Handbook, Third Edition, published by Wizards of the Coast®. The rules for feat acquisition and additional information regarding the acquisition of feats has been posted here for your convenience.

All characters start the game at first level with at least one feat. All character classes gain one feat upon achieving the following levels (one for every level divisible by three):

3rd, 6th, 9th, 12th, 15th, 18th, etc.

There are other ways to gain additional feats based on race and class:

- Humans gain one additional feat at first level.
- Fighters gain one additional feat at first level and another at second level. They continue to receive a bonus feat every 2 levels thereafter: 4th, 6th, 8th, 10th, 12th, 14th, 16th, 18th, 20th, etc. (these bonus feats must be chosen from the list on page 37 of the Dungeons & Dragons® Player's Handbook, Third Edition, published by Wizards of the Coast®, under the description covering Bonus Feats for fighters).
- Wizards gain one additional feat for every 5 levels achieved: 5th, 10th, 15th, 20th, etc., but they must be spent on Metamagic, Item Creation, or Spell Mastery feats.

- Many classes gain specific additional feats (at no cost) as class abilities.
- Many Prestige Classes grant bonus feats that are added to the characters repertoire (at no cost) as they advance in levels.

CHANGES AND UPDATES TO EXISTING FEATS

If you have made changes or updates to one of your feats and those changes are not reflected in this netbook, please send us the revised feat. Please only include one updated feat per e-mail. Make sure the subject includes "change – [Feat Name]". All changes will be posted as quickly as possible. Changes that alter the feat beyond that reviewed by the FRB will be reevaluated. The same procedures used to submit a feat must then be followed (see the submissions section for more information).

THE FEAT REVIEW BOARD

The Feat Review Board (FRB) is a community board of volunteers who evaluate submissions, make recommendations, work with contributors, and help create the Netbook of Feats.

The FRB consists of varying number of official voting members (the project team). Other's from the community may comment on submissions and assist as needed.

Every feat submitted to the Netbook of Feats will be evaluated by the FRB based on a series of criteria used to determine the overall balance of the feat. A final balance rating will be assigned as a tool for players and DM's to determine the impact of a specific feat on his or her campaign. No feat will be turned away for any reason. Publication will be based on the final rating of the submission.

Feats with a final balance rating of 3 or higher will be published in their finalized format. Feats with a final balance rating of 2.9 or lower will be altered in form as "Ideas for Further Development" and added to their own section of this netbook.

FEAT ASSESSMENT CRITERIA

Name of Feat: Does the name make sense? Does it characterize the essence of the feat? Is it a variant on another feat, or a completely new feat in its own right? Is the name already in use?

Type of Feat: Does the type of feat fit in with the overall nature of the feat? What other areas could it fall under? What subtype's apply? What mechanics are being used? What does the feat effect? If the feat is actually a hindrance, determine the number of hindrance points (1-5) that should be gained by the character.

Copyright: Who really created the feat? Was it an original idea or an adaptation? If it was an adaptation, does this block include the original source? Have you verified the contributors ID number and verified that there is a valid Permission Agreement on file with the DnD Community Council?

E-mail address: Is it correct? Is it the best one? Is it updated when it changes? Does the contributor know to contact us if it does change? Does it come from one of the addresses authorized for release as indicated in the contributors Permission Agreement?

Description: Does it even have one? Is it short? Does it make sense? Does it clearly state a general summary of what the feat does?

Prerequisites: Are there any? Should there be? If this is an enhancement to an existing skill or feat, are they included? Should the feat be part of a chain? Are there attribute requirements and do they make sense? Do the prerequisites seem enough to balance the power of the feat and keep it out of low-level hands if it accomplishes a high level objective? Do the prerequisites make the feat accessible to everyone or just a few (based on the special type category)? When would this feat be available to each class?

Benefit: Does the feat describe a single benefit or multiples? Should multiple benefits be separated into separate feats? Is the benefit clear and concise? Does the benefit keep within the guidelines for development? Does the benefit already resemble a benefit gained by another feat? Is the benefit appropriate for the class, levels, etc defined by the prerequisites? Do the benefits stack with others and do they take into account the mechanics of stacking? Does the benefit provide too much or not enough? Does the feat make existing feats obsolete? Ask: "Why would I take feat X from an official reference when I could take your new one instead?" Is it explained well enough to be used? Do you need more information? Does the feat add significantly to the 'overhead' in terms of record keeping or dice rolling?

Normal: Is there a normal block? Should there be? Is it concise and easily understandable? Does it reference the right mechanics? Does it state the rule or source reference correctly? Does it correctly cite a specific resource and page number?

Special: Is it there? Should it be? Is there an aspect of the feat that should be described as special? Is there additional information that would be helpful? Are there examples to be used? If so, add them to the examples block.

Notes: Are there references that need to be added? What about sources for material or mechanics? Is it clear and concise? Is this a feat that relies on house rules? Does it include a quick synopsis of the rules used? What D20 gameworld was this feat created for?

Examples: Do they make sense? Do they show what is trying to be accomplished? Do they demonstrate a realistic use of the feat?

FEAT RATING PROCESS

The criteria and balance ratings will be made on a scale of 1-5, 1 being the worst and 5 being the best for each item. A .5 increment may be used in cases of indecision for a submission that is too close to call in a specific category. The rating averages will be rounded down to one decimal place (x.x). The criteria used to determine the overall balance rating is based on five clear and measurable elements of the submission:

Purpose: Is the purpose of the submission clear? Does it bring something of value to the game?

- 1 – There is no clear purpose for this submission. It adds nothing of value to the game.
- 2 – The purpose of the submission is vague. There is little this submission brings to the game.
- 3 – The purpose of the submission is mostly clear, but the submission duplicates another of similar purpose.
- 4 – The purpose of the submission is clear. This submission adds something of value to the game.
- 5 – This submission is unique in almost every way and will enhance any game that uses it.

Power: Is the submission too powerful or too weak in relation to the guidelines or similar submissions?

- 1 – This submission is far too powerful and will certainly throw the balance out of any game, OR; this submission is virtually powerless and would never be used.
- 2 – This submission is extremely powerful, strict caution should be used when allowing it into a group, OR; this submission is extremely weak, and of little to no use to most players.
- 3 – This submission is powerful, but could be used successfully in high-powered games, OR; this submission is not strong enough for average games, but could be used in games below the average power level.
- 4 – This submission should fit well into most gaming groups regardless of power level.
- 5 – The power level for this submission is excellent; its use should be encouraged.

Portability: Can this submission fit easily into any group, or campaign world?

- 1 – The submission is not portable at all. It has no use outside its intended setting.
- 2 – The submission has some portability, but is limited in its use outside of the intended setting.
- 3 – The submission is portable, but requires additional elements be added to most groups or campaign settings.
- 4 – This submission is portable and can fit into most groups or campaign settings.
- 5 – This submission is extremely portable and can be used by any group in any campaign setting.

Complexity: Is the submission complex or simplistic in its design? Is it well explained and easily understood?

- 1 – The submission cannot be understood or introduces concepts too complicated for the game mechanic used.
- 2 – The submission is confusing or introduces complex concepts that are not recommended.
- 3 – The submission contains confusing elements that may lead to problems during use.
- 4 – The submission is clear and appropriate for the selected game mechanic.
- 5 – The submission is explained extremely well and contains all information required for its use.

Rule: Does the submission follow the guidelines set forth in official products or as outlined by the project team?

- 1 – The submission fails to meet the most basic guidelines; this submission should be reevaluated under a different game mechanic.
- 2 – The submission meets some of the guidelines, but does not work well with the system mechanic used.
- 3 – The submission meets most of the guidelines, but should be carefully used.
- 4 – The submission meets all of the guidelines and is appropriate for the game mechanic chosen.
- 5 – The submission meets or exceeds all guidelines and adds value to the game mechanic itself.

As stated above, the balance rating will act as a tool for players and DM's to determine the impact of a specific submission on his or her campaign. The balance rating is the average of all five criteria identified above. The balance rating will be represented as a subheading under the identified submission as "Balance Rating: 5 (Purp 4, Pow 5, Port 4, Comp 4, Rule 5)". With the method above, a DM can tell his players he can use anything with a 4 or better from any Community Council Product. The balance rating is just a general idea of how the submission rates against other submissions in the netbook. The more specific information provided by giving the ratings for each of the five criteria is a better indicator of how a submission will impact a specific campaign or gaming style.

The balance ratings can be defined as:

Balance Rating: (average of all criteria rounded down to one decimal place)

- 1 – This submission should not be considered for use by any campaign
- 2 – This submission should only be allowed under extreme circumstances
- 3 – This submission should only be allowed under special circumstances
- 4 – This submission is suitable for most campaigns
- 5 – This submission is clearly suitable for any campaign

HANDLING SPECIAL REVIEW SITUATIONS

Anonymous Submissions: Cannot be accepted.

Multiple Feats that do the same thing: An effort will be made to identify feats that provide a benefit duplicated by another feat. These feats will be taken and addressed together by the Team Leader. The duplicate feats will be reviewed together and sent to both, or all contributors who created the duplicate feats in question. An effort will be made to create one feat from the duplicate feats that addresses the goal of each contributor. When the feat has been completed, each contributor that was involved in the process will be added to the "COPYRIGHT" subheading. We are also toying with the idea of just using the feat with the highest rating, then adding another section to this netbook for variants (other feats that accomplish the same goal, but have a lower balance rating).

Alternate System Feats: This netbook is an attempt at creating a D20 product usable across a great many systems. When trying to evaluate a feat that is clearly outside the standard fantasy genre or uses a feat mechanic not normally associated with the D20 system, try to be liberal in evaluating the feat. If you have access to the materials for that game system, use them in your efforts. If there is ever a question, send out a broadcast e-mail to the board and contributor using the subject line of "[feat name] Question".

THE ISSUE OF DUE CREDIT

With a project of this size, it is nearly impossible to ensure that the entire process is perfect, but one of the key most important aspects of this process is ensuring contributors receive due credit for their efforts. The editor and every member of the FRB is in total agreement on this point. Legally, and in accordance with the OGL, as well as the Permission Agreement signed by each contributor, each contribution **MUST BE** an original work. We intend to make every possible effort to correct any issues of credit immediately and without bias. If you recognize a feat of your design within these pages, but it has been offered under someone else's name, please bring the matter to our attention immediately (feats@dndcommunitycouncil.org).

Hopefully our use of the Permission Agreement and OGL compliance policy will prevent copyright theft, but in the unlikely event that a feat of your design has been posted here without your permission, please contact us to discuss keeping the feat as part of the netbook or having it removed entirely.

All we ask is that you be reasonable when claiming copyright theft or failure to properly credit a work. You need to understand how credit should work. If you had an idea and someone else took your idea, you **DO NOT** get credit. If you did the work and someone takes your work, you **DO** get the credit.

By doing the work, you own the copyright. Now, under the OGL, once your material is released, derivative works may

appear, but they must still maintain a reference to your original material and copyright.

Looking through the Dungeons & Dragons® Player's Handbook, Third Edition, published by Wizards of the Coast® and various other published supplements, many of us have the very same ideas. You cannot corner an idea. If you see a feat that is based on your exact wording, includes your exact wording, or is edited based on your exact wording (without due credit), then you definitely have a valid complaint. Just let us know and we will try to straighten out the situation before the next month's release.

FOOT FAQ

We are currently compiling several e-mails with questions, comments, and information to be posted here. This FAQ will also include feat related errata, changes, updates, etc.

What happens if you already have a certain feat, and then multiclass into a class that gets that feat for free? Do you get to pick a different feat instead?

Sean Reynolds: "Nope, you have to suck it up, just as you would if you picked Improved Unarmed Strike and then became a monk, or (like Drizzt) started out as a fighter with Ambidexterity and later became a ranger. You don't retroactively change feats."

Are all feats created equal?

Skip "The Sage" Williams admits that some feats are more powerful or useful than others, and explains why (on DND-L): "Indeed, feats are **not** balanced with each other. So, why are they there? Several reasons:

- *To support folks who just aren't interested in cranking out the best possible character; these include players who are more interested in character development that min/maxing, and DMs creating NPCs (NPCs don't read the rulebooks).*
- *To provide development paths and themes for characters. For example, the "weak" +1 to AC feat [e.g. Dodge] comes early in a chain of feats that together build up to some pretty beefy abilities. The "attack everyone nearby" [e.g. Whirlwind Attack] comes late in a chain. It a great feat, but you have to know other feats before you can get. (This is an example of prerequisites in action).*
- *To provide flexibility and in character creation and distinction among characters. Sure, a feat that lets you make magical items is cool, but making available as a feat also lets you forgo that ability and take some other cool feat instead."*

Can I create my own feats?

Designer Sean Reynolds commented on the topic: "You can easily create new feats and skills (I'm already tinkering with ideas for Realms-specific feats in the FR 3E book) but as there are already over 50 of them you'll find that most of what you'd want to do without getting really campaign-specific are covered (I suppose you could come up with, say, a bunch of dwarven feats that cover fighting opponents a lot

bigger than you, elven feats for casting a spell with your weapon hand or firing two arrows at once, etc.)."

For more information on designing your own feats, see the feat design guidelines.

Can scrolls be prepared with the metamagic version of a spell?

Yes, metamagic versions of scrolls can be written as indicated on page 78 of the Dungeons & Dragons® Player's Handbook, Third Edition, published by Wizards of the Coast® under "Magic Items and Metamagic Spells".

NETBOOK Q&A

Q. Hey, great job. Can I add the Netbook of Feats to my own website?

A. Absolutely! The Community Council advocates the sharing of resources and grants you the right to post any of the material given here to your own website. Remember that this material is protected under the Open Gaming License and as such, a copy of the OGL must be made available with the works themselves. You must also make sure to keep the COPYRIGHT NOTICE associated with each feat as part of the feats content. Be sure to keep up to date on the next publication. If you are going to set up the netbook so it can be downloaded from your site, I'd strongly recommend a link to the Netbook page so your visitors can find the Q&A and participate in the review process. This is a collaborative community effort to centralize the feats developed by the community into a single consistent product. You are more than welcome to spread this document throughout the community and share our efforts.

Q. How do I get to be on the Feat review board?

A. The project team is already in place and has been limited to five people (to keep things simple). We have openings fairly often as people move on to other projects. Check our website to see if we have open positions and if we do, send an e-mail to us asking to join. You can also send a request to be on the list of people to contact when there is an opening.

If you are interested in joining one of the other DnD Community Council related projects, check out:

<http://www.dndcommunitycouncil.org/~forum/qna.php3>

Q. Are you ever going to write out the feats from the PHB in your guide?

A. This netbook is for new feats. You can find references to other gaming materials containing published feats in the Master Feats Index (appendix A).

Q. Why are your feats the only ones published in this version?

A. Our OGL compliance procedures have just recently been drafted. As we have new members send in signed Permission Agreements, we hope to see the number of submission increase dramatically. We cannot publish material in this book unless we have a signed Permission Agreement. Since I have authored my own feats, I can present them here without a problem, that and I have a contributor.

Do you want to contribute? If so, Go to:
<http://www.dndcommunitycouncil.org/submissions/>

Send Your Feat Related Questions and Comments to
feats@dndcommunitycouncil.org

-or -

Check out our footboards posting area at:
<http://pub50.ezboard.com/fdndcommunitycouncil13510frm2>

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THE FEATS

ACCURATE ATTACK [General, Melee]

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Allows you to improve your accuracy with a single weapon

Prerequisites: Base attack bonus +3 or higher

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

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

Balance: 3.8 (Purp 2.8, Pow 4, Port 4, Comp 4.3, Rule 4)

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

AEROBATICS [General]

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

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

Balance: 4.3 (Purp 4, Pow 4.3, Port 4, Comp 4.6, Rule 4.3)

AGGRESSIVE CASTING [General]

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Changes defensive casting to be more aggressive.

Prerequisites: Concentration skill.

Benefit: When you cast a spell using defensive casting and fail the concentration check, you may opt not to lose the spell but instead trigger an attack of opportunity just as if you had cast the spell in the ordinary fashion.

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

Balance: 4.5 (Purp 4.5, Pow 4.5, Port 4.75, Comp 4, Rule 4.5)

AMBITIOUS LEADER [General]

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

Prerequisite: Cha 13+, Leadership

Benefit: When a character selects this feat, he or she selects either the cohort option or the follower option. Any followers or cohorts gained through this feat are cumulative with those gained for Leadership, this feat, or other feats that grant followers or cohorts.

If the player selects the cohort option, the character gains two cohorts. One has a maximum level as determined by the character's Leadership score. The second cohort has a maximum level two experience levels lower.

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

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

Balance: 3.6 (Purp 3.3, Pow 4.3, Port 3.6, Comp 3.3, Rule 3.6)

ANYTHING GOES COMBAT [General, Melee]

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In your hands almost anything is a dangerous weapon

Prerequisites: Int 13+, Dex 13+

Benefits: You are the master of the improvised weapon.

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

Determine the size of the object or weapon and use the stats listed here.

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

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

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

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

Balance: 4.0 (Purp 5, Pow 4, Port 3, Comp 4, Rule 4)

ARCANE UNDERSTANDING [Special, Wizard]

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

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

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

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

Balance: 4.6 (Purp 4.6, Pow 4.3, Port 5, Comp 5, Rule 4.3)

Comments: This feat is fair and well balanced. It is really only useful to wizards with an intelligence modifier of +3 or better, so that in itself is a limiting factor.

AREA CONTROL [Metamagic]

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You can exactly control the spread of an area spell

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

Balance: 4.4 (Purp 4.3, Pow 4.3, Port 4.6, Comp 4.3, Rule 4.3)

ARMOR FOCUS [General]

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

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

Benefit: When wearing a specified type of armor it inflicts 1 less skill penalty and the maximum Dex bonus is raised by one. This cannot reduce the penalties to sub zero levels.

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

Balance: 4.6 (Purp 4.75, Pow 4.75, Port 4.5, Comp 4.5, Rule 4.5)

ARMOR SPECIALIZATION [Special]

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

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

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

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

Balance: 3.6 (Purp 3.75, Pow 4, Port 3.75, Comp 4.5, Rule 2.25)

ARMORED CASTER [General]

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

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

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

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

Balance: 4.5 (Purp 4.5, Pow 4.2, Port 4.2, Comp 5, Rule 5)

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

wizard would have a better idea of how to cast a spell in armor than a mage would).

BATTLE LEADER [General]

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Your banner or standard inspires your followers and cohorts in battle

Prerequisite: Cha 13+, Leadership

Benefit: For this feat to have an effect, you must have a banner or standard that is recognizable to your followers and cohorts, and you must use this standard to urge, inspire or rally your troops.

All cohorts and followers that can directly see you or your banner gain a +1 morale bonus to attack and on saving throws versus all fear effects.

If either you or your banner falls, all followers and cohorts instead get a -2 penalty to attack and on saving throws versus all fear effects until you are restored, the standard is raised again or one minute elapses.

Balance: 4.4 (Purp 5, Pow 4.3, Port 4.3, Comp 4, Rule 4)

BODY COMBAT [General, Melee]

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Skyfox@telia.com

You may add an unarmed attack to your attack routine.

Prerequisite: Improved Unarmed Strike, dexterity 15+.

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

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

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

Balance: 3.9 (Purp 4, Pow 4, Port 4, Comp 3.75, Rule 4)

BOOKWORM [General]

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

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

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

Balance: 4.2 (Purp 3.5, Pow 4.2, Port 4.2, Comp 4.7, Rule 4.7)

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

CALLED SHOT [General]

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You do more damage with pinpoint attacks.

Prerequisite: Dexterity 13+.

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

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

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

Balance: 3.8 (Purp 3.5, Pow 4, Port 4, Comp 3.75, Rule 3.75)

CAMOUFLAGE [General]

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Gain the effects of concealment even when there is none

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

Benefit: You are so good at camouflaging yourself, that you can increase your level of concealment after 5 rounds of preparation. When there is no concealment around you, you gain the effects of one-quarter concealment (10% miss chance). When in a concealed position, you are concealed as if the level of concealment was one place better.

When using this feat, you must make a successful hide check against a DC of 15 at the beginning of the encounter (before the enemy sees you). The DC is adjusted by the DM for factors involved in your effort to camouflage yourself, such as your starting appearance/dress and the terrain involved.

Your Hide check can also be adjusted by taking more time to prepare. Additional preparation time gains you a +1 modifier to your hide check for every additional 5 rounds of preparation past the required 5 rounds (to a maximum of +5).

Each round that you attempt to take an action while camouflaged, your opponents can attempt a spot check. This spot check is an opposed check against the score of your hide result. Once spotted, you lose the benefit of this feat against your opponent for the remainder of the encounter.

Balance: 3.5 (Purp 3.6, Pow 4, Port 4.6, Comp 3, Rule 2.3)

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

CAMPAIGNER [General]

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

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

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

Balance: 4.6 (Purp 5, Pow 4, Port 4, Comp 5, Rule 5)

CANNABALISTIC CASTING [General]

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

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

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

Balance: 4 (Purp 4.7, Pow 4.2, Port 4.2, Comp 3.5, Rule 3.4)

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

CANTRIP [General, Pseudo-Class]

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Allow anyone to use 0-level arcane spells

Prerequisites: Intel 13+, Knowledge (Arcana)

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

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

Balance: 4 (Purp 4.5, Pow 4.5, Port 4.8, Comp 3.8, Rule 2.6)

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

CANTRIPTIFICATION [Special]

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

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

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

Balance: 4 (Purp 3.6, Pow 4.7, Port 4, Comp 4.7, Rule 3)

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

CLEAVE ASUNDER [General]

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

Prerequisite: Fracture, Cleave

Benefit: When attacking an opponent's weapon, shield or other held object, if the object is broken, you can immediately make another attack against the same opponent or another object he or she holds. You can use this ability only once per round.

Balance: 4.5 (Purp 5, Pow 4.3, Port 4.6, Comp 4.3, Rule 4.3)

CLINCH [General, Melee]

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

Prerequisites: Base Attack +3, Dodge.

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

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

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

Balance: 3.4 (Purp 3.75, Pow 3.75, Port 3, Comp 2.75, Rule 3.75)

COMBAT FOCUS [General]

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

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

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

opponent for a total bonus of +2. You have a -2 penalty to Armor Class against all other opponents.

Balance: 3.4 (Purp 3.6, Pow 3, Port 3.3, Comp 3.3, Rule 4)

COMBAT OPPORTUNIST [Special]

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

Prerequisite: Combat Reflexes, Weapon Focus with the particular weapon

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

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

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

Balance: 4.0 (Purp 4.3, Pow 4.3, Port 4, Comp 3.6, Rule 4)

COMBAT SURGE [General]

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

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

Benefit: On your action, before making attack rolls for a round, you may choose to take a -4 penalty to your armor class until your next action. If you do so, you will gain +2 to your initiative for the remainder of this combat. The bonus begins on the next round.

If the character takes the Refocus action, all bonuses gained from prior uses of this feat are lost.

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

Balance: 3.4 (Purp 2.6, Pow 4, Port 4, Comp 3.3, Rule 3)

CONCERTED ATTACK [General, Melee]

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

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

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

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

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

Balance: 4.4 (Purp 4.8, Pow 4.2, Port 5, Comp 3.8, Rule 4.2)

Comments: This feat is designed to let a leader coordinate a better attack front against an opponent. By confusing the opponent and having the group work together under the

direction of the leader, the flanking bonus increases. There is a similar feat already in the Sword and Fist, though it handles this situation a bit differently.

CONTROLLED BURST [Metamagic]

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You have greater control over burst spells

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

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

Balance: 5 (Purp 5, Pow 5, Port 5, Comp 5, Rule 5)

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

COUNTER STRIKE [General]

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

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

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

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

Balance: 4.1 (Purp 4.5, Pow 4, Port 4.25, Comp 4, Rule 3.75)

CRAFT MAGIC TATTOO [Item Creation]

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

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

Benefit: You can apply your magic and artistry together to create a magic tattoo. The tattoo is created to emulate the effects of a single spell as if it were a spell like ability. The base price for a tattoo of this nature is spell level x caster level x 400gp. Crafting a magic tattoo takes one day for each 1,000gp of its base price.

To craft a magic tattoo, you and the recipient must each spend 1/25th of its base price in XP. The creator must also use up raw materials costing half of the base price.

Special: The power of the tattoo can only be used once each day. The caster level is based on the lowest caster level needed to cast the spell. If two or more magic tattoos are attempted on the same body (regardless of size), the magics will disrupt each other (i.e. you may never have more than one magic tattoo). A magic tattoo can be removed using a remove curse cast at one level higher than the spell level of the spell effect granted by the tattoo (using heighten spell or

a similar method). The act of casting remove curse only takes away the magic. The tattoo itself remains until removed through mundane methods. The tattoo is treated as a Miscellaneous Magic Item for all other intents and purposes.

Balance: 4 (Purp 4, Pow 3.8, Port 4.6, Comp 4.2, Rule 3.5)

Comments: There are several variants of this feat.

CREATE OPPORTUNITY [General]

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

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

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

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

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

Balance: 4.3 (Purp 4.25, Pow 4.25, Port 4.75, Comp 4.25, Rule 4)

CROSS-CLASS LEARNING [General]

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

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

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

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

Balance: 4.4 (Purp 5, Pow 4, Port 4.6, Comp 4.2, Rule 4.2)

DEFENSIVE CASTING [General, Defense]

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You are well trained in the art of defensive casting

Prerequisites: Dodge

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

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

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

Balance: 4 (Purp 3.3, Pow 3.8, Port 5, Comp 3.8, Rule 4.4)

Comments: This could be powerful if it allowed you to take 10 on your concentration checks... but all it really does is allow you to take 10 when checking to see if you draw an attack of opportunity while trying to cast a spell. Within that narrow focus, I believe this feat is balanced. Keep in mind that you must be facing a single foe and have the dodge feat. If you already have a high concentration skill, this feat is not recommended.

DEFENSIVE STANCE [General, Defense]

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Decrease the area around you from which you may be attacked

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

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

Balance: 3.5 (Purp 2.3, Pow 3.6, Port 4, Comp 3.8, Rule 4)

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

DEFENSIVE STUDY [General, Defense]

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

Prerequisites: 2 or more ranks of Sense Motive, Alertness

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

Balance: 4.2 (Purp 4, Pow 3.8, Port 4.8, Comp 4, Rule 4.4)

Comments: Given that only bards and rogues have Sense Motive as a class skill, you may find very few PC's interested in this feat. When it IS taken, it's unlikely to add more than 1 or 2 to your AC. This may seem better than dodge on the surface, but it has much more stringent requirements for its use.

DEFT LUNGE [General]

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

Prerequisite: Expertise, Dex 13+

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

Balance: 3.7 (Purp 3.3, Pow 3.6, Port 4, Comp 3.6, Rule 3.6)

DESTRUCTIVE FORCE [Metamagic]

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You can increase the damage limitations of certain spells

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

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

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

Balance: 4.5 (Purp 4.5, Pow 4.5, Port 4.5, Comp 4.5, Rule 4.7)

Comments: A little something extra.

DETERMINED SOUL [General]

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

Prerequisites: Iron Will

Benefit: Add your wisdom bonus to the number of points of damage you can sustain before entering each category of the death and dying system.

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

Balance: 3.7 (Purp 2.3, Pow 4.2, Port 4.6, Comp 3.4, Rule 4)

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

DISCOVER PSIONIC COMBAT MODE [Psionic]

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

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

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

Balance: 4.5 (Purp 4.25, Pow 4.5, Port 4.75, Comp 4.75, Rule 4)

DIVINE DOMINION [Special]

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Add one additional domain to your divine casting repertoire

Prerequisites: 6 or more ranks in Knowledge (religion)

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

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

Balance: 4.1 (Purp 4.2, Pow 4.7, Port 4, Comp 4, Rule 3.7)

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

DIVINE GIFT [General, Pseudo-Class]

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Allow anyone to use 0-level divine spells

Prerequisites: Wisdom 13+, Knowledge (Religion)

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

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

Balance: 4 (Purp 4.5, Pow 4.5, Port 4.8, Comp 3.8, Rule 2.6)

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

DOUBLE WEAPON FIGHTING [General]

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

Prerequisites: Proficient with weapon, BAB +1 or better

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

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

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

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

Balance: 4.5 (Purp 4.25, Pow 4.5, Port 4.75, Comp 4.25, Rule 4.5)

DUCKING SHOT [General; Ranged]

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You are skilled at dodging while using your ranged weapon.

Prerequisites: Point Blank Shot, Dodge, Dex 13+

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

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

Balance: 4.7 (Purp 4.5, Pow 4.75, Port 5, Comp 4.5, Rule 4.75)

ELVEN SWORDMASTERY [Racial]

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

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

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

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

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

Balance: 4.3 (Purp 4.25, Pow 5, Port 4, Comp 4.25, Rule 4)

EXPAND SPELL [Metamagic]

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You can cast spells with a larger area of effect

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

Example: Fireball (a 3rd level spell) affects a 20-ft radius sphere. Expanded Fireball (5th level) affects a 25-ft radius sphere.

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

Balance: 4.5 (Purp 4.6, Pow 4, Port 4.6, Comp 4.3, Rule 4.6)

EXPANDED DOMAINS [Special]

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You remove the line between domain spells and normal spells.

Prerequisites: Knowledge (religion) 5 ranks.

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

Balance: 3.7 (Purp 3.5, Pow 3.75, Port 3.5, Comp 4, Rule 3.75)

EXPERT COWER [General]

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

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

Balance: 3.7 (Purp 3.6, Pow 3.4, Port 4, Comp 3.8, Rule 4)

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

EXPERT HEALING [General]

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You have a great knowledge of healing

Prerequisites: 5 or more ranks of Heal

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

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

Balance: 4.1 (Purp 4.3, Pow 4.3, Port 4.6, Comp 3.1, Rule 4.3)

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

FAKE SPELL [General]

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You can mimic the casting of spells

Prerequisite: Spellcraft

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

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

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

Balance: 4 (Purp 4.8, Pow 4.1, Port 3.7, Comp 3.7, Rule 3.9)

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

FAST ITEM CREATION [Item Creation]

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Spellcasters can create items faster

Prerequisites: Ability to cast fourth level spells

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

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

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

Balance: 4.4 (Purp 4.6, Pow 4.3, Port 4.6, Comp 4.3, Rule 3.6)

FAST MOVER [General]

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You can move faster than normal

Prerequisites: Dex 15+, Run

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

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

Balance: 4.3 (Purp 4, Pow 4.5, Port 5, Comp 4.5, Rule 4)

FAVORED CLASS [General]

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

Prerequisites: Multiclass character

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

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

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

Balance: 4 (Purp 4.1, Pow 2.8, Port 4.2, Comp 5, Rule 4.1)

Comments: Something very similar exists in the Forgotten Realms conversion manual, but is limited to spell-user classes. This feat may be way overpowered in your campaign if you feel that favored class status is one of the defining characteristics of a race.

FEARSOME DISPLAY [General, Melee]

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

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

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

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

Balance: 4.2 (Purp 3.8, Pow 4, Port 5, Comp 4.2, Rule 4.4)

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

FIERY RAGE [Special]

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

Prerequisites: Rage character class ability

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

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

Balance: 4.7 (Purp 4.6, Pow 4.6, Port 4.6, Comp 4.6, Rule 4.6)

FIND FLAW [General]

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

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

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

found a flaw in, the hardness of the object is effectively reduced by your Intelligence modifier.

Balance: 4 (Purp 4, Pow 3.6, Port 4.4, Comp 3.8, Rule 4.2)

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

FIRE TO ICE [Metamagic]

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You are able to transform fire spells into cold spells.

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

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

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

Balance: 4.2 (Purp 4, Pow 4, Port 4.3, Comp 4.3, Rule 4.3)

FLASHY ATTACK [General, Melee]

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

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

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

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

Balance: 4.6 (Purp 4.2, Pow 4.8, Port 4.8, Comp 4.4, Rule 5)

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

FLURRY OF BLOWS [Pseudo-Class, Martial Style]

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

Prerequisites: Improved Unarmed Strike

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

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

Balance: 4 (Purp 2.6, Pow 4.8, Port 4.2, Comp 4.6, Rule 4)

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

FORTUNE [General]

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You have unusually good luck

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

Balance: 4.1 (Purp 4.25, Pow 3.75, Port 4.25, Comp 4.5, Rule 3.75)

FRACTURE [General]

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You are skilled at exploiting weaknesses in objects.

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

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

Balance: 3.8 (Purp 3, Pow 3.6, Port 4.3, Comp 3.6, Rule 4.3)

GIFTED LEARNER [General, Racial]

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You gain more skill points at each level

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

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

Balance: 3.6 (Purp 3.8, Pow 3, Port 4.2, Comp 4.6, Rule 2.6)

Comments: This gives you the same function as being a human for gaining skill points. It is tied to level (sort of), but not so much that it removes it from the feat category. Remember that you are still limited by max ranks. When compared to skill focus, skill focus is not impacted by max ranks. In game terms, this ability can be explained as a hunger for learning equal to that of a human.

GREATER DIVINE DOMINION [Special]

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Gain the domain powers from a divine dominion

Prerequisites: Divine Dominion

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

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

Balance: 4.2 (Purp 4.2, Pow 4.7, Port 4, Comp 4.2, Rule 4)

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

GREATER HELD CHARGE [Metamagic]

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

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

another, the charged spell dissipates as normal. Spells cast using this feat take up a spell slot one level higher.

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

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

Balance: 4.1 (Purp 4.4, Pow 4.5, Port 4.2, Comp 3.6, Rule 4.2)

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

GREATER PSIONIC ATTACK FOCUS [Psionic]

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Adapted from the Psionics Handbook

Your ability with a chosen psionic attack mode is truly frightening

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

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

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

Balance: 3.8 (Purp 3.5, Pow 3.25, Port 4.25, Comp 4, Rule 4.25)

HARDENED SPELL [Metamagic]

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

Prerequisite: Spell Focus in the appropriate school

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

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

Balance: 4.1 (Purp 3.6, Pow 4.3, Port 4.6, Comp 3.6, Rule 4.3)

HARDY BRAWLER [General, Melee]

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You really know how to take a punch

Prerequisites: Toughness

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

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

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

Balance: 4.4 (Purp 3.6, Pow 4.2, Port 5, Comp 5, Rule 4.5)

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

HERCULEAN EFFORT [General]

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You can temporarily perform great acts of strength.

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

Balance: 4.4 (Purp 4.25, Pow 4.75, Port 4.5, Comp 3.75, Rule 4.5)

HEROIC RECOVERY [General]

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

Prerequisite: Con 13+

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

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

Balance: 4.5 (Purp 4.6, Pow 4, Port 4.7, Comp 4.8, Rule 4.5)

Comments: Left him for dead...

HOLE IN THE MIDDLE [Metamagic]

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

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

Balance: 4.4 (Purp 4.3, Pow 3.6, Port 5, Comp 4.6, Rule 4.3)

IMPACT SPELL [General]

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

Prerequisite: Arcane spellcaster, Heighten Spell

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

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

This table is duplicated in part from the DMG. It ignores the entry for 1st level.

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

Balance: 4.2 (Purp 4.3, Pow 4.3, Port 4, Comp 4, Rule 4.3)

IMPROVED CASTER LEVEL [General]

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

Prerequisite: Multiclass spellcaster

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

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

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

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

Balance: 4.2 (Purp 4.6, Pow 4.3, Port 3.9, Comp 4.3, Rule 4.1)

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

IMPROVED COMBAT FOCUS [General]

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

Prerequisite: Combat Focus

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

Balance: 3.6 (Purp 2.6, Pow 2.6, Port 3, Comp 3.6, Rule 4.3)

IMPROVED DODGE [General, Defense]

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Your Dodge feat bonus applies against all attackers.

Prerequisite: Dexterity 13+, Dodge.

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

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

Balance: 4.6 (Purp 4.75, Pow 4, Port 4.5, Comp 5, Rule 4.75)

IMPROVED FAR SHOT [General; Ranged]

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

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

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

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

Balance: 4.4 (Purp 4.25, Pow 4.25, Port 5, Comp 4.25, Rule 4.5)

IMPROVED FEINT [General, Melee]

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You can feint readily in melee.

Prerequisite: Bluff skill.

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

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

Balance: 4.2 (Purp 4.5, Pow 4, Port 4.5, Comp 3.75, Rule 4)

IMPROVED SNEAK ATTACK [Special]

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

Prerequisite: Weapon Focus with the particular weapon

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

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

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

Balance: 3.6 (Purp 3.3, Pow 3.6, Port 4.3, Comp 3.3, Rule 3.3)

IMPROVED SUBDUE [General]

Copyright Rebecca Glenn (Becky)

You are skilled in making subdual attacks

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

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

Balance: 4.8 (Purp 4.3, Pow 5, Port 5, Comp 5, Rule 4.6)

IMPROVISED WEAPONS [General]

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Lower the non-proficiency penalty of weapons.

Prerequisite: Base attack bonus +2

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

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

Balance: 4.4 (Purp 4, Pow 4.5, Port 4.75, Comp 4.25, Rule 4.5)

INSPIRING LEADER [General]

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

Prerequisite: Cha 13+, Leadership

Benefit: Your cohorts gain a +1 morale bonus to attack and damage and a +2 morale bonus to saving throws versus all fear effects and mind-affecting spells and abilities while you are personally directing their efforts. This bonus will last for up to one minute without additional orders being given.

All cohorts and followers within thirty feet gain a +1 morale bonus to attack and on saving throws versus all fear effects. These bonuses remain in effect for up to one minute if you are dropped in combat.

Balance: 3.6 (Purp 4.3, Pow 3, Port 3.3, Comp 3.3, Rule 4)

KI OF THE MASTERS [General, Martial]

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You have learned to channel your Ki into devastating unarmed attacks.

Prerequisite: Wis 13+, Str 11+, Improved Unarmed

Strike, Stunning Fists, base attack +3 or higher.

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

Balance: 4.3 (Purp 4.75, Pow 4, Port 4.25, Comp 4.25, Rule 4.25)

LEARNING MASTERY [General]

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You can increase your max ranks allowable by 1 rank

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

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

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

Balance: 3.6 (Purp 4, Pow 2, Port 4, Comp 4, Rule 4)

Comments: This could be a powerful feat and off-balances some of the skill-based systems as far as certain class features are concerned.

LEARNING SACRIFICE [General]

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

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

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

Balance: 4.2 (Purp 3.6, Pow 4.2, Port 4.4, Comp 4.4, Rule 4.4)

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

LETHAL FIST [General, Martial Style]

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Your unarmed attacks cause lethal damage.

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

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

Special: Monks already have this as a class ability.

Balance: 4.7 (Purp 4.75, Pow 4.75, Port 4.75, Comp 5, Rule 4.5)

LIFE LINE [General]

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

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

Normal: The chance to stabilize is 10%

Balance: 4.4 (Purp 4.4, Pow 3.8, Port 4.8, Comp 4.4, Rule 4.6)

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

LIGHT SLEEPER [General]

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You wake up easily.

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

Balance: 4.8 (Purp 4.75, Pow 4.75, Port 5, Comp 4.75, Rule 4.5)

LINKED LEARNING [General]

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You have created a special relationship between two normally unrelated skills

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

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

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

Balance: 4 (Purp 3.4, Pow 4, Port 3.6, Comp 4.8, Rule 4.2)

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

MAGIC SECRET [General]

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Your magic is tied to a secret

Benefit: Because all your magic is tied to a secret, those not knowing this secret find it harder to unravel your spells. The difficulty of any dispel check against your spells is 15 + your caster level instead of the normal 10 + caster level. But the drawback is that anyone who knows your magical secret will automatically succeed in any dispel check against your magic.

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

Notes: A magical secret can be most anything, but it must be something that is possible to figure out. A secret name, your birthday, the name of your mentor or patron, the fact that you are of a strange race or parentage, your sex (or lack thereof), the true color of your hair; all are possible spell secrets. Anyone researching your background or making their knowledge skill roll about you will learn you have this feat, but not what your exact secret is.

Balance: 3.7 (Purp 4.6, Pow 3.6, Port 3.3, Comp 3.6, Rule 3)

MAIN GAUCHE [General, Defense]

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Defend with an off-hand weapon

Prerequisite: Two-Weapon Fighting

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

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

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

Balance: 4.2 (Purp 5, Pow 4, Port 4, Comp 4, Rule 4)

MANIC DEPRESSIVE [General]

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You suffer violent mood swings

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

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

Balance: 3.2 (Purp 3, Pow 3, Port 3, Comp 4, Rule 3)

METAFFINITY [Metamagic]

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

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

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

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

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

Examples: Aerryk, a 17th level Sorcerer, has the Metaffinity, Quicken Spell and Maximize Spell feats. He can cast a maximized Lightning Bolt spell as a full-round action by using up a 6th level spell slot or use his Metaffinity feat to

cast a maximized Lightning Bolt in 1-action by using up a 7th level spell slot. He could also use his Metaffinity feat to cast a quickened Lightning Bolt as a free action by using up an 8th level spell slot, but would not be able to maximize the spell.

Balance: 4.1 (Purp 4.5, Pow 4, Port 3.75, Comp 4.25, Rule 4)

MIMICRY [General]

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You can replicate almost any natural sound you have ever heard

Prerequisite: Perform (with training as a mimic).

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

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

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

Balance: 4.2 (Purp 3.8, Pow 4.6, Port 4.3, Comp 4.3, Rule 4.1)

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

MINDLESS EFFORT [Metamagic]

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

Prerequisites: 10 or more ranks in Concentration

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

Balance: 4.6 (Purp 4.8, Pow 4.6, Port 4.8, Comp 4.4, Rule 4.6)

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

MINDS EYE [General]

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Gain an additional resistance to illusions and enchantments

Prerequisites: Iron Will

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

Special: This additional modifier stacks with Iron Will.

Balance: 4.2 (Purp 3.2, Pow 4.5, Port 4.7, Comp 4.5, Rule 4.5)

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

MINOR SPELL MASTERY [General]

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

Prerequisites: spellcasting level 3+ (divine or arcane)

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

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

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

Balance: 4.2 (Purp 4.25, Pow 4.25, Port 4, Comp 4, Rule 4.25)

MONK WEAPON MASTERY [Special]

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

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

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

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

Balance: 4.3 (Purp 4.6, Pow 4.6, Port 4.3, Comp 4, Rule 4)

NATURAL LEADER [General]

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You are adept at leading organized efforts

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

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

Balance: 4.5 (Purp 5, Pow 4, Port 5, Comp 4, Rule 4.4)

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

NIGHT OWL [General, Trait]

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

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

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

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

Balance: 4.5 (Purp 4.4, Pow 4.4, Port 4.8, Comp 4.6, Rule 4.4)

OPPORTUNITY COUNTERSPELL [General]

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You can cast counterspells in lieu of making an opportunity attack

Prerequisite: Quicken Spell, Spellcraft skill

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

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

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

Balance: 3.9 (Purp 4, Pow 3, Port 4, Comp 4.5, Rule 4)

PACK ATTACK [General, Melee]

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

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

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

Balance: 4.6 (Purp 5, Pow 4.3, Port 4.6, Comp 4.3, Rule 4.6)

PACK INITIATIVE [General]

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You can coordinate your initiative with pack mates.

Prerequisites: Pack Attack

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

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

Balance: 3.9 (Purp 4.5, Pow 3.25, Port 3.75, Comp 3.75, Rule 4)

PACK MULE [General]

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

Balance: 4.9 (Purp 5, Pow 4.6, Port 5, Comp 5, Rule 5)

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

PACK RAT [General]

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You tend to find things you don't remember having

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

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

Example: You have just located an ancient carving on a cave wall that yields secrets in a writing you do not understand. Someone has the great idea to do a rubbing of the wall. Bonzo the wizard pulls out a piece of parchment, but no one has anything to rub over it with. You flip through the pockets of your cloak and find an old dried up husk of charcoal.

Balance: 4 (Purp 4.2, Pow 4, Port 4, Comp 3.7, Rule 4.2)

Comments: DMs should further limit this selection down to just those items (of 2lbs or less) considered common in the Players Handbook. Watch players who try to abuse this and limit them even further.

PAIN IS MY FRIEND [General, Melee]

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You like to hurt yourself before entering combat

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

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

Balance: 3.9 (Purp 3, Pow 4, Port 3.5, Comp 4, Rule 4).

PENETRATING SHOT [Special, Fighter Only]

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

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

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

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

Balance: 4.2 (Purp 3.6, Pow 4, Port 4.3, Comp 5, Rule 3.6)

PIERCING SHOT [General, Ranged]

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Your crossbow bolts pierce armor.

Prerequisite: Proficiency with any crossbow.

Benefit: When you shoot a crossbow or firearm, any threat roll that also is a successful attack with the weapon always

results in a Critical Hit. This feat only applies to attacks at a range of up to 30 feet.

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

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

Balance: 3.9 (Purp 4.6, Pow 3, Port 3.3, Comp 4.6, Rule 3.6)

PIN WEAPON [General, Melee]

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

Prerequisite: Base attack bonus +3.

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

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

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

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

Balance: 4.2 (Purp 4.5, Pow 4.5, Port 5, Comp 4, Rule 3)

POISON RESISTANCE [General]

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You have a broad-band resistance to poison.

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

Balance: 4.5 (Purp 4.25, Pow 4.75, Port 4.5, Comp 4.5, Rule 4.5)

POISON TOLERANCE [General]

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You have worked up a tolerance to certain poisons

Prerequisite: Poison Use, Con 13+

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

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

Balance: 3.9 (Purp 3.7, Pow 4.4, Port 3.8, Comp 3.8, Rule 3.8)

Comments: This is an interesting and useful feat.

POISON USE [General]

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Learn to use poisons effectively

Prerequisites: Alchemy

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

Balance: 3.9 (Purp 3.4, Pow 4.4, Port 4.1, Comp 4.8, Rule 3.1)

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

POLE FIGHTING [General]

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

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

Benefit: When using a pole arm in two hands, you can use the butt end to make an additional attack. The butt end counts as a normal club for most purposes, but it keeps the pole-weapon's original size. For pole-arms without reach, this allows you to use them as double weapons. That is, you can fight as if using two weapons, but if you do, you incur all the normal penalties associated with fighting with two weapons, as if you were using a one-handed weapon and a light weapon. For pole arms with reach, it means you can use the butt, without reach, and thus strike adjacent opponents. You are effectively using your butt end in two hands and get the improved damage bonus from strength that this allows.

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

Balance: 4.4 (Purp 4.6, Pow 4.6, Port 4.7, Comp 4.1, Rule 4.2)

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

POWER FINESSE [General, Melee]

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Skyfox@telia.com

Allows you to take Weapon Finesse for any melee weapon.

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

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

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

Balance: 3.9 (Purp 3.5, Pow 3.75, Port 3.75, Comp 4.25, Rule 4.25)

POWERLESS SPELL [Metamagic]

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

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

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

Special: Spells whose effects are to negate or counterspell magic still lose their effect. So a powerless dispel magic can only be used to counterspell another dispel magic spell; it cannot be used as an attempt to counterspell any other spell (as that is the effect of a dispel magic spell, lost through the Powerless Spell feat). Nor can a powerless darkness spell be used to counter a light spell, for the same reason.

Balance: 4.2 (Purp 5, Pow 3.3, Port 4.3, Comp 4, Rule 4.3)

Comments: A great way to counterspell.

PROPHETIC DREAMER [General]

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Your dreams sometimes echo the future

Prerequisites: DM's permission

Benefits: Once per session, your GM should inform you of a dream you have had that portents an event that may be in your future. Ideally this dream could warn you of a possible danger, or guide you to a good decision. The dream need not come true, but should be a possible or likely scenario in the characters future. Sometimes the dreams are literal and sometimes symbolic, (at the DM's discretion).

Notes: This feat isn't for everyone. It should benefit the character but only as much as the DM wants it to. This could be a trait or the GM could decide some mystical event allows the character to start having these dreams.

Balance: 3.8 (Purp 5, Pow 4, Port 3, Comp 4, Rule 3)

PSIONIC ATTACK FOCUS [Psionic]

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You have great ability with one chosen psionic attack mode

Prerequisites: Cha 13+, Mental Adversary

Benefit: This feat mimics the Psionic Focus feat, except that it applies to one known psionic attack mode of your choice. Add +2 to the DC for all Will saves in psionic combat from this psionic attack mode.

Special: You can choose this feat up to five times, each time applying the bonus to a different known psionic attack mode of your choice. This feat does not allow you to discover additional psionic attack modes and can only be applied to a psionic attack mode previously discovered. This feat does not stack with the Greater Psionic Attack Focus feat. A Mind Flayer can choose Psionic Attack Focus with its mind blast special ability.

Balance: 3.9 (Purp 4, Pow 3.25, Port 4, Comp 4.25, Rule 4.25)

PULL BLOW [General, Melee]

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You can choose to leave your victims alive when they would otherwise fall

Prerequisites: Expertise, Weapon Focus, Int 13+, Attack Bonus 3+, Heal

Benefits: To use this feat you must be wielding a weapon for which you have weapon focus. When you damage an opponent and the damage dealt would take them below zero hit points you may pull your blow and deal exactly enough damage to take them to -1, where they will be unconscious

but stable (not taking bleeding damage). You cannot use this feat on a critical strike.

Notes: Imagine a master swordsman that cuts with such precision that he wound exactly the amount they wish by cutting "just so". I'm not sure that this is better than subdual damage except that you make your decision after the fact and creatures immune to subdual damage will still suffer from your

Balance: 4.0 (Purp 4, Pow 4.5, Port 4.5, Comp 4, Rule 4)

QUICK DEFENSE [General, Defense]

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Take defensive action before the initiative role during combat

Prerequisites: Alertness, Uncanny Dodge

Benefit: If threatened or surprised, you may take up the total defense position immediately. This action takes place before any attacks are made. This feat can only be used at the beginning of an encounter.

Special: If you choose to take the Quick Defense action, you may not act again within that round.

Balance: 4.7 (Purp 4.4, Pow 4.8, Port 4.6, Comp 5, Rule 4.8)

Comments: I've added uncanny dodge as suggested and will be creating uncanny dodge as a feat of its own later on so this feat can be used by more folks.

RANK FIGHTING [General, Melee]

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You are trained to strike past friends using reach weapons

Prerequisite: Weapon proficiency with a reach weapon.

Benefit: You can ignore the normal 50% cover provided by a friend in between you and your opponent when striking with a reach weapon. You make such attacks with no penalty.

Normal: A friend in the way of a reach weapon attack provides 50% cover, and thus gives a +4 bonus to the target's AC. The intervening creature takes no damage if struck instead. See 'Cover and Reach Weapons' in the Player's Handbook, page 132.

Balance: 5 (Purp 5, Pow 5, Port 5, Comp 5, Rule 5)

RECHARGE [Item Creation]

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You can recharge your magical items rather than create new ones

Prerequisites: Item creation feat for the item in question

Benefit: You may spend 3/4 of the required time, experience, and money recharging an item. You may fully recharge the item or you may recharge the item on a charge-by-charge basis. To recharge a magical device, your recharging cost is 75% of the original item (for each element of creation). To determine the cost for a specific number of charges (if you don't want to fully recharge a device for whatever reason), take the recharging costs and divide them by the maximum number of charges the device can carry. This is your recharge cost per charge.

Special: This feat can only be used with items that have charges. They can only be recharged to the maximum number of charges allowed at the time it was originally created. This uses the optional rule that charged items can be recharged.

Example: Nimrod, the creator, designs a new wand that can make cheese. This wand uses a number of charges based on the kind of cheese made. Nimrod is a 9th level wizard with a 17 Intelligence (I use the alternate charges rule presented under Item Creation). His new wand is created with the ability to hold a maximum of 36 charges (level 9 x Intelligence bonus of +3) for a total of 9 x 4. Nimrod has been using his wand of cheese quite frequently (he's a weremouse) and only has 6 charges left. Since creating his wand, he is now 10th level and also received a boost to his intelligence (now 18)... these have no impact on the wand, because it was created to hold 36 charges... that's all it will ever hold unless Nimrod goes through the initial creation process again (which I might discount slightly). Lets say this wand cost him 5,000gp and 800xp. The recharge cost for this wand is 3,750gp and 600xp. Now lets say that Nimrod doesn't have the XP to spend, but really wants to recharge the wand. He is willing to settle for a smaller recharge, but can only spare 100xps. Now we need to determine the cost per charge. Our recharge cost is 3,750gp and 600xp, so we need to divide those by 36 (the maximum number of charges). The result is 104gp and 17xp for each charge. We said Nimrod had 100xp to spare, so he could add 5 charges (now he has 11 available). The cost of these 5 charges is 520gp and 85xp. Last I heard, Nimrod was working on a wand of wine to go with his cheese.

Balance: 3.5 (Purp 4, Pow 3.5, Port 3.8, Comp 3.4, Rule 2.8)

Comments: This is a big one. Whether you believe recharging should be allowed or not, this is an optional feat related to an optional system. I reduced the benefit from 1/2 to 75% to make it more balanced.

REFLEX SET [General]

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You have honed your reflexes to the point where it is second nature for you to set your weapon against a charging enemy

Prerequisites: Hold the Line, Combat Reflexes

Benefit: When you are charged while holding a weapon that can be set against a charge, you get to make an attack of opportunity before the charge attack is made, and you get the double damage usually associated with setting such a weapon against a charge on this attack of opportunity. This is not cumulative with the normal ready action used to set a weapon against a charge.

Special: Weapons capable of being set against a charge are noted 'a' on the weapons table, Players Handbook page 98-99. This feat supercedes Hold the Line (meaning you don't get two opportunity attacks).

Balance: 4.8 (Purp 5, Pow 4.5, Port 5, Comp 4.7, Rule 5)

Comments: A great reactionary feat that makes perfect sense in large combat scenarios.

RESEARCH GENIUS [Special]

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Allows a spellcaster to create new spells quickly

Prerequisites: Intel 12+, Spellcaster level 5+

Benefit: You may reduce the time required for spell research by 25%.

Note: This is based on the variant spell research rules presented in the DMG.

Balance: 4.1 (Purp 4.2, Pow 4, Port 3.8, Comp 4.6, Rule 4)

Comments: This feat would impact the time, money, material, etc used, so it is more powerful than it appears to be on the surface, but at 25% it is fair and balanced. For games with significant downtime, this would not be as much of a problem.

RESEARCH TRINITY [Special]

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You can greatly reduce one element required for creating new spells by increasing the other elements.

Benefit: When creating a new spell you may greatly reduce one of the requirements (Time, Cost, or Resources), but must double the other two. Time can be reduced to one day/spell level by doubling the cost of the research (2,000gp/spell level) and the size of the library needed (resources); or, you could reduce the cost to 100gp/level of the spell by doubling the time required (2 weeks/spell level) and the size of the library needed (resources); or, you could decrease the resources required (to just your brains and your spellbooks) by doubling both the time (2 weeks/level of the spell) and the cost (2,000gp/level of the spell).

When using this feat for research, the DC for determining success (a Spellcraft check) increases to 15 + the spells level.

Normal: There are three primary elements required for the successful creation of a new spell: Time (one week for each level of the spell), Cost (1,000gp for each level of the spell), and Resources (a well stocked library and a place to test ideas). At the end of the research period, a Spellcraft check against DC 10 + the new spell's level is required to determine success.

Balance: 3.7 (Purp 4.1, Pow 3.5, Port 3.5, Comp 3.3, Rule 4.3)

Comments: This feat has a very real use, and has to be watched for game balance. The library requirement is nebulous, as it is in the original rule, so this feat adds new levels of uncertainty to the DM's task of evaluating a library.

RESTORE EFFORT [Special]

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A spell that has been cast using the Mindless Effort feat may be resumed

Prerequisites: Mindless Effort

Benefit: You may resume concentration of a spell that was cast using the Mindless Effort metamagic feat. You must resume the spell before it expires or the duration ends.

Special: Spells cast using this feat are still limited by the normal duration of the spell cast.

Balance: 4.3 (Purp 4.4, Pow 4.4, Port 4.8, Comp 4, Rule 4.2)

Comments: This is a very specific feat and would usually only be taken by spellcasters interested in spell combat scenarios (which my character is).

RIPOSTE [General, Melee]

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Prerequisite: Weapon Finesse, Expertise, base attack bonus +6 or more

Benefits: When unencumbered, in light armor or less, and wielding a weapon that you have Finesse for, you may make an attack of opportunity against an opponent who tries to attack you in melee and misses.

Special: This does not work if you are denied your dexterity bonus to AC. You cannot use other feats that allow extra attacks (such as cleave) with a riposte.

Notes: This is a fencing technique, and fits well in a renaissance-style game.

Balance: 4.0 (Purp 4, Pow 4, Port 4, Comp 4, Rule 4)

RITUAL SPELL [Metamagic]

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Cast a spell as a six-hour ritual.

Benefit: A spell with a normal casting time of ten minutes or less can be cast as a ritual with a casting time of six hours. The ritual also requires a number of (unskilled) helpers equal to the spell level and must be conducted in a suitable place appropriate to the spell, such as a temple or wizard's sanctum. The benefit is that the spell takes up a spell slot one level lower than normal.

Special: If you have an appropriate sacrifice, perform the ritual at the right time in the right place, have an artifact or item of power or the ritual fits in the story, the DM may reduce the required spell slot even further. Recommended for evil NPCs, whose terrible rituals the PCs must stop.

Notes: This is particularly useful to divine spellcasters, who know high-level spells but normally just can't cast them.

Many cleric spells do very well as rituals. Wizards can learn spells of a level they cannot normally cast, but must scribe it using the standard rules, not take it for free when they go up in level. Sorcerers and bards can never learn spells that they cannot normally cast, and thus find this feat almost useless.

Balance: 4.4 (Purp 4.75, Pow 4.25, Port 4, Comp 4.25, Rule 4.75)

SELF ITEM [Item Creation]

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You may create items with powers linked to you.

Prerequisite: One or more of the following: Craft Magic Arms and Armor, Craft Rod, Craft Wondrous Item, Forge Ring.

Benefit: A magic item created with one of the prerequisite feats can be made as a Self Item. In this case, the XP cost for the item is reduced by 25% (round down), but the item will work only for its creator. If somebody other than the item's creator attempts use it, the item is completely inert. If the item is ever destroyed, the creator will lose XP equal to full, normal XP cost to make the item; this can cause the creator to lose a level of experience. Charged items cannot be made using this feat.

Balance: 3.8 (Purp 3.3, Pow 3.6, Port 4, Comp 3.6, Rule 3.3)

SENSE MAGIC [General]

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You have a highly developed sensitivity to magic

Prerequisite: Spellcraft

Benefit: You can sense whether an object you are handling or a creature you are touching is magical or under the effects of a spell... the very air might be magical in some places. As a full-round action, you can tell whether if an item is magical with a Spellcraft check (DC 20). A success informs you if there is magic present; a failure indicates that it is not.

Special: You cannot retry, take 10, or take 20 when using this feat.

Balance: 4 (Purp 3.8, Pow 4, Port 4.1, Comp 4.3, Rule 4.1)

Comments: This gives the same ability that Spellcraft gave in the 2nd Edition of the game. It is more complicated than just using Spellcraft alone, thus the feat. A great idea!

SHADOWLEAP [Special]

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You are adept at jumping between shadows.

Prerequisites: Shadow jump class ability.

Benefit: Add an extra 20 feet to the distance that you can shadow jump per day.

Normal: Shadow jump is a class ability of the Shadowdancer prestige class, first gained at 4th level.

Special: This feat may be taken multiple times. Each additional Shadowleap feat adds an extra 20 feet to the distance that you can shadow jump per day.

Balance: 4.2 (Purp 4, Pow 4.2, Port 4, Comp 4.6, Rule 4.2)

SHIELD FOCUS [General]

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You wield in a certain type of shield without effort.

Prerequisites: Proficient with shield, base attack bonus +1 or higher

Benefit: When wielding a specified type of shield it inflicts 1 less skill penalty and 5% less Arcane Spell Failure. This cannot reduce the penalties to sub zero levels.

Special: You can gain this feat multiple times. The effects does stack. Each time you take the feat, it applies to a new type of shield.

Balance: 4.7 (Purp 4.75, Pow 4.75, Port 4.75, Comp 4.5, Rule 4.5)

SHIELD MASTERY [General]

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You are especially proficient in blocking attacks with your shield.

Prerequisite: Shield Proficiency, base attack bonus of +1 or higher.

Benefit: When using a buckler, small shield or large shield, you may choose one opponent. Against this opponent, you gain a +2 dodge bonus to AC. If you are using a tower shield, your degree of cover is instead increased by one place.

You may select a new opponent each round. You may not use this feat if you are flanked.

Balance: 4.0 (Purp 4, Pow 4, Port 4.3, Comp 3.6, Rule 4.3)

SHIELD SPECIALIZATION [Special]

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

Prerequisites: 4 fighter levels. Shield Focus in the type of shield.

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

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

Balance: 3.6 (Purp 3.75, Pow 4, Port 3.75, Comp 4.5, Rule 2.25)

SILVER SPOON [General]

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You were born into some privilege and your character starts out with a monetary advantage

Benefit: When creating your character you start with double the maximum starting gold for your class.

Special: This feat may only be taken at first level.

Notes: This can be a big advantage for a low-level warrior type character, but it quickly evaporates as the game progresses.

Balance: 3.9 (Purp 3.5, Pow 3, Port 4.5, Comp 4.5, Rule 4)

SKILL KNACK [General, Trait]

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You have some special quality that enhances one of your skills

Prerequisite: Because you must be somehow extra qualified for the skill in question, your character description should make allowance for such an aptitude. This means you can only pick Skill Knack when creating your character or be the result of some extraordinary event in the characters career, such as being 'gifted' with donkey ears from a curse for a Skill Knack to the listen skill or getting bowlegged from countless hours in the saddle.

Benefit: Choose a skill, such as ride. You have a special knack with that skill. You must have some special ability, such as long limbs for climbers; long fingers for pick pockets, lightning calculator for profession (bookkeeper) or being double-jointed for escape artist. You get a +3 bonus with the skill in question.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a different skill. The bonus does stack with the bonuses provided by skill learning feats, so you can take several feats to be ultra-specialized in a skill. Anyone can use a sense motive check to get a hunch about you (PHB). If the result is at least a 10, they are able to tell which skill you have a Skill Knack for from your appearance.

Balance: 3.8 (Purp 3.5, Pow 4.3, Port 4, Comp 4, Rule 3.6)

Comments: Remember, it can only be taken at 1st level (as a standard trait), or when something happens to the character that would accentuate the skill chosen.

SKILL MASTERY [General]

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Choose a skill that you have a special mastery over

Prerequisites: Skill Focus in the specified skill

Benefit: You get a +4 bonus on all skill checks with that skill

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

Balance: 4.5 (Purp 3.4, Pow 4.6, Port 4.8, Comp 4.8, Rule 4.8)

Comments: Still useful at +4.

SKILL PERFECTION [General]

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Choose a skill in which you have achieved perfection

Prerequisites: Skill Mastery in the specified skill

Benefit: You get a +6 bonus on all skill checks with that skill

Special: You can gain this feat multiple times. Its effects do not stack with Skill Focus, Skill Mastery, or itself. Each time you take this feat, it applies to a new skill.

Balance: 3.7 (Purp 3.2, Pow 3.4, Port 4, Comp 4, Rule 4)

Comments: Normally, +5 should be the max, but this feat breaks that boundary. This is the highest level of perfection a character can obtain with a specific skill using feats for augmentation.

SKILLED PARRY [General]

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You are trained at parrying your opponents attacks

Prerequisite: Base Attack Bonus +5, Proficient with Weapon, Int 13+, Dex 13+, Dodge, Expertise

Benefit: When an opponent attacks you, you are allowed a Reflex Save with DC equal to the opponent's attack roll to avoid all damage from a single attack provided you are not unarmed.

Normal: A character not capable of this feat can forgo their attack to defend themselves and move during a round as a standard action and gain a +4 dodge bonus to Armor Class for that round.

Special: Skilled Parry counts as an attack of opportunity and as such, the number of attacks of opportunity you have each round limits its usage.

Balance: 3.7 (Purp 4, Pow 3, Port 3.75, Comp 3.5, Rule 3.25)

SLOW SPELL [Metamagic]

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You can cast spells more slowly to gain power.

Prerequisites: Any one metamagical feat.

Benefit: Any spell with a casting time of a normal action or less now has a casting time of a full round. The benefit is that the spell takes up a spell slot one level lower than normal. A spell can never become less than its original level through this feat, but the level modification for this feat can be used to offset the level increase from other metamagical feats.

Notes: A sorcerer or bard can use this feat, turning a full-action metamagical spell casting into a full round casting time spell (not the same thing).

Balance: 4.1 (Purp 4, Pow 4, Port 4, Comp 4, Rule 4.5)

SOUL SACRIFICE [Special]

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Allows a sorcerer to know more spells than normal

Prerequisites: Charisma 14+, Toughness

Benefit: The sorcerer may permanently sacrifice a number of hit points to gain additional spell learning levels (Table 3-17, Sorcerer Spells Known). The sorcerer may sacrifice as many hit points as he or she desires. Spells are learned on a direct 1 to 1, hit point to spell level ratio. A cantrip still counts as 1 spell point. The spells learned must be determined at the time of the sacrifice. Once this decision is made, it can never be undone.

Special: This feat may be taken multiple times. Each time taken, the sorcerer must determine the number of hit points to be converted and the specific spells to be learned.

Balance: 4 (Purp 3.8, Pow 4, Port 4.3, Comp 4, Rule 4.3)

Comments: I added toughness as a prerequisite because it made sense for the idea of hurting yourself to gain something. The charisma requirement is to ensure that only the purest blood (a charisma related thing in my opinion) can use this feat.

SPEAR AND SHIELD [General, Melee]

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You have trained in the use of a two-handed spear and shield together

Prerequisite: Shield Proficiency.

Benefit: You can use a halbspear or shortspear two-handed together with a large shield, despite the fact that such weapons normally can't be used together.

Notes: This feat is right at home in ancient Greece, where hoplites used it. The shield is slung over the shoulder and maneuvered with the offhand that simultaneously holds the spear.

Balance: 4.0 (Purp 4, Pow 4.5, Port 3.5, Comp 4, Rule 4)

SPELL AFFINITY [Metamagic]

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Through research, study, introspection or inspiration, a Bard or Sorcerer is able to learn more spells.

Prerequisites: Intelligence 13+, Ability to cast 1st level Arcane spells without preparation.

Benefit: If a Bard or Sorcerer, you gain bonus spells based on your Intelligence attribute. These spells are added to your number of spells known; this feat does not increase the number of spells that you can cast per day.

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

Balance: 3.6 (Purp 4, Pow 3, Port 3.25, Comp 4.25, Rule 3.25)

SPELL LEVEL COMBINATION [General]

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You may combine spell levels using a point-based system

Prerequisite: Primary ability score 13+, Concentration, 10+ ranks in Knowledge (Arcana), Special Training

Benefit: When determining the spells that will be prepared for the day (wizard, cleric, druid, paladin, ranger) or when actually casting the spells (sorcerer, bard), the spellcaster has the ability to mix his spell levels in any combination, so long as the total spell levels prepared/cast do not exceed his prepared /casting capacity or number of spells castable per day. The number of points gained is based on the level of the spell. It is a straight one spell point per spell level exchange. In the case of 0 level spells, each 0-level spell counts as 1/2 of a spell level (i.e. 2 0-level spells equal one spell level). Always round down.

The preparation/casting capacity for a single spell level is based on the spellcasters prime requisite divided by two – the spell level. A number of spell points may be spent to cast spells of a specific level up to the preparation /casting capacity for that level. There is a marked difference between

the number of spell points and the preparation/casting capacity.

Special: This feat does not grant access to higher spell levels than the spellcaster already had access to.

Example: Garfunkle the 3rd level wizard has an intelligence of 14. His total number of spells castable per day are 4/3/2. Using this feat, Garfunkle would have 9 spell points (2 from 0-level spell, 3 from first level spells, and 4 from second level spells). His preparation capacity is 7/6/5. This means Garfunkle can prepare up to 7 cantrips for a single day and still prepare 2 1st level or one second level spell.

Example: Morlock is a 17th level sorcerer with a 24 charisma. He can cast 9/7/7/6/5/5/4/4/2 spells per day. Morlock has 156 spell points. He can cast any spell he knows of any level he can cast by subtracting the number of spell levels needed to cast the spell (and whatever metagmagic requirements might need to be met) from his spell point total. Morlock's casting capacity (regardless of the number of spell points he has) is: 12/11/10/9/8/7/6/5/4.

Note: This feat is only taught at special academies and should require special training on the part of the PC.

Balance: 3 (Purp 3.8, Pow 2.4, Port 3.4, Comp 2, Rule 3.8)

Comments: This is another big one. I've limited its nature even further by adding a lower cap to each spell level, but this feat could still be very powerful in a high level group. This feat is more limiting than it looks at higher levels.

SPELL LEARNING COMBINATION [Special]

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You may combine spell levels for spell learning using a point-based system

Prerequisite: Primary ability score 13+, Concentration, 10+ ranks in Knowledge (Arcana), Special Training

Benefit: Primarily used by Bards and Sorcerers, this feat allows the character to mix his number of spells learnable in any combination. When a class level is gained, each new spell-learning slot is converted to a number of spell-learning points (each spell level of the slot counts as one point). The points are then added to a "learning pool". The character learns spells by spending the appropriate number of spell-learning points for the spell desired. In the case of 0 level spells, each 0-level spell counts as 1/2 of a spell level (i.e. 2 0-level spells equal one spell level).

Special: Once a number of spell-learning points have been spent on learning a particular spell, those spell-learning points are forever removed from that character's learning pool.

Note: This feat is only taught at special academies and should require special training on the part of the PC.

Balance: 3.2 (Purp 4, Pow 3, Port 2.6, Comp 3, Rule 3.6)

Comments: This is a solid feat in itself, but it does give the sorcerer and bard a bit of an edge up on what they are able to do that may be a little powerful for some groups.

SPELL TOUGHNESS [General]

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Choose a school of magic, such as Evocation; you are better able to resist hostile effects from this school

Prerequisite: Base Will save bonus +4 or higher

Benefit: Against spells from the chosen school, you get a +2 bonus to all saving throws.

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

Balance: 4.4 (Purp 4, Pow 4.3, Port 4.3, Comp 4.3, Rule 4.6)

SPIRIT OF VENGEANCE [General, Melee]

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You exact vengeance from your enemies in blood

Benefits: Whenever an opponent wounds you in combat (deals damage to you), your next melee attack against that foe gets a +1 morale bonus to hit and damage. Once you receive this bonus to an attack, the foe must wound you again for you to gain the bonus again. If a foe wounds you multiple times before you attack them, you only gain the bonus once, and to a single attack.

Notes: One of many attack bonus feats, it has more flavor than others, but requires a little book keeping from the player.

Balance: 4.0 (Purp 3, Pow 5, Port 4, Comp 4, Rule 4)

STABLE SPELL [Metamagic]

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You need not concentrate to maintain spells.

Benefit: A stable spell does not need concentration. Any (C) note in the duration field is replaced with a (D) note instead, which allows you to end the spell at will. A Stable Spell uses up a spell slot two levels higher than the spell's actual level.

Special: If you want to control aspects of the spell, such as controlling the movement of an illusion, you must still concentrate while in control. If you don't concentrate, the spell effect will still remain, without changing in any way.

Balance: 4.6 (Purp 4.5, Pow 4.25, Port 4.25, Comp 5, Rule 4.75)

STAND AGAINST SPELL [General]

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Gain an additional fortitude resistance against spells

Prerequisites: Great Fortitude

Benefit: Gain an additional +2 to fortitude saves.

Special: This feat stacks with Great Fortitude.

Balance: 4.2 (Purp 3.2, Pow 4.5, Port 4.7, Comp 4.5, Rule 4.5)

Comments: This feat augments your ability to stand strong against a great number of spells.

STONE THROWER [General, Ranged]

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Just as a monk can slay with his fists your skill turns a common stone into a dangerous missile

Benefits: You treat normal stones between 1 and 5 pounds as a simple ranged weapon. A typical stone deals 1D6 damage, has a threat of 20 X2, and has a range increment of 20. A poor stone has the same stats but deals only 1D4 damage. You may find a typical stone in some outdoor environments (DM's discretion) as a full round action, or a poor stone as a move equivalent action. You may take all the usual weapon feats using stone as a weapon of choice.

Normal: A stone is considered an improvised weapon and deals small amounts of subdual damage.

Notes: This feat is not just about throwing rocks fairly well, but treats throwing rocks as a martial proficiency like a monks use of his hands. You have a throwing technique that you constantly practice and perfect like a baseball pitcher or the like. Your skill makes up for the irregularity of the weapon itself.

Balance: 4.0 (Purp 4, Pow 4, Port 4, Comp 4, Rule 4)

STYLIZE SPELL [Metamagic]

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You can add illusionary elements to your spells that make them more spectacular, but not more powerful.

Prerequisites: Access to the illusion school (or a lack of prohibition against using it)

Benefits: You can subtly change the appearance, sound, taste or smell of spells you cast. The changes to the spell must not have any appreciable game effect outside of making the caster seem impressive. For instance, making a wall of fire appear as something that isn't hot and dangerous would be out of the question, but having it whisper your name would be acceptable. The effects of this spell should never make something dangerous seem less so or something safe seem dangerous. It should never change the apparent area of effect of the spell, disguise the spell in any way, or simulate the appearance of another spell.

Notes: The DM should be careful not to allow the caster to gain a practical benefit from this feat aside from personal reactions of spectators.

Balance: 4.8 (Purp 5, Pow 5, Port 4, Comp 5, Rule 5)

SUDDEN ACTION [General]

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You may make a quick and decisive attack at the start of combat.

Prerequisite: Improved Initiative, Mobility, Quick Draw, Combat Reflexes

Benefit: If a combat begins with a surprise round and you are not surprised, you may draw your weapon (a free action) and take a partial action before initiative is rolled. This partial action may only be used to attack a surprised opponent, but a 5-foot step is allowed before or after the attack.

You may also make draw your weapon and make a surprise attack in a non-combat situation with the use of this feat; the target of the attack is considered surprised.

Balance: 3.3 (Purp 3, Pow 3.6, Port 3.3, Comp 3.3, Rule 3.3)

TAP ITEM [Item Creation]

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You may draw upon the power of other magic items to create new items

Prerequisite: One or more of the following: Craft Magic Arms and Armor, Craft Rod, Craft Wondrous Item, Forge Ring.

Benefit: When creating a new magic item using one of the prerequisite feats, you may draw up to half of the XP cost from another, existing item of the same type. The item from which the energy is taken is destroyed in the process. The item tapped cannot be cursed, and this feat has no effect on

minor or major artifacts. The amount of XP that can be drawn from any item is equal to half of the XP that would be necessary to create that item. If an item has charges, its original XP value is reduced by the fraction of charges used.

Balance: 4.4 (Purp 4.6, Pow 4, Port 4.3, Comp 4, Rule 4.6)

TEAM FIGHTING [General, Melee]

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YoYoDyne@webweaver.zzn.com

You know how to fight as a pair, group, and in formation.

Prerequisite: Base attack modifier of +1 or better.

Benefit: Two or more people can fight together as a team. The team members block and parry blows for each other. Team members also work together to open up opponent's weaknesses. Team members need to be within each others threatened area and every team member needs to have the feat. Each person having Team Fighting gets a +1 to hit bonus and a +1 Armor Class bonus. Also, if two people have Team Fighting they can switch carried items as a free action. This would allow one person to reload a Heavy Crossbow or Repeating Crossbow while the other fires, thus one character could fire the Heavy Crossbow every round while the other guy is loading.

Comment: This feat can be used to model the extra effectiveness of Swiss pike men, Monks fighting together, or Athenian bonded battle partners.

Balance: 4.2 (Purp 4.5, Pow 4.25, Port 4, Comp 3.75, Rule 4.5)

TOUCH MASTERY [General, Melee, Ranged]

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You have an innate understanding of how touch attacks are best used during combat

Prerequisites: Knowledge (combat), Base Attack Bonus of +3 or better

Benefit: In addition to any other touch based attack bonuses, you may add your intelligence modifier to your attack roll when making touch attacks.

Special: To gain this benefit, you must be able to assess your opponent completely for at least three rounds of combat. During this period of study you are only able to take a partial action each round. The effect lasts until the end of the encounter.

Balance: 4 (Purp 4.2, Pow 3.8, Port 4, Comp 3.6, Rule 4.4)

Comments: This could be very powerful in the hands of a wizard, but the requirements during combat can offset most of that.

The mechanic of "assessing your opponent... for at least three rounds" is not well defined. I would recommend that the DM create an exact definition of this mechanic.

TOUCH TO RAY [Metamagic]

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You can cast touch spells as ranged touch attacks

Benefit: Any touch spell can be prepared and/or cast as a ranged touch attack with a range of close (25 ft. + 5 ft. for every 2 full caster levels). A touch spell prepared or cast in this manner uses up a spell slot two levels higher than the spell's actual level.

Balance: 4.2 (Purp 4.3, Pow 4, Port 4.3, Comp 4.3, Rule 4.3)

TRANSFERENCE [Item Creation]

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Allows a spellcaster to draw from the life force of another while using item creation feats

Prerequisites: Any item creation feat

Benefit: While touching another creature, use their XPs to fuel an item creation feat instead of your own.

Special: The creature touched must be a willing subject with an intelligence of 3 or greater. Any magic used to control the creature will cause the effort to fail.

Note: Under no circumstances can another creature ever be forced (even through a wish spell) to succumb to the effects of this feat. It MUST be a voluntary action.

Balance: 4.5 (Purp 4.6, Pow 4.4, Port 4.2, Comp 4.8, Rule 4.6)

Comments: This feat takes the onus off the wizard to create items that he will never use.

TRICK SPELL [Metamagic]

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Opposing spellcasters cannot identify your spells.

Prerequisite: Spell Focus

Benefit: The DC for others to identify the name or school of a Trick Spell is increased by +4. Trick Spells cannot be counterspelled normally. Dispel Magic can be used per its description to counterspell a spell prepared as a Trick Spell.

A spellcaster must have Spell Focus in the school of the spell that he or she wishes to prepare as a Trick Spell. A Trick Spell uses up a spell slot one level higher than the spell's actual level.

Balance: 4.2 (Purp 4.3, Pow 4, Port 4.3, Comp 4, Rule 4.3)

TUMBLING ATTACK [General]

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Execute a startling series of attacks while you tumble through your enemy's midsts.

Prerequisites: Dex 15+, Dodge, Int 13+, Expertise, Mobility, Spring Attack, base attack +6, Tumble Skill, Skill Focus - tumble

Benefit: As a full attack action, you are able to tumble up to 20 feet, and, if you succeed at your tumble check (see Tumble skill, PHB), you suffer no attacks of opportunity and you may make your full number of attacks while you tumble. However, you are able to attack no more than once from any single five foot square through which you move (including the squares in which you start and finish the tumble). Even with this feat, the move is so difficult to execute that it adds +2 to the DC of your tumble check and all attacks suffer -2 penalty to hit. If you fail your tumble check, you suffer attacks of opportunity normally and can make only a single attack.

Normal: You tumble as a move action and can make a single attack as a standard action.

Special: This feat cannot be used with ranged attacks or reach weapons. If you are using two weapons or a double weapon, you still may only attack once from each square, so that the maximum number of attacks you can execute is 5.

Balance: 4.1 (Purp 4.75, Pow 3.75, Port 4, Comp 3.25, Rule 4.5)

TWIN WEAPON FIGHTING [General, Melee]

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You can wield a matching pair of weapons, one in each hand, with extraordinary ability.

Prerequisites: Ambidexterity, Two-Weapon Fighting, base attack bonus +6 or higher.

Benefit: Choose a one-handed weapon, based on your size. When wielding one of the chosen weapons in each hand, you wield the weapon in your off-hand as if it were a light weapon.

Normal: With the Ambidexterity and Two-Weapon Fighting feats, you can normally wield a pair of one-handed weapons at a 4 attack penalty with your primary and secondary weapons. This feat reduces the attack penalty to 2 with your primary and secondary weapons, the same penalties that you would have if you had a light weapon in your off-hand.

Balance: 4.3 (Purp 3.75, Pow 4.25, Port 4.25, Comp 4.75, Rule 4.5)

VENTRILOQUISM [General]

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You have learned to throw your voice, making it appear to come from someplace else

Prerequisite: Perform (with training as a ventriloquist)

Benefit: As a standard action, you can use the Perform skill to make your voice appear to come from another location. You must decide where you want your voice to appear to come from; the difficulty is equal to the number of feet away you wish to throw your voice. If there is something there that moves in a manner suggestive of speech or of making the sounds you are throwing, reduce the difficulty by 10. Listeners can try to realize what you are doing with an opposed listen roll, but such a listen roll is subject to normal range penalties.

Normal: Any performer who has chosen this field (see PHB) can learn to do this on stage, using a puppet, but with this feat, you can do it in action and be convincing.

Balance: 3.9 (Purp 3.9, Pow 3.9, Port 4.4, Comp 4.1, Rule 3.6)

Comments: Another skill enhancing feat that goes beyond the range of a standard skill.

VIGILANT PSYCHIC DEFENDER [Psionic]

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You are adept at defending yourself in psionic combat

Prerequisites: Psychic Bastion, reserve power points 2+

Benefit: You are able to react instantly to psionic attack and can raise a psionic defense mode even when caught flat-footed. Raising a psionic defense mode in this manner requires you to pay power points equal to the cost of the defense + 1.

Normal: A psionic defender cannot normally raise a defense mode when caught flat-footed.

Balance: 4.3 (Purp 4, Pow 4.25, Port 4.25, Comp 4.5, Rule 4.25)

VITAL STRIKE [Special, Fighter Only]

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Choose one type of melee weapon such as longsword or great axe; with that weapon, your attacks strike true

Prerequisite: Weapon Specialization with the weapon, Power Attack, base attack bonus +8 or higher

Benefit: Any threat roll that also is a successful attack with the weapon always results in a Critical Hit.

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

Balance: 4.1 (Purp 3.6, Pow 3.6, Port 4.3, Comp 5, Rule 3.6)

WEAPON TRICKS [General, Melee]

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You can change the type of damage you do with melee weapons.

Benefit: Many types of melee weapons can conceivably do two different types of damage. Examples are swords (could do slashing or piercing), picks (could do bludgeoning or piercing) and single-edged or bludgeon-backed axes (could do slashing and bludgeoning). When wielding such a weapon, you can opt to do either of the two types of damage.

Notes: The DM is the final arbiter on what types of damage a weapon can do, based on the illustration, common sense and his knowledge on how these weapons are used in real life. If in doubt, go with your gut feeling.

Balance: 4.6 (Purp 4.5, Pow 4.5, Port 4.75, Comp 4.25, Rule 4.75)

WHIRLWIND STRIKE [General, Martial]

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Adapted from the Dungeon & Dragons Player's Handbook

You are able to attack nearby foes in a whirlwind of spinning kicks and strikes.

Prerequisites: Wis 13+, Dex 13+, Dodge, Mobility, Spring Attack, Improved Unarmed Strike, base attack bonus +4 or higher.

Benefit: When performing the full attack action, you give up all of your attacks and can instead make one unarmed attack against each opponent within 5 feet at your full base attack bonus.

Special: Monks may use this feat when unarmed or when armed with a kama, nunchaku or siangham.

Notes: This is a modified form of the standard Whirlwind Attack feat adjusted for use by Monks and characters adept in unarmed combat. Characters cannot combine this feat with use of any weapon except as outlined above.

Balance: 3.5 (Purp 2.6, Pow 3.8, Port 3.8, Comp 4, Rule 3.4)

APPENDIX B. FEATS BY RATING

- 5.0 Rank Fighting
- 5.0 Controlled Burst
- 4.9 Pack Mule
- 4.8 Stylize Spell
- 4.8 Reflex Set
- 4.8 Light Sleeper
- 4.8 Improved Subdue
- 4.7 Shield Focus
- 4.7 Quick Defense
- 4.7 Lethal Fist
- 4.7 Fiery Rage
- 4.7 Ducking Shot
- 4.6 Weapon Tricks
- 4.6 Stable Spell
- 4.6 Pack Attack
- 4.6 Mindless Effort
- 4.6 Improved Dodge
- 4.6 Flashy Attack
- 4.6 Campaigner
- 4.6 Armor Focus
- 4.6 Arcane Understanding
- 4.5 Transference
- 4.5 Skill Mastery
- 4.5 Poison Resistance
- 4.5 Night Owl
- 4.5 Natural Leader
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- 4.5 Expand Spell
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- 4.5 Discover Psionic Combat Mode
- 4.5 Destructive Force
- 4.5 Cleave Asunder
- 4.5 Armored Caster
- 4.5 Aggressive Casting
- 4.4 Tap Item
- 4.4 Spell Toughness
- 4.4 Ritual Spell
- 4.4 Pole Fighting
- 4.4 Life Line
- 4.4 Improvised Weapons
- 4.4 Improved Far Shot
- 4.4 Hole in the Middle
- 4.4 Herculean Effort
- 4.4 Hardy Brawler
- 4.4 Fast Item Creation
- 4.4 Cross Class Learning
- 4.4 Concerted Attack
- 4.4 Battle Leader
- 4.4 Area Control
- 4.3 Vigilant Psychic Defender
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- 4.3 Create Opportunity
- 4.3 Aerobatics
- 4.2 Trick Spell
- 4.2 Touch to Ray
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- 4.2 Stand Against Spell
- 4.2 Shadowleap
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- 4.2 Pin Weapon
- 4.2 Penetrating Shot
- 4.2 Minor Spell Mastery
- 4.2 Minds Eye
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- 4.2 Learning Sacrifice
- 4.2 Improved Feint
- 4.2 Improved Caster Level
- 4.2 Impact Spell
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- 4.2 Fearsome Display
- 4.2 Defensive Study
- 4.2 Bookworm
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- 4.0 Touch Mastery
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- 4.0 Shield Mastery
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- 3.9 Ventriloquism
- 3.9 Silver Spoon
- 3.9 Psionic Attack Focus
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- 3.9 Poison Use
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3.9 Pain Is My Friend
3.9 Pack Initiative
3.9 Opportunity Counterspell
3.9 Body Combat
3.8 Skill Knack
3.8 Self Item
3.8 Prophetic Dreamer
3.8 Greater Psionic Attack Focus
3.8 Fracture
3.8 Called Shot
3.8 Accurate Attack
3.7 Skilled Parry
3.7 Skill Perfection
3.7 Research Trinity
3.7 Magic Secret
3.7 Expert Cover
3.7 Expanded Domains
3.7 Determined Soul
3.7 Deft Lunge
3.6 Spell Affinity
3.6 Shield Specialization

3.6 Learning Mastery
3.6 Inspiring Leader
3.6 Improved Sneak Attack
3.6 Improved Combat Focus
3.6 Gifted Learner
3.6 Armor Specialization
3.6 Ambitious Leader
3.5 Whirlwind Strike
3.5 Recharge
3.5 Defensive Stance
3.5 Camouflage
3.4 Ki Of The Masters
3.4 Combat Surge
3.4 Combat Focus
3.4 Clinch
3.3 Sudden Action
3.2 Spell Level Combination
3.2 Manic Depressive
3.0 Spell Learning Combination