

Feats: Changes from the Core Rules

- The general concept of a feat is the same but the feats themselves have had a complete overhaul. I've made an across-the-board effort to make feats a bit more balanced. Feats that were generally considered broken or overpowered have been removed or revised. (Examples: Power Attack, Spirited Charge, and item creation feats). Some feats no longer make sense in the context of Enlightened Grogard and have been removed.
- Many feats have been added, especially to give more options to martial characters.
- PCs now gain a feat every level and often even more frequently (see chapter 3: Classes)
- Feats no longer have a “type” (e.g., Metamagic feats or Fighter bonus feats). Instead, access to feats is restricted via areas of mastery.
- Class and racial abilities have been converted into feats.
- Most feats that grant bonuses or penalties have been revised to instead grant or remove tokens.
- Item Creation feats have been removed from the game. In practice any feat that presents an unlimited supply of magic items is not only unbalancing but destroys the specialness of such items. Removing these feats does not mean that players can not create magic items, but such creation is now firmly under the control of the DM.

Feats

Each character has a certain number of special abilities or qualities called feats. A paladin's healing touch, a barbarian's rage, a rogue's sneak attack: all of these are feats. Feats are the way that a character's experiences and training have manifested to make them heroes or anti-heroes.

By default, all characters gain 2 feats at first level and one additional feat for each level after that. Human characters receive two bonus feats at first level and half-elves receive one. Additionally, some classes grant bonus feats.

To select a feat, the character must meet the specified prerequisites and must possess the areas of mastery (if any) that are listed for the ability. Your DM has final say in whether or not you may use a certain feat.

Custom Feats

You are encouraged to cooperate with your DM to create custom feats for your PC. Use the feats in this chapter to help you create a feat with an appropriate power level that fits your campaign.

Taking a Feat More than Once

In general, you can not take a feat more than once. However some feats grant an exception to this in their descriptions.

Areas of Mastery

Most feats require that you have a greater area of mastery and a lesser area of mastery before you can take the feat. The specific areas of mastery you gain are granted by the class(es) that your PC has. You can only select feats using the areas of mastery from your latest class. (Exception: See the Refocused Mastery feat.) The table below shows which areas of mastery are associated with each class.

Greater Area of Mastery	Lesser Area of Mastery	Barbarian	Bard	Cleric	Druid	Fighter	Monk	Paladin	Ranger	Rogue	Sorcerer	Wizard
none	Companion	x	x	x	x	x		x	x	x	x	x
Combat		x	x	x	x	x	x	x	x	x		
	Agility		x			x	x		x	x		
	Courage					x		x				
	Expertise		x			x	x		x	x		
	Intuition	x		x	x	x	x	x	x	x		
	Leadership		x	x		x		x				
	Mounted Combat					x		x				
	Power Attack	x				x		x	x	x		
	Ranged					x			x			
	Stamina	x				x	x	x	x	x		
	Two-Weapon Fighting		x			x	x		x	x		
	Unarmed	x			x	x	x			x		
	Weapon					x	x	x		x		
Skulduggery										x		
Primal		x										
Stance						x						
Alternate Form		x			x							
	Totem	x			x							
	Wild Shape				x							
Performance			x									
Ki	(all)						x					
Divine				x				x				
	Companion							x				
	Faith			x				x				
	Divine Wrath							x				
	Channeling			x				x				
	Domain			x								
Nature		x			x				x			
	Companion				x				x			
	Flora				x				x			
	Fauna				x				x			
	Hunter								x			
Arcane											x	x
	Bloodline										x	
Magic			x	x	x						x	x
	Metamagic		x	x	x						x	x

Feat Lists

The tables in this section provide a short list of all the feats indexed by greater area of mastery. You can use these lists to quickly evaluate feats that your PC qualifies for. To get complete details of a feat, refer to the feat descriptions in the next section.

General Feats

These feats require no areas of mastery and can be taken by any PC who meets the prerequisites.

Name	Prerequisites	Brief Description
Alternative Defense		Use a different ability bonus for one defense.
Alternative Skill Ability		Use an alternative ability bonus for one skill.
Armor Proficiency, Heavy	Proficient with Medium Armor; Con 15	You gain proficiency with heavy armor
Armor Proficiency, Light		You gain proficiency with light armor
Armor Proficiency, Medium	Proficient with Light Armor; Con 13	You gain proficiency with medium armor
Bottomless Courage	Cha 13	Resistant to fear effects
Clear Mind	Wis 13	Resistant to being confused
Exotic Weapon Proficiency	Proficient with three martial weapons	You gain proficiency with one exotic weapon.
Germane Recovery	human or no negative ability modifiers	+1 bonus to all saving throws
Improved Initiative	Dex 13	Double your Dexterity bonus to initiative.
Iron Skull	Strong Focus, Con 13	Resistant to being dazed
Iron Skull, Improved	Iron Skull, Con 15	Resistant to being stunned
Iron Stomach	Con 13	Resistant to being sickened or nauseated.
Jack of All Trades		+2 bonus to all untrained skills
Jack of All Trades, Greater	Jack of all Trades	You are considered trained in all skills
Magical Knack	1 rank in Spellcraft	You can activate most magic items
Open-Minded		You gain 5 skill ranks
Perfect Balance	Dex 13	Resistant to becoming unbalanced
Practiced Caster	1 rank in Spellcraft	One spell stays at highest enhancement level
Refocused Attack		Direct a BAB bonus to a different BAB.
Refocused Mastery		Use a lesser area of mastery with any class.
Shield Focus	Con 13	+1 to AC bonus from a shield
Shield Proficiency		You gain proficiency with shields
Skill Focus		+3 bonus to one skill modifier
Stalwart Senses	Con 13	Resistant to being blinded/deafened.
Strong Focus		Resistant to being distracted
Tactical Efficiency	Int 13	You can buy an additional swift action.

Tower Shield Proficiency	Shield Proficiency	You gain proficiency with tower shields.
Trained Rider		You are more skilled with mounts.
Uncanny Craftsperson		You gain craft specialties as needed.
Uncanny Knowledge		You gain knowledge specialties as needed.
Uncanny Linguist		You gain linguistics specialties as needed.
Uncanny Professional		You gain Profession specialties as needed.
Unimpeded Step	Str 13	Resistant to being slowed.
Unimpeded Step, Improved	Unimpeded Step, Str 15	Resistant to being immobilized or paralyzed.
Weapon Proficiency		You gain proficiency with one weapon.

Racial Feats

These feats deal with abilities a PC gains by virtue of being a certain race. These feats require no areas of mastery and can be taken by any PC who meets the prerequisites.

Name	Prerequisites	Brief Description
Aasimar Arcana	Aasimar; Cha 10 or higher	You can cast the <i>light</i> spell
Aasimar Resistance	Aasimar; Con 13 or higher	You gain resistance 5 to electricity damage
Bigfolk Assailant	Halfling; Bigfolk Threat	+1 bonus with dagger or shortsword.
Bigfolk Threat	Halfling	Gain tokens when fighting larger opponents
Drow Arcana	Drow Elf; Cha 10 or higher	You can cast minor light spells
Drow Arcana, Greater	Drow Arcana; Cha 12 or higher; 3 ranks in Spellcraft	You can cast the <i>levitate</i> spell
Drow Sleep Poison	Drow Elf	You can use drow sleep poison
Duergar Arcana	Duergar; Int 10 or higher	You can cast the <i>enlarge</i> spell
Duergar Arcana, Greater	Duergar Arcana; Int 12 or higher; 4 ranks in Spellcraft	You can cast the <i>invisibility</i> spell
Dwarven Resilience	Dwarf	Take 1 Con damage to gain +10 hit points.
Effortless Load	Halfling	You can carry more gear than normal.
Faerie Blink	Elf or Gnome; Cha 13 or higher; 5 ranks in Spellcraft	You can cast the <i>blink</i> spell
Forest Gnome's Step	Forest Gnome	You gain the Woodland Stride feat
Giant Dodger	Dwarf or Gnome	Gain speed tokens when fighting giants
Gnome Arcana	Rock Gnome; Cha 10 or higher	You can cast three cantrips

Gnome Illusionist	Gnome; 1 rank in Spellcraft	You can cast more powerful illusion spells.
Gnomish Prank Sight	Gnome; 5 ranks in Spellcraft	You automatically recognize some illusions
Goblin-Bane	Dwarf	Gain tokens when fighting orcs or goblinoids
Halfling Slinger	Halfling	Gain bonuses with slings and thrown weapons
Native Tongue	Aasimar, Tiefling, Elf or Gnome	Fluent in Celestial, Infernal or Sylvan
Racial Spell Resistance	Aasimar, Dwarf, Drow Elf, Svirfneblin or Tiefling	Always succeed on third saving throw.
Ruthless Attacker	Half-Orc	Take damage to reroll attack
Svirfneblin Arcana	Svirfneblin; Int 10 or higher	You can cast the <i>veil</i> spell
Svirfneblin Arcana, Greater	Svirfneblin Arcana; Int 12 or higher; 4 ranks in Spellcraft	You can cast the <i>blur</i> spell
Tiefling Arcana	Tiefling; Cha 10 or higher	You can cast the <i>darkness</i> spell

Class Feats

These feats are specific to a given class. These feats require no areas of mastery and can be taken by any PC who meets the prerequisites.

Name	Prerequisites	Brief Description
Animal Ferocity	Druid	You are better at melee combat
Battle Priest	Cleric	Adjust BAB bonuses from the Cleric class.
Hidden Talents	Rogue	Apply bonuses to any BAB
Lessons from the Street	Rogue	Apply your class skill bonus to other skills
Repressed Rage	Barbarian	Multiclass freely
Second Skin	Barbarian	Hide armor is treated as light armor for you.
Spellbook Mastery	Wizard	Swiftly find a spell in your spellbook
Steel Teeth	Barbarian	You can use metal weapons
Unorthodox Past	Bard	Adjust BAB bonuses from the Bard class.

Companion Feats

Companions are devoted friends that accompany you on your adventures. In combat, your companion uses your defenses and saving throws. It uses your highest attack modifier for all its attacks. Your companion's ability scores are typical for its species though in some cases the creature's Intelligence must be raised to meet a minimum requirement. The creature does not use your skill modifiers. Instead, its skills are typical for its species. The creature has exactly half as many hit points as you do.

Your companion has the movement modes typical of its species. When attacking with its natural weapons, your companion deals damage typical for its species. Your companion retains any special qualities or attacks that are associated with its species.

Your companion only acts on your command. Commanding your companion is a swift action. A command must be something that the creature can execute as a single swift action, move action or standard action. Your companion can take an attack of opportunity, but if it does so you may not make an attack of opportunity that is triggered by the same action. If at any time you abuse your relationship with your companion, it abandons you and you lose the benefit of your companion feat. At the DM's option, this loss may permanent or temporary.

If your companion dies, you are able to bond with a new companion once circumstances allow for this. Your choice of companion can be unbalancing for the campaign. Be sure to consult with your DM before selecting one for your character.

Some of these feats require you have an associated greater area of mastery as listed in the prerequisites.

Name	Prerequisites	Brief Description
Animal Companion	Nature area of mastery, 1 rank in Handle Animal	You gain the companionship of a wild animal
Cohort	Cha 13 or higher, Character level 5	You gain a loyal servant.
Divine Mount	Divine area of mastery, 1 rank in Handle Animal, Character level 4	You gain an extra planar mount.
Familiar	Arcane area of mastery	Tiny or fine magical creature companion
Familiar, Improved	Familiar, 5 ranks in Knowledge	Small or medium magical creature companion
Pet	1 rank in Handle Animal	You gain a loyal pet.
Shared Move	Any companion feat	Share your move action with your companion
Shared Opportunity	Animal Companion, Cohort, Familiar, or Improved Familiar	Companion attack or opportunity is free
Beast Master	Animal Companion, Shared Move, Improved Animal Whisperer	You gain a second animal companion
Swarm Companion	Animal Companion, Shared Move, Improved Animal Whisperer	Take a swarm as an animal companion.

Combat [Greater]

Feats that require the Combat area of mastery pertain directly to actions in battle. These feats are presented below with one table per lesser area of mastery.

Agility [Lesser]

These feats are used by combatants who rely upon mobility and speed rather than raw strength and endurance.

Name	Prerequisites	Brief Description
Combat Reflexes	Dex 13	You may take additional opportunity attacks
Coordinated Strike	Unwelcome Swap	Gain speed token from unbalanced creature
Coordinated Swap	1 rank in Acrobatics	You can swap squares with an ally
Counter Tumble	Dex 13	Make opportunity attacks against tumblers
Defensive Roll	6 ranks in Acrobatics	Reduce damage from a serious blow
Defensive Tumble	Tumble	Gain more tokens from total defense
Diverting Defense	Dodge; 5 ranks in Acrobatics	Redirect an attack that misses you
Fast Tumble	Tumble; 10 ranks in Acrobatics	Move your full speed when tumbling
Kip Up	Tumble; 5 ranks in Acrobatics	You can stand up from prone as a swift action or avoid granting tokens for standing up.
Light Foot	Small humanoid; base speed 4 squares; Dex 13	Your speed increases to 6 squares.
Lightning Reflexes	Dex 13	+2 bonus to your Reflex defense
Lightning Reflexes, Greater	Lightning Reflexes	+2/+1 to your Reflex defense/saves
Prone Fighting	Dex 13	Enemies can't gain tokens when you are prone
Quick Draw	Dex 13	Draw items as a free action
Reactive Grab	3 ranks in Acrobatics	Grab an opponent who misses you
Reactive Step	3 ranks in Acrobatics	Move 1 square when opponent misses
Reactive Step, Improved	Reactive Step, 6 ranks in Acrobatics	Opponent follows your reactive step
Thwarting Step	Dex 15	Take a step and unbalance adjacent foes
Tumble	Dex 13; a passive Acrobatics of 15 or higher	Avoid one attack of opportunity per move
Tumble, Greater	Tumble; a passive Acrobatics of 20 or higher	Avoid all attacks of opportunity for movement
Unblocked Tumble	Tumble; a passive Acrobatics of 25 or higher	Move through enemy squares
Underfoot	Unblocked Tumble; Size small	You can end your turn in an opponent's square
Unexpected Tumble	Tumble	Gain speed tokens for using tumble
Unhindered Tumble	Tumble	You ignore difficult terrain unless it is magically created.
Unwelcome Swap	Coordinated Swap; Reactive Step; 5 ranks in Acrobatics	Swap with unwilling creatures
Wrestler's Training	1 rank in Acrobatics; 1	You gain a +5 bonus to Acrobatics checks to

rank in Athletics

escape a grab, grapple or pin.

Courage [Lesser]

These feats are for warriors who strive for a formidable presence on the battlefield.

Name	Prerequisites	Brief Description
Challenge	Cha 13 or the Stance area of mastery	Force a foe to focus on you.
Challenger's Gambit	Inspiring Challenge	Trade tokens with a challengee
Dangerous Challenge	Treacherous Challenge	Make an opportunity attack against challengee
Dual Challenge	Challenge	You may challenge up to two creatures at once.
Harrowing Challenge	Dangerous Challenge	Charge challengee as an opportunity attack
Inspiring Challenge	Challenge	Gain tokens when adjacent to challengee
Protective Challenge	Challenge	You absorb damage when challenge is ignored
Punishing Challenge	Treacherous Challenge	You deal extra damage and issue a challenge.
Rewarding Challenge	Challenge	Gain tokens for defeating challengee
Righteous Fury	Cha 15	Add your Cha bonus to an ally's attack
Stalwart Defense	Cha 15, Challenge	Add your Cha bonus to your defense
Treacherous Challenge	Challenge	Difficult for challengee to move away

Stamina [Lesser]

These feats are for warriors who win battles by enduring as much punishment as they dish out.

Name	Prerequisites	Brief Description
Armor Mastery	Proficient with Light or Medium Armor; Str 13	Ignore some medium armor penalties
Armor Mastery, Greater	Armor Mastery, Heavy Armor Proficiency	Ignore some heavy armor penalties
Diehard		You are not unconscious at negative hit points
Fast Movement	Con 13	Your base speed increases by 2 squares
Great Fortitude	Con 13	+2 bonus to your Fortitude defense
Greater Fortitude	Great Fortitude	+2/+1 bonus to your Fortitude defense/saves
Internal Resolve	Con 15	Take Str damage to heal Con damage.
Toughness	Con 13	You maximum hit points increase

Expertise [Lesser]

These feats are for warriors who have studied the fine art of one-on-one melee combat.

Name	Prerequisites	Brief Description
Blind Fighting	1 rank in Sense Motive	Invisible creatures are treated as concealed

Dodge	1 rank in Acrobatics	You gain a +1 dodge bonus to AC.
Expert Parry	Parry	Limit tokens granted to foes by your parry
Feint	1 rank in Bluff	Use Bluff skill to steal speed tokens
Feint, Improved	Feint	Gain more tokens from Feint
Fencer	Dodge, Parry, Feint	Gain 1 token with a successful attack
Improved Defensive Attack		More tokens for defensive fighting
Improved Disarm	1 rank in Sleight of Hand	Force a foe to drop a held item
Improved Flank	Dex BAB +5	Gain 3 power tokens from flanking
Luring Move	3 ranks in Acrobatics	A foe that misses you becomes unbalanced
Mobility	Dodge	You gain a +5 dodge bonus to AC versus opportunity attacks.
Omnipresent Blade	Dex BAB +5	Gain tokens when sharing a foe
Parry	Dex BAB +1	Avoid a hit by making yourself vulnerable
Predictive Strike	1 rank in Sense Motive, Combat Reflexes	You can retaliate against all attackers.
Punishing Strike	Dex BAB +1	Deal +5 damage with an opportunity attack
Spring Attack	Mobility; Dex BAB +4	Move both before and after an attack
Spring Attack, Improved	Spring Attack, Dex BAB +6	You need not move both before and after
Trip	Dex BAB +3	Knock your opponent prone
Weapon Finesse	Dex BAB +1	+2 bonus to damage with Dex BAB
Weapon Finesse, Improved	Weapon Finesse, Dex BAB +3	+4 bonus to damage with Dex BAB

Intuition [Lesser]

Insight can grant you an important edge in combat.

Name	Prerequisites	Brief Description
Iron Will	Wis 13	+2 bonus to your Will defense
Iron Will, Greater	Iron Will	+2/+1 bonus to your Will defense/saves
Danger Sense	Wis 13, Improved Initiative	Add your Wisdom bonus to initiative rolls
Eyes in the Back of your Head	Wis 15	Your opponents can not gain tokens due to flanking you.

Leadership [Lesser]

The greatest of warriors lend their prowess to those around them.

Name	Prerequisites	Brief Description
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Aura of Menace	Cha 13, Str 15	NPCs fear you
Combat Leader	Cha 13	Retroactive +1 bonus costs 2 tokens
Combat Leader, Greater	Combat Leader	Allies within 2 squares of you can benefit
Coordinated Move	Combat Leader	Grant a move action to all allies
Encouraging Word		Grant a saving throw as a free action
Presence of Command	Cha 15	NPCs obey your orders
Timely Advice		Allow an ally to reroll a skill check.
Timely Advice, Improved	Timely Advice	Use Timely Advice more freely.

Mounted Combat [Lesser]

These feats are designed to enhance the partnership of mount and rider.

Name	Prerequisites	Brief Description
Battle Rider	Trained Rider, 1 rank in Handle Animal	You can use both hands while mounted
Beast Shield	Battle Rider, 6 ranks in Handle Animal	Duck behind your mount for cover
Fast Rider	Trained Rider, 1 rank in Handle Animal	Your mount moves faster
Mounted Combat	Battle Rider	Guide your mount to improve its defenses
Mounted Combat, Improved	Mounted Combat, 3 ranks in Handle Animal	Guide your mount's attacks
Ride-By Attack	Battle Rider, Str BAB +3, Dex BAB +3	Move before and after a mounted charge
Spirited Charge	Warbeast Rider, 9 ranks in Handle Animal	Deal more damage with a mounted charge.
Rearing Attack	Warbeast Rider, 6 ranks in Handle Animal	Knock foe prone with your mount's attacks.
Warbeast Rider	Battle Rider, 1 rank in Handle Animal	Attack with your mount.

Power Attack [Lesser]

These feats are for warriors that rely upon sheer physical might. These feats can only be used when you attack with your Strength BAB.

Name	Prerequisites	Brief Description
Ankle Shot	Brutal Attacker	Unbalance your foe on a hit.
Brutal Attacker	Str 15	+1 damage per power token spent
Bull Rush, Improved		Push your foe without an opportunity attack
Cleave	Str BAB +3	Attack multiple foes
Dazzling Display	Str 17, 1 rank in Perform	Your demonstration leaves foes shaken
Deadly Stroke	Brutal Attacker	Deal Con damage with your weapon

Finishing Move	Str BAB +1	Score critical hits against disabled foes
Great Cleave	Cleave; Str BAB +6	Make multiple Cleave attacks
Head Blow	Brutal Attacker; Str BAB +6	Opponent becomes distracted, dazed or stunned
Overrun, Improved		Move through a foe's square
Penetrating Strike		Ignore DR or hardness with one attack
Powerful Lunge		Momentarily increase your reach
Short Charge		Move one square when making a charge
Strength of Sinew		Spend power tokens to increase your AC
Manhandle	Improved Bull Rush, Brutal Attack	Move your enemy with a powerful attack

Ranged [Lesser]

These feats are for warriors who specialized in ranged attacks.

Name	Prerequisites	Brief Description
Crippling Shot	Dex BAB +6	Opponent is slowed until healed
Combat Archer		Add Str modifier to ranged weapon damage
Hunter		Add Wis modifier to ranged weapon damage
Deadly Aim		+2 damage per speed token spent
Disrupting Shot	Mark; Dex BAB +3	Defend an ally from a specific foe.
Dual Mark	Mark, Dex BAB +6	You can mark up to two creatures at once.
Far Shot	Dex BAB +1	Double the range of one type of weapon
Many Shot	Dex BAB +6	Fire two arrows with a single attack.
Mark	Dex BAB +1	Treat self as adjacent to a foe.
Mounted Archery	Trained Rider	Use a bow while mounted
Nimble Shot	Dodge, Mobility	Avoid an attack of opportunity
Precise Shot	Dex BAB +1	Reduce a foe's cover/concealment benefit
Precise Shot, Improved	Precise Shot, Dex BAB +5	Remove a foe's cover/concealment benefit
Ranged Flanker	Mark	Flank a foe at range
Rapid Shot	Dex BAB +1	Attack twice in one round.
Shot on the Run	Dodge, Mobility, Dex BAB +4	Make a ranged attack while moving
Spread	Rapid Shot, Dex 15	

Two-Weapon Fighting [Lesser]

These feats are designed for warriors who wield a weapon in each hand.

Name	Prerequisites	Brief Description
Blade Barrage	Dual Strike, Dex BAB +9	Creature becomes distracted if hit twice

Dual Strike		Attack twice in one round in some cases
Dual Strike, Improved	Dual Strike, Dex BAB +3	Always attack twice in one round
Two-Weapon Defense		+1 bonus to AC if dual-wielding
Two-Weapon Rend	Dual Strike, Dex BAB +9	Deal additional damage if you hit twice
Whirlwind Attack	Dual Strike, Dex BAB +6	Attack every adjacent enemy
Whirlwind Attack, Improved	Whirlwind Attack, Spring Attack, Dex BAB +9	Attack every nearby enemy

Unarmed [Lesser]

Some warriors need no weapon.

Name	Prerequisites	Brief Description
Improved Grab	Dex BAB +1	Grab when you hit with a natural attack
Improved Grapple	Str BAB +3	You gain advantages in a grapple
Improved Natural Attack		Increase the damage of your natural attack
Improved Unarmed Strike	Str 13	Add your Strength bonus to damage dealt.
Stunning Fist	Ki Strike or Unarmed Strike deals 1d10 damage or higher	Target is stunned for 1 round.
Roundhouse	Unarmed Strike	Target of critical hit is stunned. You are prone.

Weapon [Lesser]

Expertise with a particular weapon can grant a unique advantage to the wielder.

Name	Prerequisites	Brief Description
Axemaster	Str 15, Dex 13, See description	Gain tokens for attacking a non-mobile foe
Daggermaster	Light Weapon Master, Sneak Attack	+3 damage on sneak attack with a dagger.
Disarming Flail	Parry, Disarm, see description	Combine disarm with parry with some weapons
Double Weapon Defense	Proficient with a double weapon	+1 bonus to AC with a double weapon
Improved Critical		Greater chance of a critical hit
Leg Breaker	Ankle Shot, see description	Knock an opponent prone with less tokens.
Light Weapon Training	Str 13	Add your Strength bonus to damage
Poisoner		You can apply poison to your weapons
Polearm Threat	Str BAB +1, see description	Make opportunity attacks at range
Practiced Thrower	Proficient with a martial	Weapon can be thrown

	melee weapon	
Rapid Reload	Dex BAB +1	Reload your ranged weapon as a swift action
Rapier Training	Proficient with a rapier	Add Int to damage with a rapier
Spearchucker	Spearmaster	Grapple opponent with spear
Spearmaster	Proficient with a spear, Str 15	You can wield a spear in one hand.
Shuriken Spray	Proficient with shuriken, Dex 15	Attack all nearby foes with shuriken
Trip Specialist	Trip, see description	Deal damage on a trip with some weapons.
Two Fangs	Dual Strike, Str 15, see description.	Use a one-handed weapon in an off-hand
Whipmaster	Proficient with whip, Dex 15	Gain tokens by focusing on your whip.

Skulduggery [Greater]

These feats are designed for characters who use guile and surprise to gain an advantage over their foes.

Name	Prerequisites	Brief Description
Anatomical Sneak Attack	Sneak Attack, 4 ranks in Heal	Your Sneak Attack damage bonus increases
Assassin's Eye	Sneak Attack, 15 ranks in Perception	Your Sneak Attack damage bonus increases
Crippling Strike		Deal Strength damage with an attack
Debilitating Strike	Sneak Attack	Use sneak attack to rob a foe of tokens
Evasion	Dex 13, Int 13	Reduced damage from area-of-effect attacks
Goliath Maneuver	Sneak Attack, 1 rank in Athletics	You leap upon a larger creature's back
Hidden Blade	Sneak Attack, Quick Draw, 1 rank in Sleight of Hand	A second chance to deal Sneak Attack damage
Hide in Plain Sight	10 ranks in Stealth	Hide without cover or concealment
Opportunist	Dex BAB +5	Gain an opportunity attack when an ally hits
Sand in the Eyes	Sneak Attack, 1 rank in Acrobatics	Foe becomes blind for one round
Scare Tactic	1 rank in Bluff	Foe becomes shaken for one round
Scholar's Sneak Attack	Sneak Attack, 7 ranks in Knowledge	Your Sneak Attack damage bonus increases
Shadow Cloak	3 ranks in Stealth	Lend your Stealth modifier to an ally
Shadow Cloak, Improved	Shadow Cloak, 6 ranks in Stealth	Lend your Stealth modifier to several allies
Sneak Attack		Deal extra damage when you spend tokens

Sneak Attack Intuition	Sneak Attack, 10 ranks in Sense Motive	Your Sneak Attack damage bonus increases
Sucker Punch	Sneak Attack, Feint	Foe is distracted for one round.
Trapsmith	1 rank in Craft, 1 rank in Tinker	You are especially skilled with traps.
Taunt	1 rank in Perform	Foe must attack you

Primal [Greater]

These feats are for characters that draw power from their feral nature.

Name	Prerequisites	Brief Description
Armored Rage	Rage	Your armor protects you when you rage
Blood Rage	Building Rage	You gain power tokens for felling a foe
Building Rage	Rage	You gain power tokens for striking foes
Focused Fury	Rage	You gain insight tokens while raging.
Greater Rage	Rage, Str BAB +10	You gain more tokens when you rage
Heavy Blow	Rage	Target becomes unbalanced.
Indomitable Will	Mindless Rage	Power tokens lend you greater Will defense
Juggernaut Rage	Blood Rage, Cleave	When you fell a foe, charge another
Mighty Rage	Greater Rage, Str BAB +15	You gain more tokens when you rage
Mindless Rage	Rage	End your rage to negate an attack on your Will
Pain Fueled Rage	Unfeeling Rage	You gain tokens from taking damage
Primal Howl	Rage, Str BAB +5	Your howl reinvigorates you
Rage		You enter a feral frenzy
Rage of One Thousand Claws	Rage	You gain speed tokens while raging.
Roar of Triumph	Blood Rage	Creatures who hear this sound are shaken.
Sustained Rage	Rage	Maintain your rage after being healed
Unfeeling Rage	Rage	Spend tokens to reduce damage dealt to you
Unfettered Rage	Untempered Rage	Enter a rage at any time.
Untempered Rage	Sustained Rage	Enter a rage as soon as you take damage

Stance [Greater]

Warriors who have studied the art of combat learn certain styles and maneuvers called stances that they can use to confound and devastate their foes. While you can know as many stances as you wish, you can not enter more than 1 stance at the same time. Any condition that prevents you from using certain types of actions (distracted, unconscious, etc.) automatically ends a stance and also prevents you from

entering one.

Name	Prerequisites	Brief Description
Avalanche Style	Iron Mountain Stance, Improved Bull Rush	Bull Rush as part of a successful attack
Crenelation Stance	Shield Proficiency	You gain cover from ranged attacks.
Crenelation Stance, Improved	Crenelation Stance	Allies also gain cover from ranged attacks
Deadly Twin Stance	Dex BAB +3, 3 ranks in Acrobatics	Share a square with your foe.
Forbidden Strike Stance	Str BAB +3, Dex BAB +3	You wait for the perfect opportunity to strike
Guardian Stance	Dual Challenge feat	You challenge all adjacent foes
Iron Mountain Stance	Heavy Armor Proficiency, Con 13	You deal damage to foes with natural weapons
Opportunist Pugilist Stance	Str BAB +1, Improved Unarmed Strike	Make unarmed strikes while wielding a weapon
Steel Rain Stance	Dex BAB +1	You can attack when a foe moves adjacent
Unshakable Stance	Guardian Stance, 5 ranks in Endurance	Make a saving throw as an immediate action

Alternate Form [Greater]

These feats are for those who have learned to take the form of other creatures either in full or in part. Creatures with 1 or more of these feats automatically gain the Shapechanger subtype (see Chapter 8: Adventuring).

All Totem and Wild Shape feats have the following properties unless contradicted explicitly by the feat:

- You can activate the feat as a swift action and it persists until you return to your normal form as a swift action or activate a different Totem or Wild Shape feat.
- You can only have one totem or wild shape feat active at one time unless otherwise indicated.
- Once you leave a totem or wild shape form, you can not enter it again until the next encounter.
- Because these feats alter your form, any equipment you bear or wear melds into your form unless you choose otherwise. Such equipment continues to operate normally.
- You lose any capabilities not supported by your form. For example, a human in wolf form can howl and bark but can not speak or cast spells that require a verbal or somatic component.

The feats in the table below do not require a lesser area of master. The two subsequent tables contain feats that also require the Totem and Wild Shape areas of mastery respectively

Name	Prerequisites	Brief Description
Dual Claws	Dex 13	You are skilled with natural attacks
Dual Totem	Two totem feats	You can use two totems simultaneously.

Wild Shape Scent		You gain the scent ability in wild shape
Wild Shape Low-Light Vision		You gain low-light vision in alternate form
Wild Shape Darkvision	Low-light vision or Wildshape Low-Light Vision	You gain darkvision in alternate form
Winged Hover	Eagle Totem	You can hover.
Poisonous Bite	Crocodile Totem	Your bite attack is poisonous
Poisonous Sting	Scorpion Totem	Your string attack is poisonous
Powerful Bite	Str 13	Your bite attack is particularly effective
Imbued Natural Attack	Crocodile Totem, Cougar Totem or Scorpion Totem	Your natural attack gains weapon's properties

Totem [Lesser]

Totem feats grant access to superhuman abilities borrowed from nature. When you activate a totem feat your physical form alters somewhat to provide the benefit. The use of totem feats in more civilized areas risks drawing the suspicion of the populace.

Name	Prerequisites	Brief Description
Bear Totem	Str 13	You become stronger and dumber
Cougar Totem	One alternate form feat	You gain a slashing claw attack
Crab Totem	Dex 13	You gain a grabbing claw attack
Crocodile Totem	One alternate form feat	You gain a bite attack
Eagle Totem	Two alternate form feats	You can fly but can not attack
Fox Totem	Wis 13	Your become wiser and weaker
Lizard Totem	Con 13	You become stronger, tougher and uglier
Rabbit Totem	Dex 13	You become faster but more fragile
Raven Totem	Wis 13	You can save tokens for a future encounter.
Scorpion Totem	Dex 13	You gain a stinger attack
Spider Totem	Dex 13	You become more alert but also mute
Variant Totem	Wis 13	Gain a +5 bonus to one skill at a price
Wolf Totem	Wis 13	Gain more tokens for flanking
Wolverine Totem	Lizard Totem, Rabbit Totem	You become faster and stronger

Wild Shape [Lesser]

The feats listed here allow you to fully assume the form of another creature with distinguishing features reminiscent of your human form. These are only some examples. If there is a particular animal that your character has a strong affinity with, talk to your DM about creating a custom feat.

Name	Prerequisites	Brief Description
A Thousand Faces	Three wild shape feats	You can take the form of anyone else
Cave Lizard Form	Lizard Totem, Crocodile Totem, Variant Totem (Acrobatics)	You take the form of a small-sized cave lizard
Healing Form	1 wild shape feat	You heal when you leave a wild shape.
Pterodactyl Form	Crocodile Totem, Eagle Totem, Crab Totem	You take the form of a large pterodactyl
Scorpion Form	Poisonous Sting, Crab Totem, Scorpion Totem	You take the form of a small-sized scorpion
Serpent Form	Poisonous Bite, Crocodile Totem, one other totem feat	You take the form of a medium-sized viper
Tiger Form	Cougar Totem, Crocodile Totem, Variant Totem (Stealth)	You take the form of a large feline
Troll Form	Lizard Totem, Bear Totem, Two-Weapon Rend	You take the form of a large-sized troll
Wolf Form	Crocodile Totem, Wolf Totem, Wild Shape Scent	You take the form of a medium-sized wolf

Performance [Greater]

These feats allow you to harness the power of your Perform skill. Any two abilities that use your performance can not be used in the same round. For example, if you use Countersong you can not maintain your Song of Courage that round. Many performance feats affect the performer's allies. For the purposes of Perform feats, the performer is considered his own ally.

Name	Prerequisites	Brief Description
Bardic Lore	Bard, 1 rank in Knowledge	+10 to a knowledge check
Countersong		Use Perform to disrupt magic or sonic effects
Song of Competence	1 rank in Perform	Grant allies a bonus to a skill
Song of Competence, Improved	Song of Competence, 6 ranks in Perform	Grant a larger skill bonus
Song of Courage	1 rank in Perform	Grant tokens to allies
Song of Doom	4 ranks in Perform	Use Perform to make your foes shaken
Song of Doom, Improved	8 ranks in Perform, Song of Doom	Use Perform to make your foes frightened
Song of Fascination	1 rank in Perform	Foes that hear you become distracted
Song of Freedom	1 rank in Perform	Dispel magic with your performance
Song of Freedom, Improved	6 ranks in Perform, Song of Freedom	Dispel permanent effects with your performance

Song of Greatness	5 ranks in Perform	One ally gains tokens and temporary hp
Song of Renewal	1 rank in Perform	Grant allies a saving throw
Song of Renewal, Greater	6 ranks in Perform, Improved Song of Renewal	Use Song of Renewal as an immediate action
Song of Renewal, Improved	3 ranks in Perform, Song of Renewal	Use Song of Renewal as a swift action
Song of Suggestion	6 ranks in Perform, Song of Fascination	Make a suggestion to a creature that is distracted
Song of Suggestion, Improved	11 ranks in Perform, Song of Suggestion	Affect multiple creatures with your suggestion
Song of the Hero	Song of Greatness, 11 ranks in Perform	Grant more tokens to one ally
Verbal Compensation	Bard, 1 rank in Perform	Ignore armor check penalty for light armor

Ki [Greater]

Some characters have learned to channel the energy within them by pursuing physical, mental and spiritual perfection. This energy that they channel is known as Ki. The feats in the first table below only require the Ki area of mastery. Subsequent tables list feats that also require a lesser area of mastery. Each of these lesser areas represents a unique style generally associated with a specific school or monastery. Most of those who pursue the way of self perfection pursue only one or two of these styles. The greatest masters have studied all of them.

Name	Prerequisites	Brief Description
Adamantine Strike	Ki Strike, Elemental Strike, Aligned Strike	Your unarmed strike has hardness 20
Aligned Strike	Ki Strike	Your unarmed strike gains an alignment subtype
Elemental Strike	Ki Strike	Deal elemental damage with an unarmed strike
Flurry of Blows	Two-Weapon Fighting	Take the best of multiple attack rolls
Flurry of Blows, Greater	Flurry of Blows	Use Flurry of Blows with primary attack
Ki Strike		You don't need a token to hit with some attacks
Weapon Kata		Treat a new weapon as a monk weapon

Way of the Crane [Lesser]

The crane teaches us to see the strike before it occurs.

Name	Prerequisites	Brief Description
Deflect Arrows	Combat Reflexes	Deflect ranged weapon attacks
Snatch Arrows	Deflect Arrows	Catch a missile and gain 1 speed token
Redirect Arrow	Snatch Arrows	Redirect a missile to an adjacent foe.
Deflect Arrows, Greater	Deflect Arrows, Dex 15	Redirect multiple missiles per round

Deflect Spell	Snatch Arrows, 3 ranks Spellcraft	Deflect a spells that target your Reflex
Redirect Spell	Deflect Spell, 6 ranks Spellcraft	Redirect a spell to an adjacent foe.

Way of Monkey [Lesser]

The monkey teaches us not to fear to leave the ground.

Name	Prerequisites	Brief Description
Leaping Charge	Monkey's Leap	You attack from a leap
Wall Crawler	1 rank in Acrobatics or Athletics	You can climb up one square without penalty.
Monkey's Climb	Wall Crawler	You gain a climb speed
Monkey's Leap	1 rank in Athletics	You always jump as if you had a running start.
Slow Fall	Str 13	You take no damage from some falls

Way of the Mantis [Lesser]

The mantis teaches us patience and introspection.

Name	Prerequisites	Brief Description
Still Mind	Wis 13	+1 bonus to Will saving throws
Body as Mind	Still Mind	You can levitate.
Tongue of the Sun and Moon	Body as Mind	You can communicate telepathically

Way of the Boar [Lesser]

The boar teaches us to power of perseverance.

Name	Prerequisites	Brief Description
Purity of Body	Con 13	You are immune to natural disease
Diamond Body	Purity of Body	You are immune to natural poison
Wholeness of Body	Purity of Body	You can heal yourself
Timeless Body	Wholeness of Body	You resist attacks that deal ability damage

Way of the Snake [Lesser]

The snake teaches us to know what is not yet come.

Name	Prerequisites	Brief Description
Evasion	Dex 13, Int 13	Reduced damage from area of effect attacks
Battlefield Prescience	Evasion	You improve your position in initiative order

Battlefield Prescience, Improved	Battlefield Prescience	Take a readied action without losing initiative
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Way of the Tiger [Lesser]

The tiger teaches us that magnificence is intrinsic.

Name	Prerequisites	Brief Description
Harmless	Cha 13	Ordinary folk trust you implicitly
Wanderer's Grace	Harmless	You rarely want for food, clothing or shelter
Teacher	Cha 13, Wanderer's Grace	You attract followers merely by being

Way of the Dragon [Lesser]

The dragon escorts us to the pinnacle of perfection.

Name	Prerequisites	Brief Description
Merciful Hands	Harmless, Wholeness of Body	Heal an adjacent ally
Abundant Step	Body as Mind, Battlefield Prescience	Teleport to any location within line of sight.
Perfect Self	Harmless, Evasion, Timeless Body, Still Mind, Slow Fall, Deflect Arrows	You gain damage reduction
Perfect Strike	Harmless, Improved Battlefield Prescience, Purity of Body, Still Mind, Slow Fall, Deflect Arrows	You gain a +5 bonus to attack rolls.
Perfect Mind	Harmless, Evasion, Purity of Body, Tongue of the Sun and Mood, Slow Fall, Deflect Arrows	Your Will becomes nigh indomitable

Divine [Greater]

These feats are for those characters that draw their power from the divine. Aside from the feats in the table below, the remaining feats also require a lesser area of mastery. These are listed in the subsequent tables.

Name	Prerequisites	Brief Description
Healing Focus	5 ranks in Heal	Healing spells that you cast heal +5 more hit points.
Healing Focus, Improved	10 ranks in Heal	Healing spells that you cast heal +10 more hit points.

Faith [Lesser]

These feats are manifestations of faith.

Name	Prerequisites	Brief Description
Detect Diametric	Alignment subtype	You can detect opposing alignment subtypes
Divine Grace		+1 bonus to one type of saving throw
Divine Health		You are immune to natural disease

Divine Wrath [Lesser]

These feats allow you to channel the power of your deity through your weapon.

Name	Prerequisites	Brief Description
Diametric Wrath	Detect Diametric, alignment subtype	You gain tokens fighting diametric foes
Smite	Challenge, Channel Energy	Deal extra damage to diametric foes

Channeling [Lesser]

You can channel the might of your deity into others for good or for ill.

Name	Prerequisites	Brief Description
Channel Energy	Good or Evil subtype	You hurt undead and heal allies.
Channeled Resolve	Lay on Hands	Grant a saving throw at range.
Lay on Hands		Heal an adjacent ally
Remove Affliction	Lay on Hands	Remove conditions from an adjacent ally
Turn Undead	Channel Energy	You invoke fear in undead creatures.

Domain [Lesser]

A character may not have more than two domain feats. In addition to any listed prerequisites, domain feats require that your patron deity control that domain. Each domain feat grants a special ability and also grants a number of bonus spells. You automatically gains these bonus spells as soon as you are high enough level to cast them even if you don't have the associated areas of mastery. Your bonus spells always stay at the highest level of enhancement that you qualify for.

Name	Prerequisites	Brief Description
Air Domain		You can turn earth creatures. Bonus Spells: <i>fog cloud</i> , <i>chain lightning</i>
Animal Domain		You gain access to the Fauna area of mastery. Bonus spells: <i>calm animals</i> , <i>enlarge</i>
Artifice Domain		You can repair constructs and objects. Bonus spells: <i>mending</i> , <i>fabricate</i>
Chaos Domain		You can turn creatures with the Law subtype Bonus spells: <i>resist law</i> , <i>chaos hammer</i>

Charm Domain		Daze a creature at will. Bonus spells: <i>charm person, charm monster</i>
Community Domain		Grant a saving throw to all allies. Bonus spells: <i>bless, telepathic bond</i>
Darkness Domain		You see in all darkness Bonus spells: <i>darkness, shadow conjuration</i>
Death Domain		Cast death knell as a swift action Bonus spells: <i>chill touch, death knell, finger of death</i>
Destruction Domain		Courage and Divine Wrath areas of mastery Bonus spells: <i>shatter, destruction</i>
Earth Domain		You can turn air creatures Bonus spells: <i>magic stone, wall of stone</i>
Evil Domain		You can turn creatures with the Good subtype. Bonus spells: <i>resist good, unholy blight</i>
Fire Domain		You can turn water creatures Bonus spells: <i>burning hands, wall of fire</i>
Glory Domain		Apply a bonus to a Charisma-based skill Bonus spells: <i>shield of faith, righteous might</i>
Good Domain		You can turn creatures with the Evil subtype Bonus spell: <i>resist evil, holy smite</i>
Healing Domain		Healing Focus and Improved Healing Focus Bonus spell: <i>heal</i>
Knowledge Domain		“Take 20” on one Knowledge check. Bonus spells: <i>comprehend languages, true seeing</i>
Law Domain		You can turn creatures with the Chaos subtype Bonus spells: <i>resist chaos, order's wrath</i>
Liberation Domain		Automatically escape entangled, grabbed or grappled. Bonus spells: <i>remove fear, remove paralysis, remove curse</i>
Luck Domain		Once per day, you may reroll one die roll. Bonus spells: <i>true strike, freedom of movement</i>
Madness Domain		Confuse a creature at will. Bonus spells: <i>touch of idiocy, insanity</i>
Magic Domain		Magical Knack feat Bonus spells: select any two bonus spells
Nobility Domain	Cha 13	Bonus Leadership feat Bonus spells: <i>command, magic vestment</i>
Plant Domain		You gain access to the Flora area of mastery Bonus spells: <i>entangle, wall of thorns</i>
Protection Domain		Negate a critical hit once per encounter Bonus spells: <i>sanctuary, spell immunity</i>

Repose Domain		Foe becomes distracted and prone Bonus spells: <i>deathwatch</i> , <i>death ward</i>
Rune Domain		Read/write languages; ignore <i>symbol</i> spell Bonus spells: <i>arcane rune</i> , <i>symbol</i>
Strength Domain		Once per day gain power tokens Bonus spells: <i>enlarge person</i> , <i>divine power</i>
Sun Domain	Channel Energy, Turn Undead	Use Channel Energy and Turn Undead at once. Bonus spells: <i>endure elements</i> , <i>light</i>
Travel Domain		Ignore difficult terrain. Fast Movement Bonus spells: <i>blink</i> , <i>freedom of movement</i>
Trickery Domain		Bluff and Stealth are class skills. Bonus spells: <i>glibness</i> , <i>invisibility</i>
War Domain		Proficiency with deity's favored weapon Bonus spells: <i>magic weapon</i> , <i>divine power</i>
Water Domain		You can turn fire creatures Bonus spells: <i>fog cloud</i> , <i>water breathing</i> , <i>cone of cold</i>

Nature [Greater]

These feats are for characters that draw their strength from nature. Aside from the feats in the table below, the remaining feats also require a lesser area of mastery. These are listed in the subsequent tables.

Flora [Lesser]

You have a strong affinity with plants.

Name	Prerequisites	Brief Description
Herbalist	Knowledge (Herbalism)	You can treat Constitution damage using natural remedies.
Woodland Stride		You ignore natural difficult terrain
Resist Nature's Lure		+1 bonus to Will saves.

Fauna [Lesser]

You have a strong affinity with animals.

Name	Prerequisites	Brief Description
Animal Whisperer	Cha 13 or higher; 1 rank in Handle Animal	You can communicate with animals
Animal Whisperer, Improved	Animal Speaker; 5 ranks in Handle Animal	You can speak with animals

Hunter [Lesser]

You are skilled at finding and defeating a specific foe.

Name	Prerequisites	Brief Description
Favored Enemy		You gain tokens when fighting a favored foe
Manhunter	Two Favored Enemy feats	You gain tokens when fighting a humanoid foe
Favored Enemy, Improved	Favored Enemy	Gain additional tokens for Favored Enemy
Planar Enemy		You gain tokens when fighting a planar foe
Track	1 rank in Perception	You gain a +10 bonus when following tracks

Magic

This area of mastery is reserved for characters who can cast spells. Aside from the feats in the table below, the remaining feats also require a lesser area of mastery. These are listed in the subsequent tables.

Name	Prerequisites	Brief Description
Extra Spell		Gain one additional spell
Counterspell	Ability to cast spells	Disrupt an enemy's spellcasting
Improved Spell Critical	Ability to cast spells	You score more critical hits with spells
Specialist Spellcaster	Ability to cast spells	Use tokens with some spell attacks
Spell Surge	Ability to cast spells	Expend a spell to gain tokens

Metamagic [Lesser]

These feats allow you to enhance the effects of your spells.

Name	Prerequisites	Brief Description
Empower Spell	Cha 13	Your spell deals more damage to one target
Enlarge Spell	Cha 11	The range of your spell is doubled
Eschew Materials	Cha 11	You ignore most material components
Favored Spell	Cha 15	You may cast a spell more frequently
Practiced Spell	Cha 13	Your area of effect spell is more accurate
Precise Spell	Cha 11	Your spells hit more but deal less damage.
Quicken Spell	Cha 15	Cast a spell as a swift action
Realign Spell	Cha 11	Change the type of energy damage of a spell
Shape Spell	Cha 13	Omit creatures from the area of effect
Signature Spell	Empower Spell, Cha 15	One of your spells is particularly potent
Spell Focus	Cha 13	You miss less often with this spell
Spell Focus, Improved	Cha 15	You get 2 chances to hit with this spell
Still Spell	Cha 15, 1 rank in Bluff	Ignore verbal or somatic component
Tenacious Spell	Cha 15	Enemy must make two saving throws

Twin Touch Spell	Cha 11	Cast a spell on two creatures instead of one
Widen Spell	Cha 13	Increase a spell's area of effect

Arcane [Greater]

These feats deal specifically with arcane spellcasters. Aside from Arcane Specialist in the table below, each of these feats requires a lesser area of mastery. These are listed in the subsequent tables.

Name	Prerequisites	Brief Description
Arcane Specialist	1 rank in Spellcraft	Learn some spells sooner

Bloodline [Lesser]

Many sorcerers have a source of magic somewhere in their heritage that is the source of their arcane gift. This source can represent a blood relation or an extreme event involving a creature somewhere in the family's past. For example, a sorcerer might have a dragon as a distant relative or her grandfather might have signed a terrible contract with a devil. A sorcerer may have only one bloodline feat. This feat must be taken upon taking her first level of sorcerer and can not be added subsequently with retraining.

Each bloodline feat grants a special ability and also grants a number of bonus spells. You automatically gain these bonus spells as soon as you are of sufficient level to cast them even if you do not have the associated areas of mastery. These bonus spells always stay at the highest level of enhancement that you qualify for. If you have a particular bloodline or alternate bloodline ability that you feel is a better fit for you character, you should speak to your DM about creating a custom feat.

Name	Brief Description
Aberrant Bloodline	Your natural reach increases when casting touch spells Bonus spells: <i>alter form</i> , <i>black tentacles</i> , <i>shapechange</i>
Abyssal Bloodline	You gain the Evil subtype. You gain acid and fire resistance Bonus spells: <i>fear</i> , <i>rage</i> , <i>unholy aura</i>
Arcane Bloodline	+1 to Charisma BAB Bonus spells: <i>identify</i> , <i>dispel magic</i> , <i>mage's lucubration</i>
Celestial Bloodline	You gain the Good subtype. You gain fire and electricity resistance Bonus spells: <i>cure wounds</i> , <i>holy aura</i>
Destined Bloodline	Once per day, you may reroll on die roll. Bonus Spells: <i>resistance</i> , <i>moment of prescience</i>
Draconic Bloodline	You gain energy resistance Bonus spells: <i>fear</i> , <i>fly</i> , <i>prismatic spray</i>
Elemental Bloodline	Your energy spells deal damage of a specific type Bonus Spells: <i>resist energy</i> and <i>solid fog</i> (acid), <i>fireball</i> (fire), <i>chain lightning</i> (electricity) or <i>cone of cold</i> (cold).
Fey Bloodline	You gain access to the Flora and Fauna areas of mastery Bonus Spells: <i>entangle</i> , <i>tree stride</i> , <i>irresistible dance</i>
Infernal Bloodline	You gain the Evil subtype. Your fire spells deal negative energy damage.

Bonus spells: *burning hands, incendiary cloud*

Undead Bloodline

You can be healed by either positive or negative energy.

Bonus spells: *chill touch, vampiric touch, finger of death*

Feat Descriptions

This section describes each of the feats in more detail. The following information is given for each:

Name: Each section begins with the name of the feat.

Areas of Mastery: To take this feat, a character must possess the listed areas of mastery. Some areas of mastery are greater and some are lesser. The latter are usually specialties that fall under the more general category defined by a greater area of mastery.

Prerequisites: This describes what qualities a character must have to take this feat. Prerequisites typically have to do with a character's race, class, skill ranks, ability scores and other feats.

Benefit: What the feat enables the character ("you" in the feat description) to do. If a character has the same feat more than once, its benefits do not stack unless indicated otherwise in the description. In general, having a feat twice is the same as having it once.

Special: This specifies additional rules about the feat that may be helpful when you decide whether to acquire the feat.

Name: Aasimar Arcana

Areas of Mastery: none

Prerequisites: Aasimar; Cha 10 or higher

Description: You gain the ability to cast light as if you were a 1st level sorcerer.

Name: Aasimar Resistance

Areas of Mastery: none

Prerequisites: Aasimar; Con 13 or higher

Description: You gain resistance 5 to electricity damage

Name: Aberrant Bloodline

Areas of Mastery: Arcane, Bloodline

Prerequisites: 1st level Sorcerer

Description: There is a taint in your blood, one that is alien and bizarre. You tend to think in odd ways, approaching problems from an angle that most would not expect. This taint also manifests itself in your physical form. Your natural reach increases to 10 feet when you cast a spell that has a Range of touch. Bonus spells: *alter form*, *black tentacles*, *shapechange*.

Name: Abundant Step

Areas of Mastery: Ki, Way of the Dragon

Prerequisites: Body as Mind, Battlefield Prescience

Description: By spending an insight token, you can use a move action to teleport to any location within line of sight.

Name: Abyssal Bloodline

Areas of Mastery: Arcane, Bloodline

Prerequisites: 1st level Sorcerer

Description: Generations ago, a demon spread its filth into your heritage. While it does not manifest in all of your kin, for you it is particularly strong. You gain the Evil subtype. You gain resistance to fire and acid equal to your class level. Bonus spells: *fear*, *rage*, *unholy aura*

Name: Adamantine Strike

Areas of Mastery: Ki

Prerequisites: Ki Strike, Elemental Strike, Aligned Strike

Description: When you spend a token to increase your attack roll, your unarmed strike is treated as having hardness 20.

Name: Air Domain

Areas of Mastery: Divine, Domain

Prerequisites:

Description: You can turn earth creatures as a cleric with the Turn Undead feat turns undead. You gain resistance to electricity equal to your class level. Bonus Spells: *fog cloud, chain lightning*

Name: Aligned Strike

Areas of Mastery: Ki

Prerequisites: Ki Strike

Description: Select an alignment subtype. When you spend a token to increase your attack roll, your unarmed strike is treated as having that alignment.

Name: Alternative Defense

Areas of Mastery: none

Prerequisites:

Description: Select one of these defenses: Fortitude, Reflex or Will. You may use an alternative ability modifier to calculate that defense. If you select Fortitude, use your Strength modifier instead of your Constitution modifier. If you select Reflex, you may use Intelligence instead of Dexterity. If you select Will, you may use Charisma instead of Will.

Special: You may take this feat multiple times. Each time you must select a different defense.

Name: Alternative Skill Ability

Areas of Mastery: none

Prerequisites:

Description: Select one skill that has an alternative ability. You may use that alternative ability when making checks with that skill.

Special: You may take this feat multiple times. Each time you must select a different skill.

Name: Anatomical Sneak Attack

Areas of Mastery: Skulduggery, Weapon

Prerequisites: Sneak Attack, 4 ranks in Heal

Description: Your knowledge of anatomy has increased your chances of landing a deadly strike. Your Sneak Attack damage bonus increases by +3.

Name: Animal Companion

Areas of Mastery: Nature, Companion

Prerequisites: 1 rank in Handle Animal

Description: You gain the companionship of a wild animal that allows you to give it simple commands. If you can speak to animals, this creature can sometimes perform more complex tasks. Your animal companion must have a challenge rating that is less than your character level.

Name: Animal Domain

Areas of Mastery: Divine, Domain

Prerequisites:

Description: You gain access to the fauna area of mastery even if you don't have the nature area of mastery. You can take the Animal Companion feat even if you don't have the nature area of mastery. Bonus spells: *calm animals, enlarge creature*

Name: Animal Ferocity

Areas of Mastery: none

Prerequisites: at least 1 level in the Druid class

Description: Each time you gain a level in the druid class you gain a +1 bonus to your Strength BAB, a +3/4 bonus to your Constitution BAB and a +1/2 bonus to your Wisdom BAB. You gain these bonuses instead of the typical bonuses for the druid class. The effects of this feat can be applied retroactively.

Name: Animal Whisperer

Areas of Mastery: Nature, Fauna

Prerequisites: Cha 13 or higher; 1 rank in Handle Animal

Description: You can glean information from a non-hostile animal, almost as if he were speaking to them. This information is always limited in scope and heavily colored by the animal's low intelligence and narrow view of its environment. The available information (if any) is up to the

DM's discretion.

Name: Animal Whisperer, Improved

Areas of Mastery: Nature, Fauna

Prerequisites: Animal Speaker; 5 ranks in Handle Animal

Description: You are unusually talented at communicating with animals. As a result, you are treated as if constantly under the effects of a *speak with animals* spell.

Name: Ankle Shot

Areas of Mastery: Combat, Power Attack

Prerequisites: Brutal Attacker

Description: To use this feat, spend one power token and make an attack as a standard action. If you hit, your opponent gains the **unbalanced** condition in addition to taking damage. If you spend at least 3 more tokens to increase your attack roll, your opponent is prone instead of unbalanced on a hit. You must be wielding a two-handed weapon, or a one-handed weapon wielded in two hands, to gain this benefit.

Name: Arcane Bloodline

Areas of Mastery: Arcane, Bloodline

Prerequisites: 1st level Sorcerer

Description: Your family has always been skilled in the eldritch art of magic. While many of your relatives were accomplished wizards, your powers developed without the need for study and practice. You Charisma BAB is permanently increased by +1. Bonus spells: *identify*, *dispel magic*, *mage's lucubration*.

Name: Arcane Specialist

Areas of Mastery: Arcane

Prerequisites: 1 rank in Spellcraft

Description: Select one area of mastery. Your class level is considered 1 level higher when you select a spell within that area of mastery as a result of gaining a level in an arcane spellcasting class. If a spell has multiple areas of mastery, you must be a specialist in all of them to learn that spell early.

Special: You may take this feat multiple times. Each time you must select a different area of mastery.

Name: Armor Mastery

Areas of Mastery: Combat, Stamina

Prerequisites: Proficient with Light or Medium Armor; Str 13

Description: When wearing medium armor, the penalty to your move rate is reduced by 1 square. When using a skill that requires an armor check penalty, your penalty is reduced by 2.

Name: Armor Mastery, Greater

Areas of Mastery: Combat, Stamina

Prerequisites: Armor Mastery, Heavy Armor Proficiency

Description: Wearing medium armor does not reduce your speed. You can apply your full Dexterity bonus to your armor class while wearing medium armor. When wearing heavy armor, the penalty to your move rate is reduced by 1 square. The armor check penalty of any armor you wear is reduced by 2, which stacks with the effect if your Armor Mastery feat.

Name: Armor Proficiency, Heavy

Areas of Mastery: none

Prerequisites: Proficient with Medium Armor; Con 15

Description: You gain proficiency with heavy armor

Name: Armor Proficiency, Light

Areas of Mastery: none

Prerequisites:

Description: You gain proficiency with light armor

Name: Armor Proficiency, Medium

Areas of Mastery: none

Prerequisites: Proficient with Light Armor; Con 13

Description: You gain proficiency with medium armor

Name: Armored Rage

Areas of Mastery: Primal, Weapon

Prerequisites: Rage

Description: To use this feat, you must be wearing medium or heavy armor. When you are raging opponents must spend two tokens to hit you automatically instead of one. Note: A

character with the Second Skin feat who is wearing hide armor can still benefit from this feat.

Name: Artifice Domain

Areas of Mastery: Divine, Domain

Prerequisites:

Description: Tinker is always a class skill for you. You can repair constructs and objects with your *cure wounds* spell or damage them with an *inflict wounds* spell. If the target has a Reflex defense, you must successfully hit that defense with your Strength BAB. Bonus spells: *mending*, *fabricate*

Name: Assassin's Eye

Areas of Mastery: Skulduggery, Weapon

Prerequisites: Sneak Attack, 15 ranks in Perception

Description: You can detect even the narrowest gaps in an enemy's defenses. Your Sneak Attack damage bonus increases by +3.

Name: Aura of Menace

Areas of Mastery: Combat, Leadership

Prerequisites: Cha 13, Str 15

Description: Ordinary folk (first level NPCs) instinctively fear you. Children cower. Pedestrians cross the street to avoid you. Merchants fear to swindle you. Barmaids serve you first. Even some domestic beasts shy away from you unless they are used to your presence. Creatures must clearly see you for this to be effective. If you are obscured or in disguise, the aura is not effective.

Name: Avalanche Style

Areas of Mastery: Stance, Weapon

Prerequisites: Iron Mountain Stance, Improved Bull Rush

Description: You may enter this stance as a free action and can leave it as a free action. While in this stance, each time you hit with a melee attack you may make a Bull Rush as a move action. If you successfully move your opponent you also deal damage equal to your Constitution modifier.

Name: Axemaster

Areas of Mastery: Combat, Weapon

Prerequisites: Str 15, Dex 13, See description

Description: To use this feat, you must be wielding a battleaxe, greataxe, dwarven waraxe, dwarven urgrosh or similar weapon. If you move adjacent to an opponent and attack that opponent on the same turn, you can spend a swift action before the attack to gain 2 power tokens.

Name: Bardic Lore

Areas of Mastery: Performance

Prerequisites: Bard, 1 rank in Knowledge

Description: In your travels, you've picked up a little of everything. Once per day you may elect to gain knowledge as if you had a specialty that is directly relevant to the problem at hand.

Name: Battle Priest

Areas of Mastery: none

Prerequisites: at least one level in the cleric class

Description: Each time you gain a level in the cleric class, you may choose to gain a +1 bonus to your Str BAB instead of a +3/4 bonus. If you do so, you gain a +3/4 bonus to your Wisdom BAB instead of a +1 bonus. This benefit can be applied retroactively.

Name: Battle Rider

Areas of Mastery: Combat, Mounted Combat

Prerequisites: Trained Rider, 1 rank in Handle Animal

Description: You can hold on to a moving mount with just your legs without losing your balance. As a result, you can use both hands at all times while mounted. If the mount has been trained for war, you can steer it with your knees. Otherwise, you must use at least one hand to control the mount and stay in the saddle when the mount is moving.

Name: Battlefield Prescience

Areas of Mastery: Ki, Way of the Snake

Prerequisites: Evasion

Description: As a swift action, make a Dexterity attack against the Reflex defense of a creature who immediately precedes you in the initiative order. If you succeed, your position in the initiative order moves to just before the target creature.

Name: Battlefield Prescience, Improved
Areas of Mastery: Ki, Way of the Snake
Prerequisites: Battlefield Prescience
Description: You do not lose your position in the initiative order when you take a readied action.

Name: Bear Totem
Areas of Mastery: Alternate Form, Totem
Prerequisites: Str 13
Description: Your muscles expand with raw strength and your mind clouds with primal ferocity. You immediately gain 2 power tokens. As long as you remain in this wild shape, each time you use 1 or more power tokens to increase an attack roll you immediately gain 1 power token after the attack is resolved. You also take a -5 penalty to Intelligence-based skills and checks until the wild shape ends.

Name: Beast Master
Areas of Mastery: Nature, Companion
Prerequisites: Animal Companion, Shared Move, Improved Animal Whisperer
Description: You gain another animal companion subject to the same restrictions as the first. When you take a move action, you may select any one of your companions to also take a move action.
Special: You may take this feat multiple times.

Name: Beast Shield
Areas of Mastery: Combat, Mounted Combat
Prerequisites: Battle Rider, 6 ranks in Handle Animal
Description: While mounted you can duck behind your mount to take **cover** and gain 2 speed tokens. You can do this with either a swift or immediate action. At the beginning of your next turn, you must spend a swift action to right yourself or else fall from the saddle.

Name: Bigfolk Assailant
Areas of Mastery: none
Prerequisites: Halfling; Bigfolk Threat
Description: You gain a +1 bonus to melee attacks with dagger or shortsword.

Name: Bigfolk Threat
Areas of Mastery: none
Prerequisites: Halfling

Description: Whenever you roll initiative within sight of an enemy who is larger than you, you gain 2 speed tokens.

Name: Blade Barrage
Areas of Mastery: Combat, Two-Weapon Fighting
Prerequisites: Dual Strike, Dex BAB +9
Description: If you hit a creature twice using Dual Strike, that creature gains the distracted condition for 1 round.

Name: Blind Fighting
Areas of Mastery: Combat, Expertise
Prerequisites: 1 rank in Sense Motive
Description: A fully concealed or invisible creature is considered **concealed** (instead of fully concealed).

Name: Blood Rage
Areas of Mastery: Primal, Weapon
Prerequisites: Building Rage
Description: Each time you drop an opponent while in a rage, you gain 4 power tokens.

Name: Body as Mind
Areas of Mastery: Ki, Way of the Mantis
Prerequisites: Still Mind
Description: You can levitate as per the spell. You can not use levitate on other creatures or objects, only yourself.

Name: Bottomless Courage
Areas of Mastery: none
Prerequisites: Cha 13
Description: Whenever you make a saving throw to remove the **shaken**, **frightened** or **panicked** condition, you automatically succeed on that saving throw. You can also spend 2 insight tokens to remove the above conditions as an immediate action.

Name: Brutal Attacker
Areas of Mastery: Combat, Power Attack
Prerequisites: Str 15
Description: When you use one or more power tokens to proactively increase your attack rolls, you also deal +1 damage per token when you hit.

You must be wielding a two-handed weapon, or a one-handed weapon wielded in two hands, to gain this benefit.

Name: Building Rage

Areas of Mastery: Primal, Weapon

Prerequisites: Rage

Description: Each time you strike an opponent while raging, you gain 1 power token.

Name: Bull Rush, Improved

Areas of Mastery: Combat, Power Attack

Prerequisites:

Description: When you bull rush an opponent, you do not provoke an attack of opportunity.

Name: Cave Lizard Form

Areas of Mastery: Alternate Form, Wild Shape

Prerequisites: Lizard Totem, Crocodile Totem, Variant Totem (Acrobatics)

Description: You take the form of a small-sized cave lizard. You gain the effects of your Crocodile Totem and Lizard Totem feats while in this form. You gain 2 speed tokens when you enter this form. You also gain a climb speed equal to your base move rate and can even walk upside down without being slowed.

Name: Celestial Bloodline

Areas of Mastery: Arcane, Bloodline

Prerequisites: 1st level Sorcerer

Description: Your bloodline is blessed by a celestial power, either from a celestial ancestor or through divine intervention. You gain the Good subtype. You gain resistance to fire and electricity damage equal to your class level. Bonus spells: *cure wounds*, *holy aura*

Name: Challenge

Areas of Mastery: Combat, Courage

Prerequisites: Cha 13 or the Stance area of mastery

Description: Swift Action. An adjacent, intelligent creature of your choice can only spend tokens on an attack if you are one of the targets of that attack. Similarly, you can only spend tokens to enhance attacks if they target that creature. You gain two tokens of your choice whenever you

activate this feat. You may only challenge one creature at a time and a challenge persists until the creature is defeated or leaves the battlefield. You may end a challenge prematurely by spending three insight tokens to move your challenge to a new creature as a swift action.

Name: Challenger's Gambit

Areas of Mastery: Combat, Courage

Prerequisites: Inspiring Challenge

Description: When you are adjacent to a challenged creature, you may spend a swift action to gain 4 tokens of your choice. The creature gains 2 tokens of its choice.

Name: Channel Energy

Areas of Mastery: Divine, Channeling

Prerequisites: Good or Evil subtype

Description: You gain the ability to channel positive or negative energy. As a swift action, spend two insight tokens to channel positive energy. All living creatures that you have line of effect to are healed a number of hit points equal to your ranks in the Heal skill. Enemy undead take a like amount of damage from this ability. If you channel negative energy (also a swift action requiring two insight tokens), this feat injures living enemies and heals undead allies. If you have the Good subtype, then you must channel positive energy with this feat. If you have the Evil subtype then you must channel negative energy.

Name: Channeled Resolve

Areas of Mastery: Divine, Channeling

Prerequisites: Lay on Hands

Description: By spending one insight token as a swift action, you allow a non-adjacent ally that you can see to make a saving throw. If the saving throw is versus a fear effect, it is automatically successful.

Name: Chaos Domain

Areas of Mastery: Divine, Domain

Prerequisites: none

Description: You can turn creatures with the Law subtype as a cleric with the Turn Undead feat turns undead. Once per encounter, when you are hit with a melee attack you can redirect the attack to an adjacent creature other than the attacker.

Bonus spells: *resist law*, *chaos hammer*

Name: Charm Domain

Areas of Mastery: Divine, Domain

Prerequisites:

Description: Each time you gain a level in the cleric class, you gain a +1 bonus to your Charisma BAB instead of +1/2. You do not gain any bonus to your Strength BAB when you gain a level in the cleric class. Once per encounter, as a standard action, you can make a Charisma attack against a living creature's Will defense. You must have line of effect and line of sight to that creature. On a hit, the creature becomes dazed.

Bonus spells: *charm person*, *charm monster*

Name: Clear Mind

Areas of Mastery: none

Prerequisites: Wis 13

Description: Whenever you make a saving throw to remove the **confused** condition, you automatically succeed on that saving throw. You can also spend 2 insight tokens to remove the condition as an immediate action.

Name: Cleave

Areas of Mastery: Combat, Power Attack

Prerequisites: Str BAB +3

Description: If you deal a creature enough damage to make it drop (typically by dropping it to below 0 hit points or killing it), you may spend a swift action to attack another creature within reach. The extra attack uses the same attack roll and damage roll that dropped the previous creature. You can use this ability once per round. You must be wielding a two-handed weapon, or a one-handed weapon wielded in two hands, to use the Cleave feat.

Name: Cohort

Areas of Mastery: Companion

Prerequisites: Cha 13 or higher, Character level 5

Description: You gain a loyal servant. Unlike normal companions, this person does not share your statistics. Instead, he or she is an independent NPC. This person must be humanoid and always has a character level that is exactly 3 less than yours. When you gain a level, so does

your cohort. Your cohort is loyal to you as long as you continue to treat him or her as a trusted friend. Should you betray this person's trust, you lose the benefit of this feat. At your DM's option, your cohort can act independently of you rather than sharing your actions.

Name: Combat Archer

Areas of Mastery: Combat, Ranged

Prerequisites: none

Description: Add your Strength modifier to damage dealt with ranged weapons, except crossbows.

Name: Combat Leader

Areas of Mastery: Combat, Leadership

Prerequisites: Cha 13

Description: Your allies look to you for leadership in combat. When an adjacent ally spends tokens to retroactively increase her attack roll, she only needs to spend 2 tokens for each +1 bonus. You can not use this ability on yourself.

Name: Combat Leader, Greater

Areas of Mastery: Combat, Leadership

Prerequisites: Combat Leader

Description: You can use your Combat Leader feat with allies who are up to 2 squares away.

Name: Combat Reflexes

Areas of Mastery: Combat, Agility

Prerequisites: Dex 13

Description: You may take additional opportunity attacks per round equal to your Dexterity modifier.

Name: Community Domain

Areas of Mastery: Divine, Domain

Prerequisites:

Description: Once per day, you can grant a saving throw to yourself and every ally you can see. Bonus spells: *bless*, *telepathic bond*

Name: Coordinated Move

Areas of Mastery: Combat, Leadership

Prerequisites: Combat Leader

Description: As a standard action, you can spend two insight tokens to grant a move action to every ally you can see including yourself. Each ally

must take this move immediately in initiative order and it does not count against the ally's regular allotment of actions.

Name: Coordinated Strike

Areas of Mastery: Combat, Agility

Prerequisites: Unwelcome Swap

Description: If you hit a creature with a melee attack and that creature has the unbalanced condition, you gain 1 speed token.

Name: Coordinated Swap

Areas of Mastery: Combat, Agility

Prerequisites: 1 rank in Acrobatics

Description: You can take a five-foot-step into the square occupied by an adjacent ally that is size medium or smaller. The ally moves into the square you just left as a free action. The ally you swap with must be willing to swap and capable of moving into your square.

Name: Cougar Totem

Areas of Mastery: Alternate Form, Totem

Prerequisites: One alternate form feat

Description: Your fingers elongate into claws. You lose the ability to manipulate objects with your hands or perform somatic components for spellcasting. Your claws become a natural melee weapon that deals 1d8 damage on a hit. If you have another feat that allows you to make an attack with your off hand, you can use your claws for both your primary and off-hand attack. Feats that affect your unarmed strike, also affect your claws.

Name: Counter Tumble

Areas of Mastery: Combat, Agility

Prerequisites: Dex 13

Description: When an enemy attempts to tumble through you or around you, you are not denied an opportunity attack.

Name: Countersong

Areas of Mastery: Performance

Prerequisites:

Description: This feat works identically to Counterspell, except that you can use your Perform skill to perform the disruption rather than Spellcraft. Furthermore, Countersong can be used

against creatures with sonic-based attacks to similar effect.

Name: Counterspell

Areas of Mastery: Magic

Prerequisites: Ability to cast spells

Description: When a foe attempts to cast a spell, you spend 2 insight tokens as an immediate action to use your own magical energies to disrupt the spell as it is being cast. Make a Spellcraft check versus the caster's passive Spellcraft skill. On a success, the caster's spell dissipates with no effect and the caster loses the action he was using to cast the spell. On a failure, you take 1d3 points of Charisma damage from the backlash. Counterspell can also be used to negate spells cast from spell storing items like scrolls and wands.

Name: Crab Totem

Areas of Mastery: Alternate Form, Totem

Prerequisites: Dex 13

Description: Your hands meld into powerful grabbing claws with a tough exoskeleton. You lose the ability to manipulate objects with your hands or perform somatic components for spellcasting. Your claws become a natural melee attack. If you hit with this attack you can either grab your target or deal 1d4 damage. Feats that affect your unarmed strike, also affect your claws.

Name: Crenelation Stance

Areas of Mastery: Stance, Weapon

Prerequisites: Shield Proficiency

Description: You may enter this stance as a free action and can leave it as a free action. While in this stance and not in a threatened square, you gain **cover**.

Name: Crenelation Stance, Improved

Areas of Mastery: Stance, Weapon

Prerequisites: Crenelation Stance

Description: When in a crenelation stance and not in a threatened square, adjacent allies who are not threatened also gain **cover**.

Name: Crippling Shot

Areas of Mastery: Combat, Ranged

Prerequisites: Dex BAB +6

Description: To use this feat, spend two insight tokens and make an attack with a ranged weapon as a standard action. If you hit, your opponent gains the **slowed** condition until it gains magical healing or someone makes a DC 15 Heal check to treat the wound. This condition is in addition to normal damage.

Name: Crippling Strike

Areas of Mastery: Skulduggery, Weapon

Prerequisites: none

Description: Spend 1 or more tokens to aid an attack. On a hit you deal half damage but also deal 2 Strength damage.

Name: Crocodile Totem

Areas of Mastery: Alternate Form, Totem

Prerequisites: One alternate form feat

Description: Your teeth extend into fangs. Your voice becomes distorted and you lose the ability to perform verbal components for spellcasting. Your bite becomes a natural melee attack that deals 1d8 damage on a hit. You can use your bite as a primary or off-hand attack but not both. Feats that affect your unarmed strike also affect your bite attack.

Name: Daggermaster

Areas of Mastery: Combat, Weapon

Prerequisites: Light Weapon Master, Sneak Attack

Description: Your bonus to damage from Sneak Attack increases by +3 when you strike with a dagger.

Name: Danger Sense

Areas of Mastery: Combat, Intuition

Prerequisites: Wis 13, Improved Initiative

Description: Add your Wisdom bonus to initiative rolls

Name: Dangerous Challenge

Areas of Mastery: Combat, Courage

Prerequisites: Treacherous Challenge

Description: If a challenged creature within your reach makes an attack that does not include you, even if it's an opportunity attack, you may make an opportunity attack on that creature.

Name: Darkness Domain

Areas of Mastery: Divine, Domain

Prerequisites: none

Description: You gain low-light vision and darkvision. Your vision is never impaired by darkness, even magical darkness. Bonus spells: *darkness, shadow conjuration*

Name: Dazzling Display

Areas of Mastery: Combat, Power Attack

Prerequisites: Str 17, 1 rank in Perform

Description: Once per encounter, you can perform an intimidating demonstration of physical power and prowess with your weapon. Making this performance uses both your standard and your move action this round and provokes an attack of opportunity from all adjacent foes. Upon completing your demonstration, make an Athletics check vs. Will as an area of effect against all intelligent enemies that can see you. Affected creatures become **shaken**.

Name: Deadly Aim

Areas of Mastery: Combat, Ranged

Prerequisites:

Description: When you use speed tokens to increase your attack roll with a ranged weapon, you also deal +2 damage per token if you hit. Alternatively, you can spend speed tokens to retroactively increase the damage dealt by your ranged weapon attacks at a rate of +1 damage per token spent.

Name: Deadly Stroke

Areas of Mastery: Combat, Power Attack

Prerequisites: Brutal Attacker

Description: To use this feat, spend 2, 3, or 4 power tokens and make an attack as a standard action. The power tokens do not increase your attack modifier or damage. However, if you hit, your opponent takes Constitution damage equal to the number of tokens spent. You must be wielding a two-handed weapon, or a one-handed weapon wielded in two hands, to gain this benefit.

Name: Deadly Twin Stance

Areas of Mastery: Stance, Weapon

Prerequisites: Dex BAB +3, 3 ranks in

Acrobatics

Description: To activate this stance, spend a swift action to make an Acrobatics check vs. your opponent's Reflex defense. On a failure, your opponent may make an opportunity attack against you. On a success, you enter a square occupied by your opponent without drawing an attack of opportunity. If your opponent uses a five-foot-step to move, you can spend a free action to move with it. Your opponent may use a standard action to take a five-foot-step without giving you the opportunity to follow. As long as you remain in your opponent's square, you gain **cover**. Furthermore, if another creature attacks you and misses you, you can spend 3 speed tokens to cause the attack to hit the opponent you're sharing a square with instead. This stance ends when you no longer share your opponent's square.

Name: Death Domain

Areas of Mastery: Divine, Domain

Prerequisites:

Description: You can cast *death knell* as a swift action and the attack always succeeds. Bonus spells; *chill touch*, *death knell*, *finger of death*

Name: Debilitating Strike

Areas of Mastery: Skulduggery

Prerequisites: Sneak Attack

Description: When you hit a foe with your sneak attack, you can choose not to inflict the extra damage. Instead, your foe loses 2 tokens plus 1 token for each feat that you have which increases your sneak attack damage.

Name: Defensive Roll

Areas of Mastery: Combat, Agility

Prerequisites: 6 ranks in Acrobatics

Description: Once per combat, when an enemy strikes you you may spend an immediate action to roll with the blow. Move one square away from your opponent and reduce the damage taken by your passive Acrobatics check down to a minimum of 1 point of damage.

Name: Defensive Tumble

Areas of Mastery: Combat, Agility

Prerequisites: Tumble

Description: When you take the total defense

action, you gain 6 speed tokens instead of 4.

Name: Deflect Arrows

Areas of Mastery: Ki, Way of the Crane

Prerequisites: Combat Reflexes

Description: Once per round, you can deflect a single ranged weapon attack. This includes both missile weapons and thrown weapons. This feat does not work on particularly large missiles like giant-hurled boulders or ballista bolts.

Name: Deflect Arrows, Greater

Areas of Mastery: Ki, Way of the Crane

Prerequisites: Deflect Arrows, Dex 15

Description: You can deflect a number of ranged weapon attacks per round equal to your Dexterity modifier.

Name: Deflect Spell

Areas of Mastery: Ki, Way of the Crane

Prerequisites: Snatch Arrows, 3 ranks in Spellcraft

Description: Once per round, you can use a speed token to deflect a single ranged spell that attacks your Reflex defense.

Name: Destined Bloodline

Areas of Mastery: Arcane, Bloodline

Prerequisites: 1st level Sorcerer

Description: Your family is destined for greatness in some way. Your birth could have been foretold in prophecy, or perhaps it occurred during an especially auspicious event, such as a solar eclipse. Once per day, you may re-roll one die roll. Bonus Spells: *resistance*, *moment of prescience*

Name: Destruction Domain

Areas of Mastery: Divine, Domain

Prerequisites:

Description: You gain access to the Courage and Divine Wrath areas of mastery. Bonus spells: *shatter*, *destruction*

Name: Detect Diametric

Areas of Mastery: Divine, Faith

Prerequisites: Alignment subtype

Description: Whenever a creature or object with an alignment subtype that is the opposite of yours

comes near you, you detect that creature's presence. This feat does not give you the ability to pinpoint the creature's location. The more powerful the creature is, the further away they can be from you and still be detected by you. So, for example, if you have the Good subtype you might need to be in the next room from a ghoul but could detect a greater demon from a mile away. If a creature with the proper subtype is within your sight, you can always detect its presence. Some magical effects can block this ability.

Name: Diametric Wrath

Areas of Mastery: Divine, Divine Wrath

Prerequisites: Detect Diametric, alignment subtype

Description: You gain 5 tokens of your choice if you roll initiative while you can see at least one enemy creature whose alignment subtype is diametrically opposed to yours.

Name: Diamond Body

Areas of Mastery: Ki, Way of the Boar

Prerequisites: Purity of Body

Description: You are immune to poison and venoms except for supernatural poisons.

Name: Diehard

Areas of Mastery: Combat, Stamina

Prerequisites:

Description: When reduced to negative hit points, you may choose to act as if you were **disabled** when you are **dying**. You must make this decision as soon as you begin dying. If you do not choose to act as if you were disabled, you immediately fall **unconscious** as normal. When using this feat, you are still subject to all the other effects of the dying condition.

Name: Disarm

Areas of Mastery: Combat, Expertise

Prerequisites: 1 rank in Sleight of Hand

Description: You can only use this feat against a creature that is holding an item in its hand. As a standard action make a Sleight of Hand check against your opponent's Reflex defense. On a success, your opponent must choose to either drop the item it is holding or let you gain 3 power tokens.

Name: Disarming Flail

Areas of Mastery: Combat, Weapon

Prerequisites: Parry, Disarm, see description

Description: You must be using a flail, nunchaku, ranseur, sai, whip or similar weapon to use this feat and you must be proficient with the weapon. If you use your Parry feat to prevent a foe from attacking you, you may use your Disarm feat on the foe as an immediate action.

Name: Disrupting Shot

Areas of Mastery: Combat, Ranged

Prerequisites: Mark; Dex BAB +3

Description: To use this feat ready an action to attack a creature you have marked when it attacks an ally. If the readied action is triggered and you hit, the creature takes damage as normal and you may spend insight tokens to retroactively increase your ally's defense vs. the attack on a 1-for-2 basis (i.e., each token grants a +2 bonus).

Name: Diverting Defense

Areas of Mastery: Combat, Agility

Prerequisites: Dodge; 5 ranks in Acrobatics

Description: If a flanking opponent strikes you and misses you may use an immediate action to redirect the attack against the other flanking opponent. The same attack roll that missed you is applied, but you may retroactively increase it with your speed tokens.

Name: Divine Grace

Areas of Mastery: Divine, Faith

Prerequisites: none

Description: You gain a +1 bonus on a saving throw type of your choice. You may take this feat up to three times, each time you must select a different type of saving throw.

Name: Divine Health

Areas of Mastery: Divine, Faith

Prerequisites: none

Description: You are immune to disease except for supernatural disease.

Name: Divine Mount

Areas of Mastery: Divine, Companion

Prerequisites: 1 rank in Handle Animal, character level 4

Description: You gain the devotion of an extra-planar animal. This animal serves you as a mount and will fight with you in combat. Your divine mount has an intelligence of at least 4 and understands (but can not speak) rudimentary Common. Your divine mount is typically a horse, pony or riding dog. If you select a different creature, it must have a challenge rating that is no more than half your character level.

Name: Dodge

Areas of Mastery: Combat, Expertise

Prerequisites: 1 rank in Acrobatics

Description: You gain a +1 dodge bonus to AC and Reflex.

Name: Double Weapon Defense

Areas of Mastery: Combat, Weapon

Prerequisites: Proficient with a double weapon

Description: You must be wielding a double weapon to use this feat and you must be proficient with the weapon. You gain a +1 bonus to AC.

Name: Draconic Bloodline

Areas of Mastery: Arcane, Bloodline

Prerequisites: 1st level Sorcerer

Description: At some point in your family's history, a dragon interbred with your bloodline, and now its ancient power flows through your veins. You gain energy resistance equal to your level (minimum: 5) to an energy type of your choice. Bonus spells: *fear*, *fly*, *prismatic spray*

Name: Drow Arcana

Areas of Mastery: none

Prerequisites: Drow Elf; Cha 10 or higher

Description: You gain the ability to cast *dancing lights*, *darkness* and *faerie fire* as a 1st level sorcerer.

Name: Drow Arcana, Greater

Areas of Mastery: none

Prerequisites: Drow Arcana; Cha 12 or higher; 3 ranks in Spellcraft

Description: You gain the ability to cast *levitate* as a 3rd level sorcerer.

Name: Drow Sleep Poison

Areas of Mastery: none

Prerequisites: Drow Elf

Description: You have learned the secret formula for brewing drow sleep poison and can be assumed to have a small supply on your person when you are equipped for adventure. (See Poisons in Chapter 8: Adventuring.)

Name: Dual Challenge

Areas of Mastery: Combat, Courage

Prerequisites: Challenge

Description: You may challenge up to two creatures at once.

Name: Dual Claws

Areas of Mastery: Alternate Form

Prerequisites: Dex 13

Description: You gain the benefits of the Dual Strike feat but only when fighting with natural weapons. You also qualify as having Dual Strike feat and the Two-Weapon Fighting area of mastery for the purposes of meeting prerequisites. You may only use the benefits of the Two-Weapon Fighting area of mastery when using natural attacks.

Name: Dual Mark

Areas of Mastery: Combat, Ranged

Prerequisites: Mark, Dex BAB +6

Description: You can mark up to two creatures at once.

Name: Dual Strike

Areas of Mastery: Combat, Two-Weapon Fighting

Prerequisites: none

Description: If you hit an opponent with a standard action attack using a melee or thrown weapon, you may attack a second time with your off-hand weapon as a swift action. In addition, you may draw your off-hand weapon as a free action during the same round that you draw your favored weapon.

Name: Dual Strike, Improved

Areas of Mastery: Combat, Two-Weapon Fighting

Prerequisites: Dual Strike, Dex BAB +3

Description: As Dual Strike except that you may attack with your off-hand as a swift action when you miss with your standard action attack.

Name: Dual Totem

Areas of Mastery: Alternate Form, Wild Shape

Prerequisites: Two totem feats

Description: Select any two totem feats that you have. You gain the ability to use both totems simultaneously.

Special: You may take this feat multiple times, each time it must be applied to a different pair of totems.

Name: Duergar Arcana

Areas of Mastery: none

Prerequisites: Duergar; Int 10 or higher

Description: You gain the ability to cast the *enlarge* spell upon yourself as if you were a 2nd level sorcerer.

Name: Duergar Arcana, Greater

Areas of Mastery: none

Prerequisites: Duergar Arcana; Int 12 or higher; 4 ranks in Spellcraft

Description: You gain the ability to cast the *invisibility* spell upon yourself as if you were a 4th level sorcerer.

Name: Dwarven Resilience

Areas of Mastery: none

Prerequisites: Dwarf

Description: As a swift action, you take 1 Con damage to gain 10 temporary hit points. The Con damage can not be avoided or negated in any way.

Name: Eagle Totem

Areas of Mastery: Alternate Form, Totem

Prerequisites: Two totem feats

Description: You gain large wings that can either be feathered, leathery or insectoid. As a result, you can fly at speed equal to your base movement rate. While flying, you can not take standard actions.

Name: Earth Domain

Areas of Mastery: Divine, Domain

Prerequisites:

Description: You can turn air creatures as a cleric with the Turn Undead feat turns undead. You gain resistance to acid equal to your class level. Bonus spells: *magic stone*, *wall of stone*

Name: Effortless Load

Areas of Mastery: none

Prerequisites: Halfling

Description: Your Strength score is considered 4 higher for the purpose of calculating encumbrance.

Name: Elemental Bloodline

Areas of Mastery: Arcane, Bloodline

Prerequisites: 1st level Sorcerer

Description: The power of the elements resides in you, and at times you can hardly control its fury. This influence comes from an elemental outsider in your family history or a time when you or your relatives were exposed to a powerful elemental force. Select one energy type (acid, cold, fire or electricity). Any spell you know that deals energy damage can be modified to deal the energy type you've selected instead as if the Realignment Spell feat had been used upon it. Bonus Spells: *resist energy* and one of the following which corresponds to your energy type: *solid fog* (acid), *fireball* (fire), *chain lightning* (electricity), *cone of cold* (cold).

Name: Elemental Strike

Areas of Mastery: Ki

Prerequisites: Ki Strike

Description: Select fire, electricity, cold or acid damage. You can spend 2 insight tokens to add +5 damage of this type when you hit with an unarmed strike.

Name: Empower Spell

Areas of Mastery: Magic, Metamagic

Prerequisites: Cha 13

Description: When you cast a spell that deals hit point damage, you can spend 2 insight tokens to increase the amount of damage dealt. The amount of extra damage depends upon the frequency of the spell:

- Unlimited: +2 damage
- Encounter: +4 damage

- 24 Hours: additional damage equal to the spell's level (minimum 6).

If you empower a spell damages multiple creatures, only the primary target receives the extra damage.

Name: Encouraging Word

Areas of Mastery: Combat, Leadership

Prerequisites:

Description: As a free action, you can spend an insight token to grant a saving throw to an adjacent ally.

Name: Enlarge Spell

Areas of Mastery: Magic, Metamagic

Prerequisites: Cha 11

Description: When you cast a spell with a range of Close, Medium or Long, you can spend 2 insight tokens to double the spell's range.

Name: Eschew Materials

Areas of Mastery: Magic, Metamagic

Prerequisites: Cha 11

Description: You can cast any spell that has a material component costing 1 gp or less without needing that component. If the spell requires a material component that costs more than 1 gp, you must have the material component at hand to cast the spell, just as normal.

Name: Evasion

Areas of Mastery: Ki, Way of the Snake or Skulduggery

Prerequisites: Dex 13, Int 13

Description: You take half damage from area of effect attacks that successfully target your Reflex defense. If the attack misses you, you take no damage even if it normally deals damage on a miss.

Name: Evil Domain

Areas of Mastery: Divine, Domain

Prerequisites:

Description: You can turn creatures with the Good subtype as a cleric with the Turn Undead feat turns undead. Any weapon you wield automatically gains the unholy property as long as it is in your hands. Bonus spells: *resist good*, *unholy blight*

Name: Exotic Weapon Proficiency

Areas of Mastery: none

Prerequisites: Proficient with three martial weapons

Description: You gain proficiency with one exotic weapon of your choice

Name: Expert Parry

Areas of Mastery: Combat, Expertise

Prerequisites: Parry

Description: When you parry with two or more foes adjacent to you, you can spend an insight token to prevent one foe from receiving any tokens.

Name: Extra Spell

Areas of Mastery: Magic

Prerequisites:

Description: You learn one additional spell that you currently meet the prerequisites for.

Name: Eyes in the Back of your Head

Areas of Mastery: Combat, Intuition

Prerequisites: Wis 15

Description: Your opponents can not gain tokens due to flanking you.

Name: Faerie Blink

Areas of Mastery: none

Prerequisites: Elf or Gnome; Cha 13 or higher; 5 ranks in Spellcraft

Description: You gain the ability to cast the *blink* spell upon yourself as if you were a 5th level sorcerer. Instead of being partially on the ethereal plane, you are partially in the realm of Faerie.

Name: Familiar

Areas of Mastery: Arcane, Companion

Prerequisites:

Description: You gain the devotion of a tiny or fine magical creature whose challenge rating is no more than half your character level. This creature has an intelligence of at least 10 and can speak 1 language fluently. It also shares a telepathic link with you that operates over a distance of up to 1 mile. Furthermore, you can expend a swift action to have your familiar deliver a touch spell you just cast on your behalf. Your familiar can hide in your backpack, amongst the folds of your traveling cloak or elsewhere on your person. As long as it remains there, it is immune to damage from spells and attacks that do not target it directly.

Name: Familiar, Improved

Areas of Mastery: Arcane, Companion

Prerequisites: 5 ranks in Knowledge

Description: This feat is identical to Familiar except that you gain the devotion of a small or medium magical creature. Furthermore, this creature can no longer hide on your person.

Name: Far Shot

Areas of Mastery: Combat, Ranged

Prerequisites: Dex BAB +1

Description: Select one type of ranged weapon that you are proficient with. The range of that weapon is effectively doubled when you wield it.

Name: Fast Movement

Areas of Mastery: Combat, Stamina

Prerequisites: Con 13

Description: Your base speed increases by 2 squares as long as you are wearing light armor or no armor.

Name: Fast Rider

Areas of Mastery: Combat, Mounted Combat

Prerequisites: Trained Rider, 1 rank in Handle Animal

Description: The second time you direct your mount to move each round, your mount moves an extra 4 squares.

Name: Fast Tumble

Areas of Mastery: Combat, Agility

Prerequisites: Tumble; 10 ranks in Acrobatics

Description: When using the Tumble or Greater

Tumble feats, you can move your full speed instead of half your speed.

Name: Favored Enemy

Areas of Mastery: Nature, Hunter

Prerequisites:

Description: Select one type of creature from the following list: Aberration, Animal, Construct, Dragon, Elemental, Fey, Giant, Magical beast, Monstrous Humanoid, Ooze, Plant, Undead, Vermin. You gain 5 tokens of your choice whenever you roll initiative within sight of an enemy of that type.

Special: You may take this feat multiple times. Each time, you must select a different creature type.

Name: Favored Enemy, Improved

Areas of Mastery: Nature, Hunter

Prerequisites: Favored Enemy

Description: Select a Favored Enemy feat that you have, the extra tokens you get when you use that feat increases to 7.

Name: Favored Spell

Areas of Mastery: Magic, Metamagic

Prerequisites: Cha 15

Description: Select one spell that you know with a frequency of encounter as your favored spell. As a swift action, you can spend an insight token and expend a spell of equal or higher level to immediately ready your favored spell to cast it again. The replaced spell must be a spell that was ready to cast and it must have the same or a longer frequency as the favored spell.

Special: You may take this feat multiple times, each time it must be applied to different spell.

Name: Feint

Areas of Mastery: Combat, Expertise

Prerequisites: 1 rank in Bluff

Description: As a swift action, you make a Bluff skill check against an adjacent opponent's Reflex defense or passive Sense Motive (whichever is higher). On a success, you gain 2 speed tokens and your opponent loses 2 speed tokens. On a failure, your opponent gains 2 speed tokens and you lose 2 speed tokens.

Name: Feint, Improved

Areas of Mastery: Combat, Expertise

Prerequisites: Feint

Description: On a successful Feint, you gain 3 tokens instead of 2.

Name: Fencer

Areas of Mastery: Combat, Expertise

Prerequisites: Dodge, Parry, Feint

Description: Each time you use a standard action to hit an opponent with a melee weapon attack, you gain 1 power token.

Name: Fey Bloodline

Areas of Mastery: Arcane, Bloodline

Prerequisites: 1st level Sorcerer

Description: The capricious nature of the fey runs in your family due to some intermingling of fey blood or magic. You are more emotional than most, prone to bouts of joy and rage. You may take feats from the Flora and Fauna areas of mastery even if you don't have the Nature area of mastery. You must still meet the other prerequisites for the feat. Bonus Spells: *entangle*, *tree stride*, *irresistible dance*

Name: Finishing Move

Areas of Mastery: Combat, Power Attack

Prerequisites: Str BAB +1

Description: When you hit an opponent that is **dazed**, **paralyzed**, **staggered**, **stunned** or **unconscious** with a melee attack as a standard action, your hit automatically becomes a critical hit.

Name: Fire Domain

Areas of Mastery: Divine, Domain

Prerequisites:

Description: You can turn water creatures as a cleric with the Turn Undead feat turns undead. You gain resistance to fire equal to your class level. Bonus spells: *burning hands*, *wall of fire*

Name: Flurry of Blows

Areas of Mastery: Ki

Prerequisites: Two-Weapon Fighting

Description: When making an off-hand attack with an unarmed strike or monk weapon, you may

roll an additional d20 and take the highest result.

Special: You may take this feat multiple times.

Special: You may not use Flurry of Blows when fighting defensively.

Name: Flurry of Blows, Greater

Areas of Mastery: Ki

Prerequisites: Flurry of Blows

Description: When making a primary attack with an unarmed strike or monk weapon, you may roll an additional d20 and take the highest result.

Special: You may take this feat multiple times, but you must take Flurry of Blows at least an equal number of times.

Special: You may not use Greater Flurry of Blows when fighting defensively.

Name: Focused Fury

Areas of Mastery: Primal, Weapon

Prerequisites: Rage

Description: You can enter a rage that is focused on raw mental fury. You gain insight tokens for entering a rage. You can gain and use insight tokens during a rage. You lose your power and speed tokens and can not gain or use them until the rage has ended. Whenever you would gain power tokens from a Rage feat, you gain insight tokens instead. You can not enter more than 1 type of rage at a time.

Name: Forbidden Strike Stance

Areas of Mastery: Stance, Weapon

Prerequisites: Str BAB +3, Dex BAB +3

Description: You may activate this stance as a free action. Upon doing so, all of the power tokens you currently possess immediately become speed tokens. While you use this stance, you can spend speed tokens retroactively to increase your AC or Reflex defense on a 2-for-1 basis (instead of 3-for-1). Each time an opponent misses you, you gain 1 power token or 1 speed token (your choice). You remain in this stance until you voluntarily spend one or more power tokens to enhance an attack roll. Each power token you spend to end your stance grants a +2 bonus to the attack roll instead of +1.

Name: Forest Gnome's Step

Areas of Mastery: none

Prerequisites: Forest Gnome

Description: You gain the benefit of the Woodland Stride feat

Name: Fox Totem

Areas of Mastery: Alternate Form, Totem

Prerequisites: Wis 13

Description: Your connection to the wild deepens and you can feel the life around you without sensing it. You immediately gain 2 insight tokens. As long as you remain in this wild shape, each time you use 1 or more insight tokens to increase your Will defense you immediately gain 1 insight token after the attack is resolved. You also take a -5 penalty to Strength-based skills and checks until the wild shape ends.

Name: Germane Recovery

Areas of Mastery: none

Prerequisites: human or no negative ability modifiers

Description: +1 bonus to all saving throws

Name: Giant Dodger

Areas of Mastery: none

Prerequisites: Dwarf or Gnome

Description: If you are next to a giant or giant-kin you can spend a swift action to gain 5 speed tokens. Doing this immediately ends your turn.

Name: Glory Domain

Areas of Mastery: Divine, Domain

Prerequisites:

Description: Once per day you or an ally gains a bonus to a Charisma-based skill check equal to your cleric level. You may apply this bonus retroactively to a failed check. Bonus spells: *shield of faith*, *righteous might*

Name: Gnome Arcana

Areas of Mastery: none

Prerequisites: Rock Gnome; Cha 10 or higher

Description: You gain the ability to cast *dancing lights*, *ghost sound* and *prestidigitation* as if you were a 1st level sorcerer.

Name: Gnome Illusionist

Areas of Mastery: Arcane

Prerequisites: Gnome; 1 rank in Spellcraft

Description: Your class level is considered 2 levels higher when you select illusion spells as a result of gaining a level in an arcane spellcasting class. This does not stack with the Arcane Specialist feat.

Name: Gnomish Prank Sight

Areas of Mastery: none

Prerequisites: Gnome; 5 ranks in Spellcraft

Description: You automatically recognize illusions created by spells of 5th level or lower that have a visible effect.

Name: Goblin-Bane

Areas of Mastery: none

Prerequisites: Dwarf

Description: Gain 5 tokens of your choice when rolling initiative within sight of enemy orcs or goblinoids

Name: Goliath Maneuver

Areas of Mastery: Skulduggery, Weapon

Prerequisites: Sneak Attack, 1 rank in Athletics

Description: You leap upon the creature's back and pummel it from behind. This ability can only be used against a creature that is larger than you and adjacent to you. To activate this ability, spend 2 power tokens and use a standard action to make an Athletics check vs. the target creature's Fortitude defense. On a failure, the target may make an opportunity attack against you. On a success, the creature is grabbed by you and you may attack the creature as a swift action this turn. On a hit you may add your Sneak Attack bonus to the damage. The creature must use Acrobatics not Athletics to escape from your grab. As long as it is grabbed you, you deal Sneak Attack damage each time you hit regardless of how many tokens you spend.

Name: Good Domain

Areas of Mastery: Divine, Domain

Prerequisites:

Description: You can turn living creatures with the Evil subtype as a cleric with the Turn Undead feat turns undead. Any weapon you wield automatically gains the holy property as long as it is in your hands. Bonus spell: *resist evil*, *holy smite*

Name: Great Cleave

Areas of Mastery: Combat, Power Attack

Prerequisites: Cleave; Str BAB +6

Description: If you use the Cleave or Great Cleave feat to make an attack and the target drops as a result, you can immediately make another attack against an adjacent creature as a free action.

Name: Great Fortitude

Areas of Mastery: Combat, Stamina

Prerequisites: Con 13

Description: You gain a +2 bonus to your Fortitude defense

Name: Greater Fortitude

Areas of Mastery: Combat, Stamina

Prerequisites: Great Fortitude

Description: You gain an additional +2 bonus to your Fortitude defense and a +1 bonus to Fortitude saving throws.

Name: Greater Rage

Areas of Mastery: Primal, Weapon

Prerequisites: Rage, Str BAB +10

Description: You gain 12 power tokens when you rage instead of 8.

Name: Guardian Stance

Areas of Mastery: Stance, Weapon

Prerequisites: Dual Challenge feat

Description: You can activate this stance as a swift action. While you remain in this stance any creature who begins its turn adjacent to you or moves adjacent to you is automatically challenged by you as per the Challenge feat. You can challenge an unlimited number of foes in this manner. While you are in this stance, you may not voluntarily move from your current square.

Name: Halfling Slinger

Areas of Mastery: none

Prerequisites: Halfling

Description: Your racial heritage grants you a knack with thrown weapons and slings. You gain a +1 bonus when attacking with such weapons. Furthermore, you gain access to the Ranged area of mastery. Provided you meet the prerequisites, you may take feats that require the Ranged area of

mastery even if you do not possess the Combat area of mastery. You must possess any other areas of mastery required by the feat. Any Ranged feats you gain access to via this feat can be used only with a thrown weapon or sling.

Name: Harmless

Areas of Mastery: Ki, Way of the Tiger

Prerequisites: Cha 13

Description: Barring unusual circumstances, ordinary folk (first level NPCs) instinctively believe that you mean them no harm. They typically will not lie to you or try to cheat you, though they will not necessarily go out of their way to help you either. If you do anything rude or harmful to an innocent, you lose this feat for seven days.

Name: Harrowing Challenge

Areas of Mastery: Combat, Courage

Prerequisites: Dangerous Challenge

Description: If a challenged creature makes an attack that does not include you, even if it's an opportunity attack, you may charge that creature as an opportunity attack. You must be able to charge to use this ability. Your charge is subject to the same rules as a charge performed as a standard action.

Name: Head Blow

Areas of Mastery: Combat, Power Attack

Prerequisites: Brutal Attacker; Str BAB +6

Description: To use this feat, spend 2 power tokens and make an attack as a standard action. If you hit, your opponent is **distracted** for 1 round in addition to taking damage. If you spend 5 tokens instead of 2, your opponent is **dazed** instead of distracted on a hit. If you use 10 tokens, your opponent is **stunned** by the attack. You must be wielding a two-handed weapon, or a one-handed weapon wielded in two hands, to gain this benefit.

Name: Healing Domain

Areas of Mastery: Divine, Domain

Prerequisites: none

Description: You gain the Healing Focus as a bonus feat even if you don't meet the prerequisites. Bonus spells: *breath of life*, *heal*

Name: Healing Focus
Areas of Mastery: Divine
Prerequisites: 5 ranks in Heal
Description: Healing spells that you cast heal +5 more hit points.

Name: Healing Focus, Improved
Areas of Mastery: Divine
Prerequisites: 10 ranks in Heal
Description: Healing spells that you cast heal +10 more hit points instead of +5.

Name: Healing Form
Areas of Mastery: Alternate Form, Wild Shape
Prerequisites: 1 Wild Shape feat
Description: When you leave a wild shape, you regain hit points equal to your character level. You can not use this feat more than once per encounter.

Name: Heavy Blow
Areas of Mastery: Primal, Weapon
Prerequisites: Rage
Description: When you hit an opponent with a standard action attack while raging, you may spend 2 power tokens to give your target the **unbalanced** condition.

Name: Herbalist
Areas of Mastery: Nature, Flora
Prerequisites: Knowledge (Herbalism)
Description: You can treat Constitution damage using natural remedies. Such treatment requires 30 minutes and can only be performed once per day on any creature. To treat someone, make a Heal check and divide the result by 5. You heal this many points of Con damage.

Name: Hidden Blade
Areas of Mastery: Skulduggery, Weapon
Prerequisites: Sneak Attack, Quick Draw, 1 rank in Sleight of Hand
Description: After missing with a standard action upon which you spent at least 2 tokens to increase the attack roll, you may spend a swift action to attack with a dagger that is hidden in a convenient place on your person. On a hit, you deal damage equal to your Sneak Attack bonus. If

you do not have a hand free, you can still use this feat. The dagger is presumed to be strapped in place in a convenient place for an attack like on an elbow or behind your wrist.

Name: Hidden Talents
Areas of Mastery: none
Prerequisites: At least one level in the rogue class
Description: Each time you gain a level in the rogue class you may choose where your BAB bonuses apply. For example, you could move your +1 bonus from your Dexterity BAB to your Strength BAB. You may not apply more than one bonus to a given BAB each time you gain a level. This benefit can be applied retroactively.

Name: Hide in Plain Sight
Areas of Mastery: Skulduggery, Weapon
Prerequisites: 10 ranks in Stealth
Description: You can spend 1 insight token to hide from one creature that you do not have **cover** or **concealment** from. You can also spend multiple insight tokens to hide from an equal number of creatures. While hiding in this way, your Stealth checks take a -10 penalty. You remain hidden until you make an attack or until the end of your next turn (whichever comes first).

Name: Hunter
Areas of Mastery: Combat, Ranged
Prerequisites: none
Description: Add your Wisdom modifier to damage dealt with ranged weapons, except crossbows.
Name: Imbued Natural Attack
Areas of Mastery: Alternate Form
Prerequisites: Crocodile Totem, Cougar Totem or Scorpion Totem
Description: When you are using a wild shape feat that grants you a natural attack, one of your natural attacks gains the magical properties of the weapon that you had in hand at the time you assumed that shape. For example, if you are wielding a flaming scimitar when you take the Wolf Form feat, then your bite deals additional fire damage on a hit. If a particular weapon property is incompatible with your shape then it is not imbued via this feat.

Name: Improved Critical

Areas of Mastery: Combat, Weapon

Prerequisites:

Description: Choose a type of weapon you are proficient with. Increase the critical hit range of that weapon by 1. So, for example, a weapon that scores a critical hit on a 19-20 would now score critical hits on an 18-20.

Special: You may take this feat multiple times, each time select a different weapon.

Name: Improved Spell Critical

Areas of Mastery: Magic

Prerequisites: none

Description: When making an attack with a spell, you score a critical hit on either a 19 or 20.

Name: Improved Defensive Attack

Areas of Mastery: Combat, Expertise

Prerequisites:

Description: You gain 4 speed tokens instead of 2 when you attack while fighting defensively.

Name: Improved Flank

Areas of Mastery: Combat, Expertise

Prerequisites: Dex BAB +5

Description: When you are flanking with an ally, you can spend a swift action to gain 3 power tokens instead of 2.

Name: Improved Grab

Areas of Mastery: Combat, Unarmed

Prerequisites: Dex BAB +1

Description: When you hit with a natural attack you may attempt to grab your target as a swift action without provoking an attack of opportunity.

Name: Improved Grapple

Areas of Mastery: Combat, Unarmed

Prerequisites: Str BAB +3

Description: You are not **distracted** when you are grappling. When you make an Athletics check while in a grapple you may roll twice and use the higher result.

Name: Improved Initiative

Areas of Mastery: none

Prerequisites: Dex 13

Description: Your Dexterity bonus to initiative is double normal. For example, if your Dexterity modifier is +2, you apply a +4 bonus to initiative rolls from your Dexterity.

Name: Improved Natural Attack

Areas of Mastery: Combat, Unarmed

Prerequisites: none

Description: Choose one of your natural attack forms. The damage for this natural weapon increases by one step, as if your size had increased by one category. See Weapons in Chapter 6: Equipment.

Special: You may take this feat multiple times and its effects stack. However, you may not increase your natural attack damage above 2d6.

Name: Improved Unarmed Strike

Areas of Mastery: Combat, Unarmed

Prerequisites: Str 13

Description: You may add your Strength bonus to the damage you deal with your unarmed strike. Your unarmed strike can be treated as a manufactured weapon for the purposes of magical enhancements.

Name: Indomitable Will

Areas of Mastery: Primal, Weapon

Prerequisites: Mindless Rage

Description: When you spend power tokens to increase your Will defense during a rage, you gain a +2 bonus to your defense for each token spent instead of +1.

Name: Infernal Bloodline

Areas of Mastery: Arcane, Bloodline

Prerequisites: 1st level Sorcerer

Description: Somewhere in your family's history, a relative made a deal with a devil, and that pact has influenced your family line ever since. In you, it manifests in direct and obvious ways, granting you powers and abilities. While your fate is still your own, you can't help but wonder if your ultimate reward is bound to the Pit. When angered, your eyes flash with fire. You gain the Evil subtype. Whenever you cast a spell that deals fire damage, it burns with hellfire that deals both fire and negative energy damage. As a result, creatures with fire resistance still take full damage

from the spell. Bonus spells: *burning hands*, *incendiary cloud*.

Name: Inspiring Challenge

Areas of Mastery: Combat, Courage

Prerequisites: Challenge

Description: When you are adjacent to a challenged creature, you may spend a swift action to gain 2 tokens of your choice. If none of your allies are adjacent to the creature, you gain 3 tokens instead.

Name: Internal Resolve

Areas of Mastery: Combat, Stamina

Prerequisites: Con 15

Description: Once per day, you can take Strength damage in order to heal Constitution damage. For each 1 point of Strength damage you take, you heal 1 point of Constitution damage. The maximum Constitution damage that you can heal in this way is equal to your Constitution modifier. Using this feat is a standard action.

Name: Iron Mountain Stance

Areas of Mastery: Stance, Weapon

Prerequisites: Heavy Armor Proficiency, Con 13

Description: You can enter this stance as a free action and can leave it as a free action. Each time a creature hits you with a natural attack or unarmed strike while you are in this stance, it takes damage equal to your Con modifier. As long as you remain in this stance, you gain the **slowed** condition.

Name: Iron Skull

Areas of Mastery: none

Prerequisites: Strong Focus, Con 13

Description: Whenever you make a saving throw to remove the **dazed** condition, you automatically succeed on that saving throw. You can also spend 2 power tokens to remove the condition as an immediate action.

Name: Iron Skull, Improved

Areas of Mastery: none

Prerequisites: Iron Skull, Con 15

Description: Whenever you make a saving throw to remove the **stunned** condition, you automatically succeed on that saving throw. You

can also spend 2 power tokens to remove the condition as an immediate action.

Name: Iron Stomach

Areas of Mastery: none

Prerequisites: Con 13

Description: Whenever you make a saving throw to remove the **sickened** or **nauseated** condition, you automatically succeed on that saving throw. You can also spend 2 power tokens to remove the above conditions as an immediate action.

Name: Iron Will

Areas of Mastery: Combat, Intuition

Prerequisites: Wis 13

Description: You gain a +2 bonus to your Will defense

Name: Iron Will, Greater

Areas of Mastery: Combat, Intuition

Prerequisites: Iron Will

Description: You gain an additional +2 bonus to your Will defense and a +1 bonus to Will saving throws.

Name: Jack of All Trades

Areas of Mastery: none

Prerequisites:

Description: You gain a +2 bonus to all skills that you have not invested any ranks into.

Name: Jack of All Trades, Greater

Areas of Mastery: none

Prerequisites: Jack of all Trades

Description: You are considered trained in all skills.

Name: Juggernaut Rage

Areas of Mastery: Primal, Weapon

Prerequisites: Blood Rage, Cleave

Description: Each time you drop an opponent while in a rage, you may spend 2 power tokens to charge another opponent as a swift action. You can not use this ability if there is no opponent that you can charge.

Name: Ki Strike

Areas of Mastery: Ki

Prerequisites:

Description: When attacking with an unarmed strike, your attacks are always treated as token-based attacks for the purpose of striking incorporeal creatures, raging barbarians and any other creature that requires a token spent to hit them.

Name: Kip Up

Areas of Mastery: Combat, Agility

Prerequisites: Tumble; 5 ranks in Acrobatics

Description: You can stand up from prone as a swift action. Alternatively, you can stand up as a move action without granting any tokens to adjacent foes.

Name: Knowledge Domain

Areas of Mastery: Divine, Domain

Prerequisites:

Description: Once per day you may "take 20" on one Knowledge check. Bonus spells: *comprehend languages*, *true seeing*

Name: Law Domain

Areas of Mastery: Divine, Domain

Prerequisites: none

Description: You can turn creatures with the Chaos subtype as a cleric with the Turn Undead feat turns undead. Once per day, you can cause all allies around you to treat all skill checks with a specific skill as if they had rolled a natural 11. This effect persists for 1 encounter or until you dismiss it as a free action. Bonus spells: *resist chaos*, *order's wrath*

Name: Lay on Hands

Areas of Mastery: Divine, Channeling

Prerequisites: none

Description: By spending one insight token as a swift action, you can heal an adjacent ally 2 hit points per class level.

Name: Leaping Charge

Areas of Mastery: Ki, Way of the Monkey

Prerequisites: 1 rank in Athletics or Acrobatics

Description: When you move, you tend to leap rather than walk. Whenever you use a move action to move at least 2 squares, you gain 1 speed token or power token (your choice).

Name: Leg Breaker

Areas of Mastery: Combat, Weapon

Prerequisites: Ankle Shot, see description

Description: You must be wielding a ranseur, guisarm, glaive, longspear or similar polearm to use this feat and you must be proficient with the weapon. If you use your Ankle Shot feat against a foe, you need only spend 1 additional token to knock your opponent **prone**.

Name: Lessons from the Street

Areas of Mastery: none

Prerequisites: at least one level in the rogue class

Description: You may apply a bonus to two skills of your choice equal to half your class level. You receive these bonuses instead of, not addition to, the equivalent bonuses you normally receive to Tinker and Sleight of Hand.

Name: Liberation Domain

Areas of Mastery: Divine, Domain

Prerequisites:

Description: Once per encounter, you may automatically escape avoid being entangled, grabbed or grappled. Bonus spells: *remove fear*, *remove paralysis*, *remove curse*

Name: Light Foot

Areas of Mastery: Combat, Agility

Prerequisites: Size small; humanoid; base speed 4 squares; Dex 13

Description: As long as you are not wearing medium or heavy armor and are lightly encumbered, your speed increases to 6 squares. Your base speed is still 4 squares.

Name: Light Weapon Master

Areas of Mastery: Combat, Weapon

Prerequisites: Str 13

Description: When you are wielding a light weapon in your primary hand that you are proficient with, you can add your Strength bonus to the damage you deal with that weapon when making a melee attack. This bonus does not apply to unarmed strikes.

Name: Lightning Reflexes

Areas of Mastery: Combat, Agility

Prerequisites: Dex 13

Description: You gain a +2 bonus to your Reflex defense

Name: Lightning Reflexes, Greater

Areas of Mastery: Combat, Agility

Prerequisites: Lightning Reflexes

Description: You gain an additional +2 bonus to your Reflex defense and a +1 bonus to Reflex saving throws.

Name: Lizard Totem

Areas of Mastery: Alternate Form, Totem

Prerequisites: Con 13

Description: Your skin sprouts thick fur or toughens into a thick hide. You immediately gain 2 power tokens. As long as you remain in this wild shape, each time that you use 2 or more tokens to increase your Fortitude defense or AC you regain half the tokens you spent after the attack is resolved. You also take a -5 penalty to Charisma-based skills and checks until the wild shape ends.

Name: Luck Domain

Areas of Mastery: Divine, Domain

Prerequisites: none

Description: Once per day, you may reroll one die roll. Bonus spells: *true strike*, *freedom of movement*

Name: Luring Move

Areas of Mastery: Combat, Expertise

Prerequisites: 3 ranks in Acrobatics

Description: If an opponent misses you with an attack of opportunity due to you moving from a threatened square and its attack roll also does not exceed your passive Acrobatics check, then you may use an immediate action to cause it to gain the **unbalanced** condition. This condition can not be removed until the creature's next turn.

Name: Madness Domain

Areas of Mastery: Divine, Domain

Prerequisites: none

Description: Once per encounter, as a standard action, you can make an attack against a living creature's Will defense with your Wisdom BAB. You must have line of sight and line of effect to the target. On a hit, the creature becomes

confused. Bonus spells: *touch of idiocy*, *insanity*

Name: Magic Domain

Areas of Mastery: Divine, Domain

Prerequisites: none

Description: You gain the Magical Knack feat even if you lack the prerequisite. Select any two spells that require the Arcane or Nature area of mastery. For you, this spell requires the Divine area of mastery instead. You need not have the required lesser area of mastery (if any) to add this spell to the list of spells that you know.

Special: Unlike other domain feats, you can retrain your bonus spells each time you gain a new level in the class that granted you this feat. However, you must also retrain any spells that you no longer have access to as a result.

Name: Magical Knack

Areas of Mastery: none

Prerequisites: 1 rank in Spellcraft

Description: You can activate magic items that normally require greater areas of mastery that you lack.

Name: Manhandle

Areas of Mastery: Combat, Power Attack

Prerequisites: Improved Bull Rush, Brutal Attack

Description: When you spend at least 1 power token and hit an opponent with a melee weapon wielded in two hands that deals bludgeoning damage, you can move your opponent 1 square in any direction. You can not move an enemy into a space that is occupied or too small for it.

Name: Manhunter

Areas of Mastery: Nature, Hunter

Prerequisites: Two Favored Enemy feats

Description: Select one type of humanoid from the following list: aquatic, dwarf, elf, gnoll, gnome, goblinoid, halfling, human, orc, reptilian. You gain 3 tokens of your choice if you roll initiative when you can detect the presence of at least one enemy humanoid of that type.

Special: You may take this feat multiple times. Each time, you must select a different humanoid type.

Name: Many Shot

Areas of Mastery: Combat, Ranged

Prerequisites: Dex BAB +6

Description: You can fire two arrows with a single shot. To use this feat, spend two insight tokens and make an attack with a bow as a standard action. Roll two attacks. If either attack hits, deal damage as normal. If both attacks hit, add +5 to the damage dealt.

Name: Mark

Areas of Mastery: Combat, Ranged

Prerequisites: Dex BAB +1

Description: Use a swift action and 1 insight token to mark a target. That target remains marked by you until it is defeated, even if it leaves the battlefield. You are considered to be adjacent to that creature for the purpose of granting and gaining tokens. You can only mark one creature at a time. If you mark a second creature, the first mark goes away. Whenever you gain power tokens as a result of being considered adjacent to a creature you may immediately convert them to speed tokens.

Name: Merciful Hands

Areas of Mastery: Ki, Way of the Dragon

Prerequisites: Harmless, Wholeness of Body

Description: By spending one insight token as a swift action, you can heal an adjacent ally 2 hit points per class level.

Name: Mighty Rage

Areas of Mastery: Primal, Weapon

Prerequisites: Greater Rage, Str BAB +15

Description: You gain 16 power tokens when you rage instead of 12.

Name: Mindless Rage

Areas of Mastery: Primal, Weapon

Prerequisites: Rage

Description: When an attack hits your Will defense while you are raging you can choose to negate the attack as an immediate action. If you do, your rage ends immediately.

Name: Mobility

Areas of Mastery: Combat, Expertise

Prerequisites: Dodge

Description: You gain a +5 dodge bonus to AC versus opportunity attacks.

Name: Monkey's Climb

Areas of Mastery: Ki, Way of the Monkey

Prerequisites: Slow Fall

Description: You gain a climb speed equal to your base move rate. As a result, you are never flat footed when climbing and can attack while climbing.

Name: Monkey's Leap

Areas of Mastery: Ki, Way of the Monkey

Prerequisites: Slow Fall

Description: You always jump as if you had a running start.

Name: Mounted Archery

Areas of Mastery: Combat, Ranged

Prerequisites: Trained Rider

Description: You may fire a two-handed ranged weapon from the back of a mount on a turn when the mount moves. When not firing the weapon you must have one hand free to steer the mount (unless you have the Battle Rider feat).

Name: Mounted Combat

Areas of Mastery: Combat, Mounted Combat

Prerequisites: Battle Rider, 1 rank in Handle Animal

Description: Your mount uses your passive Handle Animal skill check as its AC and Reflex defense unless its own defenses are higher.

Name: Mounted Combat, Improved

Areas of Mastery: Combat, Mounted Combat

Prerequisites: Mounted Combat, 3 ranks in Handle Animal

Description: Your mount's Strength BAB becomes equal to your own.

Name: Native Tongue

Areas of Mastery: none

Prerequisites: Aasimar, Tiefling, Elf or Gnome; 1st level

Description: You are able to speak, read and write Celestial (Aasimars), Infernal (Tieflings) or Sylvan (Elves and Gnomes).

Name: Nimble Shot

Areas of Mastery: Combat, Ranged

Prerequisites: Dodge, Mobility

Description: As a swift action, you can prevent one opponent from taking an attack of opportunity against you for firing a ranged weapon until the end of your next turn.

Name: Nobility Domain

Areas of Mastery: Divine, Domain

Prerequisites: Cha 13

Description: You may select a bonus feat from the Leadership area of mastery that you meet the prerequisites for. Bonus spells: *command*, *magic vestment*

Name: Omnipresent Blade

Areas of Mastery: Combat, Expertise

Prerequisites: Dex BAB +5

Description: When you and at least one other ally are adjacent to a foe, you can spend a swift action to gain 2 power tokens.

Name: Open-Minded

Areas of Mastery: none

Prerequisites:

Description: You gain 5 skill ranks that must be spent immediately.

Special: You may take this feat multiple times.

Name: Opportunist

Areas of Mastery: Skulduggery

Prerequisites: Dex BAB +5

Description: When an adjacent ally hits a foe that you threaten, you can spend 1 speed token to make an attack of opportunity against that foe.

Name: Opportunist Pugilist Stance

Areas of Mastery: Stance, Weapon

Prerequisites: Str BAB +1, Improved Unarmed Strike

Description: When you have this feat, you can make an unarmed strike when you don't have any hands free (e.g., when you are wielding a two-handed weapon). You may activate this stance as a free action against an opponent you have already hit with both a weapon attack and an unarmed strike. While the stance is active, you

can spend a swift action to make an unarmed strike against that opponent provided you have already hit it with a weapon attack this turn.

Name: Overrun, Improved

Areas of Mastery: Combat, Power Attack

Prerequisites: none

Description: When attempting to overrun, you do not draw an attack of opportunity unless the overrun attempt fails.

Name: Pain Fueled Rage

Areas of Mastery: Primal, Weapon

Prerequisites: Unfeeling Rage

Description: Each time you take damage while raging, you gain 2 power tokens.

Name: Parry

Areas of Mastery: Combat, Expertise

Prerequisites: Dex BAB +1

Description: When you are hit by a melee attack, you can spend an immediate action to retroactively increase your AC by up to 5 versus that attack. All foes who threaten you gain power tokens equal to the amount by which you've increased your AC.

Name: Penetrating Strike

Areas of Mastery: Combat, Power Attack

Prerequisites:

Description: When attacking a creature with untyped DR or an object with hardness, you can spend 2 power tokens to ignore that DR or hardness with one attack.

Name: Perfect Balance

Areas of Mastery: none

Prerequisites: Dex 13

Description: Any time you become **unbalanced**, you can remove the condition as a free action.

Name: Perfect Mind

Areas of Mastery: Ki, Way of the Dragon

Prerequisites: Harmless, Evasion, Purity of Body, Tongue of the Sun and Mood, Slow Fall, Deflect Arrows

Description: You gain a +5 bonus to your Will defense. You automatically succeed on Will saves.

Name: Perfect Self

Areas of Mastery: Ki, Way of the Dragon

Prerequisites: Harmless, Evasion, Timeless Body, Still Mind, Slow Fall, Deflect Arrows

Description: You gain damage reduction equal to half your class level (minimum 5).

Name: Perfect Strike

Areas of Mastery: Ki, Way of the Dragon

Prerequisites: Harmless, Improved Battlefield Prescience, Purity of Body, Still Mind, Slow Fall, Deflect Arrows

Description: You gain a +5 bonus to all Strength and Dexterity based attacks.

Name: Pet

Areas of Mastery: Companion

Prerequisites: 1 rank in Handle Animal

Description: You gain the devotion of a mundane domestic animal. This animal can not have more than 10 hit points and will not do anything obviously dangerous. It will not fight unless cornered or dominated. The animal responds to simple commands. If you can speak to animals, this creature can sometimes perform more complex tasks.

Name: Planar Enemy

Areas of Mastery: Nature, Hunter

Prerequisites:

Description: Select one subtype from the following list: air, chaotic, earth, evil, fire, good, lawful, native, water. You gain 3 tokens of your choice if you roll initiative when you can detect the presence of at least one enemy with that subtype.

Special: You may take this feat multiple times. Each time, you must select a different subtype.

Name: Plant Domain

Areas of Mastery: Divine, Domain

Prerequisites:

Description: You gain access to the Flora area of mastery even if you don't have the Nature area of mastery. Bonus spells: *entangle*, *wall of thorns*

Name: Poisoner

Areas of Mastery: Combat, Weapon

Prerequisites:

Description: You can apply injury or contact poison to your weapon as a standard action without risking poisoning yourself. You still must succeed on a DC 15 Sleight of Hand check to successfully apply the poison.

Name: Poisonous Bite

Areas of Mastery: Alternate Form

Prerequisites: Crocodile Totem

Description: Each time you hit with a bite attack, you can attempt to poison your target as a swift action. Make an attack versus your target's Fortitude defense using your Constitution BAB. On a hit, the target takes 1d6 Strength damage.

Name: Poisonous Sting

Areas of Mastery: Alternate Form

Prerequisites: Scorpion Totem

Description: This feat adds a poison attack to your Scorpion Totem that is identical to the Poisonous Bite feat.

Name: Polearm Threat

Areas of Mastery: Combat, Weapon

Prerequisites: Str BAB +1, see description

Description: You must be wielding a ranseur, guisarm, glaive, long spear or other polearm to use this feat and you must be proficient with the weapon. If a creature leaves a non-adjacent square that you can reach and enters a square that you do not threaten, you can spend 1 speed token to take an attack of opportunity. Once the token is spent, the target may opt to abort the movement, lose the associated move action and avoid the attack.

Name: Powerful Bite

Areas of Mastery: Alternate Form

Prerequisites: Str 13, Crocodile Totem

Description: You may select feats from the Power Attack area of mastery. You may only use the benefits of this area of mastery when using a bite attack. Your bite attack counts as a one-handed weapon wielded in two hands for the purposes of using these feats.

Name: Powerful Lunge

Areas of Mastery: Combat, Power Attack

Prerequisites: none

Description: You may spend 2 power tokens to make an attack as if your reach was 1 square further than it is. Whether you hit or miss, your target gains 2 power tokens.

Name: Practiced Caster

Areas of Mastery: none

Prerequisites: 1 rank in Spellcraft

Description: Select one spell that you can cast. You always cast that spell at the highest level of enhancement that is not higher than your character level.

Name: Practiced Spell

Areas of Mastery: Magic, Metamagic

Prerequisites: Cha 13

Description: Select one spell that you know that has an area of effect as its target. When casting this spell, roll four attacks instead of three. Use the highest attack against your primary target and the second highest against all other targets.

Special: You may take this feat multiple times. Each time, you must apply it to a different spell.

Name: Practiced Thrower

Areas of Mastery: Combat, Weapon

Prerequisites: Proficient with a martial melee weapon

Description: For you, all melee weapons have a range of 5 squares. You never need to spend tokens to throw a melee weapon as a ranged attack.

Name: Precise Shot

Areas of Mastery: Combat, Ranged

Prerequisites: Dex BAB +1

Description: Whenever you attack a creature that has **cover** or **concealment** from you, you gain 1 speed token. You can spend this token immediately on the attack if you wish. You can not use this feat against creatures that have **full cover** or **full concealment**.

Name: Precise Shot, Improved

Areas of Mastery: Combat, Ranged

Prerequisites: Precise Shot, Dex BAB +5

Description: You gain 1 additional speed token whenever you use your Precise Shot feat.

Name: Precise Spell

Areas of Mastery: Magic, Metamagic

Prerequisites: Cha 11

Description: When you make an area of effect attack with a spell that deals damage you can opt to use the highest roll for all attacks, but only deal half damage. .

Name: Predictive Strike

Areas of Mastery: Combat, Expertise

Prerequisites: Combat Reflexes, 1 rank in Sense Motive

Description: Spend a standard action to activate this feat. Until the beginning of your next turn, each time a foe that you threaten makes a melee attack and the attack roll is less than your passive Sense Motive check, you may make an opportunity attack against the attacker.

Name: Presence of Command

Areas of Mastery: Combat, Leadership

Prerequisites: Cha 15

Description: Ordinary folk (first level NPCs) instinctively recognize your authority. They obey your commands without questioning unless they are obviously foolish or dangerous. NPCs will not provide services that you would normally have to pay for unless they believe strongly in what you are doing.

Name: Primal Howl

Areas of Mastery: Primal, Weapon

Prerequisites: Rage, Str BAB +5

Description: Once per combat as a swift action, you can emit a primal howl that reinvigorates you and renews your rage. You gain hit points equal to your class level plus your Constitution modifier. You also gain 4 power tokens. You may not use this ability if you are not currently raging.

Name: Prone Fighting

Areas of Mastery: Combat, Agility

Prerequisites: Dex 13

Description: When you are **prone**, your enemies can not gain tokens for being adjacent to you.

Name: Protection Domain

Areas of Mastery: Divine, Domain

Prerequisites:

Description: Once per encounter, you can cause a critical hit against you or an ally to be a normal hit instead. Bonus spells: *sanctuary*, *spell immunity*

Name: Protective Challenge

Areas of Mastery: Combat, Courage

Prerequisites: Challenge

Description: If a challenged creature attacks an ally who is adjacent to you, you may absorb half of any damage dealt. When you do so, both you and your ally take half of the damage that would have been dealt solely to your ally.

Name: Pterodactyl Form

Areas of Mastery: Alternate Form, Wild Shape

Prerequisites: Crocodile Totem, Eagle Totem, Crab Totem

Description: You take the form of a large pterodactyl. You gain the effects of your Crocodile Totem, Eagle Totem and Crab Totem feats while in this form. While in Pterodactyl form you can use a standard action while flying to attack with your bite or claw.

Name: Punishing Challenge

Areas of Mastery: Combat, Courage

Prerequisites: Treacherous Challenge

Description: When you hit a creature with a melee attack that you have not challenged, you can immediately challenge it, even if you have already challenged a different opponent. When you do this, you deal additional damage with your attack equal to 3 + half your level.

Name: Punishing Strike

Areas of Mastery: Combat, Expertise

Prerequisites: Dex BAB +1

Description: You deal +5 damage when making an opportunity attack.

Name: Purity of Body

Areas of Mastery: Ki, Way of the Boar

Prerequisites: Con 13

Description: You are immune to disease except for supernatural disease.

Name: Quick Draw

Areas of Mastery: Combat, Agility

Prerequisites: Dex 13

Description: As a free action, you can draw any item that would normally require a swift action to draw.

Name: Quicken Spell

Areas of Mastery: Magic, Metamagic

Prerequisites: Cha 15

Description: Select one spell that you know that has a casting time of one standard action. You can spend 2 insight tokens to cast a spell as a swift action instead.

Special: You may take this feat multiple times. Each time, you must select a different spell.

Name: Rabbit Totem

Areas of Mastery: Alternate Form, Totem

Prerequisites: Dex 13

Description: Your limbs stretch and your muscles feel like coiled springs. You immediately gain 2 speed tokens. As long as you remain in this wild shape, each time you use 1 or more speed tokens to increase your Reflex defense you immediately gain 1 speed token after the attack is resolved. You also take a -5 penalty to Constitution-based skills and checks until the wild shape ends.

Name: Racial Spell Resistance

Areas of Mastery: none

Prerequisites: Aasimar, Dwarf, Drow Elf, Svirfneblin or Tiefling

Description: You automatically succeed the third time you make a saving throw against any magical effect.

Name: Rage

Areas of Mastery: Primal, Weapon

Prerequisites:

Description: You must be **bloodied** to use this ability. As a swift action, you succumb fully to your primal nature and fly into a feral rage. You gain 8 power tokens. However, you also immediately lose all speed and insight tokens and are unable to gain or use non-power tokens while you remain in a rage. While you are raging, any opponent can spend 1 token of any type to make an attack roll against you automatically hit with

an attack roll. You may not share tokens with allies while raging though you can receive tokens from allies. You can end your rage as a swift action. Your rage also ends automatically when you become **unconscious** or cease to be bloodied. Whenever your rage ends, you immediately lose all remaining power tokens in your token pool.

Name: Rage of One Thousand Claws

Areas of Mastery: Primal, Weapon

Prerequisites: Rage

Description: You can enter a rage that is focused on speed not power. You gain speed tokens for entering a rage. You can gain and use speed tokens during a rage. You lose your power and insight tokens when you enter a rage. You can not gain or use power tokens or insight tokens until the rage has ended. Whenever you would gain power tokens from a Rage feat, you gain speed tokens instead. You can not enter more than 1 type of rage at a time.

Name: Ranged Flanker

Areas of Mastery: Combat, Ranged

Prerequisites: Mark

Description: You are considered to be occupying the nearest square adjacent to a marked creature for the purposes of flanking. Measure the distance to a square as a straight line from the center of the square to the center of your space.

Name: Rapid Reload

Areas of Mastery: Combat, Weapon

Prerequisites: Dex BAB +1

Description: Choose a ranged weapon you are proficient with that requires a move action to reload. The time required for you to reload your chosen type of weapon is reduced to a swift action. Loading the weapon may still provoke an attack of opportunity as indicated by the weapon description.

Name: Rapid Shot

Areas of Mastery: Combat, Ranged

Prerequisites: Dex BAB +1

Description: If you hit an opponent with a standard action attack using a ranged weapon, you may spend 1 speed token to attack a second time as a swift action. You may not combine Rapid

Shot with Many Shot.

Name: Rapier Training

Areas of Mastery: Combat, Weapon

Prerequisites: proficient with rapiers

Description: If you hit an opponent with a standard action attack using a rapier you deal additional damage equal to your Int modifier.

Name: Raven Totem

Areas of Mastery: Alternate Form, Totem

Prerequisites: Wis 13

Description: If you have any tokens left at the end of an encounter, half of them change to persistent duration (see Tokens in Chapter 7: Combat).

Name: Reactive Grab

Areas of Mastery: Combat, Agility

Prerequisites: 3 ranks in Acrobatics

Description: You may use this feat when you have at least one hand free and an opponent misses you with an attack of opportunity due to you moving from a threatened square. If the opponent's attack roll does not exceed your passive Acrobatics check, then you may abort your movement and automatically grab the creature as a free action. This grab does not provoke an attack of opportunity but does abort your movement.

Name: Reactive Step

Areas of Mastery: Combat, Agility

Prerequisites: 3 ranks in Acrobatics

Description: When a combatant misses you with a melee attack, you may move 1 square as an immediate action. This movement does not draw opportunity attacks.

Name: Reactive Step, Improved

Areas of Mastery: Combat, Agility

Prerequisites: Reactive Step, 6 ranks in Acrobatics

Description: When you move 1 square as part of a reactive step, you can draw the opponent into the square adjacent to you. If there is insufficient space or the creature can not enter the square then you can not use this feat.

Name: Realign Spell

Areas of Mastery: Magic, Metamagic

Prerequisites: Cha 11

Description: When you cast a spell that deals energy damage (fire, electricity, cold or acid), you may spend 1 insight token to change the type of damage it deals to one of the other three energy types.

Name: Rearing Attack

Areas of Mastery: Combat, Mounted Combat

Prerequisites: Warbeast Rider, 6 ranks in Handle Animal

Description: As a standard action, you can direct your mount to attack an adjacent creature that is at least one size category smaller than your mount. Roll twice. If at least one attack hits, the creature takes damage. If both attacks hit, the creature is also knocked **prone**.

Name: Redirect Arrow

Areas of Mastery: Ki, Way of the Crane

Prerequisites: Snatch Arrows

Description: When you deflect a ranged weapon attack, you can redirect the attack to an adjacent foe.

Name: Redirect Spell

Areas of Mastery: Ki, Way of the Crane

Prerequisites: Deflect Spell, 6 ranks Spellcraft

Description: Whenever you deflect a ranged spell, you can redirect the attack to an adjacent foe.

Name: Refocused Attack

Areas of Mastery: none

Prerequisites: none

Description: Each time you gain a +1/2 bonus to a particular base attack bonus, you may redirect that bonus to a different BAB that you did not receive a bonus to at this level. For example, a Barbarian could use this feat to redirect his Wisdom BAB to Intelligence instead but not his Strength or Constitution BAB. This benefit can be applied retroactively.

Name: Refocused Mastery

Areas of Mastery: none

Prerequisites: none

Description: Select a lesser area of mastery that is granted by one of your classes. You may select feats or spells that require this area of mastery even when you take levels in other classes. You are still required to have the associated greater area of mastery if any.

Name: Remove Affliction

Areas of Mastery: Divine, Channeling

Prerequisites: Lay on Hands

Description: By spending one insight token as a swift action, you can remove any one of the following conditions from an adjacent ally: **blinded, confused, dazed, dazzled, frightened, nauseated, shaken** or **stunned**.

Name: Repose Domain

Areas of Mastery: Divine, Domain

Prerequisites: none

Description: Once per encounter, as a standard action, you can make an attack against an adjacent living creature's Fortitude defense with your Strength BAB. You must have line of sight and line of effect to the target. On a hit, the creature gains the **distracted** condition and falls **prone**. Bonus spells: *deathwatch*, *death ward*.

Name: Repressed Rage

Areas of Mastery: none

Prerequisites: at least one level of the barbarian class

Description: Whenever you take a level in a class that does not grant the Nature or Divine area of mastery, you do not lose access to the Primal and Alternate Form areas of mastery. The benefit of this feat can be applied retroactively.

Name: Resist Nature's Lure

Areas of Mastery: Nature, Flora

Prerequisites:

Description: Your experiences in the wild have left you better able to resist effects designed to beguile or confuse. You gain a +1 bonus to Will saves.

Name: Rewarding Challenge

Areas of Mastery: Combat, Courage

Prerequisites: Challenge

Description: If you successfully defeat a

challenged creature, you gain two tokens of your choice.

Name: Ride-By Attack

Areas of Mastery: Combat, Mounted Combat

Prerequisites: Battle Rider, Str BAB +3, Dex BAB +3

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

Name: Righteous Fury

Areas of Mastery: Courage

Prerequisites: Cha 15

Description: When you or an ally makes an attack against a foe with an alignment subtype diametrically opposed to yours, you may spend an insight token to proactively add your Charisma bonus to the attack roll.

Name: Roar of Triumph

Areas of Mastery: Primal, Weapon

Prerequisites: Blood Rage

Description: Each time you drop an opponent while in a rage, you may spend one power token and a swift action to emit a fearsome roar. Make an Athletics check versus the Will defense of an opponent who hears your roar. On a hit, the creature becomes **shaken**.

Name: Roundhouse

Areas of Mastery: Combat, Unarmed

Prerequisites: Unarmed Strike

Description: When you score a critical hit with an unarmed strike, you may elect to **stun** your opponent. If you do so, the impact knocks you **prone**.

Name: Rune Domain

Areas of Mastery: Divine, Domain

Prerequisites: none

Description: Whenever you learn to speak a new language, you are automatically literate in it. You are immune to the effects of the *symbol* spell.

Bonus spells: *arcane rune*, *symbol*

Name: Ruthless Attacker

Areas of Mastery: none

Prerequisites: Half-Orc

Description: Once per round, when you make a melee weapon attack and miss, you may reroll the attack but your foe is entitled to an opportunity attack.

Name: Sand in the Eyes

Areas of Mastery: Skulduggery, Weapon

Prerequisites: Sneak Attack, 1 rank in Acrobatics

Description: You must spend 2 speed tokens to activate this ability. As a standard action, make two Acrobatics checks vs an adjacent creature's Reflex defense. If both are successful, the creature is **blinded** for 1 round. This feat does not work against creatures that lack eyes.

Name: Scare Tactic

Areas of Mastery: Skulduggery, Weapon

Prerequisites: 1 rank in Bluff

Description: As a swift action, spend 1 insight token to make an Bluff check vs. an opponent's Will defense. On a success, the creature becomes **shaken** for 1 round. This ability does not work on creatures with an Intelligence of less than 3.

Name: Scholar's Sneak Attack

Areas of Mastery: Skulduggery, Weapon

Prerequisites: Sneak Attack, 7 ranks in Knowledge, at least one of these ranks must buy a specialty in Anatomy or a related specialty.

Description: You are familiar with the anatomical weaknesses of a gamut of different creatures. Your Sneak Attack damage bonus increases by +3.

Name: Scorpion Form

Areas of Mastery: Alternate Form, Wild Shape

Prerequisites: Poisonous Sting, Crab Totem, Scorpion Totem

Description: You take the form of a small-sized monstrous scorpion. You gain the effects of your Poisonous Sting and Crab Totem feats while in this form. In addition, you gain 2 speed tokens when you first enter this form.

Name: Scorpion Totem

Areas of Mastery: Alternate Form, Totem

Prerequisites: Dex 13

Description: A scorpion-like tail with a stinger emerges from the base of your spine and curls over your head. Your stinger becomes a natural melee attack that deals 1d4 damage on a hit. You can use your stinger as a primary or off-hand attack (but not both). Feats that affect your unarmed strike, also affect your stinger attack.

Name: Second Skin

Areas of Mastery: Nature

Prerequisites: Primal Nature, 1 rank Craft

Description: You can treat hide armor as if it is light armor. Your speed is not reduced when wearing hide armor. Your armor check penalty while wearing hide armor is -1 rather than -3.

Name: Serpent Form

Areas of Mastery: Alternate Form, Wild Shape

Prerequisites: Poisonous Bite, Crocodile Totem, one other totem feat

Description: You take the form of a medium-sized viper. You gain the effects of your Crocodile Totem feat while in this form. You gain 2 speed tokens when you enter this form. While in this form, your bite attack has a reach of two squares.

Name: Shadow Cloak

Areas of Mastery: Skulduggery, Weapon

Prerequisites: 3 ranks in Stealth

Description: Due to your silent coaching and honed instincts, one ally of your choice can use your Stealth skill modifier in place of her own as long as she begins or ends her turn adjacent to you.

Name: Shadow Cloak, Improved

Areas of Mastery: Skulduggery, Weapon

Prerequisites: Shadow Cloak, 6 ranks in Stealth

Description: This feat work likes Shadow Cloak except that you can lend your aid to all allies who begin or end their within 5 squares of you.

Name: Shape Spell

Areas of Mastery: Magic, Metamagic

Prerequisites: Cha 13

Description: When you cast a spell that has a cube shaped area of effect, you may spend 2 insight tokens to use your lowest attack roll against creatures in the area who are your allies. (Normally when you an attack a spell with an area of effect, you must use the second highest attack roll against all creatures except the primary target. See Area of Affect Attack in Chapter 7: Combat.)

Name: Shared Move

Areas of Mastery: Companion

Prerequisites: Any companion feat

Description: When you take a move action, your companion can also take a move action.

Name: Shared Opportunity

Areas of Mastery: Companion

Prerequisites: Animal Companion, Cohort, Familiar, or Improved Familiar

Description: You can command your companion to take an opportunity attack as a free action. Thus, both you and your companion can make an opportunity attack triggered by the same event.

Name: Shield Focus

Areas of Mastery: none

Prerequisites: Con 13

Description: The bonus to AC provided by your shield increases by +1.

Name: Shield Proficiency

Areas of Mastery: none

Prerequisites: none

Description: You gain proficiency with shields but not tower shields.

Name: Short Charge

Areas of Mastery: Combat, Power Attack

Prerequisites: none

Description: You only need to move one square instead of two when making a charge.

Name: Shot on the Run

Areas of Mastery: Combat, Ranged

Prerequisites: Dodge, Mobility, Dex BAB +4

Description: When attacking with a ranged weapon, you can spend a single move action to move both before and after the attack, provided

that the total distance moved is not greater than your speed. Moving in this way provokes attacks of opportunity from other creatures as normal. You can't use this feat if you are wearing heavy armor.

Name: Shuriken Spray

Areas of Mastery: Combat, Weapon

Prerequisites: Proficient with shuriken, Dex 15

Description: When attacking with shuriken, you may make an area of effect attack against all foes within 5 squares of you. This attack provokes attacks of opportunity as normal.

Name: Signature Spell

Areas of Mastery: Magic, Metamagic

Prerequisites: Cha 15, Empower Spell

Description: Select one spell that you know that you can apply the Empower Spell feat to. When using Empower Spell to increase the damage dealt by this spell, you can spend 4 insight tokens (instead of 2) to double the extra damage granted by the Empower Spell feat.

Name: Skill Focus

Areas of Mastery: none

Prerequisites:

Description: Select one skill. You gain a +3 bonus to your skill modifier for this skill. Furthermore, this skill is always a class skill for you.

Special: You may take this feat multiple times. Each time, it must be applied to a different skill.

Name: Slow Fall

Areas of Mastery: Ki, Way of the Monkey

Prerequisites: Str 13

Description: Whenever you fall adjacent to a wall or similar surface, you take no damage.

Name: Smite

Areas of Mastery: Divine, Divine Wrath

Prerequisites: Challenge, Channel Energy

Description: By spending two insight tokens, you may condemn a creature you have challenged to receive the wrath of your deity. You next successful attack against that creature deals additional damage equal to your character level.

Name: Snatch Arrows

Areas of Mastery: Ki, Way of the Crane

Prerequisites: Deflect Arrows

Description: Whenever you would deflect a ranged weapon attack, you can choose to catch the missile and gain 1 speed token.

Name: Sneak Attack

Areas of Mastery: Skulduggery, Weapon

Prerequisites: none

Description: Spend two or more tokens to add a bonus to a melee attack roll that you make as a standard action. If you hit with the attack, you deal +5 damage.

Name: Sneak Attack Intuition

Areas of Mastery: Skulduggery, Weapon

Prerequisites: Sneak Attack, 10 ranks in Sense Motive

Description: You can sense from your enemy's movements what attacks might hurt it the most. Your Sneak Attack damage bonus increases by +3

Name: Song of Competence

Areas of Mastery: Performance

Prerequisites: 1 rank in Perform

Description: You can use music or poetics to help an ally you can see succeed at a task. The ally must be within 30 feet and able to see and hear you. The ally receives a competence bonus on skill checks with a particular skill as long as he or she continues to hear your performance. This bonus is equal to your Perform check divided-by 10 (minimum 1). The effect lasts as long as you continue to perform and do not take any other actions except move actions. Certain uses of this feat are infeasible at the DM's discretion.

Name: Song of Competence, Improved

Areas of Mastery: Performance

Prerequisites: Song of Competence, 6 ranks in Perform

Description: When you use Song of Competence, the bonus that you grant is equal to your Perform check divided-by 5.

Name: Song of Courage

Areas of Mastery: Performance

Prerequisites: 1 rank in Perform

Description: You can make a Perform check as a standard action to inspire your allies. Every ally that can hear you gains a number of tokens equal to your Perform check result divided-by 15. Each player may decide what type of tokens his character receives. Each subsequent round you can maintain your song as a swift action. Each time you do this, you may make a new Perform check and grant additional tokens. Should you ever fail to maintain your song on a given turn, you can no longer grant tokens this way unless you restart the song with a standard action.

Name: Song of Doom

Areas of Mastery: Performance

Prerequisites: 4 ranks in Perform

Description: You can create a performance that inspires dread in your foes. To use the ability, spend a standard action and 1 insight token to make a Perform check as an area of effect attack against the Will defense of all intelligent creatures (except you) who can hear you. Each creature that you hit becomes **shaken**. If you wish, you may choose to have the source of your foe's fear by someone or something other than you. Each subsequent round you can maintain your song as a swift action. Each time you do this, you may make a new Perform check and maintain the effect against any creatures who are still shaken. Should you ever fail to maintain the effect on a given turn, all affected creatures immediately lose the shaken condition.

Name: Song of Doom, Improved

Areas of Mastery: Performance

Prerequisites: 8 ranks in Perform, Song of Doom

Description: This feat works similarly to Song of Doom except creatures you successfully attack become **frightened**. Creatures that you miss with your attack still become **shaken**. Furthermore, creatures that save against the frightened condition caused by this song also become shaken. When you use a swift action to maintain your song, it maintains the effect against both frightened and shaken creatures.

Name: Song of Fascination

Areas of Mastery: Performance

Prerequisites: 1 rank in Perform

Description: You can make music or poetry so enchanting as to confound those who can see and hear you. To use the ability, spend a standard action and 1 insight token to make a Perform check as an area of effect attack against the Will defense of all intelligent creatures (except you) who can hear you. Each creature that you hit becomes **distracted**. Each subsequent round you can maintain your song as a swift action. Each time you do this, you may make a new Perform check and maintain the effect against any creatures who are still distracted. Should you ever fail to maintain the effect on a given turn, all affected creatures immediately lose the distracted condition.

Name: Song of Freedom

Areas of Mastery: Performance

Prerequisites: 1 rank in Perform

Description: You can use music or poetics to create an effect equivalent to the *dispel magic* spell. Unlike the spell, you do not need to identify the effect. However, you must succeed on a Perform check equal to 15 + the level of the spell. Using this ability requires 1 minute of uninterrupted concentration and music, and it functions on a single target within 30 feet. You can't use song of freedom on yourself.

Name: Song of Freedom, Improved

Areas of Mastery: Performance

Prerequisites: 6 ranks in Perform, Song of Freedom

Description: This feat works similarly to Song of Freedom except that you can now dispel effects that require a *break enchantment* spell.

Name: Song of Greatness

Areas of Mastery: Performance

Prerequisites: 5 ranks in Perform

Description: As a standard action, you can make a Perform check to allow one ally who can hear you to gain greater prowess in battle. The ally gains one of two benefits: temporary hit points equal to your Perform result divided-by 5 or a number of tokens equal to your Perform result divided-by 10. Each subsequent round you can maintain your song as a swift action. Each time you do this, you may make a new Perform check

and grant one of the two benefits listed above. Should you ever fail to maintain your song on a given turn, you can no longer grant tokens this way unless you restart the song with a standard action.

Name: Song of Renewal

Areas of Mastery: Performance

Prerequisites: 1 rank in Perform

Description: As a standard action, you can make a Perform check to allow allies who can hear you to make a saving throw as a free action. The number of allies you can affect with your song is equal to your Perform result divided by 5.

Name: Song of Renewal, Greater

Areas of Mastery: Performance

Prerequisites: Improved Song of Renewal, 6 ranks in Perform

Description: You can use your Song of Renewal as an immediate action once per round. When you do so, you take a -20 penalty to your Perform check.

Name: Song of Renewal, Improved

Areas of Mastery: Performance

Prerequisites: Song of Renewal, 3 ranks in Perform

Description: You can use your Song of Renewal as a swift action. When you do so, you take a -10 penalty to your Perform check.

Name: Song of Suggestion

Areas of Mastery: Performance

Prerequisites: 6 ranks in Perform, Song of Fascination

Description: As a standard action, you can make a *suggestion* (as the spell) to a creature that is distracted by your Fascinating Song. To use the ability, spend a standard action and 1 insight token to make a Perform check versus the creature's Will defense.

Name: Song of Suggestion, Improved

Areas of Mastery: Performance

Prerequisites: 11 ranks in Perform, Song of Suggestion

Description: When using your Song of Suggestion feat, your Perform check affects all

creatures who are currently distracted by your Fascinating Song rather than just one.

Name: Song of the Hero

Areas of Mastery: Performance

Prerequisites: Song of Greatness, 11 ranks in Perform

Description: You can use music or poetics to inspire tremendous heroism in a single willing ally. To inspire heroics, you must spend a standard action to perform and the target ally must hear your performance. A creature so inspired gains a number of tokens equal to your Perform check divided-by 5. These tokens can be of any type that your ally prefers. Each subsequent round you can maintain your song as a swift action. Each time you do this, you may make a new Perform check and grant additional tokens. Should you ever fail to maintain your song on a given turn, you can no longer grant tokens this way unless you restart the song with a standard action.

Name: Spearchucker

Areas of Mastery: Combat, Weapon

Prerequisites: Spearmaster

Description: If you score a critical hit with a spear you can elect to drop the weapon and give your opponent the grappled condition. (The spear remains embedded in the creature.) The creature must spend a standard action on its next turn to remove the spear. You can not use this feat against creatures that are no more than one size category larger than you are.

Name: Spearmaster

Areas of Mastery: Combat, Weapon

Prerequisites: Proficient with a spear, Str 15

Description: You can wield a regular spear (not a long spear) in one hand.

Name: Specialist Spellcaster

Areas of Mastery: Magic

Prerequisites: ability to cast spells

Description: Select one lesser area of mastery. When attacking with a spell that requires this area of mastery, you may spend insight tokens to increase your attack roll in the same way that speed and power tokens can increase weapon attack rolls. If a spell has multiple, lesser areas of

mastery, you must be a specialist in all of them to use this feat.

Special: You may take this feat multiple times. Each time you must select a different area of mastery.

Name: Spell Focus

Areas of Mastery: Magic, Metamagic

Prerequisites: Cha 13

Description: When attacking with a spell, you may proactively spend insight tokens to increase your attack roll. If attacking with an area-of-effect spell, you must specify which die each token is augmenting. You may also retroactively spend insight tokens to increase your spell attack rolls on a 3-for-1 basis.

Name: Spell Focus, Improved

Areas of Mastery: Magic, Metamagic

Prerequisites: Cha 15

Description: Select one spell that you requires you to make an attack roll. When attacking with this spell, you may roll two d20s and use the higher result.

Special: You may take this feat multiple times, each time it must be applied to different spell.

Name: Spell Surge

Areas of Mastery: Magic

Prerequisites: ability to cast spells

Description: As a swift action, you can expend one of your available spells to gain tokens. The number of tokens you gain varies depending upon the frequency of the spell:

- Unlimited: 1 token
- Encounter: 3 tokens
- 24 hours or more: 6 tokens

When you expend a spell in this manner you lose the ability to cast that spell for a time based upon its frequency, just as if you had cast it.

Name: Spellbook Mastery

Areas of Mastery: Magic

Prerequisites: At least 1 level in the wizard class

Description: Locating a spell in your spellbook takes a swift action rather than a standard action. This feat does not speed up the time required to find a spell in another wizard's spellbook.

Name: Spider Totem

Areas of Mastery: Alternate Form, Totem

Prerequisites: Dex 13

Description: You become more attuned to movement in your immediate surroundings. While this wild shape is active, you gain a +2 bonus to initiative checks but are unable to speak.

Name: Spirited Charge

Areas of Mastery: Combat, Mounted Combat

Prerequisites: Warbeast Rider, 9 ranks in Handle Animal

Description: When mounted and using the charge action, you deal +5 damage with a melee weapon or +10 damage with a lance. You can not use Spirited Charge in combination with the Ride by Attack feat.

Name: Spread

Areas of Mastery: Combat, Ranged

Prerequisites: Rapid Shot, Dex 15

Description: When attacking with a ranged weapon that can be reloaded as a free action, you may make an area of effect attack against multiple foes within range. The maximum number of foes you can attack is equal to your Dexterity modifier. Each foe you attack must be within 3 squares of one of the other foes. This attack provokes attacks of opportunity as normal.

Name: Spring Attack

Areas of Mastery: Combat, Expertise

Prerequisites: Mobility; Dex BAB +4

Description: When using the attack action with a melee weapon, you can spend a single move action to move both before and after the attack, provided that your total distance moved is not greater than your speed. Moving in this way does not provoke an attack of opportunity from the defender you attack, though it might provoke attacks of opportunity from other creatures, if appropriate. You can't use this feat if you are wearing heavy armor. You must move at least 5 feet both before and after you make your attack in order to utilize the benefits of Spring Attack.

Name: Spring Attack, Improved

Areas of Mastery: Combat, Expertise

Prerequisites: Spring Attack, Dex BAB +6

Description: You need not before and after you make your attack in order to utilize the benefits of Spring Attack.

Name: Stalwart Defense

Areas of Mastery: Courage

Prerequisites: Cha 15, Challenge

Description: Whenever you are attacked by someone you have challenged, you can spend an insight token to add your Charisma bonus to the relevant defense for that attack.

Name: Stalwart Senses

Areas of Mastery: none

Prerequisites: Con 13

Description: Whenever you make a saving throw to remove the **blinded** or **deafened** condition, you automatically succeed on that saving throw. You can also spend 2 power tokens to remove the condition as an immediate action.

Name: Steel Rain Stance

Areas of Mastery: Stance, Weapon

Prerequisites: Dex BAB +1

Description: You may activate this stance as a swift action and can leave it as a swift action. Each time a creature moves adjacent to you while you are in this stance, you may take an attack of opportunity. While you are in this stance, you may not move from your space.

Name: Steel Teeth

Areas of Mastery: Nature

Prerequisites: Primal Nature, 1 rank Craft

Description: You can use (but not craft) forged metal weapons without losing your primal nature. You also gain proficiency with one martial weapon of your choice.

Name: Still Mind

Areas of Mastery: Ki, Way of the Mantis

Prerequisites: Wis 13

Description: You gain a +1 bonus to all Will saving throws

Name: Still Spell

Areas of Mastery: Magic, Metamagic

Prerequisites: Cha 15, 1 rank in Bluff

Description: You can spend 3 insight tokens to cast a spell either without a required somatic component or without a required verbal component. If you wish to eliminate both the somatic and verbal component from a spell you must spend 5 insight tokens. When you cast a spell with no components, you may make a Bluff check opposed by all observers' passive Sense Motive skills to hide the fact that you are the caster.

Name: Strength Domain

Areas of Mastery: Divine, Domain

Prerequisites:

Description: Once per day, as a swift action you gain a number of power tokens equal to half your cleric level (minimum 1). Bonus spells: *enlarge person*, *divine power*

Name: Strength of Sinew

Areas of Mastery: Combat, Power Attack

Prerequisites: none

Description: You can spend either power tokens or speed tokens to increase your AC.

Name: Strong Focus

Areas of Mastery: none

Prerequisites: none

Description: Any time you become **distracted**, you can remove the condition as a free action.

Name: Stunning Fist

Areas of Mastery: Combat, Unarmed

Prerequisites: Ki Strike or Unarmed Strike deals 1d10 damage or higher.

Description: To use this ability, you must spend 1 token of each type. Make an unarmed attack as a standard action. If your result hits both your target's AC and Fortitude defenses, you deal damage as normal and your target is **stunned** for 1 round.

Name: Sucker Punch

Areas of Mastery: Skulduggery, Weapon

Prerequisites: Sneak Attack, Feint

Description: If you hit with a Sneak Attack after a successful Feint your target is **distracted** for 1 round.

Name: Sun Domain

Areas of Mastery: Divine, Domain

Prerequisites: Channel Energy, Turn Undead

Description: When you successfully turn an undead creature with your Turn Undead feat, the creature also takes damage as if it were affected by your Channel Energy feat. Bonus spells: *endure elements, light*

Name: Sustained Rage

Areas of Mastery: Primal, Weapon

Prerequisites: Rage

Description: While you still must be bloodied to enter a rage, you can maintain your rage even when healed above your bloodied threshold.

Name: Svirfneblin Arcana

Areas of Mastery: none

Prerequisites: Svirfneblin; Int 10 or higher

Description: You gain the ability to cast *veil* as if you were a 1st level sorcerer.

Name: Svirfneblin Arcana, Greater

Areas of Mastery: none

Prerequisites: Svirfneblin Arcana; Int 12 or higher; 3 ranks in Spellcraft

Description: You gain the ability to cast *blur* as if you were a 4th level sorcerer.

Name: Swarm Companion

Areas of Mastery: Nature, Companion

Prerequisites: Animal Companion, Shared Move, Improved Animal Whisperer

Description: You may take a swarm as an animal companion. Individual members of the swarm must be animals or vermin. You are immune to the effects of sharing a space with your swarm.

Name: Tactical Efficiency

Areas of Mastery: none

Prerequisites: Int 13

Description: Once per turn you can spend 2 insight tokens to gain an additional swift action.

Name: Taunt

Areas of Mastery: Skulduggery, Weapon

Prerequisites: 1 rank in Perform

Description: This ability can only be used against creatures with whom you share a common language. As an immediate action, make an active Perform check vs. the Will defense of a creature whose turn has just begun. On a success, the creature must charge you on its turn if it can do so and will not draw an attack of opportunity for doing so. This ability automatically fails if the target creature has a fervent reason to resist your taunt or is unable to charge. Contrarily, your DM may also allow an automatic success should you invent a taunt that is particularly poignant.

Name: Teacher

Areas of Mastery: Ki, Way of the Tiger

Prerequisites: Wanderer's Grace

Description: Once you have been in a town or city for more than a day or two, you find that someone with a trusting demeanor has begun to admire you. This person will regularly seek your company and politely assist you as they can in exchange for whatever wisdom and advice you are willing to pass on to them. Your follower might be a street urchin who delivers messages, a barmaid who shares helpful gossip, a laborer who carries your pack for you, etc. If asked, the follower might occasionally perform a small favor for you. This follower is neither fanatical nor a servant and will never perform a task that is undesirable without appropriate reasonable incentive.

Name: Tenacious Spell

Areas of Mastery: Magic, Metamagic

Prerequisites: Cha 15

Description: When you hit a foe with a spell with effects can be shaken off with a saving throw, you can spend a swift action and 3 insight tokens to require that the enemy make two successful saving throws to shake off the effect.

Name: A Thousand Faces

Areas of Mastery: Alternate Form, Wild Shape

Prerequisites: Three wild shape feats

Description: You can shape your body to appear as any other creature of the same type as you and within one size category of you. This ability acts as per the spell *alter form* except that the effect is supernatural rather than magical and can not be

dispelled. Furthermore, you can change your form at any time with a swift action and any form you take persists indefinitely and even when you are **unconscious**.

Name: Thwarting Step

Areas of Mastery: Combat, Agility

Prerequisites: Dex 15

Description: As a standard action, you can spend 1 speed token to take a five-foot-step and make a Dexterity-based, area of effect attack against all foes who are adjacent to you before or after the movement. On a hit, a target creature becomes **unbalanced**.

Name: Tiefling Arcana

Areas of Mastery: none

Prerequisites: Tiefling; Cha 10 or higher

Description: You gain the ability to cast *darkness* as if you were a 1st level sorcerer. You always cast that spell at the highest level of enhancement that is not higher than your character level.

Name: Tiger Form

Areas of Mastery: Alternate Form, Wild Shape

Prerequisites: Cougar Totem, Crocodile Totem, Variant Totem (Stealth)

Description: You take the form of a large predatory feline with distinguishing features reminiscent of your human form. You gain the effects of your Cougar Totem and Crocodile Totem feats while in this form. You gain 2 tokens of each type when you enter this form. When you successfully charge a large or smaller creature while in this form, the target is knocked **prone**.

Name: Timeless Body

Areas of Mastery: Ki, Way of the Boar

Prerequisites: Wholeness of Body

Description: You take half damage from attacks that deal ability damage (minimum 1). Other effects that deal ability damage operate normally.

Name: Timely Advice

Areas of Mastery: Combat, Leadership

Prerequisites: none

Description: Once per encounter, you can allow an ally to reroll a skill check with a skill that you are trained in. You can not use this ability on

yourself.

Name: Timely Advice, Improved

Areas of Mastery: Combat, Leadership

Prerequisites: Timely Advice

Description: You can use your Timely Advice feat with any skill, not just skills you are trained in.

Name: Tongue of the Sun and Moon

Areas of Mastery: Ki, Way of the Mantis

Prerequisites: Body as Mind

Description: You can communicate telepathically with intelligent creatures who are adjacent to you. This does not give you the ability to read minds and may upset those who are not prepared for it.

Name: Toughness

Areas of Mastery: Combat, Stamina

Prerequisites: Con 13

Description: Your maximum hit points increases by 4 plus 1 hit point per level.

Name: Tower Shield Proficiency

Areas of Mastery: none

Prerequisites: Shield Proficiency

Description: You gain proficiency with tower shields.

Name: Track

Areas of Mastery: Nature, Hunter

Prerequisites: 1 rank in Perception

Description: You can always "take 20" on active or passive skill checks to detect tracks or follow them. You do not suffer any penalties associated with taking 20. When following tracks, you are not slowed by the time it takes to perceive them and can move at full speed.

Name: Trained Rider

Areas of Mastery: none

Prerequisites:

Description: When a mount you are riding flees, you can choose to stay in the saddle. If a mount flees or is killed you can leap to the ground without taking damage. You can also dismount as a swift action instead of a move action.

Name: Trapsmith

Areas of Mastery: Skulduggery

Prerequisites: 1 rank in Craft, 1 rank in Tinker

Description: When creating a trap, you can choose to do so in half the time or do so as if you had 3 additional specialties that apply to the effort. You can always "take 20" on active or passive skill checks to modify the behavior of a trap, such as disabling it. You do not suffer any penalties associated with taking 20.

Name: Travel Domain

Areas of Mastery: Divine, Domain

Prerequisites:

Description: You ignore non-magical difficult terrain. You gain the Fast Movement feat as a bonus feat even if you lack the pre-requisites. Bonus spells: *blink*, *freedom of movement*

Name: Treacherous Challenge

Areas of Mastery: Combat, Courage

Prerequisites: Challenge

Description: A challenged creature treats the squares adjacent to you as difficult terrain.

Name: Trickery Domain

Areas of Mastery: Divine, Domain

Prerequisites:

Description: Add Bluff and Stealth to your list of class skills. Bonus spells: *glibness*, *invisibility*

Name: Trip

Areas of Mastery: Combat, Expertise

Prerequisites: Dex BAB +1

Description: When you hit with a melee attack, you can spend 2 power tokens to knock your opponent **prone** rather than dealing any damage.

Name: Trip Specialist

Areas of Mastery: Combat, Weapon

Prerequisites: Trip, see description

Description: You must be wielding a flail, gnome hooked hammer, guisarme, halberd, kama, sai, scythe, sickle, spiked chain, whip or similar weapon to use this feat and you must be proficient with the weapon. If you use your Trip feat to knock a foe **prone**, you can spend a power token to deal damage to your foe as if you had struck

with the weapon normally.

Name: Troll Form

Areas of Mastery: Alternate Form, Wild Shape

Prerequisites: Lizard Totem, Bear Totem, Two-Weapon Rend

Description: You take the form of a large-sized troll. You gain the effects of your Bear Totem and Lizard Totem feats while in this form. You also gain 2 power tokens when you first enter this form (in addition to those granted by the Bear and Lizard totems). Finally, while in this form you can spend a swift action to regain hit points equal to your Con modifier.

Name: Tumble

Areas of Mastery: Combat, Agility

Prerequisites: Dex 13; passive Acrobatics of 15 or higher

Description: You can spend a move action to move up to half your speed. While moving, you can avoid one attack of opportunity. You do not gain a speed token for this movement.

Name: Tumble, Greater

Areas of Mastery: Combat, Agility

Prerequisites: Tumble; passive Acrobatics of 20 or higher

Description: You can spend a move action to move up to half your speed. While moving, you can avoid all attacks of opportunity.

Name: Turn Undead

Areas of Mastery: Divine, Channeling

Prerequisites: Channel Energy

Description: By presenting your holy symbol and channeling positive energy, you invoke fear in one undead creature. You can spend additional insight tokens to affect additional creatures (1 per token). As a standard action, make an area of effect attack with your Wisdom BAB against the Will defense of all target creatures. If you succeed, the undead creature gains the **frightened** condition. The condition can not be ended with a saving throw. Instead, it persists as long as you continue to concentrate (move actions and free actions only) and present your holy symbol.

Name: Twin Touch Spell

Areas of Mastery: Magic, Metamagic

Prerequisites: Cha 11

Description: When you cast a spell with a range of touch that normally affects one creature, you can spend 2 insight tokens to cast this spell on two creatures instead of one provided both of them are in range. When split this way, the spell only affects willing targets.

Name: Two Fangs

Areas of Mastery: Combat, Weapon

Prerequisites: Dual Strike, Str 15, see description.

Description: Select a type of one-handed weapon you are proficient with. You can use weapons of this type as an off-hand weapon.

Name: Two-Weapon Defense

Areas of Mastery: Combat, Two-Weapon Fighting

Prerequisites: none

Description: If you are holding two weapons, one in each hand, you gain a +1 bonus to your AC.

Name: Two-Weapon Rend

Areas of Mastery: Combat, Two-Weapon Fighting

Prerequisites: Dual Strike, Dex BAB +9

Description: If you hit a creature with both your primary attack and an off hand attack in the same round, you deal additional damage equal to your Strength modifier.

Name: Unblocked Tumble

Areas of Mastery: Combat, Agility

Prerequisites: Tumble; a passive Acrobatics of 25 or higher

Description: When using Tumble or Greater Tumble you can move through enemy squares as if they were unoccupied. You must still end your movement in an unoccupied square.

Name: Uncanny Craftsperson

Areas of Mastery: none

Prerequisites: none

Description: Each time you invest a rank in the Craft skill, you can opt to not select a specialty. Instead, this specialty is reserved until such time

as you would like to assign it. Typically, you would wait until a specific situation is encountered wherein it would be useful to know a certain craft. For example, if you found yourself in the ancient tomb of a Dwarven king, you could decide at that moment your character has experience with Dwarven trapmaking. Once you select a specialty, it can not be changed.

Name: Uncanny Knowledge

Areas of Mastery: none

Prerequisites: none

Description: Each time you invest a rank in the Knowledge skill, you can opt to not select a specialty. Instead, this specialty is reserved until such time as you would like to assign it. Typically, you would wait until a specific situation is encountered wherein certain knowledge would be useful. For example, if you found yourself in the ancient tomb of a Dwarven king, you could decide at that moment your character has a specialty in Dwarven kings, or Dwarven history or Dwarven tombs. Once you select a specialty, it can not be changed.

Name: Uncanny Linguist

Areas of Mastery: none

Prerequisites: none

Description: Each time you invest a rank in the Linguistics skill, you can opt to not select a specialty. Instead, this specialty is reserved until such time as you would like to assign it. Typically, you would wait until a specific situation is encountered wherein it would be useful to know a certain language or language-related skill. For example, if you found yourself in the ancient tomb of a Dwarven king, you could decide at that moment your character can read Dwarven runes. Once you select a specialty, it can not be changed.

Name: Uncanny Professional

Areas of Mastery: none

Prerequisites: none

Description: Each time you invest a rank in the Profession skill, you can opt to not select a specialty. Instead, this specialty is reserved until such time as you would like to assign it. Typically, you would wait until a specific

situation is encountered wherein certain knowledge would be useful. For example, if you found yourself in the ancient tomb of a Dwarven king, you could decide at that moment your character has experience as a tomb raider. Once you select a specialty, it can not be changed.

Name: Undead Bloodline

Areas of Mastery: Arcane, Bloodline

Prerequisites: 1st level Sorcerer

Description: The taint of the grave runs through your family. Perhaps one of your ancestors became a powerful lich or vampire, or maybe you were born dead before suddenly returning to life. Either way, the forces of death move through you and touch your every action. Undead creatures do not sense your life force. You can be healed by either positive or negative energy. Bonus spells: *chill touch*, *vampiric touch*, *finger of death*.

Name: Underfoot

Areas of Mastery: Combat, Agility

Prerequisites: Unblocked Tumble; Size small

Description: When using Unblocked Tumble, you can end your turn in an opponent's square. If you do so, you gain **cover**.

Name: Unexpected Tumble

Areas of Mastery: Combat, Agility

Prerequisites: Tumble, passive Acrobatics of 20 or higher

Description: When you use Tumble or Greater Tumble, you gain 1 speed token just as you would for normal movement.

Name: Unfeeling Rage

Areas of Mastery: Primal, Weapon

Prerequisites: Rage

Description: Each time you take damage while raging, you can spend 1 or more power tokens as a free action to reduce damage dealt to you. Subtract 3 points of damage for each token spent. You can not reduce the damage below 1 hp.

Name: Unfettered Rage

Areas of Mastery: Primal, Weapon

Prerequisites: Untempered Rage

Description: You can enter a rage at any time.

Name: Unhindered Tumble

Areas of Mastery: Combat, Agility

Prerequisites: Tumble

Description: You ignore difficult terrain unless it is magically created.

Name: Unhindered Underfoot

Areas of Mastery: Combat, Mounted Combat

Prerequisites: Trample

Description: When you are mounted, this feat also allows you to move through a **prone** enemy's square without penalty and without provoking opportunity attacks. You still must end your turn in an unoccupied space.

Name: Unimpeded Step

Areas of Mastery: none

Prerequisites: Str 13

Description: Whenever you make a saving throw to remove the **slowed** condition, you automatically succeed on that saving throw. You can also spend 2 power tokens to remove the condition as an immediate action.

Name: Unimpeded Step, Improved

Areas of Mastery: none

Prerequisites: Unimpeded Step, Str 15

Description: Whenever you make a saving throw to remove the **immobilized** or **paralyzed** condition, you automatically succeed on that saving throw.

Name: Unorthodox Past

Areas of Mastery: none

Prerequisites: at least one level in the bard class

Description: Each time you gain 1 level in the Bard class, you may choose to swap the +3/4 bonus you normally receive to your Dexterity BAB with the +1/2 bonus that applies to some other BAB.

Name: Unshakable Stance

Areas of Mastery: Stance, Weapon

Prerequisites: Guardian Stance, 5 ranks in Endurance

Description: When you are first affected by a condition with a duration while you are in the Guardian Stance, you can make a saving throw as an immediate action even if the effect would

normally not allow you to make your own saving throw.

Name: Untempered Rage

Areas of Mastery: Primal, Weapon

Prerequisites: Sustained Rage

Description: You can enter a rage as soon as you have taken any damage from a foe in combat.

Name: Unwelcome Swap

Areas of Mastery: Combat, Agility

Prerequisites: Coordinated Swap; Reactive Step; 5 ranks in Acrobatics

Description: As Coordinated Swap except that you can swap squares with an opponent. If the creature is unwilling, it can prevent the swap but it gains the **unbalanced** condition.

Name: Variant Totem

Areas of Mastery: Alternate Form, Totem

Prerequisites: Wis 13

Description: Select a skill you have at least 1 rank in that is not an Intelligence-based skill. You draw upon the example of a creature you have studied in the wild to gain a +5 bonus to that skill. Upon doing so your physical form shifts slightly to reflect the animal's features. For example, you might draw upon an owl to increase the size of your eyes and tune the shape of your ears and thus gain a +5 bonus to Perception checks. While in this wild shape, you take a -5 penalty to Intelligence-based skills, checks and attacks.

Name: Verbal Compensation

Areas of Mastery: Performance

Prerequisites: Bard, 1 rank in Perform

Description: You ignore the armor check penalty for casting arcane spells when wearing light armor or a light shield

Name: Wall Crawler

Areas of Mastery: Ki, Way of the Monkey

Prerequisites: 1 rank in Acrobatics or Athletics

Description: You can climb up to ten feet upwards without needing a skill check regardless of the surface you are climbing. If you have the Tumble feat, you can tumble as part of this movement. However, you must end your movement on solid ground.

Name: Wanderer's Grace

Areas of Mastery: Ki, Way of the Tiger

Prerequisites: Harmless

Description: You rarely want for food, clothing or shelter. Ordinary folk instinctively know your needs and provide you with a small amount of aid if they can. You may find yourself eating thin stew, wearing ragged clothes and sleeping in hay lofts but your most basic needs will be met. If you have this feat, it is still possible to wear out your welcome by abusing others' hospitality.

Name: War Domain

Areas of Mastery: Divine, Domain

Prerequisites: none

Description: You gain proficiency with deity's favored weapon (if necessary). Bonus spells: *magic weapon, divine power*

Name: Warbeast Rider

Areas of Mastery: Combat, Mounted Combat

Prerequisites: Battle Rider, 1 rank in Handle Animal

Description: You can direct your mount to make one attack as a swift action or two attacks as a standard action.

Name: Water Domain

Areas of Mastery: Divine, Domain

Prerequisites:

Description: You can turn fire creatures as a cleric with the Turn Undead feat turns undead. You gain resistance to cold equal to your class level. Bonus spells: *fog cloud, water breathing, cone of cold*

Name: Weapon Finesse

Areas of Mastery: Combat, Expertise

Prerequisites: Dex BAB +1

Description: You gain a +2 bonus to damage with melee attacks that use your Dexterity BAB.

Name: Weapon Finesse, Improved

Areas of Mastery: Combat, Expertise

Prerequisites: Weapon Finesse, Dex BAB +3

Description: Your damage bonus from Weapon Finesse increases to +4.

Name: Weapon Kata

Areas of Mastery: Ki

Prerequisites: none

Description: Select one martial or exotic weapon that you are proficient with. You may treat that weapon as a monk weapon.

Name: Weapon Proficiency

Areas of Mastery: none

Prerequisites: none

Description: You gain proficiency with one simple or martial weapon of your choice.

Name: Whipmaster

Areas of Mastery: Combat, Weapon

Prerequisites: Proficient with whip, Dex 15

Description: If you have your whip in hand but do not use your standard action to attack with it this turn, you can spend a swift action to gain 2 tokens of your choice at the end of your turn.

Name: Whirlwind Attack

Areas of Mastery: Combat, Two-Weapon Fighting

Prerequisites: Dual Strike, Dex BAB +6

Description: You may attack every adjacent enemy as an area of effect attack. This expends both your standard and swift actions for this turn.

Name: Whirlwind Attack, Improved

Areas of Mastery: Combat, Two-Weapon Fighting

Prerequisites: Whirlwind Attack, Spring Attack, Dex BAB +9

Description: You may take one five-foot-step during your Whirlwind Attack and attack any creature who is adjacent to you before or after the step. This use expends your standard, move and swift actions for this turn.

Name: Wholeness of Body

Areas of Mastery: Ki, Way of the Boar

Prerequisites: Purity of Body

Description: As a swift action you can heal yourself for 1 hit point per class level (minimum 5 hp). Using this feat costs two power tokens.

Name: Widen Spell

Areas of Mastery: Magic, Metamagic

Prerequisites: Cha 13

Description: When you cast a spell that has a Target that is cube shaped, you can spend 2 insight tokens to increase all the dimensions (width, height and depth) of the cube by 2. Thus, for example, a cube 3 would become a cube 5.

Name: Wild Shape Darkvision

Areas of Mastery: Alternate Form

Prerequisites: Low-light vision or Wildshape Low-Light Vision

Description: You gain darkvision whenever you are using a wild shape feat.

Name: Wild Shape Low-Light Vision

Areas of Mastery: Alternate Form

Prerequisites: none

Description: You gain low-light vision whenever you are using a wild shape feat.

Name: Wild Shape Scent

Areas of Mastery: Alternate Form

Prerequisites: none

Description: You gain the scent ability whenever you are using a wild shape feat.

Name: Winged Hover

Areas of Mastery: Alternate Form

Prerequisites: Eagle Totem

Description: While flying with wings granted by your Eagle Totem, you can hover.

Name: Wolf Form

Areas of Mastery: Alternate Form, Wild Shape

Prerequisites: Crocodile Totem, Wolf Totem, Wild Shape Scent. (Note: a creature that has Scent as a racial ability may use that as a replacement for the Wild Shape Scent feat.)

Description: You take the form of a medium-sized wolf. You gain the effects of your Wolf Totem, Crocodile Totem and Wild Shape Scent feats while in this form. You gain 2 tokens of each type when you first enter this form.

Name: Wolf Totem

Areas of Mastery: Alternate Form, Totem

Prerequisites: Wis 13

Description: When you are flanking with an ally,

you can spend a swift action to gain 3 power tokens instead of 2.

Name: Wolverine Totem

Areas of Mastery: Alternate Form, Totem

Prerequisites: Lizard Totem, Rabbit Totem

Description: You immediately gain 2 power tokens and 2 speed tokens. As long as you remain in this wild shape, each time you use 1 or more speed tokens to increase your AC defense you immediately gain 1 power token after the attack is resolved. You gain the effects of your Lizard Totem and Rabbit Totem feats while in this form.

Name: Woodland Stride

Areas of Mastery: Nature, Flora

Prerequisites:

Description: You ignore difficult terrain unless it is a magical effect. (Exception: Spells like *entangle* that use plants to achieve that effect also don't affect you.)

Name: Wrestler's Training

Areas of Mastery: Combat, Agility

Prerequisites: 1 rank in Acrobatics; 1 rank in Athletics

Description: You gain a +5 bonus to Acrobatics checks to escape a grab, grapple or pin.