

and all benefits of this feat are lost until another is created. This process requires a journey to the Uskwood and an *atonement* spell cast by a fellow worshiper of Zon-Kuthon.

Shrewd Tactician (Combat)

Your dealings with pirates, thieves, and assassins have taught you to be exceedingly careful.

Prerequisite: Alertness, Combat Reflexes.

Benefit: Opponents do not gain a +2 bonus on attack rolls for flanking you, although they can still sneak attack you. You also gain a +3 bonus on Sense Motive checks made to resist a foe's Bluff checks to feint in combat.

Stoic

You know from firsthand experience that life is a series of unforgiving trials, and that fear itself is something that can be conquered.

Prerequisites: Iron Will.

Benefit: You gain a +1 bonus on all saving throws against fear effects. If you successfully save against any fear effect, you are immune to further fear effects from that source for 24 hours.

Storm-Lashed

A life spent enduring gales and storms has hardened your body to the elements.

Benefit: You can ignore many of the effects of severe weather. In rainy conditions, your visibility is only reduced by one-quarter (not by half) and you only take a –2 penalty on Perception checks. You are treated as if you were one size category larger for the purpose of wind effects, and halve any penalty to Perception caused by high winds. Finally, you gain a +2 bonus on all saving throws against electrical effects.

Survivor

Only the strong thrive in your homeland, and you are no weakling, even among your kin.

Prerequisites: Con 13, Diehard, Endurance.

Benefit: You gain a +5 bonus on all Constitution checks made to stabilize while dying. Once per day, if you are struck by a critical hit or sneak attack, you can spend an immediate action to negate the critical or the sneak attack damage, making the attack a normal hit.

Taldan Duelist (Combat)

You trained at one of Taldor's elite fighting schools and are skilled at rondelero, the art of fighting with the falcata (see the *Advanced Player's Guide*) and buckler.

Prerequisite: Dex 13, Exotic Weapon Proficiency (falcata), Shield Proficiency (buckler), Weapon Focus (falcata).

Benefit: When fighting with the falcata and buckler, your shield bonus to AC increases by +1 and you gain a +2 bonus on Acrobatics checks.

Totem Spirit

You are mystically tied to your tribe's sacred totem.

Prerequisite: Member of a Shoanti tribe.

Benefit: The benefit granted by this feat depends on which Shoanti tribe you belong to:

Lyrune-Quah (Moon Clan): You gain a +1 bonus on Will saves and a +2 bonus on Perception checks.

Shadde-Quah (Axe Clan): If you have the rage ability, you can rage for 3 additional rounds per day. You also gain a +2 bonus on Intimidate checks.

Shriikirri-Quah (Hawk Clan): You gain a +2 bonus on Initiative checks and a +2 bonus on Ride checks.

Shundar-Quah (Spire Clan): You gain a +1 bonus on Fortitude saves and a +2 bonus on Perception checks.

Sklar-Quah (Sun Clan): You gain a +1 bonus on Reflex saves and a +2 bonus on Acrobatics checks.

Skoan-Quah (Skull Clan): You gain a +2 bonus on weapon damage against undead and a +2 bonus on Heal checks.

Tamiir-Quah (Wind Clan): Your base land speed increases by 5 feet. You also gain a +2 bonus on Acrobatics checks.

Varisian Tattoo

You bear intricate tattoos that inspire and empower your natural magic ability. These tattoos mark you as a worker of the ancient traditions of Varisian magic. A Varisian tattoo typically consists of a long string of complex characters from the Thassilonian alphabet.

Prerequisite: Spell Focus.

Benefit: Select a school of magic (other than divination) in which you have Spell Focus—you cast spells from this school at +1 caster level. Additionally, you gain a single spell-like ability usable up to three times per day. The spell-like ability gained (and its Varisian name) are as follows:

Abjuration (avidais): resistance

Conjuration (idolis): acid splash

Enchantment (carnasia): daze

Evocation (ragario): dancing lights

Illusion (vangloris): ghost sound

Necromancy (voratalo): touch of fatigue

Transmutation (avaria): mage hand

Wand Dancer

You are trained in a tradition of Garundi courtesans and court mages that melds dance with the use of magic wands.

Prerequisite: Dex 13, Dodge, Mobility, Perform (dance) 5 ranks.

Benefit: When using a spell trigger item, you can move both before and after triggering the item, as long as the total distance moved is not greater than your speed. Choose one creature potentially affected by your spell trigger item. Your movement does not provoke attacks of opportunity from that creature only. You must move at least 5 feet before and after using your spell trigger item to utilize this feat.