

E5 System

The E5 system is a variant to the normal 3.5 D&D tabletop system. The goal of the E5 system is to provide more of a sense of tactical realism and excitement. Once a given character reaches level 5, they stop gaining class levels as per normal. Instead, at every 5,000 exp, the player chooses from a list of options to enhance their character.

Important Note: This variant is actually inspired by another 3.5 variant called E6. This variant uses the same basic structure as E6 but expands it in many different ways. The following link is to the main description of E6, which gives a **much** better explanation of the goal and theme that these variants are trying to accomplish.

<https://www.enworld.org/threads/e6-the-game-inside-d-d.206323/>

And with that, welcome to E5.

This variant uses some special additional rules as follows:

- The use of the “Armor as DR” system.
- The use of the variant rule that allows for multiple attacks at a BAB multiples of +5.
- The use of the variant rule that successive multiple attacks derived from BAB do not lose bonus.
- The use of the Skill Trick system.
- The use of Ability score racial maximums
- The use of modified Racial Traits.
- The use of modified universal leveling bonuses.
- The use of a revised damage progression system as well as some notable changes to critical hits, most notably in the way the Fortification property works.

Starting Characters:

- At 1st level, a new character selects a Race, a Class, a general feat, and a racial feat.
- At 1st level, a character with a standard class starts with Hit Points equal to 5 + their class's hit die, plus Con modifier. Characters with an NPC class start with Hit Points equal to 2 + their class's hit die, plus Con modifier. (Monstrous races with class levels do not gain any bonus Hit Points beyond their racial Hit Dice/ class Hit Dice, plus Con modifier)
- At 1st level all characters gain 4 times their normal Skill Points gained at a given level., as well as a single rank in all of their class skills.

Universal leveling bonuses:

- In E5, characters do not gain the normal feats, ability points and hit points in the same order as normal.
- Additional general feats are gained at levels 3 and 5.
- An additional racial feat is gained at level 5
- Ability score points are gained at levels 2 and 4.
- When you gain hit points upon gaining a level, you do not roll your hit die, but simply gain your hit die's worth of hit points plus your Con modifier.
- Your **base** maximum ranks in class skills is always equal to 5 + class levels.
- Your limit on Skill Tricks is equal to 2 + class levels.
- Every 5,000 XP a character earns after 5th level, they gain a “Milestone”. When a character gains a Milestone, they choose a single feat from the Compiled Training feat tree, as well as 2 feats (general or

racial) for advancement. Note that you cannot take a single feat twice in the same Milestone, even if the feat can be taken multiple times.

Racial Traits:

-When choosing a race, you gain the following racial abilities:

-Human:

-Gain a +2 to a single ability score of the player's choice.

-Medium sized

-Base land speed of 30 ft.

-Your Int modifier is always considered 1 higher when determining your skill points gained every level.

-Gain a general feat at levels 2 and 4

-Gain a racial feat at level 3

-Elf:

-Gain a +2 to Dex and Int.

-Medium sized

-Base land speed of 30 ft.

-Immunity to magic sleep effects, and a +2 racial saving throw bonus against enchantment spells or effects.

-Low-Light Vision: An elf can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. She retains the ability to distinguish color and detail under these conditions.

-Elves receive the Martial Weapon Proficiency feats for the longsword, rapier, longbow (including composite longbow), and shortbow (including composite shortbow) as bonus feats. Elves esteem the arts of swordplay and archery, so all elves are familiar with these weapons.

-+2 racial bonus on Listen, Search, and Spot checks. An elf who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if she were actively looking for it. An elf's senses are so keen that she practically has a sixth sense about hidden portals.

Drow

-Drow mirror an elf's starting traits except as follows:

-Darkvision out to 120 feet. This trait replaces the high elf's low-light vision. Darkvision is black and white only, but it is otherwise like normal sight, and drow can function just fine with no light at all.

-Spell Resistance equal to 11 + HD or caster level, whichever is higher. This spell resistance is different in that it affects **all** spells not cast by the character themselves, including healing and other beneficial spells.

-+2 racial bonus on Will saves against spells and spell-like abilities. This trait replaces the elf's resistance to enchantment spells or effects.

-Spell-Like Abilities: Drow can use the following spell-like abilities once per day: *dancing lights*, *darkness*, *faerie fire*. Caster level equals the drow's caster level(if any) or their HD, whichever is higher.

-Weapon Proficiency: A drow is automatically proficient with the hand crossbow, the rapier, and the short sword. This trait replaces the high elf's weapon proficiency.

-A drow chooses racial feats from the Elven list.

-Dwarf:

-Gain a +2 to Con and Wis.

-Medium sized

-Base land speed of 20 feet. However, dwarves can move at this speed even when wearing medium or heavy armor or when carrying a medium or heavy load (unlike other creatures, whose speed is reduced in such situations).

- Darkvision: Dwarves can see in the dark up to 60 feet. Darkvision is black and white only, but it is otherwise like normal sight, and dwarves can function just fine with no light at all.
- Stonecunning: This ability grants a dwarf a +2 racial bonus on Search checks to notice unusual stonework, such as sliding walls, stonework traps, new construction (even when built to match the old), unsafe stone surfaces, shaky stone ceilings, and the like. Something that isn't stone but that is disguised as stone also counts as unusual stonework. A dwarf who merely comes within 10 feet of unusual stonework can make a Search check as if he were actively searching, and a dwarf can use the Search skill to find stonework traps as a rogue can. A dwarf can also intuit depth, sensing his approximate depth underground as naturally as a human can sense which way is up. Dwarves have a sixth sense about stonework, an innate ability that they get plenty of opportunity to practice and hone in their underground homes.
- Dwarves may treat dwarven waraxes and dwarven urgroshes as martial weapons, rather than exotic weapons.
- A dwarf gains a +4 bonus on ability checks made to resist being bull-rushed or tripped when standing on the ground (but not when climbing, flying, riding, or otherwise not standing firmly on the ground).
- +2 racial bonus on saving throws against poison: Dwarves are hardy and resistant to toxins.
- +2 racial bonus on saving throws against spells and spell-like effects: Dwarves have an innate resistance to magic spells.
- +1 racial bonus on attack rolls against orcs (including half-orcs) and goblinoids (including goblins, hobgoblins, and bugbears): Dwarves are trained in the special combat techniques that allow them to fight their common enemies more effectively.
- +4 dodge bonus to Armor Class against monsters of the giant type (such as ogres, trolls, and hill giants): This bonus represents special training that dwarves undergo, during which they learn tricks that previous generations developed in their battles with giants. Any time a creature loses its Dexterity bonus (if any) to Armor Class, such as when it's caught flat-footed, it loses its dodge bonus, too.
- +2 racial bonus on Appraise checks that are related to stone or metal items: Dwarves are familiar with valuable items of all kinds, especially those made of stone or metal.
- +2 racial bonus on Craft checks that are related to stone or metal: Dwarves are especially capable with stonework and metalwork.
- Gnome:**
 - Gain a +2 to Con and Int.
 - Small sized: As a Small creature, a gnome gains a +1 size bonus to Armor Class, a +1 size bonus on attack rolls, and a +4 size bonus on Hide checks, but he uses smaller weapons than humans use, and his lifting and carrying limits are three-quarters of those of a Medium character.
 - Base land speed of 20 feet.
 - Low-Light Vision: A gnome can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. He retains the ability to distinguish color and detail under these conditions.
 - Gnomes may treat gnome hooked hammers as martial weapons rather than exotic weapons.
 - +2 racial bonus on saving throws against illusions: Gnomes are innately familiar with illusions of all kinds.
 - Add +1 to the Difficulty Class for all saving throws against illusion spells cast by gnomes. Their innate familiarity with these effects make their illusions more difficult to see through. This adjustment stacks with those from similar effects, such as the Spell Focus feat.
 - +1 racial bonus on attack rolls against kobolds and goblinoids (including goblins, hobgoblins, and bugbears): Gnomes battle these creatures frequently and practice special techniques for fighting them.
 - +4 dodge bonus to Armor Class against monsters of the giant type (such as ogres, trolls, and hill giants): This bonus represents special training that gnomes undergo, during which they learn tricks that

previous generations developed in their battles with giants. Any time a creature loses its Dexterity bonus (if any) to Armor Class, such as when it's caught flat-footed, loses its dodge bonus, too.

- +2 racial bonus on Listen checks: Gnomes have keen ears.

- +2 racial bonus on Craft(alchemy) checks: A gnome's sensitive nose allows him to monitor alchemical processes by smell.

- Spell-Like Abilities: 1/day—speak with animals (burrowing mammal only, duration 1 minute). A gnome with a Charisma score of at least 10 also has the following spell-like abilities: 1/day—dancing lights, ghost sound, prestidigitation. Caster level 1st; save DC 10 + gnome's Cha modifier + spell level.

-Halfling:

- Gain a +2 to Dex and Cha.

Small sized: As a Small creature, a halfling gains a +1 size bonus to Armor Class, a +1 size bonus on attack rolls, and a +4 size bonus on Hide checks, but she uses smaller weapons than humans use, and her lifting and carrying limits are three-quarters of those of a Medium character.

- Base land speed is 20 feet.

- +2 racial bonus on Climb, Jump and Move Silently checks: Halflings are agile, surefooted, and athletic.

- +1 racial bonus on all saving throws: Halflings are surprisingly capable of avoiding mishaps.

- +2 morale bonus on saving throws against fear. This bonus stacks with the halfling's +1 bonus on saving throws in general.

- +1 racial bonus on attack rolls with thrown weapons and slings: Throwing and slinging stones is a universal sport among halflings, and they develop especially good aim.

- +2 racial bonus on Listen checks: Halflings have keen ears.

-Half-Elf:

- Gain a +2 to either Dex or Int(players choice)

- Medium sized

- Base land speed of 30 ft.

- Half-Elves can take racial feats from the Human or Elf lists. Any feat that can be taken twice can only be taken once and any feat that can be taken more than twice can only be taken twice.

- Immunity to sleep spells and similar magical effects, and a +2 racial bonus on saving throws against enchantment spells or effects.

- Low-Light Vision: A half-elf can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. She retains the ability to distinguish color and detail under these conditions.

- +1 racial bonus on Listen, Search and Spot checks: A half-elf does not have the elf's ability to notice secret doors simply by passing near them. Half-elves have keen senses, but not as keen as those of an elf.

- +2 racial bonus on Diplomacy and Gather Information checks: Half-elves get along naturally with all people.

- For all effects related to race, a half-elf is considered an elf. Half-elves, for example, are just as vulnerable to special effects that affect elves as their elf ancestors are, and they can use magic items that are only usable by elves.

-Half-Orc:

- Gain a +2 to Str and Con.

- Medium sized

- Base land speed of 30 ft

- Half-Orcs can take racial feats from the Human or Half-Orc lists. Any feat that can be taken twice can only be taken once and any feat that can be taken more than twice can only be taken twice.

Darkvision: Half-orcs can see in the dark up to 60 feet. Darkvision is black and white only, but it is otherwise like normal sight, and half-orcs can function just fine with no light at all.

-For all effects related to race, a half-orc is considered an orc. Half-orcs, for example, are just as vulnerable to special effects that affect orcs as their orc ancestors are, and they can use magic items that are only usable by orcs.

Dragonborn:

-Gain a +2 to Str and Cha

-Medium sized

-Base land speed of 30 ft

Darkvision: Dragonborne can see in the dark up to 60 feet. Darkvision is black and white only, but it is otherwise like normal sight, and dragonborne can function just fine with no light at all.

-Gain a natural armor bonus to AC equal to half of your HD(round up, minimum 1).

-Gain a +2 bonus to resist paralysis and sleep effects.

-Choose a dragon subtype from the list below. Gain a Resistance rating of 5 to the element that corresponds to your chosen subtype. At 5 HD, this resistance changes to 10.

-Red/Gold/Copper: Fire

-Black/Green/Bronze: Acid

-Blue/Brass: Lightning

-White/Silver: Cold

-Once per day you may unleash a breath weapon attack on your enemies. This attack takes the form of a 30ft cone or 60 ft line(chosen at character creation). The element of your breath weapon must coincide with your chosen draconic subtype. Your breath weapon deals 1d6 points of damage plus additional 1d6s equal to your HD or half your caster level, whichever is higher. The save DC for anyone caught in your breath weapon's area of effect is 10 + your HD(or half your caster level) + your Con modifier.

-+2 bonus on Knowledge(Arcana) and Knowledge(History) checks in regard to dragons.

-For all effects related to race, a dragonborne is considered a dragon. Dragonborne, for example, are just as vulnerable to special effects that affect dragons as their draconic ancestors are, and they can use magic items that are only usable by dragons.

-Gain a natural claw attack that deals 1d4 points of damage.

Goliath:

-Gain a +2 to Str and Wis

-Medium sized

-Base land speed of 30 ft

-Gain a natural DR of 1/-. At 5 HD and higher this DR increases to 2/-.

-The physical stature of a goliath lets them function in many ways as if they were one size category larger. Whenever a goliath is subject to a size modifier or special size modifier for an opposed check (such as during grapple checks, bull rush attempts, and trip attempts), the goliath is treated as one size larger if doing so is advantageous to them. A goliath is also considered to be one size larger when determining whether a creature's special attacks based on size (such as improved grab or swallow whole) can affect them. A goliath can use weapons designed for a creature one size larger without penalty. However, their space and reach remain those of a creature of their actual size. The benefits of this racial trait stack with the effects of powers, abilities, and spells that change the subject's size category.

-Because goliaths practically live on the ledges and cliffs of the most forbidding mountains, they are particularly adept at negotiating mountain hazards. Goliaths can make standing long jumps and high jumps as if they were running long jumps and high jumps. A goliath can engage in accelerated climbing (climbing half his speed as a move action) without taking the -5 penalty on the Climb check.

-Goliaths are automatically acclimated to life at high altitude. They don't take the penalties for altitude, and unlike other denizens of the mountains, goliaths don't lose their acclimation to high altitude even if they spend a long time at a lower elevation.

-+2 bonus on Sense Motive checks: When speaking to one another, goliaths tend to augment their verbal communication with subtle body language. They are likewise able to "read" the unintentional body language of others.

Tiefling:

-Gain a +2 to Dex and Cha

-Medium sized

-Base land speed of 30 ft

-Outsider (native): Tieflings are outsiders native to the Material Plane, and thus have the outsider (native) type. They gain the extraplanar subtype when not on the Material Plane. They are not subject to spells or effects that affect only humanoids, such as charm person and dominate person. Unlike true outsiders, native outsiders need to eat and sleep.

-Tieflings have darkvision out to 60 feet. Darkvision is black and white only, but it is otherwise like normal sight, and tieflings can function just fine with no light at all.

-Tieflings have a +2 racial bonus on Bluff and Hide checks.

-A tiefling can use *darkness*, as the spell, once per day. Their caster level is equal to their HD.

-Resistance to cold, electricity, and fire of 5(player chooses 2): Tieflings share some of their fiendish ancestors' resistance to energy damage.

Aasimar:

-Gain a +2 Con and Int

-Medium sized

Base land speed of 30 ft.

-Outsider (native): Aasimars are outsiders who are native to the Material Plane. and thus have the outsider (native) type. They gain the extraplanar subtype when not on the Material Plane. They are not subject to spells or effects that affect only humanoids, such as charm person and dominate person. Unlike true outsiders, native outsiders need to eat and sleep.

-Aasimars have Darkvision out to 60 feet. Darkvision is black and white only, but it is otherwise like normal sight, and aasimars can function just fine with no light at all.

-+2 racial bonus on Listen and Spot checks:

-An aasimar can use *daylight*, as the spell, once per day. Their caster level is equal to their HD.

-Resistance to acid, cold, and electricity 5(player chooses 2): Aasimars gain a slight resistance from their celestial blood.

Warforged:

-Gain a +2 Str and Int

-Medium sized

-Base land speed is 30 feet.

Living Construct Subtype (Ex): Warforged are constructs with the living construct subtype. A living construct is a created being given sentience and free will through powerful and complex creation enchantments. Warforged are living constructs who combine aspects of both constructs and living creatures, as detailed below.

-As a living construct, a warforged has the following features.

-A warforged derives its Hit Dice, base attack bonus progression, saving throws, and skill points from the class it selects.

-Unlike other constructs, a warforged has a Constitution score.

-Unlike other constructs, a warforged does not have low-light vision or darkvision.

-Unlike other constructs, a warforged is not immune to mind-affecting spells and abilities.

-Immunity to poison, sleep effects, paralysis, disease, nausea, fatigue, exhaustion, effects that cause the sickened condition, and energy drain.

-A warforged cannot heal lethal damage naturally.

-Unlike other constructs, warforged are subject to critical hits, nonlethal damage, stunning, ability damage, ability drain, death effects, and necromancy effects.

-As living constructs, warforged can be affected by spells that target living creatures as well as by those that target constructs. Damage dealt to a warforged can be healed by a cure light wounds spell or a repair light damage spell, for example, and a warforged is vulnerable to disable construct and harm. However, spells from the healing subschool and supernatural abilities that cure hit point damage or ability damage (including Fast Healing and regeneration) provide only half their normal effects to a warforged, including repair spells that heal objects.

-In addition to the above methods, a character with ranks in certain Craft skills can attempt to repair a warforged character who has taken hit point damage. A check requires 8 hours and restores a number of hit points equal to (the Craft check result – 15). A character can take 10 on this check, but not 20. Other types of constructs cannot be repaired in this way. Applicable skills include armorsmithing, blacksmithing, woodworking and sculpting. A warforged with an applicable skill can repair itself.

-The unusual physical construction of warforged makes them vulnerable to certain spells and effects that normally don't affect living creatures. A warforged takes damage from heat metal and chill metal as if he were wearing metal armor. Likewise, a warforged is affected by repel metal or stone as if he were wearing metal armor. A warforged is repelled by repel wood. The iron in the body of a warforged makes him vulnerable to rusting grasp, taking 2d6 points of damage from the spell (Reflex half; save DC 14 + caster's ability modifier). A warforged takes the same damage from a rust monster's touch (Reflex DC 17 half). Spells such as stone to flesh, stone shape, warp wood, and wood shape affect objects only and thus cannot be used on a warforged.

-A warforged responds slightly differently from other living creatures when reduced to 0 hit points. A warforged with 0 hit points is disabled, as with a living creature. They can take only a single move action or standard action in each round, but strenuous activity does not risk further injury. When their hit points are less than 0 and greater than -10, a warforged is inert. They are unconscious and helpless, and cannot perform any actions. An inert warforged does not lose additional hit points unless more damage is dealt to them, however, as with a living creature that has become stable.

-As a living construct, a warforged can be raised or resurrected.

-A warforged does not need to eat, sleep, or breathe, but they can still benefit from the effects of consumable spells and magic items such as heroes' feast and potions.

-Although living constructs do not need to sleep, a warforged spellcaster must rest for 8 hours before preparing spells.

-Composite Plating: The plating used to build a warforged provides a +2 armor bonus as well as a DR of 1/- with no maximum Dex bonus. This plating is not natural armor and does not stack with other effects that give an armor bonus (other than natural armor). This composite plating occupies the same space on the body as a suit of armor or a robe, and thus a warforged cannot benefit from the effects of magic armor or magic robes. Composite plating can gain a magic enhancement bonus and magic armor properties as armor can, using the Craft Magic Arms and Armor feat. The character must be present for the entire time it takes to add this enhancement. In addition, spells and infusions that normally target armor, such as magic vestment and armor enhancement, can be cast with the composite plating of a warforged character as the target. Composite plating also provides a warforged with a 5% arcane spell failure chance, similar to the penalty for wearing light armor. Any class ability that allows a warforged to ignore the arcane spell failure chance for light armor lets him ignore this penalty as well. Standard composite plating is not considered worn armor and as such does not incur armor check penalties for skills, nor does it impede class abilities that do not function when wearing armor (such as those from the Monk class). This composite plating can be made from other materials as well. At character creation, a player can choose one of the following alternate materials, each with their own benefits and drawbacks as described below.

Adamantine Composite Plating

-Your composite plating is made from adamantine, granting a +12 armor bonus to AC and a DR rating of 9/- with a maximum Dex bonus of +1. You also gain a +2 bonus to resist being bull-rushed, overrun or tripped. Your base speed is reduced to 20 ft and you suffer armor check penalties on skills as if you were wearing full plate armor, and have a base arcane spell failure chance of 35%. Unlike standard composite armor, you cannot cast druid spells or use druid supernatural and spell-like abilities, nor can you make use of any ability that does not function while wearing heavy armor.

Mithril Composite Plating

-Your composite plating is made from mithril, granting a +4 armor bonus to AC and a DR rating of 2/-. Your maximum bonus to AC from Dex is +5 and you suffer armor check penalties on skills as if you were wearing chain shirt armor, and have a base arcane spell failure chance of 15%. Unlike standard composite armor, you cannot cast druid spells or use druid supernatural and spell-like abilities, nor can you make use of any ability that does not function while wearing light armor.

Ironwood Composite Plating

-Your composite plating is made from ironwood, granting a +8 armor bonus to AC and a DR rating of 4/-. Your maximum bonus to AC from Dex is +3 and you suffer armor check penalties on skills as if you were wearing scale armor, and have a base arcane spell failure chance of 25%. Unlike other composite armor, you can cast druid spells and use druid supernatural and spell-like abilities, however you cannot make use of any ability that does not function while wearing medium armor.

-Fortification: When a critical hit is scored on a warforged, the critical multiplier is reduced by 1 per effective armor type(light, medium or heavy), as well as imposing a -2 penalty on confirmation rolls per effective armor type. If this would reduce the multiplier below x2 then the critical hit simply receives a 50% damage increase. Likewise when a Sneak Attack or similar ability is scored on a warforged, the number of bonus dice is reduced by 2 per effective armor type, to a minimum of 0 bonus dice of damage. Any feat or other non-magical effect that overrides critical damage immunity applies to a warforged's Fortification.

-A warforged has a natural weapon in the form of a slam attack that deals 1d4 points of damage. Note that a slam is different from an unarmed attack(a slam is not affected by the Improved Unarmed Strike feat tree, for example).

Class Defense Bonus

E5 uses the Class defense bonus system. This bonus to AC, much like Base Attack Bonus, increases with level and varies by class. It's progression is based on your armor proficiency via your class. The heavier the armor, the higher the bonus. This AC bonus does not, however, stack with armor(including natural armor). This bonus also only applies to attacks that the character is aware of(including touch attacks). In the case of multiclassing, the highest armor proficiency is used against the characters total level.

Racial Score Maximums:

-All ability scores have a maximum of 18, unless modified by racial bonuses and certain feats.

Armor as DR variant:

-Half of an armor's AC bonus(round down), including any feats or magical bonus grants a DR(Damage Reduction) rating. This DR is /-, meaning it applies to all forms of damage. Natural armor operates similarly but rounds up. Deflection bonuses grant DR equal to it's AC bonus. E5 has a great many feats and abilities that grant /- DR. There are a few notable differences in how this DR operates, which is described as follows: /- DR gained in E5 can be divided into 3 broad categories, armor DR, natural DR and skill-based DR. Armor DR represents DR gained from worn armor or having natural armor.

This DR is applied to flat-footed and touch attacks. Natural DR is gained from being exceptionally tough and thus is applied to flat-footed and touch attacks. Examples include the barbarian Resiliency ability, and DR gained from the Endurance and Great Fortitude feat trees. Skill-based DR is mitigation that relies on the character's ability to react to attacks to gain their effect. This type of DR is applied to touch attacks but is not applicable to flat-footed attacks. Examples include DR from the Armor Focus and Shield Focus feat trees.

Light Weapons:

-When wielding a light melee or thrown weapon, you may use your Dex modifier for your attack rolls at your discretion.

Fortification/Keen changes:

Due to the nature of the system and it's changes, the Fortification and Keen magical properties work somewhat differently. Fortification reduces the critical multiplier of critical hits by 1 per level of Fortification. If this reduction would reduce the multiplier to less than 2 then the critical hit simply does not deal any additional damage. Sneak Attack and other similar effects are also reduced by 2 dice per level of Fortification, to a minimum of 0. The Keen effect raises the critical threat threshold of a weapon by 1(2 if the DM decides to implement a lesser and greater Keen effect for weapons, which would apply a +1 and +3 to the critical hit threshold respectively).

Alternate Damage Progression and Armor/Shield changes:

-In E5, there are many feats that lower and raise damage by modifying the die type. Use the following list to see what the damage spectrum for weapon damage is used for E5. Note that this list is different from the damage changes based on weapon size. Weapons that have a base damage that does not correspond to this list uses the closest approximate damage from this list for it's damage.

-1
-d2
-d4
-d6
-d8
-d10
-2d6
-2d8
-3d6
-3d8
-4d6
-4d8
-6d6
-6d8
-8d6
-8d8
-12d6
-12d8
-16d6
-16d8
-etc...

-There are also changes to how damage from weapons(including natural attacks) changing size works.

Original Weapon Size	New Weapon Size	Number of Die Type increases
Tiny	Small	1 die type
Small	Medium	1 die type
Medium	Large	1 die type
Large	Huge	2 die types
Huge	Gargantuan	2 die types
Gargantuan	Colossal	3 die types

-In addition, changes have been made to the progression of some armor/shield values as follows. Note that values not listed here are not changed in E5(speed, weight, cost, etc.)

Armor Type	AC Bonus(DR)	Max Dex Bonus	Armor Check Penalty
Light Armors:			
Padded	1	+8	-0
Leather	2(1)	+6	-0
Studded Leather	3(1)	+5	-1
Chain Shirt	4(2)	+4	-2
Medium Armors:			
Hide	5(2)	+4	-3
Scale	6(3)	+3	-4
Breastplate	7(3)	+3	-4
Chainmail	8(4)	+2	-5
Heavy Armors:			
Splint	9(4)	+1	-6
Banded/Platemail	10(5)	+1	-7
Half Plate	12(6)	+0	-8
Full Plate	14(7)	+1	-6
Shields:			
Buckler	1	-	-1
Light Wooden/Steel	2	-	-2
Heavy Wooden/Steel	3	-	-3
Tower	5	+2	-10

-Lastly, masterwork changes have been made for weapons/armor. For weapons, masterwork grants a bonus of +1 to a given weapon's attack **and** damage. For armor, masterwork decreases a given armor's armor check penalty by 1 **and** increases it's AC bonus by 1. In both cases, these effects stack with magical weapon/armor properties.

Class Progression:

-Use the following charts to determine progression for Base Attack Bonus(BAB), Class Defense Bonus saves and spells per day.

-BAB progression by level:

Effective Class Level	Good	Average	Poor
1	1	0	0
2	2	1	1
3	3	2	1
4	4	3	2
5	5	3	2
6	6	4	3

7	7	5	3
8	8	6	4
9	9	6	4
10	10	7	5
11	11	8	5
12	12	9	6
13	13	9	6
14	14	10	7
15	15	11	7
16	16	12	8
17	17	12	8
18	18	13	9
19	19	14	9
20	20	15	10

-Class Defense Bonus Progression by level and Armor Proficiency

Effective Class Level	None	Light	Medium	Heavy
1	2	3	4	6
2	2	3	4	6
3	3	4	5	7
4	3	4	5	7
5	3	4	5	7
6	4	5	6	8
7	4	5	6	8
8	4	5	6	8
9	5	6	7	9
10	5	6	7	9
11	5	6	7	9
12	6	7	8	10
13	6	7	8	10
14	6	7	8	10
15	7	8	9	11
16	7	8	9	11
17	7	8	9	11
18	8	9	10	12
19	8	9	10	12
20	8	9	10	12

-Save Progression by level

Effective Class Level	Good	Poor
1	2	0
2	3	0
3	3	1
4	4	1
5	4	1
6	5	2
7	5	2
8	6	2
9	6	3

10	7	3
11	7	3
12	8	4
13	8	4
14	9	4
15	9	5
16	10	5
17	10	5
18	11	6
19	11	6
20	12	6

-Spells Per Day Progression by level(Bard/Cleric/Shaman/Swordmage):

Caster Level:	0	1 st	2 nd	3 rd	4 th	5 th	6 th
1	2	-	-	-	-	-	-
2	3	0(+1*)	-	-	-	-	-
3	3	1(+1*)	-	-	-	-	-
4	3	2(+1*)	0(+1*)	-	-	-	-
5	3	3(+1*)	1(+1*)	-	-	-	-
6	3	3(+1*)	2(+1*)	-	-	-	-
7	3	3(+1*)	2(+1*)	0(+1*)	-	-	-
8	3	3(+1*)	2(+1*)	1(+1*)	-	-	-
9	3	3(+1*)	3(+1*)	2(+1*)	-	-	-
10	3	3(+1*)	3(+1*)	2(+1*)	0(+1*)	-	-
11	3	3(+1*)	3(+1*)	3(+1*)	1(+1*)	-	-
12	3	3(+1*)	3(+1*)	3(+1*)	2(+1*)	-	-
13	3	3(+1*)	3(+1*)	3(+1*)	2(+1*)	0(+1*)	-
14	4	3(+1*)	3(+1*)	3(+1*)	3(+1*)	1(+1*)	-
15	4	4(+1*)	3(+1*)	3(+1*)	3(+1*)	2(+1*)	-
16	4	4(+1*)	4(+1*)	3(+1*)	3(+1*)	2(+1*)	0(+1*)
17	4	4(+1*)	4(+1*)	4(+1*)	3(+1*)	3(+1*)	1(+1*)
18	4	4(+1*)	4(+1*)	4(+1*)	4(+1*)	3(+1*)	2(+1*)
19	4	4(+1*)	4(+1*)	4(+1*)	4(+1*)	4(+1*)	3(+1*)
20	4	4(+1*)	4(+1*)	4(+1*)	4(+1*)	4(+1*)	4(+1*)

*: Clerics gain additional spells as indicated on the chart chosen from their Domain spell lists.

-Spells Per Day Progression by level(Druid):

Caster Level:	0	1 st	2 nd	3 rd	4 th	5 th	6 th	7 th	8 th	9 th
1	3	1	-	-	-	-	-	-	-	-
2	4	2	-	-	-	-	-	-	-	-
3	4	2	1	-	-	-	-	-	-	-
4	5	3	2	-	-	-	-	-	-	-
5	5	3	2	1	-	-	-	-	-	-
6	5	3	3	2	-	-	-	-	-	-
7	6	4	3	2	1	-	-	-	-	-
8	6	4	3	3	2	-	-	-	-	-
9	6	4	4	3	2	1	-	-	-	-
10	6	4	4	3	3	2	-	-	-	-
11	6	5	4	4	3	2	1	-	-	-

12	6	5	4	4	3	3	2	-	-	-
13	6	5	5	4	4	3	2	1	-	-
14	6	5	5	4	4	3	3	2	-	-
15	6	5	5	5	4	4	3	2	1	-
16	6	5	5	5	4	4	3	3	2	-
17	6	5	5	5	5	4	4	3	2	1
18	6	5	5	5	5	4	4	3	3	2
19	6	5	5	5	5	5	4	4	3	3
20	6	5	5	5	5	5	4	4	4	4

-Spells Per Day Progression by level(Duskblade):

Caster Level:	0	1 st	2 nd	3 rd	4 th	5 th
1	2	1	-	-	-	-
2	3	1	-	-	-	-
3	4	2	1	-	-	-
4	5	2	1	-	-	-
5	6	3	2	1	-	-
6	6	3	2	1	-	-
7	6	4	3	2	1	-
8	6	4	3	2	1	-
9	6	5	4	3	2	1
10	6	5	4	3	2	1
11	6	6	5	4	3	2
12	6	6	5	4	3	2
13	6	7	6	5	4	3
14	6	7	6	5	4	3
15	6	8	7	6	5	4
16	6	8	7	6	5	4
17	6	9	8	7	6	5
18	6	9	8	7	6	5
19	6	10	9	8	7	6
20	6	10	9	8	7	6

-Spells Per Day Progression by level(Paladin/Ranger):

Caster Level:	1 st	2 nd	3 rd	4 th
1	0	-	-	-
2	1	-	-	-
3	1	0	-	-
4	1	0	-	-
5	1	1	0	-
6	1	1	0	0
7	1	1	1	0
8	1	1	1	1
9	2	1	1	1
10	2	2	1	1
11	2	2	2	1
12	2	2	2	2
13	3	2	2	2
14	3	3	2	2

15	3	3	3	2
16	3	3	3	3
17	4	3	3	3
18	4	4	3	3
19	4	4	4	3
20	4	4	4	4

-Spells Per Day Progression by level(Sorcerer):

Caster Level:	0	1 st	2 nd	3 rd	4 th	5 th	6 th	7 th	8 th	9 th
1	5	3	-	-	-	-	-	-	-	-
2	6	4	-	-	-	-	-	-	-	-
3	6	5	-	-	-	-	-	-	-	-
4	6	6	3	-	-	-	-	-	-	-
5	6	6	4	-	-	-	-	-	-	-
6	6	6	5	3	-	-	-	-	-	-
7	6	6	6	4	-	-	-	-	-	-
8	6	6	6	5	3	-	-	-	-	-
9	6	6	6	6	4	-	-	-	-	-
10	6	6	6	6	5	3	-	-	-	-
11	6	6	6	6	6	4	-	-	-	-
12	6	6	6	6	6	5	3	-	-	-
13	6	6	6	6	6	6	4	-	-	-
14	6	6	6	6	6	6	5	3	-	-
15	6	6	6	6	6	6	6	4	-	-
16	6	6	6	6	6	6	6	5	3	-
17	6	6	6	6	6	6	6	6	4	-
18	6	6	6	6	6	6	6	6	5	3
19	6	6	6	6	6	6	6	6	6	4
20	6	6	6	6	6	6	6	6	6	5

-Spells Per Day Progression by level(Priest/Wizard):

Caster Level:	0	1 st	2 nd	3 rd	4 th	5 th	6 th	7 th	8 th	9 th
1	3	1(+2*)	-	-	-	-	-	-	-	-
2	4	2(+2*)	-	-	-	-	-	-	-	-
3	4	2(+2*)	1(+2*)	-	-	-	-	-	-	-
4	4	3(+2*)	2(+2*)	-	-	-	-	-	-	-
5	4	3(+2*)	2(+2*)	1(+2*)	-	-	-	-	-	-
6	4	3(+2*)	3(+2*)	2(+2*)	-	-	-	-	-	-
7	4	4(+2*)	3(+2*)	2(+2*)	1(+2*)	-	-	-	-	-
8	4	4(+2*)	3(+2*)	3(+2*)	2(+2*)	-	-	-	-	-
9	4	4(+2*)	4(+2*)	3(+2*)	2(+2*)	1(+2*)	-	-	-	-
10	4	4(+2*)	4(+2*)	3(+2*)	3(+2*)	2(+2*)	-	-	-	-
11	4	4(+2*)	4(+2*)	4(+2*)	3(+2*)	2(+2*)	1(+2*)	-	-	-
12	4	4(+2*)	4(+2*)	4(+2*)	3(+2*)	3(+2*)	2(+2*)	-	-	-
13	4	4(+2*)	4(+2*)	4(+2*)	4(+2*)	3(+2*)	2(+2*)	1(+2*)	-	-
14	4	4(+2*)	4(+2*)	4(+2*)	4(+2*)	3(+2*)	3(+2*)	2(+2*)	-	-
15	4	4(+2*)	4(+2*)	4(+2*)	4(+2*)	4(+2*)	3(+2*)	2(+2*)	1(+2*)	-
16	4	4(+2*)	4(+2*)	4(+2*)	4(+2*)	4(+2*)	3(+2*)	3(+2*)	2(+2*)	-
17	4	4(+2*)	4(+2*)	4(+2*)	4(+2*)	4(+2*)	4(+2*)	3(+2*)	2(+2*)	1(+2*)

18	4	4(+2*)	4(+2*)	4(+2*)	4(+2*)	4(+2*)	4(+2*)	3(+2*)	3(+2*)	2(+2*)
19	4	4(+2*)	4(+2*)	4(+2*)	4(+2*)	4(+2*)	4(+2*)	4(+2*)	3(+2*)	2(+2*)
20	4	4(+2*)	4(+2*)	4(+2*)	4(+2*)	4(+2*)	4(+2*)	4(+2*)	3(+2*)	3(+2*)

*: Priests gain additional spells as indicated on the chart chosen from their Domain spell lists.

-Spells Known Progression by level(Bard/Swordmage):

Caster Level:	0	1 st	2 nd	3 rd	4 th	5 th	6 th
1	4	-	-	-	-	-	-
2	5	2	-	-	-	-	-
3	6	3	-	-	-	-	-
4	6	3	2	-	-	-	-
5	6	4	3	-	-	-	-
6	6	4	4	-	-	-	-
7	6	4	4	2	-	-	-
8	6	4	4	3	-	-	-
9	6	4	4	4	-	-	-
10	6	4	4	4	2	-	-
11	6	4	4	4	3	-	-
12	6	4	4	4	4	-	-
13	6	4	4	4	4	2	-
14	6	4	4	4	4	3	-
15	6	4	4	4	4	4	-
16	6	5	4	4	4	4	2
17	6	5	5	4	4	4	3
18	6	5	5	5	4	4	4
19	6	5	5	5	5	4	4
20	6	5	5	5	5	5	4

-Spells Known Progression by level(Duskblade):

Caster Level:	0	1 st	2 nd	3 rd	4 th	5 th
1	4	2	-	-	-	-
2	5	3	-	-	-	-
3	6	3	2	-	-	-
4	6	4	3	-	-	-
5	6	4	3	2	-	-
6	6	4	4	3	-	-
7	6	4	4	3	2	-
8	6	4	4	4	3	-
9	6	4	4	4	3	2
10	6	4	4	4	4	3
11	6	4	4	4	4	4
12	6	5	4	4	4	4
13	6	5	5	4	4	4
14	6	5	5	5	4	4
15	6	5	5	5	5	4
16	6	5	5	5	5	5
17	6	6	5	5	5	5
18	6	6	6	5	5	5
19	6	6	6	6	5	5

-Spells Known Progression by level(Sorcerer):

Caster Level:	0	1 st	2 nd	3 rd	4 th	5 th	6 th	7 th	8 th	9 th
1	4	2	-	-	-	-	-	-	-	-
2	5	2	-	-	-	-	-	-	-	-
3	5	3	-	-	-	-	-	-	-	-
4	6	3	1	-	-	-	-	-	-	-
5	6	4	2	-	-	-	-	-	-	-
6	7	4	2	1	-	-	-	-	-	-
7	7	5	3	2	-	-	-	-	-	-
8	8	5	3	2	1	-	-	-	-	-
9	8	5	4	3	2	-	-	-	-	-
10	9	5	4	3	2	1	-	-	-	-
11	9	5	5	4	3	2	-	-	-	-
12	9	5	5	4	3	2	1	-	-	-
13	9	5	5	5	4	3	2	-	-	-
14	9	5	5	5	4	3	2	1	-	-
15	9	5	5	5	5	4	3	2	-	-
16	9	5	5	5	5	4	3	2	1	-
17	9	5	5	5	5	5	4	3	2	-
18	9	5	5	5	5	5	4	3	2	1
19	9	5	5	5	5	5	5	4	3	2
20	9	5	5	5	5	5	5	5	4	3

Class, Progression and Changes:

Based on the nature of the system, certain changes have been made to the classes. The class abilities you gain from the 5 levels in any single class are called **Core Abilities**. The abilities you can gain after the 5th level of a given class are called **Advanced Abilities**. Advanced Abilities from any given class can be purchased as Milestone feats, but can only be obtained from having 5 levels in that class. Core Abilities from other classes that you do not have levels in can also be obtained via Milestone feats.

Barbarian

HD- d12

BAB Progression- Good

Good Saves- Fort

Skill Points per level- 4 + Int modifier

Class Skills- Climb, Craft, Handle Animal, Intimidate, Jump, Listen, Profession, Ride, Survival, Swim.

Armor Proficiency- Light and Medium armor. All shields(save tower shields).

Weapon Proficiency- All simple and martial weapons.

-At 1st level the barbarian gains the Fast Movement and Rage class abilities

-At 1st level the Barbarian gains the Power Attack feat OR the Weapon Focus feat for a single weapon they are proficient with.

-At 2nd level the barbarian gains the Danger Sense and Endurance feats.

-At 3rd level, the barbarian gains the Tenacity and the Uncanny Dodge class abilities.

-At 4th level the barbarian gains the Berserker Trigger class ability.

-At 4th level the barbarian gains the Stalwart feat.

-At 5th level the barbarian gains the Improved Rage and the Improved Uncanny Dodge class abilities.

Barbarian Core Abilities:

Rage

-BAB of 1

-Gain the Rage ability(+4 Str/Con, +2 to Will saves, -2 to AC). This ability lasts for a number of rounds equal to 1 + your Con modifier and can be used once per day. When your Rage comes to an end, you are fatigued for the remainder of the encounter. If you go into another Rage during this state, you ignore your fatigue for the duration of your Rage. This feat can be taken a number of times equal to half of your Barbarian levels(round down) Every time it is taken your Rage lasts for 1 additional round and you gain 1 additional use of your Rage per day.

Fast Movement

-Rage

-Gain the Fast Movement ability, increasing your base speed by 10 ft when wearing medium armor or less. This feat does not stack with other abilities that grant Fast Movement.

Uncanny Dodge

-Fast Movement

-BAB of 3

-Gain the Uncanny Dodge ability, retaining Dex bonus to AC when flanked or struck by an invisible attacker. This ability does not function against attackers that have 5 or more BAB than yourself.

Tenacity

Rage

-Fast Movement

-BAB of 3

-Gain a natural DR of 1/-. This feat can be taken a number of additional times equal to half of your Barbarian levels(round up). Its effects stack

Berserker Trigger

-Tenacity

-BAB of 4

-Once per day, when you are reduced to less than half of your maximum hit point total, you gain a +1 to attack and damage rolls, a DR rating of 1/- and +5 temporary hit points. When you gain Greater Rage, these bonuses increase to +2 to attack and damage rolls, a DR of 2/- and +10 temporary hit points. When you gain the Mighty Rage feat, these bonuses increase to +3 to attack and damage rolls, a DR of 3/- and +15 temporary hit points. These effects last until you are healed above half of your maximum hit point total.

Improved Rage

-Berserker Trigger

-BAB of 5

-When you use Rage, your bonus to Str/Con increases by +2, and your Will save bonus increases by +1. Your Rage lasts for 1 additional round and you gain 1 additional use of your Rage per day.

Improved Uncanny Dodge

-Berserker Trigger

-Uncanny Dodge

-BAB of 5

-Your Uncanny Dodge improves, granting you immunity to being flanked by an attacker who does not have 5 BAB or more than yourself.

Barbarian Advanced Abilities:

Greater Rage

-Improved Rage

BAB of 6

-Compiled Training(Barbarian)

-When you use Rage, your bonus to Str/Con increases by +2, and your Will save bonus increases by +1. Your Rage lasts for 1 additional round and you gain 1 additional use of your Rage per day.

Indomitable Will

-Greater Rage

-BAB of 8

-Gain a +4 bonus on Will saves to resist enchantment/charm spells when in Rage.

Indomitable Tenacity

-Indomitable Will

-BAB of 10

-Your Con score increases by 2 and it's ability score maximum increases by 2. Your Indomitable Will bonus also applies to Fort saves against death effects.

Indomitable Rage

-Indomitable Tenacity

-When you are in a Rage, your **base** bonus to Will saves now applies to all saves

Tireless Rage

-Greater Rage

-BAB of 10

-You are no longer fatigued after using Rage.

Berserker Rage

-Tireless Rage

-BAB of 12

When you are in a Rage, you may make one additional attack per round when using a Standard action(at a -5 penalty). In addition, once per round when you are in a Rage and an opponent deals damage to you, you may make an attack of opportunity against them(at a -5 penalty). This attack does not count against your normal allotment of attacks of opportunities per round.

Mighty Rage

-Tireless Rage

-BAB of 12

-When you use Rage, your bonus to Str/Con increases by +2, and your Will save bonus increases by +1. Your Rage lasts for 1 additional round and you gain 1 additional use of your Rage per day.

Heroic Berserker

-Berserker Rage

-Mighty Rage

-BAB of 15

-Your class Hit Die is considered a d16. When you are in a Rage, your /- DR is considered 1 higher and your melee weapon damage is also considered one die type higher.

Bard

HD- d6

BAB Progression- Average

Good Saves- Ref, Will

Skill Points per level- 6 + Int modifier

Class Skills- Appraise, Balance, Bluff, Climb, Concentration, Craft, Decipher Script, Diplomacy, Disguise, Escape Artist, Gather Information, Hide, Jump, Knowledge(all skills, taken individually), Listen, Move Silently, Perform(Sing and 1 other), Profession, Sense Motive, Slight of Hand, Speak Language, Spellcraft, Swim, Tumble, Use Magic Device

Armor Proficiency- Light armor, All shields(save tower shields)*

* Bards are subject to spell failure chance from shields, but not from light armor.

Weapon Proficiency- All simple weapons plus longsword, rapier, sap, short sword, whip and shortbow.

-At 1st level the bard gains the Bardic Knowledge class ability as well as the Fascinate, Countersong and Inspire Courage +1 effects for their Bardic music class ability.

-At 2nd level the bard gains the Inspire Competence effect for their Bardic Music class ability as well as the Viscous Mockery class ability.

-At 3rd level the bard gains the Song of Rest effect of their Bardic Music ability.

-At 3rd level the bard gains a bonus feat of their choice.

-At 4th level the bard gains the Obscure Lore class ability.

-At 4th level the bard gains a bonus feat of their choice

-At 5th level the bard gains the Lyric Inspiration class ability and the Suggestion effect for their Bardic Music class ability.

-At 5th level the bard gains a bonus feat of their choice.

Bard Core Abilities:

Bardic Arcane Spellcasting

-You gain the ability to cast arcane spells as if you were a 1st level Bard. Charisma is the ability score that governs your spellcasting. A bard need not prepare their spells in advance. They can cast any spell they know at any time, assuming they have not yet used up their allotment of spells per day for the spell's level. Like other spellcasters, a bard can cast only a certain number of spells of each spell level per day. In addition, they receive bonus spells per day if they have a high Charisma score. When the bard gets 0 spells per day of a given spell level, they gain only the bonus spells they would be entitled to based on their Charisma score for that spell level.

Bardic Music

-Perform 3 ranks

-Caster level 1st (Bardic)

-You gain the ability to use the Bardic Music feature once per day, per Bard caster level. A bard can use their song or poetics to produce magical effects on those around them (usually including themselves, if desired). While these abilities fall under the category of bardic music and the descriptions discuss singing or playing instruments, they can all be activated by reciting poetry, chanting, singing lyrical songs, singing melodies, whistling, playing an instrument, or playing an instrument in combination with some spoken performance. Each ability requires both a minimum bard caster level and a minimum number of ranks in the Perform skill to qualify; if a bard does not have the required number of ranks in at least one Perform skill, they do not gain the bardic music ability until they acquire the needed ranks.

Starting a bardic music effect is a standard action. Some bardic music abilities require concentration, which means the bard must take a standard action each round to maintain the ability. Even while using bardic music that doesn't require concentration, a bard cannot cast spells, activate magic items, by spell completions(such as scrolls), spell triggers(such as wands), or command word Just as for casting a spell

with a verbal component, a deaf bard has a 20% chance to fail when attempting to use bardic music. If they fail, the attempt still counts against their daily limit.

You may choose from the Countersong, Fascinate and Inspire Courage abilities to use, which are described below.

Countersong- A bard of 1st caster level with 3 or more ranks in a Perform skill can use their music or poetics to counter magical effects that depend on sound (but not spells that simply have verbal components). Each round of the countersong, they make a Perform check. Any creature within 30 feet of the bard (including the bard themselves) that is affected by a sonic or language-dependent magical attack may use the bard's Perform check result in place of its own save. If a creature within range of the countersong is already under the effect of a noninstantaneous sonic or language-dependent magical attack, it gains another saving throw against the effect each round it hears the countersong, but it must use the bard's Perform check result for the save. Countersong has no effect against effects that don't allow saves. The bard may keep up the countersong for 10 rounds.

Fascinate- A bard of 1st caster level with 3 or more ranks in a Perform skill can use their music or poetics to cause one or more creatures to become fascinated with them. Each creature to be fascinated must be within 90 feet, able to see and hear the bard, and able to pay attention to them. The bard must also be able to see the creature. The distraction of nearby combat or other dangers prevents the ability from working. For every three caster levels a bard attains beyond 1st, they can target one additional creature with a single use of this ability. To use the ability, a bard makes a Perform check. Their check result is the DC for each affected creature's Will save against the effect. If a creature's save succeeds, the bard cannot attempt to fascinate that creature again for 24 hours. If its saving throw fails, the creature sits quietly and listens to the song, taking no other actions, for as long as the bard continues to play and concentrate (up to a maximum of 1 round per bard caster level). While fascinated, a target takes a -4 penalty on skill checks made as reactions, such as Spot or Listen checks. Any potential threat requires the bard to make another Perform check and allows the creature a new saving throw against a DC equal to the new Perform check result. Any obvious threat, such as someone drawing a weapon, casting a spell, or aiming a ranged weapon at the target, automatically breaks the effect. Fascinate is an enchantment (compulsion), mind-affecting ability.

Inspire Courage- A bard of 1st caster level with 3 or more ranks in a Perform skill can use song or poetics to inspire courage in their allies (including themselves), bolstering them against fear and improving their combat abilities. To be affected, an ally must be able to hear the bard sing. The effect lasts for as long as the ally hears the bard sing and for 5 rounds thereafter. An affected ally receives a +1 bonus on saves against charm and fear effects and a +1 morale bonus on attack and weapon damage rolls. At 5th caster level, and every 5 bard caster levels thereafter, this bonus increases by 1 (+2 at 5th, +3 at 10th, and so on.). Inspire courage is a mind-affecting ability.

Bardic Knowledge

-Caster level 1st (Bardic)

-You can make a special Bardic Knowledge check for legends and rumors about people places and items using your Bard caster level(minimum 1) + your Int modifier as the bonus. If you have 5 ranks in Knowledge(history), you also gain an additional +2 on this check. In addition, gain 5 skill points. These skill points can only be spent on Knowledge skills. Every time you gain further skill points, gain 1 additional skill point that can only be spent on Knowledge skills. Finally, your ranks in Perform(Singing) are always equal to your ranks in your highest Perform skill.

DC	Type of Knowledge	Example
10	Common, known by at least a substantial minority of the local population.	A local mayor's reputation for drinking; common legends about a powerful place of mystery.

20	Uncommon but available, known by only a few people's legends.	A local public figure's shady past; legends about a powerful magic item.
25	Obscure, known by few, hard to come by.	A knight's family history; legends about a minor place of mystery or magic item.
30	Extremely Obscure, known by very few, possibly forgotten by most who once knew it, possibly known only by those who don't understand the significance of the knowledge.	A mighty wizard's childhood nickname; the history of a petty magic item.

Inspire Competence

-Bardic Music

-Perform 5 ranks

-BAB of 1

-Caster level 2nd (Bardic)

-You add the Inspire Competence ability to your Bardic Music list. A bard of 2nd caster level with 5 or more ranks in a Perform skill can use their music or poetics to help an ally succeed at a task. The ally must be within 30 feet and able to see and hear the bard. The bard must also be able to see the ally. The ally gets a +2 competence bonus on Skill checks made with a particular skill as long as they continue to hear the bard's music. Certain uses of this ability are infeasible. The effect lasts as long as the bard concentrates, up to a maximum of 2 minutes. A bard can't inspire competence in himself. Inspire Competence is a mind-affecting ability.

Viscous Mockery

-Bardic Music

-BAB of 1

-Caster level 2nd (Bardic)

-You gain the ability to unleash a string of insults laced with subtle magic at a creature you can see within a range of 60 ft as a standard action. If the target can hear you (though it need not understand you). This attack deals 1d6+1 damage that ignores all forms of DR. Every 5 ranks you possess in your highest Perform skill increases the die type and adds an additional +1 to the damage of this ability. The target may attempt a Will save with a DC of 10 + half your bardic caster level + your Cha modifier to take half damage. You must have at least one 0-level spell remaining to use this ability. Viscous Mockery is a sonic, mind-affecting ability.

Song of Rest

-Inspire Competence

-Perform 5 ranks

-BAB of 2

-Caster level 3rd (Bardic)

-You add the Song of Rest to your Bardic Music list. A bard of 3rd caster level with 5 or more ranks in a Perform skill can use their music or poetics to allow themselves and their allies to recover more fully from a short rest. The bard must play for 1 minute during the beginning of the rest and the rest cannot be interrupted for the ability to work. Any strenuous effort the bard or their allies perform during the short rest will also cause the ability to fail. At the end of the short rest, the bard and all allies that can hear the bard heal for a number of hit points equal to a *cure light wounds* spell. At 6th caster level this ability instead mimics a *cure moderate wounds* spell. At 9th caster level this ability

instead mimics a *cure serious wounds* spell. At 12th caster level this ability instead mimics a *cure critical wounds* spell. Song of Rest is a mind-affecting ability.

Obscure Lore

- Song of Rest
- BAB of 3
- Caster level 4th (Bardic)
- Gain an effect chosen from the list below:
- Choose a new bard spell to add to your list of spells known. This spell cannot be of your highest spell level you are able to cast.
- Choose one of your bard spells that you have not already chosen with this ability, the DC of that spell is increased by 1 and you gain a +2 bonus to overcome the SR of targets you cast this spell against.
- Gain a +1 bonus to any Knowledge check you have at least 1 rank in as well as a +2 to your Bardic Knowledge checks.
- Gain a metamagic feat that doesn't require another metamagic feat as a prerequisite. This metamagic feat can only apply to your bard spells
- This feat can be taken a number of times equal to your bard levels. Each time it is taken, you choose another effect from the list.

Suggestion

- Obscure Lore
- Perform 7 ranks
- BAB of 4
- Caster level 5th (Bardic)
- You add the Suggestion ability to your Bardic Music list. A bard of 5th caster level with 7 or more ranks in a Perform skill can make a *suggestion*(as the spell) to a creature that he has already fascinated. Using this ability does not break the bard's concentration on the fascinate effect, nor does it allow a second save against the fascinate effect. Making a suggestion doesn't count against a bard's daily limit on bardic music performances. A Will save(DC 10 + ½ bard's caster level + bard's Cha modifier) negates the effect. This ability affects only a single creature. Suggestion is an enchantment (compulsion), mind-affecting, language dependent ability.

Lyric Inspiration

- Obscure Lore
- Perform 7 ranks
- BAB of 4
- Caster level 5th (Bardic)
- When using your Bardic Music ability, you may cast bardic spells without interfering with your Bardic Music. Any sonic or somatic components are considered part of the Bardic Music itself and the spell cannot have a cast time of longer than one action. This ability can be used once per use of Bardic Music.

Bard Advanced Abilities:

Inspire Greatness

- Suggestion
- Perform 9 ranks
- BAB of 6
- Caster level 9th (Bardic)

-Compiled Training(Bard)

-You add the Inspire Greatness ability to your Bardic Music list. A bard of 9th caster level or higher with 9 or more ranks in a Perform skill can use music or poetics to inspire greatness in himself or a single willing ally within 30 feet, granting him or her extra fighting capability. For every three caster levels a bard attains beyond 9th, he can target one additional ally with a single use of this ability (two at 12th level, three at 15th, four at 18th). To inspire greatness, a bard must sing and an ally must hear him sing. The effect lasts for as long as the ally hears the bard sing and for 5 rounds thereafter. A creature inspired with greatness gains 2 bonus Hit Dice (d10s), the commensurate number of temporary hit points (apply the target's Constitution modifier, if any, to these bonus Hit Dice), a +2 competence bonus on attack rolls and a +1 competence bonus on Fort saves. The bonus Hit Dice count as regular Hit Dice for determining the effect of spells that are Hit Dice dependent. Inspire Greatness is a mind-affecting ability.

Swift Melody

-Suggestion

-BAB of 5

-Caster level 7th(Bardic)

-Compiled Training(Bard)

-When you use Inspire Courage, Inspire Greatness or Inspire Heroics, you can expend one additional use of bardic music to grant anyone affected a 10ft bonus to their base speed. This bonus overrides limitations of speed based on non-magical means.

Song of Freedom

-Inspire Greatness

-Perform 11 Ranks

-BAB of 8

-Caster level 11th (Bardic)

You add the Song of Freedom to your Bardic Music list. A bard of 11th caster level with 11 or more ranks in a Perform skill can use music or poetics to create an effect equivalent to the *break enchantment* spell (caster level equals the character's bard level). Using this ability requires 1 minute of uninterrupted concentration and music, and it functions on a single target within 30 feet. A bard can't use Song of Freedom on themselves.

Enduring Melody

-Swift Melody

-BAB of 7

-Caster level 10th (Bardic)

- When you use Inspire Courage, Inspire Greatness or Inspire Heroics, you can expend one additional use of bardic music to grant anyone affected a DR rating of 2/- and a bonus of +5 to any single resistance the bard chooses. This resistance must be the same for all affected and stacks with any current resistance the target already has.

Inspire Heroics

-Song of Freedom

-Perform 13 ranks

-BAB of 10

-Caster level 13th (Bardic)

-You add the Inspire Heroics to your Bardic Music list. A bard of 13th caster level with 13 or more ranks in a Perform Skill can use music or poetics to inspire tremendous heroism in himself or a single willing ally within 30 feet. For every three caster levels the character attains beyond

13th, he can inspire heroics in one additional creature. To inspire heroics, a bard must sing and an ally must hear the bard sing for a full round. A creature so inspired gains a +4 morale bonus on saves and a +4 dodge bonus to AC. The effect lasts for as long as the ally hears the bard sing and for up to 5 rounds thereafter. Inspire heroics is a mind-affecting ability.

Legendary Melody

- Enduring Melody

- BAB of 9

- Caster level 12th (Bardic)

- When you use Inspire Courage, Inspire Greatness or Inspire Heroics, you can expend one additional use of bardic music to grant anyone affected a bonus attack when they use a standard or full attack action as well as an additional attack of opportunity per round. In addition, when rolling any save affected by your bardic music, the target rolls twice and takes the better result.

Mass Suggestion

- Inspire Heroics

- Perform 15 ranks

- BAB of 11

- Caster level 15th (Bardic)

- This ability functions like suggestion, above, except that a bard of 15th caster level with 15 or more ranks in a Perform skill can make the suggestion simultaneously to any number of creatures that he has already fascinated. Mass Suggestion is an enchantment (compulsion), mind-affecting, language-dependent ability.

Hero's Maestro

- Inspire Heroics

- Legendary Melody

- You gain 1 additional Hit Die. This Hit Die grants you the BAB, class defense, saves, caster level, skill points and Hit Points that gaining an additional level in Bard would grant. You also gain an additional use of Bardic Music for every 5 ranks in a single Perform you possess and a +2 enhancement bonus to your Cha. This bonus does not raise your normal maximum.

Cleric

HD- d8

BAB Progression- Average

Good Saves- Fort, Will

Skill Points per level- 2 + Int modifier

Class Skills- Concentration, Craft, Diplomacy, Heal, Knowledge(arcana, history, religion, the planes), Profession, Spellcraft.

Armor Proficiency- Light and medium armor. All shields(save tower shields)

Weapon Proficiency- All simple weapons and the favored weapon of their chosen deity.

-At 1st level the cleric gains the ability to Turn Undead and chooses 2 of their deities' Domains as their own.

- At 1st level the cleric gains the Warpriest's Training class ability.
- At 2nd level the cleric gains the Warpriest's Blessing and the Warpriest's Reprieve class abilities.
- At 3rd level the cleric gains the Warpriest's Training class ability.
- At 4th level the cleric gains the Warpriest's Endurance and the Warpriest's Reprisal class abilities.
- At 5th level the cleric gains the Warpriest's Training class ability.

Cleric Core Abilities:

Cleric Divine Spellcasting

-You gain the ability to cast divine spells as if you were a 1st level cleric. Wisdom is the ability score that governs your spellcasting. Like other spellcasters, a cleric can cast only a certain number of spells of each spell level per day. In addition, they receive bonus spells per day if they have a high Wisdom score. When the cleric gets 0 spells per day of a given spell level, they gain only the bonus spells they would be entitled to based on their Wisdom score for that spell level. A good cleric (or a neutral cleric of a good deity) can channel stored spell energy into healing spells that the cleric did not prepare ahead of time. The cleric can "lose" any prepared spell that is not a domain spell in order to cast any cure spell of the same spell level or lower (a cure spell is any spell with "cure" in its name). An evil cleric (or a neutral cleric of an evil deity), can't convert prepared spells to cure spells but can convert them to inflict spells (an inflict spell is one with "inflict" in its name). A cleric who is neither good nor evil and whose deity is neither good nor evil can convert spells to either cure spells or inflict spells (player's choice). Once the player makes this choice, it cannot be reversed. This choice also determines whether the cleric turns or commands undead. A cleric can't cast spells of an alignment opposed to their own or their deity's (if they have one). Spells associated with particular alignments are indicated by the chaos, evil, good, and law descriptors in their spell descriptions.

Domain Spellcasting(Cleric)

-Caster level 1st(Cleric)

A cleric's deity influences their alignment, what magic they can perform, their values, and how others see them. A cleric chooses two domains from among those belonging to their deity. A cleric can select an alignment domain(Chaos, Evil, Good and Law) only if their alignment matches that domain. Each domain gives the cleric access to a domain spell at each spell level they can cast, from 1st on up, as well as a granted power. The cleric gets the granted powers of both the domains selected. With access to two domain spells at a given spell level, a cleric prepares one or the other each day in their domain spell slot. If a domain spell is not on the cleric spell list, a cleric can prepare it only in their domain spell slot.

Turn Undead(Cleric)

-Caster level 1st(Cleric)

-You gain the ability to turn undead. Clerics of a good or neutral deity can channel positive energy, which can halt, drive off, or destroy undead. Turning undead is a supernatural ability that a character can perform as a standard action. It does not provoke attack of opportunity. You must present your deity's holy symbol to turn undead. Turning is considered an attack. You turn the closest turnable undead first, and you can't turn undead that are more than 60 feet away or that have total cover relative to you. You don't need line of sight to a target, but you do need line of effect. The first step in turning undead is roll a turning check to see how powerful an undead creature you can turn. This is a Charisma check(1d20 + your Charisma modifier). A cleric with 5 or more ranks in Knowledge (religion) gets a +2 bonus on turning checks against undead. The following table gives you the Hit Dice(HD)of the most powerful undead you can affect, relative to your level. On a given turning attempt, you can turn no undead creature whose HD exceed the result on this table.

Turning Check Result	Highest HD Undead affected
0 or less	Caster level -4

1-3	Caster level -3
4-6	Caster level -2
7-9	Caster level -1
10-12	Caster level
13-15	Caster level +1
16-18	Caster level +2
19-21	Caster level +3
22 or more	Caster level +4

If your roll on table is high enough to let you turn at least some of the undead within 60 feet, roll 2d6 + your cleric caster level + your Charisma modifier for turning damage. That's how many total HD of undead you can turn. If your Charisma score is average or low, it's possible to roll fewer HD of turned undead than indicated on the table. You may skip over already turned undead that are still within range, so that you do not waste your turning capacity on them. Turned undead flee from you by the best and fastest means available to them. They flee for 10 rounds (1 minute). If they cannot flee, they cower (giving any attack rolls against them a +2 bonus). If you approach within 10 feet of them, however, they overcome being turned and act normally. (You can stand within 10 feet without breaking the turning effect—you just can't approach them.) You can attack them with ranged attacks (from at least 10 feet away), and others can attack them in any fashion, without breaking the turning effect. If you have twice as many caster levels (or more) as the undead have HD, you destroy any that you would normally turn. Clerics may attempt to turn undead a number of times per day equal to 2 + your Charisma modifier.

Warpriest's Training

- Heavy armor proficiency
- Ability to cast Domain spells from a patron deity.
- Gain a +2 bonus to attack and damage rolls with your deity's favored weapon as well as a +2 bonus to AC for a single armor you are proficient with. You can take this feat a number of times equal to half of your Cleric levels (round down). Every time this feat is taken, you gain an additional +2 to attack and damage rolls with your deity's favored weapon as well as an additional +2 to the AC of the armor you chose with your first purchase of Warpriest Training.

Warpriest's Blessing

- Warpriest's Training
- Caster level 2th(Cleric)
- BAB of 1
- Allies in adjacent spaces to you gain a +1 bonus to AC, attack rolls, saves, skill checks and ability checks so long as they remain in spaces adjacent to you. This ability only functions during combat and does not stack with itself or similar effects, such as a *Bless* spell.

Warpriest's Reprieve

- Warpriest's Training
- Caster level 2th(Cleric)
- BAB of 1
- Once per turn, when you strike an opponent in combat, you may choose to cast a *Cure Wounds* spell that you have prepared or can spontaneously cast (using one of your spells per day to do so), on yourself or an adjacent ally without actually touching them or provoking an attack of opportunity as part of the attack. This ability overrides the normal restriction on deity

alignment and *Cure Wounds* spells. If you have no more spells per day to use, you may still use this ability as if you had used a 0 level spell.

Warpriest's Endurance

- Warpriest's Blessing
- Caster level 4th(Cleric)
- BAB of 3
- Gain a resistance to all elemental damage equal to your Wis modifier as well as a natural DR of 1/-. This resistance stacks with other forms of resistance.

Warpriest's Reprisal

- Warpriest's Training
- Caster level 4th(Cleric)
- BAB of 3
- Once per turn, when an adjacent ally is struck in combat, you may choose to sacrifice an unused spell slot to cast an *Inflict Wounds* spell upon them as if you had touched them and without provoking an attack of opportunity. This damage is considered to be of any type you choose that corresponds to your deity. This damage is not affected by armor DR. This ability overrides the normal restriction on deity alignment and *Inflict Wounds* spells. If you have no more spells per day to use, you may still use this ability as if you had used a 0 level spell.

Cleric Advanced Abilities:

Warpriest's Renewal

- Warpriest Training
- Caster level 5th(Cleric)
- Compiled Training(Cleric)
- Once per round, you may cast a *Cure Light Wounds* spell upon yourself as a free action. This ability can be used so long as you have unused 1st level spell to cast.

Warpriest's Reinforcement

- Warpriest Renewal
- Caster level 7th(Cleric)
- BAB of 5
- Gain a +2 armor bonus to your AC. This bonus stacks with any existing armor you are wearing. You may choose to spend a turning attempt to double this bonus until the start of your next turn. Against any opponent that has a subtype that directly opposes the alignment of your deity, this bonus triples instead of doubles. This ability cannot stack on itself.

Warpriest's Fury

- Warpriest Reinforcement
- Caster level 9th(Cleric)
- BAB of 6
- A number of times per day equal to 2 + your Wis modifier, you can grant yourself a +2 bonus to your attack and damage rolls, as well as a +10 ft bonus to your base speed until the start of your next turn. This speed bonus overrides any speed restriction your worn armor may possess. You may choose to spend a turning attempt to double the attack and damage bonus granted by this ability. Against any opponent that has a subtype that directly opposes the alignment of your deity, this bonus triples instead of doubles. Attacks made while this ability is active are considered magic and alignment based for the purposes of overcoming DR. This ability cannot stack on itself.

Warpriest's Zeal

- Warpriest's Fury
- Caster level 11th(Cleric)

-BAB of 7

-You gain a +1 bonus to your saves and a +1 bonus to the caster level and DCs of your Cleric and Domain spells. When casting a Cleric spell that matches the alignment of your deity or any Domain spell, this bonus doubles.

Warpriest's Favor

-Warpriest's Zeal

-Caster level 13th(Cleric)

-BAB of 8

-When using Warpriest's Reinforcement, or Warpriest's Fury, you may expend one turning attempt to grant that effect to a single ally within 10 ft of your space in addition to yourself. You may spend multiple turning attempts to grant multiple allies these effects on a 1 for 1 basis.

Warpriest's Ascension

-Warpriest's Favor

-Caster level 15th(Cleric)

-BAB of 9

-Your creature type changes to Outsider(native to the Material Plane) for the purposes of spells and effects. You also gain a +10 to your Hit Points, a +1 to your BAB and Cleric caster level, a +1 to your saves(tripled against death and petrification effects) and a Resistances of 10 to acid, cold, fire and electricity. You can still be freely brought back to life by spells and effects that affect non-Outsiders.

Druid

HD- d8

BAB Progression- Average

Good Saves- Fort, Will

Skill Points per level- 4 + Int modifier

Class Skills- Concentration, Craft, Diplomacy, Handle Animal, Heal, Knowledge(nature), Listen, Profession, Ride, Spellcraft, Spot, Survival, Swim

Armor Proficiency- Any non-metal light or medium armor and non-metal shields(save tower shields).

Weapon Proficiency- Club, dagger, dart, quarterstaff, scimitar, sickle, shortspear, sling, spear, as well as all forms of natural attacks while in their wild shape forms.

-At 1st level the druid gains the Animal Companion OR the Turn Elementals class feature, as well as the Nature Sense and the Wild Empathy class features.

-At 2nd level the druid gains the Wild Shape and Woodland Stride class features.

-At 3rd level the druid gains the Trackless Step class feature as well as a feat from the Nature's Chosen tree that they have the prerequisites for.

-At 4th level the druid gain the Resist Nature's Lure and Nature's Insight class features.

-At 5th level the druid gains a 2nd use per day of their Wild Shape and may take a feat from the Nature's Chosen tree that they meet the prerequisites for.

Druid Core Abilities:

Druid Divine Spellcasting

-You gain the ability to cast divine spells as if you were a 1st level Druid. Wisdom is the ability score that governs your spellcasting. Like other spellcasters, a druid can cast only a certain number of spells of each spell level per day. In addition, they receive bonus spells per day if they have a high Wisdom

score. When the druid gets 0 spells per day of a given spell level, they gain only the bonus spells they would be entitled to based on their Wisdom score for that spell level. A druid prepares and casts spells the way a cleric or priest does, though they cannot lose a prepared spell to cast a *cure* spell in its place. A druid may prepare and cast any spell on the druid spell list, provided that they can cast spells of that level, but they must choose which spells to prepare during their daily meditation. A druid can channel stored spell energy into summoning spells that they haven't prepared ahead of time. They can "lose" a prepared spell in order to cast any *summon nature's ally* spell of the same level or lower.

Animal Companion

-Caster level 1st (Druidic)

-You can perform a special 24 hour ceremony to gain the service of a natural animal of your choice, so long as the animal is native to the region you perform the ritual in and the animal does not possess more HD than your Druid CL. Animals summoned in this way are considered Magical Beasts for the purposes of spells and abilities that affect that creature type as well as progression based on gaining addition HD. If the animal you summon has less HD than your Druid CL then it gains HD to match it. This progression matches any further gains you make in your Druid CL. As your Animal Companion gains additional HD beyond it's base, it gains special abilities based on the chart below.

Bonus Hit Dice	Bonus Natural Armor	Bonus Str/Dex	Bonus Feats	Special
0	+0	+0	+0	Link, Share Spells
2	+2	+1	+1	Evasion
4	+4	+2	+1	Devotion
6	+6	+3	+2	Multiattack
8	+8	+4	+2	
10	+10	+5	+3	Improved Evasion
12	+12	+6	+3	
14	+14	+7	+4	
16	+16	+8	+4	
18	+18	+9	+5	
20	+20	+10	+5	

This ability cannot be taken if you have taken the Turn Elementals class ability.

Bonus HD

Extra eight-sided (d8) Hit Dice, each of which gains a Constitution modifier, as normal. Remember that extra Hit Dice improve the animal companion's base attack and base save bonuses. An animal companion's base attack bonus progression is the same as that of a druid. An animal companion has good Fortitude and Reflex saves(treat it as a character whose level equals the animal's HD). An animal companion gains additional skill points and feats for bonus HD as normal for advancing a monster's Hit Dice.

Bonus Natural Armor

The number noted here is an improvement to the animal companion's existing natural armor bonus.

Bonus Str/Dex

Add this value to the animal companion's Strength and Dexterity scores.

Bonus Feats

The value given in this column is the total number of bonus feats that the animal has in addition to any it already possesses as its base creature. These feats can be selected from any feat tree that the animal can reasonably gain and meets the prerequisites for.

Link

A druid can handle their animal companion as a free action or push it as a move action even if they don't have any ranks in the Handle Animal skill. The druid gains a +4 circumstance bonus on all wild empathy checks and Handle Animal checks made regarding an animal companion.

Share Spells

At the druid's option, they may have any spell (but not any spell-like ability) they casts upon themselves also affect their animal companion. The animal companion must be within 5 feet of them at the time of casting to receive the benefit. If the spell or effect has a duration other than instantaneous, it stops affecting the animal companion if the companion moves farther than 5 feet away and will not affect the animal again, even if it returns to the druid before the duration expires. Additionally, the druid may cast a spell with a target of "You" on their animal companion (as a touch range spell) instead of on themselves. A druid and their animal companion can share spells even if the spells normally do not affect creatures of the companion's type (animal).

Evasion

If an animal companion is subjected to an attack that normally allows a Reflex save for half damage, it takes no damage if it makes a successful saving throw.

Devotion

An animal companion gains a +4 morale bonus on Will saves against enchantment spells and effects.

Multiattack

An animal companion gains Multiattack as a bonus feat if it has three or more natural attacks and does not already have that feat. If it does not have the requisite three or more natural attacks, the animal companion instead gains a second attack with its primary natural weapon, albeit at a -5 penalty.

Improved Evasion

When subjected to an attack that normally allows a Reflex save for half damage, an animal companion takes no damage if it makes a successful saving throw and only half damage if the saving throw fails. If you choose to dismiss your Animal Companion or it dies in combat, you may perform the same 24-hour ritual to resurrect it or summon a new one

Turn Elementals(Druid)

-Caster level 1st(Druid)

-You gain the ability to turn elementals. Druids can channel divine energy, which can halt, drive off, or destroy elementals. Turning elementals is a supernatural ability that a character can perform as a standard action. It does not provoke attack of opportunity You must present a symbol of your faith in nature to turn elementals Turning is considered an attack. You turn the closest turnable elemental first, and you can't turn elementals that are more than 60 feet away or that have total cover relative to you. You don't need line of sight to a target, but you do need line of effect. The first step in turning elementals is roll a turning check to see how powerful an elemental creature you can turn. This is a Charisma check(1d20 + your Charisma modifier). A druid with 5 or more ranks in Knowledge (nature) gets a +2 bonus on turning checks against elementals. The following table gives you the Hit Dice(HD)of the most powerful elementals you can affect, relative to your level. On a given turning attempt, you can turn no elemental creature whose HD exceed the result on this table.

Turning Check Result	Highest HD Elemental affected
0 or less	Caster level -4
1-3	Caster level -3

4-6	Caster level -2
7-9	Caster level -1
10-12	Caster level
13-15	Caster level +1
16-18	Caster level +2
19-21	Caster level +3
22 or more	Caster level +4

If your roll on table is high enough to let you turn at least some elementals within 60 feet, roll 2d6 + your druid caster level + your Charisma modifier for turning damage. That's how many total HD of elementals you can turn. If your Charisma score is average or low, it's possible to roll fewer HD of turned elementals than indicated on the table. You may skip over already turned elementals that are still within range, so that you do not waste your turning capacity on them. Turned elementals flee from you by the best and fastest means available to them. They flee for 10 rounds (1 minute). If they cannot flee, they cower (giving any attack rolls against them a +2 bonus). If you approach within 10 feet of them, however, they overcome being turned and act normally. (You can stand within 10 feet without breaking the turning effect—you just can't approach them.) You can attack them with ranged attacks (from at least 10 feet away), and others can attack them in any fashion, without breaking the turning effect. If you have twice as many caster levels (or more) as the elementals have HD, you destroy any that you would normally turn. Druids may attempt to turn elementals a number of times per day equal to 2 + your Charisma modifier. This ability cannot be taken if you have taken the Animal Companion class ability.

Nature Sense

-Caster level 1st (Druidic)

-You gain a +2 bonus on all Survival and Knowledge(Nature) skill checks.

Wild Empathy

-Caster level 1st (Druidic)

-You can make a check to improve the attitude of an animal that can see and hear you within 30 ft.

This check is a d20 + your druid caster level + your Cha modifier.

Wild Shape

-Wild Empathy

-Caster level 3rd (Druidic)

-You gain the ability to turn into a natural animal of Small Medium or Large size who's HD are no more than your Druid caster level once per day. The effect lasts for 1 hour per druid caster level, or until they change back. Changing form (to animal or back) is a standard action and doesn't provoke an attack of opportunity. Each time you use wild shape, you regain lost hit points as if you had rested for a night. Any gear worn or carried by the druid melds into the new form and becomes nonfunctional. When the druid reverts to their true form, any objects previously melded into the new form reappear in the same location on their body that they previously occupied and are once again functional. Any new items worn in the assumed form fall off and land at the druid's feet. The form chosen must be that of an animal the druid is familiar with. A druid loses their ability to speak while in animal form because they are limited to the sounds that a normal, untrained animal can make, but they can communicate normally with other animals of the same general grouping as their new form. (The normal sound a wild parrot makes is a squawk, so changing to this form does not permit speech.)

Woodland Stride

- Nature Sense
- Caster level 2nd (Druidic)
- You may move through any non-magical undergrowth or similar terrain without damage or impediment.

Trackless Step

- Nature Sense
- Caster level 3rd (Druidic)
- You leave no trace that others can use to track you unless you so desire.

Resist Nature's Lure

- Trackless Step
- Caster level 4th (Druidic)
- You gain a +4 bonus on saves vs the spell-like abilities of fey creatures.

Nature's Insight

- Trackless Step
- Caster level 4th (Druidic)
- You gain one of the effects listed below to your druid spells:
- Your spells that deal damage or healing deal 1 additional point of damage or healing per level of the spell. This bonus can exceed the normal numerical limitations on bonus damage or healing(This effect can be chosen twice).
- The save DCs of your spells increase by 1(This effect can be chosen twice).
- Your spells gain a +2 bonus to overcome the SR of their targets(This effect can be chosen twice).
- You may apply **one** of the following metamagic feats to your spells for free when you cast them: Enlarge Spell, Extend Spell, Reach Spell, Silent Spell, Still Spell, Transdimensional Spell. Metamagic effects provided by this ability cannot stack with other metamagic feats. This feat can be taken a number of times equal to half your Druid levels(round up). Each time it is taken, you may choose one additional effect.

Druid Advanced Abilities:

Tongue of the Sun and Moon

- Resist Nature's Lure
- Plant Wild Shape
- Caster level 6th (Druidic)
- Compiled Training(Druid)
- You gain the ability to speak with any living creature. Gain a +2 bonus to your Wild Empathy checks.

Venom Immunity

- Tongue of the Sun and Moon
- Caster level 8th (Druidic)
- You gain immunity to all poisons

A Thousand Faces

- Tongue of the Sun and Moon
- Caster level 10th (Druidic)
- You may change your appearance at will as per the *Alter Self* spell.

Timeless Body

- Venom Immunity
- A Thousand Faces
- Caster level 12th (Druidic)

- You no longer takes ability score penalties for aging and cannot be magically aged. Any penalties you may have already incurred, however, remain in place. Bonuses still accrue, and you still dies of old age when your time is up.

Improved Wild Shape

- Wild Shape
- Caster level 6th (Druidic)
- Compiled Training(Druid)
- You may take a Magical Beast subtype creature shape with your Wild Shape ability with the same restrictions as your base Wild Shape ability. You gain one additional use of your Wild Shape. This feat can be taken twice, if taken again, you may also assume a Tiny creature shape with your Wild Shape ability(Animal or Magical Beast), and gain one additional use of your Wild Shape.

Plant Wild Shape

- Improved Wild Shape
- Caster level 9th (Druidic)

You may take a Plant creature shape with your Wild Shape ability with the same restrictions as your base Wild Shape ability. You gain one additional use of your Wild Shape.

Greater Wild Shape

- Plant Wild Shape
- Caster level 12th (Druidic)
- You may take a Huge animal(But not a Magical Beast) creature shape with your Wild Shape feature. You gain one additional use of your Wild Shape .

Elemental Wild Shape

- Greater Wild Shape
- Caster level 15th (Druidic)
- You may take a Small Medium or Large elemental creature shape with your Wild Shape ability. This ability is separate from your normal Wild Shape and can be used twice per day. This feat can be taken twice, if taken again, you gain an additional use of your elemental Wild Shape ability and may take a Huge elemental creature shape.

Child of Nature

- Elemental Wild Shape
- Timeless Body
- Gain a +2 to all of your ability scores(the Str, Dex and Con bonuses also apply to ny Wild Shape you use). Your ability score maximums increase by 4. Gain an additional use of your Wild Shape ability, and an additional caster level in your Druidic spellcasting.

Duskblade

HD- d8

BAB Progression- Good

Good Saves- Fort and Will

Skill Points per level- 2 + Int modifier

Class Skills- Climb, Concentration, Craft, Decipher Script, Jump, Knowledge(all skills, taken individually) Profession, Ride, Sense Motive, Spellcraft, Swim

Armor Proficiency- Light and medium armor and all shields except tower shields.

Weapon Proficiency- All simple and martial weapons.

-At 1st level the duskblade gains the Armored Mage and Arcane Ire class abilities.

-At 2nd level the duskblade gains the Arcane Resistance class feature.

- At 2nd level the duskblade gains a bonus feat of their choice.
- At 3rd level the duskblade gains the Summon Twilight Familiar class ability.
- At 3rd level the duskblade gains a bonus feat of their choice.
- At 4th level the duskblade gains the Arcane Channeling class ability.
- At 4th level the duskblade gains a bonus feat of their choice.
- At 5th level the duskblade gains the Arcane Fury class ability.
- At 5th level the duskblade gains a bonus feat of their choice.

Duskblade Core Abilities:

Duskblade Arcane Spellcasting

-You gain the ability to cast arcane spells as if you were a 1st level Duskblade. Your spells are taken from the Duskblade and Hexblade spell lists. A duskblade need not prepare their spells in advance. They can cast any spell they know at any time, assuming they have not yet used up their allotment of spells per day for the spell's level. Like other spellcasters, a bard can cast only a certain number of spells of each spell level per day. In addition, they receives bonus spells per day if they have a high Intelligence score. When the duskblade gets 0 spells per day of a given spell level, they gain only the bonus spells they would be entitled to based on their Intelligence score for that spell level.

Arcane Ire

- Caster level 1st(Duskblade)
- BAB of 1
- Once per round, as a free action, a you can unleash a curse upon a foe. The target must be visible to you and be within 60 feet. The target takes a -2 penalty on attacks, saves, ability checks, skill checks, and damage rolls for 1 hour. A successful Will save with a (DC of (10 + 1/2 your duskblade caster level + Int modifier) negates the effect. Multiple uses of Arcane Ire don't stack, and any foe that successfully resists the effect cannot be affected again by the same Arcane Ire for 24 hours. A duskblade can only have one active curse at any given time. Any effect that removes or dispels a curse eliminates the effect of Arcane Ire. This feat can be taken a number of times equal to 1 + your Duskblade levels, each time it is taken you may have one additional curse active at any given time.

Armored Mage

- Caster level 1st(Duskblade)
- BAB of 1

Normally, armor of any type interferes with an arcane spellcaster's gestures, which can cause spells to fail if those spells have a somatic component. A duskblade's limited focus and specialized training, however, allows you to avoid arcane spell failure so long as you stick to light armor and light shields. This training does not extend to medium or heavy armors, nor to heavy shields. This ability does not apply to spells gained from a different spellcasting class.

Arcane Resistance

- Arcane Ire
- Caster level 2nd(Duskblade)
- BAB of 2
- A Duskblade gains a bonus equal to his Intelligence bonus (minimum +1) on saving throws against spells and spell-like effects.

Summon Twilight Familiar

Arcane Resistance

- Caster level 3rd*Duskblade)
- BAB of 3
- You can create an illusory companion resembling a medium sized creature of your choice, spun from the darkness of night. Doing so takes 24 hours and uses up magic materials that cost 100 gp. Once created, your dark companion stands with you in battle, hindering your enemies' defenses. Any enemy adjacent to your dark companion

takes a -2 penalty on its saves and to its AC. Your companion's speed is equal to yours (including all modes of movement you possess) and it acts during your turn each round. It follows your mental commands perfectly and in effect, is merely an extension of your will. Your dark companion has no real substance, and thus can't attack or otherwise affect creatures or objects. It occupies a 5-foot space, and is immune to any damage or other effects that might harm creatures, though it can be dispelled or suppressed just like a spell effect. Your dark companion is treated as a spell whose level is equal to the highest level spell you can cast as a duskblade. If it is dispelled, it automatically reforms at your side 24 hours later. A dark companion can't create flanking situations, nor does it provoke attacks of opportunity from movement, because enemies automatically recognize it as an illusion. If it is more than 120 feet from you at the start of your turn, or if you ever lose line of effect to it, it instantly reappears adjacent to you.

Arcane Channeling

- Summon Twilight Familiar

- Caster level 4th(Duskblade)

- BAB of 4

You can use a standard action to cast any touch spell you know and deliver the spell through your weapon with a melee attack. Casting a spell in this manner does not provoke attacks of opportunity. The spell must have a casting time of 1 standard action or less. If the melee attack is successful, the attack deals damage normally; then the effect of the spell is resolved.

Arcane Fury

- Arcane Channeling

- Caster level 5th(Duskblade)

- BAB of 5

- You can more easily overcome the spell resistance of any opponent you successfully strike with a melee attack. If you have struck an opponent with a melee attack(DR and damage are irrelevant), you gain a +2 bonus on your caster level check to overcome spell resistance for the remainder of the encounter. This ability stacks with itself with successive strikes on the same opponent, up to a maximum of +6.

Duskblade Advanced Abilities:

Vexing Aura

- Arcane Fury

- Caster level 7th(Duskblade)

- BAB of 7

- Compiled Training(Duskblade)

- Once per day, a duskblade can create a baleful aura of misfortune. Any melee or ranged attack made against the duskblade while this aura of unluck is active has a 20% miss chance (similar to the effect of concealment). Activating the aura is a free action, and the aura lasts for a number of rounds equal to 3 + the duskblade's Intelligence bonus (if any). Feats that reduce or ignore concealment do not effect this ability, but any magical effect does. This feat can be taken twice. If taken a second time you may use you Vexing Aura once per encounter.

Arcane Reserve

- Vexing Aura

- Caster level 9th(Duskblade)

- BAB of 9

- When making attacks with your weapon, gain a +1 bonus to your attack rolls and a bonus to damage rolls equal to the highest level of spell you have not cast yet. This damage is

considered force damage and makes your weapon magical for the purpose of overcoming DR as well as negating the miss chance when attacking incorporeal creatures.

Arcane Alacrity

- Vexing Aura
- Caster level 10th(Duskblade)
- BAB of 10
- Once per encounter, you may cast an arcane spell you know as a swift action rather than a standard action. This feat can be taken twice. If taken a second time, you gain an additional use of this feat per encounter.

Improved Armored Mage

- Armored Mage
- Caster level 6th(Duskblade)
- BAB of 6
- Compiled Training(Duskblade)
- Your Armored Mage ability now allows you to ignore arcane spell failure from a heavy shield.

Improved Arcane Channeling

- Improved Armored Mage
- Vexing Aura
- Caster level 8th(Duskblade)
- BAB of 8
- You can cast any touch spell you know as part of a full attack action, and the spell affects each target you hit in melee combat that round. Doing so discharges the spell at the end of the round, in the case of a touch spell that would otherwise last longer than 1 round.

Greater Armored Mage

- Improved Arcane Channeling
- Caster level 11th(Duskblade)
- BAB of 11
- Your Armored Mage ability now allows you to ignore arcane spell failure from medium armor

Legendary Magic Knight

- Greater Armored Mage
- Arcane Alacrity
- Caster level 15th(Duskblade)
- BAB of 15
- Upon taking this feat, you gain a number of benefits, listed below.
 - You gain 1 additional Hit Die. This Hit Die grants you the BAB, class defense, saves, caster level, skill points and Hit Points that gaining an additional level in Duskblade would grant.
 - Gain a +2 to your Int ability score and +2 to it's maximum.
 - Gain Spell Resistance equal to 10 + your class defense bonus.

Fighter

HD- d10

BAB Progression- Good

Good Saves- Fort

Skill Points per level- 2 + Int modifier

Class Skills- Climb, Craft, Handle Animal, Intimidate, Jump, Profession, Ride, Swim

Armor Proficiency- Light medium and heavy armor and all shields.

Weapon Proficiency- All simple and martial weapons.

-At 1st level the fighter gains the Combat Adept class ability as well as two bonus feats of their choice

-At 2nd level The fighter gains the Combat Stance class ability as well as two bonus feats of their choice.

-At 3rd level the fighter gains the Combat Adept class ability as well as two bonus feats of their choice.

-At 4th level the fighter gains the Physical Conditioning class ability feat as well as two bonus feats of their choice.

-At 5th level the fighter gains the Combat Adept class ability as well as two bonus feats of their choice.

Fighter Core Abilities:

Combat Adept

-Heavy armor proficiency

-Proficient in all martial weapons

-BAB of 1

-Gain a +1 bonus to attack and damage rolls with all weapons you are proficient with as well as a +1 bonus to AC from any armor you are proficient with. This feat can be taken a number of times equal to half of your Fighter levels(round up). Each time this feat is taken you gain an additional +1 bonus to attack and damage rolls with weapons you are proficient with as well as a +1 to AC from armor with all armors you are proficient with.

Combat Stance

-Combat Adept

-BAB of 2

-Assume a stance that grants you bonuses in combat. You can take a stance as a free action at the start of your turn, but you can only have one stance active at a time.

-**Battle Stance:** Your bonuses from Combat Adept increase by 1.

-**Reckless Stance:** Your bonus to attack and damage rolls from Combat Adept double, but you lose your Combat Adept bonus to AC.

-**Defensive Stance:** Your bonus to AC from Combat Adept double, but you lose your Combat Adept bonus to attack and damage rolls.

Physical Conditioning

-Combat Stance

-BAB of 4

-This ability functions like the Stalwart feat in all regards, and also grants you Hit Points equal to your **base** Fort bonus. If you possess the Compiled Training(Fighter) feat, this ability grants a +1 bonus to your Fort saves and you also gain a natural DR of 1/-.

Fighter Advanced Abilities:

Combat Prodigy

-Physical Conditioning

-Compiled Training(Fighter)

-When obtaining feats from the Armor Focus, Shield Focus and Weapon Focus trees, you ignore any BAB requirement above 5. In addition, your Weapon Focus, Armor Focus and Shield Focus tree feats apply to all weapons, armor and shields you are respectively proficient with.

Versatile Prodigy

-Combat Prodigy

-Gain a +1 to your Str, Dex and Con scores and increase their ability score maximums by 1 for every 5 points of BAB you possess.

Combat Veteran

-Combat Prodigy

-BAB of 10

-Your Combat Adept also grants a bonus to your class defense equal to the amount of bonus AC to any armor you are proficient with.

Hardened Veteran

-Combat Veteran

-Your Combat Adept grants you a bonus to all of your saves equal to half(round up) of the amount it increases your AC from armors you are proficient with.

Combat Master

-Hardened Veteran

-BAB of 15

-You gain a +1 to your BAB. This feat can be taken a number of times equal to your fighter levels, it's effects stack.

Tenacious Master

-Combat Master

-You gain 2 Hit Points for every point of BAB you possess and a DR of 1/- for every 5 BAB you possess.

Combat Legend

-Tenacious Master

-BAB of 20

-When an opponent makes an attack against you, after the roll has been made, you may impose a -4 penalty on their attack roll or force them to reroll the attack with a -2 penalty and take the worse result. This effect can used once per round, per opponent. When you make an attack roll against an opponent, after the roll has been made, you may apply a +4 bonus to the roll or reroll the attack with a +2 bonus and take the better result. This effect can be used once per round, per opponent.

Kensai

HD- d12

BAB Progression- Good

Good Saves- Fort, Ref, Will

Skill Points per level- 2 + Int modifier

Class Skills- Balance, Climb, Craft,, Intimidate, Jump, Profession, Ride, Sense Motive, Swim, Tumble

Armor Proficiency- Light and medium armor. No shields

Weapon Proficiency- All simple and martial weapons

-At 1st level the Kensai gains the Ki Pool, Combat Focus and Sudden Strike(+1) class abilities.

-At 2nd level the Kensai gains the Combat Sense(+1) class ability.

-At 2nd level the Kensai gains a feat from the Weapon Focus tree that they meet the prerequisites for.

-At 3rd level the Kensai gains the Focused Reserves class ability.

-At 3rd level the Kensai gains a feat from the Improved Ki tree that they meet the prerequisites for.

-At 4th level the Kensai gains the Uncanny Dodge and the Combat Fluidity class abilities.

-At 5th level the Kensai gains the Sudden Strike(+2) class ability.

-At 5th level the Kensai gains a bonus feat of their choosing.

Kensai Core Abilities:

Ki Pool(Kensai)

-BAB of 1

-The Kensai gains a Ki Pool. They may access this ki pool a number of times per day equal to (Kensai levels + 2). They may expend a use of this pool once per round to achieve a number of effects listed below. If you possess a Ki Pool from another class, your levels from those classes stack to determine your total Ki Pool.

- Gain a +2 dodge bonus to your AC. This bonus lasts until the start of your next turn.
- Gain a +2 bonus to a single attack. This bonus applies to attack and damage.
- Gain a +2 bonus to a single save.
- You may also expend a use of your Ki Pool to fuel any effect that would require a use of the Sudden Strike ability.

Combat Focus

-Ki Pool

-BAB of 1

-When you strike an opponent in combat you can choose to enter a state of heightened focus and clarity. This focused state grants you a +1 bonus to AC as well as on all attack and damage rolls and saves and lasts for 10 rounds. You can only enter a focused state once per encounter. When wielding a one-handed weapon, this ability grants you an additional +1 to your AC. When wielding a 2-handed weapon, this ability grants a DR of 1 in addition to its other effects. At BAB 5, 10 and 15, your bonuses from this ability increase by 1.

Sudden Strike

-Ki Pool

-BAB of 1

-By expending a use from your Ki Pool, you may make an attack with your weapon as a standard action with a +2 bonus to the attack roll and increase the damage from that attack by a single die appropriate for your weapon (in the instance that a weapon has multiple dice as its base damage, then a +1 damage bonus is added for each extra die provided by this ability). This feat can be taken a number of times equal to half your Kensai levels (round down). Each time it is taken you increase the damage of your Sudden Strike ability by another die appropriate for your weapon. The extra damage granted by this ability affects all creatures, regardless of critical hit immunity and is multiplied normally with a critical hit. In addition, when using Sudden Strike with a 1-handed weapon, you roll the attack roll twice and take the better result. When using Sudden Strike with a 2-handed weapon, you roll the damage roll twice and take the better result.

Combat Sense

-Combat Focus

-Sudden Strike

-BAB of 2

-Gain a +1 dodge bonus to AC and a +1 to Initiative checks. At BAB 5, 10 and 15 the bonus to AC and initiative checks increases by 1. The AC bonus provided by this feat works the same way as your class defense bonus. This bonus does not stack with the unarmed AC bonus of a monk.

Focused Reserves

-Combat Focus

-BAB of 3

-Your Ki Pool maximum increases by 1. At BAB 5, 10 and 15 your Ki Pool maximum also increases by 1. The first time in an encounter that you use Sudden Strike, you need not spend a use of your Ki Pool. This ability does not function if you start an encounter with no uses remaining in your Ki Pool.

Uncanny Dodge

-Combat Sense

- BAB of 4

- Gain the Uncanny Dodge ability, retaining Dex bonus to AC when flanked or struck by an invisible attacker. This ability does not function against attackers that have 5 or more BAB than yourself.

Combat Fluidity

- Combat Sense

- BAB of 4

- When wearing armor you are proficient with, you reduce its armor check penalty and increase its maximum Dex bonus by 1. In addition when wearing armor, you reduce its movement speed penalty by 5ft. If you are not wearing armor, your base speed increases by 5ft, and your class defense bonus is considered 2 higher. This ability does not function if you start an encounter with no uses remaining in your Ki Pool.

Kensai Advanced Abilities:

Enhanced Strike

- Combat Fluidity

- BAB of 6

- Compiled Training(Kensai)

- Your Sudden Strike ability counts as magical for the purposes of overcoming DR. At BAB 10 and 15 your Sudden strike counts as lawful and adamantine respectively for the purposes of overcoming DR.

See the Unseen

- Enhanced Strike

- BAB of 8

While in your focused state you are intuitively aware of the hit point totals of all enemies and allies adjacent to you. You also gain a bonus on all Sense Motive and Spot checks while in your focused state equal to how much more BAB you have than the opponent that prompted one of those checks(minimum bonus +2).

Focused Resilience

- See the Unseen

- BAB of 12

- While in your focused state, you gain a DR of 2/-. At BAB 15 this ability also grants you a Fast Healing rating of 1.

Way of the Warrior

- Focused Resilience

- BAB of 15

- Your focused state now lasts for 5 additional rounds, and while in your focused state, all of your numerical bonuses provided by your **Core Abilities** increase by 1(In the case of Combat Fluidity, your unarmored bonuses are simply doubled).

Finally, while in your Focused State, your Sudden Strike gains a +2 to the attack roll and deals an additional die of damage. This ability has no effect on your

Advanced Abilities.

Monk

HD- d8

BAB Progression- Average

Good Saves- Fort, Ref, Will

Skill Points per level- 4 + Int modifier

Class Skills- Balance, Climb, Concentration, Craft, Diplomacy, Escape Artist, Hide, Jump, Knowledge(arcana, religion), Listen, Move Silently, Perform, Profession, Sense Motive, Spot, Swim, Tumble

Armor Proficiency- None

Weapon Proficiency- Kama, section-staff, quarterstaff, sai, shuriken.

-At 1st level the monk gains the Unarmed Expertise and Ki Pool class abilities.

-At 1st level the monk gains the Improved Unarmed Strike and the Stunning Fist feats.

-At 2nd level the monk gains the Combat Reflexes and the Deflect Arrows feat

-At 3rd level the monk gains the Still Mind class ability and either the Flurry of Blows OR the Decisive Strike class ability.

-At 4th level the monk gains the Ki Strike(Magic) class ability.

-At 4th level the monk gains the Improved Disarm OR the Improved Trip feat

-At 5th level the monk gains the Purity of Body and the Slow Fall class abilities.

Monk Core Abilities:

Unarmed Expertise

-You gain the Unarmed Expertise class feature. This ability functions like the Improved Unarmed Strike feat with the following changes:

-Your unarmed damage increases by 1 die type. A monk's attacks may be with either fist interchangeably or even from elbows, knees, and feet. This means that a monk may even make unarmed strikes with their hands full. There is no such thing as an off-hand attack for a monk striking unarmed. A monk may thus apply their full damage bonus on damage rolls for all their unarmed strikes. Usually a monk's unarmed strikes deal lethal damage, but she can choose to deal nonlethal damage instead with no penalty on their attack rolls. They have the same choice to deal lethal or nonlethal damage while grappling. A monk's unarmed strike is treated both as a manufactured weapon and a natural weapon for the purpose of spells and effects that enhance or improve either manufactured weapons or natural weapons. This ability does not extend to weapons, including monk weapons.

-You gain a bonus to your AC equal to 1 + your Wis modifier. This bonus counts as a dodge bonus. This bonus applies even if the monk is flat-footed, but not immobilized or helpless.

-Your speed increases by 5ft.

-You make unarmed and monk weapon attack and damage rolls using your Dex or Wis modifier at your discretion.

-When wielding your monk weapons you gain additional benefits as follows:

-**Kama:** +1 to damage rolls and a +3 bonus when making Trip attempts against opponents that are no more than 1 size category larger than you.

-**Section-staff:** +1 to attack rolls and a +1 bonus when making Disarm/Feint/Trip attempts against opponents that are no more than 1 size category larger than you.

-**Quarterstaff:** When you use your Flurry of Blows/Decisive Strike, you gain a +2 to the attack roll as well as an additional attack/+1 multiplier respectively.

-**Sai:** +1 to AC and a +3 bonus when making Disarm attempts against opponents that are no more than 1 size category larger than you.

-**Shuriken:** Gain +10 ft to throw range and you may use shuriken with your Flurry of Blows/Decisive Strike class abilities.

This ability does not function when wearing any armor or carrying any more than a light load, nor does this ability work with the Weapon Training and Improved Weapon Training feats. In addition, unlike other Core Abilities, this class ability is not affected by the Compiled Training feat if you have taken levels in a class other than Monk.

Ki Pool(Monk)

-Unarmed Expertise

-The monk gains a Ki Pool. They may access this ki pool a number of times per day equal to your (Monk levels + 2). They may expend a use of this pool once per round to achieve a number of effects listed below. If you possess a Ki Pool from another class, your levels from those classes stack to determine your total Ki Pool.

- Gain a +2 dodge bonus to your AC. This bonus lasts until the start of your next turn.
- Gain a +2 bonus to a single attack. This bonus applies to attack and damage.
- Gain a +2 bonus on a single save.

Flurry of Blows

- Unarmed Expertise
- BAB of 2

-You gain the Flurry of Blows class feature. This feature allows you to expend a use of your Ki Pool to gain an extra attack above and beyond what your BAB would allow when making a full attack with unarmed attacks or with monk weapons. This feat can be taken a number of additional times equal to half your Monk levels (round down). Every time it is taken, you gain an additional attack when using Flurry of Blows. This feat cannot be taken with Decisive Strike. This feat cannot be used in conjunction with Two-Weapon Fighting feats.

Decisive Strike

- Unarmed Expertise
- BAB of 2

-You gain the Decisive Strike class feature. This feature allows you to expend a use of your Ki Pool to make a single attack unarmed or with a monk weapon as a full round action that deals 50% additional damage. This feat can be taken a number of additional times equal to half your Monk levels (round down). Every time it is taken, you gain an additional +1 to the multiplier of the damage dealt with Decisive Strike. This feat cannot be taken with Flurry of Blows. This feat cannot be used in conjunction with other feats that grant attacks that multiply damage.

Still Mind

- Ki Pool
- Unarmed Expertise
- BAB of 2
- You gain a +2 bonus on saves against enchantment spells and effects.

Ki Fist(Magic)

- Still Mind
- BAB of 3
- The monk's unarmed attacks are considered magical for the purposes of overcoming DR.

Purity of Body

- Ki Strike(Magic)
- You gain immunity to all non-magical disease.

Slow Fall

- Ki Strike(Magic)
- You gain the ability to slow your decent when falling. The distance of the fall reduced is 20ft. You may take this feat a number of additional times equal to your Ki Strike feats. Each time it is taken, increase the fall distance reduced by 20 ft. When you first gain this ability you may instead choose to gain a Movement Skill Trick instead. In this case you may still take this feat a number of additional times equal to your Ki Strike feats, gaining a new Movement Skill Trick each time.

Monk Advanced Abilities:

Ki Fist(Lawful)

- Ki Strike(Magic)
- BAB of 6
- Compiled Training(Monk)
- The monk's unarmed attacks are considered lawful for the purposes of overcoming DR.

Quivering Palm

- Ki Strike(Lawful)
- BAB of 9
- You can, once per day, set up deadly vibrations within a target you have attacked and damaged with an unarmed attack. You must announce this ability before the attack roll is made. Targets affected can be willed to die for up to a number of days after the attack equal to 10 + your monk levels. Targets must make a Fort save with a DC equal to 10 + your monk levels + your Wis modifier. Targets that make the save take no damage and are safe from this ability until you use it upon them again.

Ki Fist(Adamantine)

- Quivering Palm
- BAB of 10
- The monk's unarmed attacks are considered adamantite for the purposes of overcoming DR(They ignore the first 2 points of /- DR and the first 5 points of any other DR).

Abundant Step

- Slow Fall(x2)
- BAB of 7
- Compiled Training(Monk)
- You gain the ability to slip between spaces magically as per the *dimension door* spell once per day. Your caster level is considered 2 + your monk levels + your Wis modifier for this ability.

Empty Body

- Abundant Step
- BAB of 9
- You gain the ability to assume an ethereal state for a number of rounds in a single day equal to 2 + your monk levels + your Wis modifier.

Timeless Body

- Empty Body
- BAB of 10
- You no longer takes ability score penalties for aging and cannot be magically aged. Any penalties you may have already incurred, however, remain in place. Bonuses still accrue, and you still dies of old age when your time is up.

Wholeness of Body

- Purity of Body
- BAB of 5
- Compiled Training(Monk)
- You gain the ability to heal your own wounds. This ability heals for a number of hit points per day equal to 10 + your monk levels +your Wis modifier.

Diamond Body

- Wholeness of Body
- BAB of 8
- You gain a natural armor rating equal to half your Monk levels(round up).

Diamond Soul

- Diamond Body
- BAB of 9
- Gain a passive SR equal to 10 + half your monk levels(round up) + your Wis modifier.

Perfect Self

- Ki Fist(Adamantine)
- Timeless Body
- Diamond Soul
- BAB of 11
- You gain the Perfect Self ability, which grants you the following benefits:
 - You are considered an Outsider creature type(native to the Material Plane) for the purposes of spells and abilities. You can still be freely brought back to life by spells and effects that affect non-Outsiders
 - Gain a +2 to your Dex, Con and Wis ability scores and +2 to the maximum of those ability scores.
 - Your Unarmed Expertise class ability improves by 1 step.

Paladin

HD- d10

BAB Progression- Good

Good Saves- Fort

Skill Points per level- 2 + Int modifier

Class Skills- Concentration, Craft, Diplomacy, Handle Animal, Heal, Knowledge(nobility and royalty, religion), Profession, Ride, Sense Motive

Armor Proficiency- Light, medium and heavy armor. All shields(save tower shields)

Weapon Proficiency- All simple and martial weapons and their deity's favored weapon.

-At 1st level the paladin gains the Champion's Vow and the Smite Evil class abilities..

-At 2nd level the paladin gain the Divine Grace, Lay On Hands and Champion's Training class abilities.

-At 3rd level the paladin gains the Aura of Courage and Champion's Training class abilities.

-At 4th level the paladin gains the Turn Undead and the Champion's Training class abilities.

-At 4th level the paladin gains the Stalwart feat.

-At 5th level the paladin gains the Champion's Justice class ability and a second use of their Smite Evil class ability, as well as the Special Mount OR the Charging Smite class ability.

Paladin Core Abilities:

Paladin Divine Spellcasting

-You gain the ability to cast divine spells as if you were a 1st level Paladin. Wisdom is the ability score that governs your spellcasting. Like other spellcasters, a paladin can cast only a certain number of spells of each spell level per day. In addition, they receives bonus spells per day if they have a high Wisdom score. When the paladin gets 0 spells per day of a given spell level, they gain only the bonus spells they would be entitled to based on their Wisdom score for that spell level. A paladin can't cast spells of an alignment opposed to their own or their deity's (if they have one). Spells associated with particular alignments are indicated by the chaos, evil, good, and law descriptors in their spell descriptions.

Champion's Vow

-Caster level 1st (Paladin)

-BAB of 1

-You champion the cause of your chosen deity. This ability functions like(but does not stack with) the Sacred Vow and Vow of Justice feats, and you are considered to have both of these feats for the purposes of other feats in the Sacred Vow feat tree. You are also surrounded by a continuous *Detect Evil* effect that can be suppressed and reactivated at will. This effect uses your Paladin caster level as

it's base. You gain a + 2 bonus to all Wis and Cha based skill checks against any evil creature within range of this effect.

Smite Evil

- Caster level 1st (Paladin)

- BAB of 1

- You gain the Smite Evil feature. This feature works by granting you a bonus to your attack roll equal to 2 + your Cha modifier and makes your attack deal double damage as well as adding your Cha modifier. This attack counts as magic and good for the purposes of overcoming DR. This feature can be used once per day. This feat can be taken a number of additional times equal to 2 + your paladin levels. Each time it is taken, you gain one additional usage of your Smite Evil per day.

Champion's Training

- Champion's Vow

- Heavy armor proficiency

- Light and Heavy shield proficiency

- Proficient in all martial weapons

- Gain the Weapon Focus feat for your deity's favored weapon, as well as the Armor Focus feat and the Shield Focus feat in a single armor and shield you are proficient in. This feat can be taken multiple times. The second time this feat is taken, gain the Weapon Expertise feat for your deity's favored weapon, as well as the Armor Expertise feat and the Shield Expertise feat in the armor and shield you chose previously. The third time this feat is taken gain the Weapon Specialization feat for your deity's favored weapon, as well as the Armor Specialization feat and the Shield Specialization feat in the armor and shield you chose previously.

Divine Grace

- Smite Evil

- BAB of 2

- Caster level 2nd (Paladin)

- You add your Cha modifier to all of your base saves.

Lay on Hands

- Smite Evil

- BAB of 2

- Caster level 2nd (Paladin)

- You gain the ability to heal others by touching them. This ability allows you to heal a number of hit points per day equal to (2 + your Paladin caster level) x your Cha modifier.

Aura of Courage

- Champion's Vow

- Divine Grace

- BAB of 3

- Caster level 3rd (Paladin)

- You are immune to all forms of fear, even magically induced fear. So long as you are conscious, all allies within 10 ft of you gain a +4 bonus on saves vs fear.

Turn Undead(Paladin)

- Aura of Courage

- Lay on Hands

- BAB of 4

- Caster level 4th(Paladin)

- You gain the ability to turn undead. Paladins of a good or neutral deity can channel positive energy, which can halt, drive off, or destroy undead. Turning undead is a supernatural ability that a character can perform as a standard action. It does not provoke attack of opportunity You must present your deity's holy

symbol to turn undead. Turning is considered an attack. You turn the closest turnable undead first, and you can't turn undead that are more than 60 feet away or that have total cover relative to you. You don't need line of sight to a target, but you do need line of effect. The first step in turning undead is roll a turning check to see how powerful an undead creature you can turn. This is a Charisma check (1d20 + your Charisma modifier). A paladin with 5 or more ranks in Knowledge (religion) gets a +2 bonus on turning checks against undead. The following table gives you the Hit Dice (HD) of the most powerful undead you can affect, relative to your level. On a given turning attempt, you can turn no undead creature whose HD exceed the result on this table. Note that paladins use only half of their paladin caster levels (round up) when in regards to the following chart.

Turning Check Result	Highest HD Undead affected
0 or less	Caster level -4
1-3	Caster level -3
4-6	Caster level -2
7-9	Caster level -1
10-12	Caster level
13-15	Caster level +1
16-18	Caster level +2
19-21	Caster level +3
22 or more	Caster level +4

If your roll on table is high enough to let you turn at least some of the undead within 60 feet, roll 2d6 + $\frac{1}{2}$ your paladin caster level + your Charisma modifier for turning damage. That's how many total HD of undead you can turn. If your Charisma score is average or low, it's possible to roll fewer HD of turned undead than indicated on the table. You may skip over already turned undead that are still within range, so that you do not waste your turning capacity on them. Turned undead flee from you by the best and fastest means available to them. They flee for 10 rounds (1 minute). If they cannot flee, they cower (giving any attack rolls against them a +2 bonus). If you approach within 10 feet of them, however, they overcome being turned and act normally. (You can stand within 10 feet without breaking the turning effect—you just can't approach them.) You can attack them with ranged attacks (from at least 10 feet away), and others can attack them in any fashion, without breaking the turning effect. If you have twice as many caster levels (or more) as the undead have HD, you destroy any that you would normally turn. Paladins may attempt to turn undead a number of times per day equal to 1 + your Charisma modifier.

Champion's Justice

-Turn Undead

-BAB of 5

-Caster level 5th (Paladin)

You gain a +1 bonus to AC, saves and attack rolls against evil creatures. In addition you also gain a damage bonus against evil creatures equal to half your BAB(round up)

Special Mount

-Turn Undead

-BAB of 5

-Caster level 5th (Paladin)

-You can perform a special 24 hour ceremony to gain the service of a special mount of your choice, so long as the mount is an animal native to the region you perform the ritual in, is suitable to ride and the animal does not possess more HD than your Paladin CL. Animals summoned in this way are considered Magical Beasts for the purposes of spells and abilities that affect that creature type as well as progression based on gaining additional HD. If the animal you summon has less HD than your Paladin CL then it gains HD to match it. This progression matches any further gains you make in your Paladin CL. As your Special Mount gains additional HD beyond it's base, it gains special abilities based on the chart below.

Bonus Hit Dice	Natural Armor Bonus	Bonus Str/Con	Bonus Feats	Int Score	Special
2 or less	+2	+1	+0	6	Empathic Link
5	+4	+2	+1	8	Improved Evasion
8	+6	+3	+3	10	Share Spells/Saves
11	+8	+4	+5	12	Improved Speed
14	+10	+5	+7	14	<i>Command</i> creatures of it's kind
17	+12	+6	+9	16	Spell Resistance
20	+14	+7	+11	18	

Hit Dice

Extra eight-sided (d8) Hit Dice, each of which gains a Constitution modifier, as normal. Remember that extra Hit Dice improve the special mount's base attack and base save bonuses. A special mount's base attack bonus progression is the same as that of a druid. A special mount has good Fortitude and Reflex saves(treat it as a character whose level equals the mount's HD). A special mount gains additional skill points and feats for bonus HD as normal for advancing a monster's Hit Dice.

Bonus Natural Armor

The number noted here is an improvement to the animal companion's existing natural armor bonus.

Bonus Str/Con

Add this value to the animal companion's Strength and Constitution scores.

Bonus Feats

The value given in this column is the total number of bonus feats that the animal has in addition to any it already possesses as it's base creature. These feats can be selected from any feat tree that the animal can reasonably gain and meets the prerequisites for.

Int Score

The mount's minimum Intelligence score.

Empathic Link

The paladin has an empathic link with her mount out to a distance of up to 1 mile. The paladin cannot see through the mount's eyes, but they can communicate empathically. Note that even intelligent mounts see the world differently from humans, so misunderstandings are always possible. Because of this empathic link, the paladin has the same connection to an item or place that her mount does, just as with a master and his familiar

Improved Evasion

When subjected to an attack that normally allows a Reflex save for half damage, an animal companion takes no damage if it makes a successful saving throw and only half damage if the saving throw fails.

Share Spells

At the paladin's option, she may have any spell (but not any spell-like ability) she casts upon herself also affect her special mount. The special mount must be within 5 feet of her at the time of casting to receive the benefit. If the spell or effect has a duration other than instantaneous, it stops affecting the special mount if the mount moves farther than 5 feet away and will not affect the mount again, even if it returns to the paladin before the duration expires. Additionally, the paladin may cast a spell with a target of "You" on her special mount (as a touch range spell) instead of on herself. A paladin and her special mounts can share spells even if the spells normally do not affect creatures of the mount's type.

Share Saving Throws

For each of its saves the mount uses its own base save bonus or the paladin's, whichever is higher. The mount applies its own ability modifiers to saves, and it doesn't share any other bonuses on saves that the master might have.

Improved Speed

The mount's speed increases by 10 feet.

Command others of it's kind

Once per day per two paladin caster levels of its master, a mount can use this ability to command other any normal animal of approximately the same kind as itself (for warhorses and warponies, this category includes donkeys, mules and ponies, as long as the target creature has fewer Hit Dice than the mount. This ability functions like the *command* spell, but the mount must make a DC 21 Concentration check to succeed if it's being ridden at the time. If the check fails, the ability does not work that time, but it still counts against the mount's daily uses. Each target may attempt a Will save (DC 10 + $\frac{1}{2}$ paladin's caster level + paladin's Cha modifier) to negate the effect.

Spell Resistance

A mount's spell resistance equals its master's paladin caster level + 5. To affect the mount with a spell, a spellcaster must get a result on a caster check (1d20 + caster level) that equals or exceeds the mount's spell resistance. If you choose to dismiss your Animal Companion or it dies in combat, you may perform the same 24-hour ritual to resurrect it or summon a new one. This feat cannot be taken if you have taken the Charging Smite feat.

Charging Smite

- Turn Undead

- BAB of 5

- Caster level 5th (Paladin)

- You gain the ability to use a Smite Evil attack at the end of a charge, doing so doubles the normal benefits of a charge, and adds an additional 10 ft to your base movement speed for the charge. If the Smite misses it is not considered used. This feat cannot be taken if you have taken the Special Mount feat.

Paladin Advanced Abilities:

Holy Weapon

- Special Mount OR Charging Smite class ability

- Compiled Training(Paladin)

- Once per day you can imbue your weapon with divine energy. A weapon imbued in this way counts as magic and good for the purposes of overcoming damage reduction, gains an enhancement bonus equal to your Cha modifier(max +5) and deals an additional 1d6 holy damage. This bonus holy damage is doubled when using Smite Evil but not with critical hits. Weapons already with an enhancement bonus have their existing bonus increased by 1 or replaced with the bonus granted by this ability, whichever is higher. Your weapon stays imbued for a number of rounds equal to 5 + your Cha modifier.

Divine Health

- Special Mount OR Charging Smite class ability

- Compiled Training(Paladin)

You gain immunity to all disease, natural and magical and a +4 bonus to resist negative levels and all forms of energy drain.

Remove Disease

- Divine Health

- BAB of 7

- Caster level 7th (Paladin)

- You gain to cure disease by touching others. You may use this feature once per day. You may take this feat a number of times equal to your paladin levels, Each time you gain one additional use of this feature per day.

Aura of Justice

- BAB of 7

- Caster level 7th(Paladin)

- Compiled Training(Paladin)

- Your Aura of Courage also grants the attack and damage bonus provided by Vow of Justice to all allies within 10 ft and makes the attacks of yourself and your allies within magical for the purposes of overcoming DR against undead and evil outsiders.. This ability does not stack with Vow of Justice if your allies also possess that feat.

Aura of Purity

- Aura of Justice

- BAB of 9

-Caster level 9th(Paladin)

-Your Aura of Courage grants you and all of your allies within 10 ft Fast Healing 1 and a +2 bonus on saves to resist negative levels and any other effect that use negative energy. Once per turn as a free action, you can apply your Lay On Hands ability to anyone within your Aura of Courage without actually touching them.

Aura of Resolve

-Aura of Purity

-BAB of 11

-Caster level 11th(Paladin)

-Your Aura of Courage grants you and all allies within 10 ft a DR rating of 2/- as well as increasing all of their resistance by 5 to all sources of damage. This boost stacks with other forms of resistance.

Aura of Protection

-Aura of Resolve

-BAB of 13

-Caster level 13th(Paladin)

-Your Aura of Courage now also acts as a continuous Magic Circle against Evil, using your paladin caster level as it's base.

Aura of Command

-Aura of Protection

-BAB of 15

-Caster level 15th(Paladin)

-The base range of your Aura of Courage increases to 20 ft and. Your allies within your Aura of Courage gain a +2 to all saves, a +2 to attack and damage rolls against evil creatures, and immunity to fear effects and disease. Once per encounter you can single out an ally and grant them twice the bonus from your Aura of Courage for a number of rounds equal to your Cha modifier.

Priest

HD- d4

BAB Progression- Poor

Good Saves- Will

Skill Points per level- 2 + Int modifier

Class Skills- Concentration, Craft, Diplomacy, Heal, Knowledge(arcana, history, religion, the planes), Profession, Sense Motive, Spellcraft.

Armor Proficiency- None

Weapon Proficiency- All simple weapons, plus the favored weapon of their deity.

-At 1st level the priest gains the Domain powers and spells from 4 of their deity's Domains rather than 2.

-At 1st level the priest gains the Spellbolt and Turn Undead class abilities

-At 1st level the priest gains the Divine Blessing and the Sacred Vow feats.

-At 2nd level the priest gains the Nimbus of Light feat.

-At 2nd level the priest gains the Divine Training class ability.

-At 3rd level the priest gains a feat from the Divine Blessing and Sacred Vow trees that you meet the prerequisites for.

-At 4th level the priest gains the Focused Mind feat and one bonus feat of their choosing.

-At 5th level the priest gains the Divine Insight class ability.

Priest Core Abilities:

Priest Divine Spellcasting

-You gain the ability to cast divine spells as if you were a 1st level Priest. Wisdom is the ability score that governs your spellcasting. Like other spellcasters, a priest can cast only a certain number of spells of each spell level per day. In addition, they receive bonus spells per day if they have a high Wisdom score. When the priest gets 0 spells per day of a given spell level, they gain only the bonus spells they would be entitled to based on their Wisdom score for that spell level. A good priest (or a neutral priest of a good deity) can channel stored spell energy into healing spells that the priest did not prepare ahead of time. The priest can "lose" any prepared spell that is not a domain spell in order to cast any *cure* spell of the same spell level or lower (a cure spell is any spell with "cure" in its name). An evil priest (or a neutral priest of an evil deity), can't convert prepared spells to *cure* spells but can convert them to *inflict* spells (an inflict spell is one with "inflict" in its name). A priest who is neither good nor evil and whose deity is neither good nor evil can convert spells to either cure spells or inflict spells (player's choice). Once the player makes this choice, it cannot be reversed. This choice also determines whether the priest turns or commands undead. A priest can't cast spells of an alignment opposed to their own or their deity's (if they have one). Spells associated with particular alignments are indicated by the chaos, evil, good, and law descriptors in their spell descriptions.

Domain Spellcasting(Priest)

-Caster level 1st(Priest)

A priest's deity influences their alignment, what magic they can perform, their values, and how others see them. A priest gains 4 domains from among those belonging to their deity. A priest can only gain an alignment domain(Chaos, Evil, Good and Law) if their alignment matches that domain. Each domain gives the priest access to 2 domain spells at each spell level they can cast, from 1st on up, as well as a granted power. The priest gets the granted powers of all four domains gained. With access to four domain spells at a given spell level, a priest prepares two of the four each day in their domain spell slots. If a domain spell is not on the cleric/priest spell list, a priest can prepare it only in their domain spell slots.

Spellbolt(Priest)

-Priest Divine Spellcasting

-The priest can, as a standard action, unleash a bolt of divine energy at their foes. The priest makes a ranged attack using their Wis modifier and deals damage on a successful hit equal to their priest caster level plus their Wis modifier of any energy type the priest knows from their spells, including holy/profane, depending on their deity. This ability has a range of 30 ft and can be used once per round. In addition, your Spellbolt gains an additional bonus to its attack and damage equal to the highest level of spell you can still cast. Using Spellbolt does not provoke an attack of opportunity, but is affected by armor check penalties, regardless of proficiency.

Turn Undead(Priest)

-Caster level 1st(Priest)

-You gain the ability to turn undead. Priests of a good or neutral deity can channel positive energy, which can halt, drive off, or destroy undead. Turning undead is a supernatural ability that a character can perform as a standard action. It does not provoke attack of opportunity. You must present your deity's holy symbol to turn undead. Turning is considered an attack. You turn the closest turnable undead first, and you can't turn undead that are more than 60 feet away or that have total cover relative to you. You don't need line of sight to a target, but you do need line of effect. The first step in turning undead is roll a turning check to see how powerful an undead creature you can turn. This is a Charisma check(1d20 + your Charisma modifier). A priest with 5 or more ranks in Knowledge (religion) gets a +2 bonus on turning checks against undead. The following table gives you the Hit Dice(HD)of the most

powerful undead you can affect, relative to your level. On a given turning attempt, you can turn no undead creature whose HD exceed the result on this table.

Turning Check Result	Highest HD Undead affected
0 or less	Caster level -4
1-3	Caster level -3
4-6	Caster level -2
7-9	Caster level -1
10-12	Caster level
13-15	Caster level +1
16-18	Caster level +2
19-21	Caster level +3
22 or more	Caster level +4

If your roll on table is high enough to let you turn at least some of the undead within 60 feet, roll 2d6 + your priest caster level + your Charisma modifier for turning damage. That's how many total HD of undead you can turn. If your Charisma score is average or low, it's possible to roll fewer HD of turned undead than indicated on the table. You may skip over already turned undead that are still within range, so that you do not waste your turning capacity on them. Turned undead flee from you by the best and fastest means available to them. They flee for 10 rounds (1 minute). If they cannot flee, they cower (giving any attack rolls against them a +2 bonus). If you approach within 10 feet of them, however, they overcome being turned and act normally. (You can stand within 10 feet without breaking the turning effect—you just can't approach them.) You can attack them with ranged attacks (from at least 10 feet away), and others can attack them in any fashion, without breaking the turning effect. If you have twice as many caster levels (or more) as the undead have HD, you destroy any that you would normally turn. Priests may attempt to turn undead a number of times per day equal to 4 + your Charisma modifier.

Divine Training

-Turn Undead

-Spellbolt(Priest)

-Caster level 2nd(Priest)

-When casting any *cure* or *inflict* spell, whether prepared or through spontaneous casting, the priest can cast that spell at a range of 30ft. In addition, these spells are also cast with a +2 bonus to the damage/healing. This bonus spell range stacks with the Reach Spell feat. If you possess the Compiled Training(Priest) feat, then the bonus damage/healing increases to your Priest level and the bonus can override the normal numerical bonus limitations on your divine spells. This ability is not usable while wearing any armor.

Divine Insight

-Divine Training

-Caster level 5th(Priest)

-Your Domain spells gain a +1 to the save DCs and gain a +1 bonus to any damage/healing that they do. Once per encounter, you may use a spell-like ability that corresponds to what type of spell you can normally spontaneously cast. The amount of damage/healing this ability does is equal to 1d8 + your priest caster level. This ability

cannot benefit from metamagic feats or other feats that normally affect your spellcasting, but also does not provoke an attack of opportunity nor does it require any normal spell components, including a Concentration check to use while injured or even grappled. Finally, once per day, you may spontaneously cast a *cure* or *inflict* spell that does not correlate to your normal spontaneously cast spells.. This ability is not usable while wearing any armor

Ranger

HD- d8

BAB Progression- Good

Good Saves- Fort, Ref

Skill Points per level- 6 + Int modifier

Class Skills- Climb, Concentration, Craft, Handle Animal, Heal, Hide, Jump,

Knowledge(dungeoneering, geography, nature), Listen, Move Silently, Profession, Ride, Search, Spot, Survival, Swim, Use Rope

Armor Proficiency- Light armor and all shields(save tower shields).

Weapon Proficiency- All simple and martial weapons.

-At 1st level the ranger gains the Favored Enemy OR the Skirmish, as well as the Wild Empathy class abilities..

-At 1st level the ranger gains the Track feat.

-At 2nd level the ranger gains the Combat Style and the Hunter's Training class abilities.

-At 3rd level, the ranger gains a new favored enemy or their Skirmish ability improves by 1 step.

-At 3rd level the ranger gains the Endurance feat.

-At 4th level the ranger gains the Animal Companion OR the Nature's Adept, as well as the Fast Movement class abilities.

-At 5th level, the ranger gains a new favored enemy, or their Skirmish ability improves by 1 step.

-At 5th level, the ranger gains 2 feats from the Nature's Warrior tree that they meet the prerequisites for.

Ranger Core Abilities:

Ranger Divine Spellcasting

-You gain the ability to cast divine spells as if you were a 1st level Ranger. Wisdom is the ability score that governs your spellcasting. Like other spellcasters, a ranger can cast only a certain number of spells of each spell level per day. In addition, they receives bonus spells per day if they have a high Wisdom score. When the ranger gets 0 spells per day of a given spell level, they gain only the bonus spells they would be entitled to based on their Wisdom score for that spell level.

Wild Empathy

-Caster level 1st (Ranger)

-You can make a check to improve the attitude of an animal that can see and hear you within 30 ft.

This check is a d20 + your ranger caster level + your Cha modifier.

Favored Enemy

-Track

-Wild Empathy

-BAB of 1

-You gain the Favored Enemy class ability. This ability grants the following benefits:

-A +2 bonus to Bluff, Listen, Sense Motive, Spot and Survival checks made against your chosen favored enemy.

-A +2 bonus to damage rolls against your chosen favored enemy.

-A +2 dodge bonus to AC from attacks made by your chosen favored enemy.

This feat can be taken a number of times equal to half your Ranger levels(round down). Every time this feat is taken or gained from a class level, you choose a new favored enemy and your bonuses against any previous favored enemies all increase by 2. This feat cannot be taken if you have taken the Skirmish feat.

Skirmish

-Track

-Wild Empathy

-BAB of 1

-You gain the Skirmish class ability If you move at least 10 ft during a combat turn, your attacks made during that turn deal an extra 1d6 of damage and you gain a +1 bonus to your AC until the start of your next turn. This extra damage does not apply to creatures immune to critical hits or that are more than 30 ft from you. This feat can be taken a number of times equal to half your Ranger levels(round down). Every time this feat is taken or gained from a class level, you deal an additional 1d6 of damage with your attacks made during your turn when using Skirmish and gain an additional +1 to your AC. This feat cannot be taken if you have taken the Favored Enemy feat.

Combat Style

-Favored Enemy OR Skirmish

-BAB of 2

-You can choose to be a melee or ranged combat specialist. If you choose melee, then you gain the Two-Weapon Fighting and the Two-Weapon Defense feats as well as the Weapon Focus feat for a single light melee weapon you are proficient in. If you choose ranged, then you gain the Rapid Shot and Steady Shot feats as well as the Weapon Training feat for a single ranged weapon you are proficient in. These feats do not require their respective prerequisites.

Hunter's Training

-Favored Enemy OR Skirmish

-BAB of 2

-Gain a bonus to all attack rolls you make with weapons you are proficient with, as well as Handle Animal, and Survival checks, as well as all Knowledge checks covered by your Ranger class equal to half your Ranger class levels(round up). If you posses the Compiled Training(Ranger) feat, you also gain a +2 bonus to your Will saves and a +2 bonus to your class defense from this ability.

Animal Companion

-Favored Enemy OR Skirmish(x2)

-Combat Style

-Caster level 4th (Ranger)

-You can perform a special 24 hour ceremony to gain the service of a natural animal of your choice, so long as the animal is native to the region you perform the ritual in and the animal does not possess more HD than your Ranger CL. Animals summoned in this way are considered a Magical Beast for the purposes of spells and abilities that affect that creature type as well as progression based on gaining addition HD. If the animal you summon has less HD than your Ranger CL then it gains HD to match it. This progression matches any further gains you make in your Ranger CL. As your Animal Companion gains additional HD beyond it's base, it gains special abilities based on the chart below.

Bonus Hit Dice	Bonus Natural Armor	Bonus Str/Dex/Con	Bonus Feats	Special
----------------	---------------------	-------------------	-------------	---------

0	+2	+1	+1	Link, Share Spells
2	+4	+2	+2	Evasion
4	+6	+3	+3	Devotion
6	+8	+4	+4	Multiattack
8	+10	+5	+5	
10	+12	+6	+6	Improved Evasion
12	+14	+7	+7	
14	+16	+8	+8	
16	+18	+9	+9	
18	+20	+10	+10	
20	+22	+11	+11	

Bonus HD

Extra eight-sided (d8) Hit Dice, each of which gains a Constitution modifier, as normal. Remember that extra Hit Dice improve the animal companion's base attack and base save bonuses. An animal companion's base attack bonus progression is the same as that of a druid. An animal companion has good Fortitude and Reflex saves (treat it as a character whose level equals the animal's HD). An animal companion gains additional skill points and feats for bonus HD as normal for advancing a monster's Hit Dice.

Bonus Natural Armor

The number noted here is an improvement to the animal companion's existing natural armor bonus.

Bonus Str/Dex/Con

Add this value to the animal companion's Strength, Dexterity and Constitution scores.

Bonus Feats

The value given in this column is the total number of bonus feats that the animal has in addition to any it already possesses as its base creature. These feats can be selected from any feat tree that the animal can reasonably gain and meets the prerequisites for.

Link

A ranger can handle their animal companion as a free action or push it as a move action even if they don't have any ranks in the Handle Animal skill. The ranger gains a +4 circumstance bonus on all wild empathy checks and Handle Animal checks made regarding an animal companion.

Share Spells

At the ranger's option, they may have any spell (but not any spell-like ability) she casts upon herself also affect her animal companion. The animal companion must be within 5 feet of her at the time of casting to receive the benefit. If the spell or effect has a duration other than instantaneous, it stops affecting the animal companion if the companion moves farther than 5 feet away and will not affect the animal again, even if it returns to the ranger before the duration expires. Additionally, the ranger may cast a spell with a target of "You" on her animal

companion (as a touch range spell) instead of on herself. A ranger and her animal companion can share spells even if the spells normally do not affect creatures of the companion's type (animal).

Evasion

If an animal companion is subjected to an attack that normally allows a Reflex save for half damage, it takes no damage if it makes a successful saving throw.

Devotion

An animal companion gains a +4 morale bonus on Will saves against enchantment spells and effects.

Multiattack

An animal companion gains Multiattack as a bonus feat if it has three or more natural attacks and does not already have that feat. If it does not have the requisite three or more natural attacks, the animal companion instead gains a second attack with its primary natural weapon, albeit at a -5 penalty.

Improved Evasion

When subjected to an attack that normally allows a Reflex save for half damage, an animal companion takes no damage if it makes a successful saving throw and only half damage if the saving throw fails.

If you choose to dismiss your Animal Companion or it dies in combat, you may perform the same 24-hour ritual to resurrect it or summon a new one. This feat cannot be taken if you have taken the Nature's Adept feat.

Nature's Adept

- Favored Enemy OR Skirmish(x2)

- Combat Style

- Caster level 4th (Ranger)

- You gain an expanded spellcasting capability. You may now cast an additional spell, per level, per day, as per the domain spells of a Cleric. These additional spells are chosen from the Druid spell list and use your Ranger CL in place of a druid CL for the purpose of determining spell effects. In addition, your Ranger spells are cast at a CL one higher and the DCs for your Ranger spells (and **only** your Ranger spells) are increased by 2. This feat cannot be taken if you have taken the Animal Companion feat.

Fast Movement

- Favored Enemy OR Skirmish(x2)

- Combat Style

- Caster level 4th (Ranger)

- BAB of 4

- Gain the Fast Movement ability, increasing your base speed by 10 ft when wearing medium armor or less. This feat does not stack with other abilities that grant Fast Movement.

Ranger Advanced Abilities:

Woodland Stride

- Favored Enemy OR Skirmish(x3)

- Caster level 7th (Ranger)

- Compiled Training(Ranger)

- You may move through any non-magical undergrowth or similar terrain without damage or impediment.

Nature's Favor

- Woodland Stride
- Caster level 8th(Ranger)
- Gain a +4 bonus to saves vs all natural, non-magical poisons.. Once per day you can cleanse a target of poisons in it's body with a touch. This ability works as per the *remove poison* spell. Use of this ability counts as a standard action and is cast as a Ranger of your current CL.

Combat Style Adept

- Woodland Stride
- BAB of 7
- Your chosen combat style improves.. If you chose melee, then you gain the Improved Improved Two-Weapon Fighting and the Off-Hand Parry feats. If you chose ranged, then you gain the Pinpoint Shot and the Manyshot feats. These feats do not require their respective prerequisites.

Swift Tracker

- Woodland Stride
- BAB of 6
- Caster level 6th(Ranger)
- You ignore the -5 penalty when using the Track feat while moving at your normal speed and only a -10 penalty when using the Track feat while moving at twice your normal speed.

Nature's Blessing

- Nature's Favor
- Caster level 10th(Ranger)
- For a number of rounds per day equal to your Ranger caster level, you can grant yourself a +4 bonus to your Con, Dex or Wis. Uses of this ability can be spread out over the course of an entire day. Use of this ability counts as a standard action.

Combat Style Expert

- Combat Style Adept
- BAB of 9
- Your chosen combat style improves.. If you chose melee, then you gain the Greater Two-Weapon Fighting and the Bladed Shield feats. If you chose ranged, then you gain the Improved Rapid Shot and the Improved Steady Shot feats. These feats do not require their respective prerequisites.

Camouflage

- Swift Tracker
- BAB of 10
- Caster level 10th(Ranger)
- You may use the Hide skill in any natural terrain even if it does not offer concealment.

Nature's Freedom

- Nature's Blessing
- Caster level 12th(Ranger)
- Once per day, you can use *freedom of movement* as a spell-like ability on yourself and every ally adjacent to you. Those affected also gain a movement speed bonus of 10ft for the duration. Use of this ability counts as a standard action and is cast as a Ranger of your current CL..

Combat Style Master

- Combat Style Expert
- BAB of 12
- Your chosen combat style improves. If you chose melee than you can make one extra attack when using a standard attack action at no penalty, and your bonuses from your Combat Style defensive feats grant twice their normal bonus. If you

chase ranged than your ranged attacks with weapons you are proficient with gain a +2 bonus to the attack roll and deal an extra die of damage appropriate to the weapon.

Hide in Plain Sight

- Camouflage

- BAB of 10

- Caster level 10th(Ranger)

- You may use the Hide skill in natural terrain even while being observed.

Nature's Guardian

- Nature's Freedom

- Combat Style Master

- Hide In Plain Sight

- Upon taking this feat, you gain a number of benefits, listed below.

- You gain 1 additional Hit Die. This Hit Die grants you the BAB, class defense, saves, caster level, skill points and Hit Points that gaining an additional level in Ranger would grant.

- Gain a +2 to your Dex, Con and Wis ability scores and +2 to the maximum of those ability scores.

Rogue

HD- d6

BAB Progression- Average

Good Saves- Ref

Skill Points per level- 8 + Int modifier

Class Skills- Appraise, Balance, Bluff, Climb, Craft, Decipher Script, Diplomacy, Disable Device, Disguise, Escape Artist, Forgery, Gather Information, Hide, Intimidate, Jump, Knowledge(local), Listen, Move Silently, Open Lock, Perform, Profession, Search, Sense Motive, Sleight of Hand, Spot, Swim, Tumble, Use Magic Device, Use Rope

Armor Proficiency- Light armor

Weapon Proficiency- All simple weapons plus hand crossbow, rapier, short sword and shortbow.

- At 1st level the rogue gains the Sneak Attack(+1d6) and the Trapfinding class abilities

- At 1st level the rogue gains the Danger Sense feat.

- At 2nd level the rogue gains the Insightful Strike class ability.

- At 2nd level the rogue gains the Skillful(any) and the Evasion feats.

- At 3rd level the rogue gains the Sneak Attack(+2d6) and the Spell Sense class abilities

- At 3rd level the rogue gains a feat from the Dodge tree OR the Good Luck tree that they meet the prerequisites for..

- At 4th level the rogue gains the Uncanny Dodge and Slippery Target class abilities.

- At 5th level the rogue gains the Sneak Attack(+3d6) and their first Special Ability class ability.

Rogue Core Abilities:

Sneak Attack

If a rogue can catch an opponent when he is unable to defend himself effectively from her attack, she can strike a vital spot for extra damage. The rogue's attack deals extra damage any time their target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when the rogue flanks their target. This extra damage is 1d6 when this ability is first gained. Should the rogue score a critical hit with a sneak attack, this extra damage is not multiplied. Ranged attacks can count as sneak attacks only if the target is within 30 feet. With a sap (blackjack) or an unarmed strike, a rogue can make a sneak attack that deals nonlethal damage instead of lethal damage. She

cannot use a weapon that deals lethal damage to deal nonlethal damage in a sneak attack, not even with the usual -4 penalty. A rogue can sneak attack only living creatures with discernible anatomies—undead, constructs, oozes, plants, and incorporeal creatures lack vital areas to attack. Any creature that is immune to critical hits is not vulnerable to sneak attacks. The rogue must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. A rogue cannot sneak attack while striking a creature with concealment or striking the limbs of a creature whose vitals are beyond reach. You may take this feat a number of times equal to (your Rogue levels + 2). Every time you take this feat your Sneak Attack damage increases by 1d6.

Trapfinding

- Sneak Attack(+1d6)

- You add a bonus to all Search and Disable Device checks involving traps by 1 + your rogue levels. You can use the Disable Device skill to disarm magical traps and if you beat the DC to disable **any** trap by 10 or more, you can bypass it with your party without triggering it.

Insightful Strike

- Trapfinding

- BAB of 1

- Gain the Insightful Strike ability. When making a standard attack against an opponent(including a Sneak Attack), you may add 1 + your Rogue levels to your damage roll(in the case of Sneak Attack, the +1 is increased by the number of d6s you roll with Sneak Attack). This extra damage cannot be applied to opponents immune to critical hits.

Spell Sense

- Sneak Attack(+2d6)

- BAB of 2

- Gain a +2 dodge bonus to AC against spells and spell-like abilities that rely on your

AC.

This feat can be taken a number of times equal to half your rogue levels(round up). Each time it is taken, you gain an additional +2 dodge bonus to your AC against spells and spell-like abilities that rely on your AC.

Uncanny Dodge

- Sneak Attack(+2d6)

- BAB of 3

- Gain the Uncanny Dodge ability, retaining Dex bonus to AC when flanked or struck by an invisible attacker. This ability does not function against attackers that have 5 or more BAB than yourself.

Slippery Target

- Sneak Attack(+2d6)

- BAB of 3

- Your class defense bonus increases by 1. So long as you are using your class defense instead of your armor bonus, you gain a DR of X/- where X is equal to 1 + half of your class defense bonus(round up). Use of this feat forgoes any DR from armor(but not natural armor) you are wearing.

-Special Ability

- Uncanny Dodge

- Slippery Target

- BAB of 3

- You may choose a Rogue Special ability that you do not already possess from the list below:

- Crippling Strike**- When you use Sneak Attack on an enemy, they also take 2 points of Str damage in addition to the normal damage.

-Defensive Roll- Once per encounter, if a melee or ranged attack would reduce you to 0 hit points or less you may attempt a reflex save with a DC equal to the damage dealt. If you succeed, you take only half damage from the attack. You must be aware of the attack to use this ability and not be denied your Dex bonus to AC. Evasion has no effect on this ability.

-Opportunist- Once per round you may make an attack of opportunity against an opponent who has just been attacked by another character. Combat Reflexes has no effect on this ability.

-Skill Mastery- Upon gaining this ability, choose a number of class skill you possess equal to 3 + your **base** Int modifier. You may take 10 on these skills even if stressed or distracted. Humans choose one extra skill with this ability.

-Slippery Mind- If you fail a save against an enchantment spell or effect, you may attempt a second save the following round at a +2 bonus. This feat can be taken a number of times equal to half your rogue levels(round up)

Rogue Advanced Abilities:

Improved Uncanny Dodge

Uncanny Dodge

-BAB of 5

-Compiled Training(Rogue)

-Your Uncanny Dodge improves, granting you immunity to being flanked by an attacker who does not have 5 BAB or more than yourself.

Spell Reflection

-Spell Sense

-BAB of 5

-Compiled Training(Rogue)

-You gain the ability to reflect magical attacks made with spells or spell-like abilities that rely on your AC if they miss you. Attacks reflected in this way gain a new attack roll, using the same bonuses as the original attack against the attackers AC. If a single magical attack misses you more than once at the same time, you may redirect every separate attack that missed you.

Improved Insightful Strike

-Insightful Strike

-BAB of 5

-Compiled Training(Rogue)

-When making a standard attack that is not a Sneak Attack, your damage bonus increases by +1 for every die of Sneak Attack damage your Sneak Attack would deal. When making a Sneak Attack, your bonus from Insightful Strike increases by 50%(round up).

Savoy Rogue

-Special Ability(x3)

-BAB of 8

-Your rogue abilities improve in various ways:

-Your Sneak Attack damage dice increase by one die size.

-You gain a number of skill points equal to twice your rogue levels. Your skill checks with rogue class skills gain a +1 bonus.

-Your Crippling Strike can deal strength damage to enemies immune to critical hits.

-You may use Defensive roll twice per encounter and when used successfully, you take the minimum rolled damage plus half of any numerical bonus(round down) on the damage roll.

- You may use Opportunist as many times in a round as you have attacks of opportunity. It cannot, however, trigger from the same attacking character more than once per round.
- When you use Skill Mastery, you take 12 instead of taking 10.
- The second save granted by Slippery Mind has a +4 bonus.

Master Thief

-Savvy Rogue

--You gain 1 additional Hit Die. This Hit Die grants you the BAB, class defense, saves, caster level, skill points and Hit Points that gaining an additional level in Rogue would grant. You also gain a +4 to your Dex and a +4 bonus to your Dex maximum.

Shaman

HD- d8

BAB Progression- Average

Good Saves-Will

Skill Points per level- 4 + Int modifier

Class Skills- Concentration, Craft, Diplomacy, Heal, Knowledge(arcana, nature, the planes), Listen, Profession, Spellcraft, Spot, Survival, Swim

Armor Proficiency- Light and medium armor and all shields(save tower shields).

Weapon Proficiency- All simple and one-handed martial weapons.

-At 1st level the shaman gains the Spiritcaller Training and the Call of the Elements class abilities

-At 2nd level the shaman gains the Elemental Shock class ability

-At 3rd level the shaman gains the Spiritual Weapon class ability

-At 4th level the shaman gains the Elemental Affinity class ability

-At 5th level the shaman gains the Improved Call of the Elements class ability

-At 5th level the shaman gains a bonus feat of their choosing.

Shaman Core Abilities:

Shaman Divine Spellcasting

-You gain the ability to cast divine spells as if you were a 1st level shaman. These spells are chosen from the druid spell list. Wisdom is the ability score that governs your spellcasting. Like other spellcasters, a shaman can cast only a certain number of spells of each spell level per day. In addition, they receive bonus spells per day if they have a high Wisdom score. When the shaman gets 0 spells per day of a given spell level, they gain only the bonus spells they would be entitled to based on their Wisdom score for that spell level. Unlike druids, a shaman does not lose the ability to cast druid spells while wearing metal armor or wielding metal shields.

Spiritcaller's Training

-Caster level 1st (Shaman)

-Gain a +1 bonus to their Fort and Ref saves. This feat's bonus increases to +2 if you take the Compiled Training(Shaman) feat.

Call of the Elements

-Caster level 1st (Shaman)

-You may, as a standard action, summon an ephemeral spirit totem corresponding to one of 4 elements of your choice: air, earth, fire or water. These totems manifest in an unoccupied space adjacent to you for 5 rounds and provide benefits corresponding to their type. These totems cannot be directly attacked but can be dispelled. You can only have a single totem active at one time and when you place a totem, you must wait 5 rounds before placing a new totem of the same element. Their benefits are as follows:

Air

Grace of Air Totem- Grants a dodge bonus to AC of 1 to all allies within 10ft of the totem. This bonus increases by 1 for every 5 shaman CLs you possess.

Wrath of Air Totem- Grants a +1 bonus to attack rolls to all allies within 10ft of the totem. This bonus increases by 1 for every 5 shaman CLs you possess.

Lightning Resist Totem- Grants Resist 5(electricity) to all allies within 10ft of the totem. This bonus increases by 2 for every 5 shaman CLs you possess.

Earth

Stoneskin Totem- Grants a DR rating of 1/- to all allies within 10ft of the totem. This bonus increases by 1 for every 5 shaman CLs you possess.

Strength of Earth Totem- Grants a +1 bonus to unarmed and weapon damage rolls to all allies within 10ft of the totem. This bonus increases by 1 for every 5 shaman CLs you possess.

Nature Resist Totem- Grants Resist 5(acid) to all allies within 10ft of the totem. This bonus increases by 2 for every 5 shaman CLs you possess.

Fire

Heartflame Totem- Grants a +1 bonus to the worst save of all allies within 10ft of the totem.

Searing Totem- Deals 1d6 + 1 fire damage to a single enemy within 10ft of the totem of the shaman's choice once per round. This damage ignores DR from armor and natural armor. This damage increases by 1d6 + 1 for every 5 shaman CLs you possess.

Fire Resist Totem- Grants Resist 5(fire) to all allies within 10ft of the totem. This bonus increases by 2 for every 5 shaman CLs you possess.

Water

Healing Stream Totem- Heals 1d6 + 1 hit points to a single ally within 10ft of the totem of the shaman's choice once per round. This healing increases by 1d6 + 1 for every 5 shaman CLs you possess.

Spelltide Totem- Grants a +1 bonus to the DC of all spells of allies within 10ft of the totem. This bonus increases by 1 for every 5 shaman CLs you possess.

Frost Resist Totem- Grants Resist 5(cold) to all allies within 10ft of the totem. This bonus increases by 2 for every 5 shaman CLs you possess.

Elemental Shock

- Spiritcaller's Training

- Call of the Elements

- Caster level 2nd (Shaman)

- BAB of 1

- The shaman can choose to, as a standard or move action, attack nearby enemies with a sudden burst of pure elemental energy. This attack is made as a ranged attack using the Shaman's Wis modifier with a +2 bonus to the roll. The burst deals 1d6 plus the shaman's Wis modifier in damage and an additional 1d6 + 1 for every 4 caster levels the shaman possesses. This ability can be used once per round and has a range of 20ft.

Spiritual Weapon

- Elemental Shock

- Caster level 3rd (Shaman)

- BAB of 2

- The shaman may imbue an equipped weapon or shield for which they are proficient with raw magical energy for a time. This ability grants weapons a +1 to attack and damage rolls, and the weapon is considered magical for the purpose of overcoming DR. For shields, the shield's bonus to AC increases by 1 and the shield deals one damage die higher when used to bash an opponent. The weapon/shield's damage is also considered force, making it usable against any incorporeal creatures. Using this ability takes a full-round action and its effects last for the rest of the encounter. If the shaman is wielding 2 weapons or a single weapon and a shield, then this ability affects both items held in each hand with a single use. This ability cannot be used if the shaman has no more spells of

1st level or higher to cast. The effects of this ability do not stack with the existing effects of magic weapons.

Elemental Affinity

-Spiritual Weapon

-Caster level 4th (Shaman)

-BAB of 3

-The shaman chooses an elemental-based Domain(Air, Earth, Fire etc). This Domain is treated as any used by a cleric or priest. In addition, gain a +1 to the DC of spells matching that element as well as a +1 to any damage/healing of those spells. Finally, you may spontaneously cast spells of that element in the same way that priests and clerics can cast *cure* or *inflict* spells based on the type of divine energy they channel.

Improved Call of the Elements

-Elemental Affinity

-Caster level 5th (Shaman)

-You may maintain 2 totems at a time so long as they are different elements. When using the Call of the Elements ability, the shaman may summon an additional totem of a different element. These totems can occupy the same 5ft space.

Shaman Advanced Abilities:

Elemental Weapons

-Compiled Training(Shaman)

-Caster level 7th (Shaman)

-BAB of 5

-The shaman's Spiritual Weapon ability is enhanced. When using that ability, the shaman chooses an element(air, earth, fire or water). Once active on a weapon, the weapon deals an additional 1d6 + 1 of elemental damage depending on the element chosen(electricity, acid, fire and cold respectively). Once active on a shield, the shield gains a resist rating of 5 to the chosen element. Your Spiritual Weapon effects can now be used on weapons with existing magical properties.

Spiritual Expertise

-Elemental Fury

-Caster level 8th (Shaman)

-BAB of 6

-When casting druidic spells that deal damage or healing, add 1 to the damage/healing of those spells per die they use. This bonus can exceed the normal numerical restrictions on bonuses for a given spell.

Greater Call of the Elements

-Spiritual Expertise

-Caster level 10th (Shaman)

-BAB of 7

-You may maintain 3 totems at a time so long as they are different elements. When using the Call of the Elements ability, the shaman may summon an additional totem of a different element. These totems can occupy the same 5ft space.

Improved Elemental Affinity

-Greater Call of the Elements

-Caster level 10th (Shaman)

-BAB or 8

-You may choose a second elemental-based Domain with your Elemental Affinity ability.

Elemental Awakening

-Improved Elemental Affinity

-Caster level 12th (Shaman)

-BAB or 9

-You can take on a form that imbues you with the raw power of one of the elements, granting you special abilities based upon the chosen elements (air, earth, fire or water). This ability can be used once per day and lasts for 5 rounds. Their effects are listed below:

Air- You may make one additional attack as part of a standard or full attack action, and you gain a 10ft bonus to your land speed.

Earth- You gain a DR rating of X/-, where X is your Wis modifier, as well as the Tremorsense ability at a range of 30ft.

Fire- You emit an aura of heat so intense that it damages those that attack you or are even too close. Any creature that ends its turn in a space adjacent to yours or hits you with a melee attack suffers damage equal to 2 + your Wis modifier. This damage ignores all DR from armor and natural armor. You may also make melee attacks against opponents at a range of 20ft. These attacks manifest as beams of searing concentrated flame from your hands or weapons. These attacks gain a +2 bonus to their attack and damage rolls.

Water- You gain a dodge bonus to your AC equal to your Wis modifier and as a standard or move action, you may douse an ally no more than 20ft away with healing waters. This effects is equal to the highest *cure* spell you can cast save that it heals for d6s rather than d8s.

Superior Call of the Elements

-Elemental Awakening

-Caster level 15th (Shaman)

-BAB of 10

-You may maintain 4 totems at a time so long as they are different elements. When using the Call of the Elements ability, the shaman may summon an additional totem of a different element. These totems can occupy the same 5ft space.

Elemental Ascension

-Superior Call of the Elements

-BAB of 11

-Your creature type changes to Outsider (native to the Material Plane) for the purposes of spells and effects. You also gain a +1 to your BAB, an additional Shaman caster level, and a Resistance of 20 to acid, cold, fire and electricity. You can still be freely brought back to life by spells and effects that affect non-Outsiders.

Sorcerer

HD- d4

BAB Progression- Poor

Good Saves- Will

Skill Points per level- $2 + \text{Int modifier}$

Class Skills- Bluff, Concentration, Craft, Knowledge(arcana), Profession, Spellcraft.

Armor Proficiency- None

Weapon Proficiency- All simple weapons.

-At 1st level the Sorcerer gains the Draconic Heritage feat.

-At 1st level the sorcerer gain the Instant Magic class ability, as well as the Spellbolt class ability.

-At 2nd level the sorcerer gains a feat from the Adept Spellcaster tree that they meet the prerequisites for..

-At 3rd level the sorcerer gains a feat from the Draconic Heritage tree that they meet the prerequisites for.

-At 4th level the sorcerer gains the Focused Mind feat.

-At 4th level the sorcerer gains the Signature Spell class ability.

-At 5th level the sorcerer gains a feat from the Draconic Heritage tree that they meet the prerequisites for.

Sorcerer Core Abilities:

Sorcerer Arcane Spellcasting

-You gain the ability to cast arcane spells as if you were a 1st level Sorcerer. Charisma is the ability score that governs your spellcasting. A sorcerer need not prepare their spells in advance. They can cast any spell they know at any time, assuming they have not yet used up their allotment of spells per day for the spell's level. Like other spellcasters, a sorcerer can cast only a certain number of spells of each spell level per day. In addition, they receives bonus spells per day if they have a high Charisma score. When the sorcerer gets 0 spells per day of a given spell level, they gain only the bonus spells they would be entitled to based on their Charisma score for that spell level.

Spellbolt(Sorcerer)

-Caster level 1st(Sorcerer)

-The sorcerer can, as a standard action, unleash a bolt of arcane energy at their foes. The sorcerer makes a ranged attack using their Cha modifier and deals damage on a successful hit equal to their Sorcerer caster level plus their Cha modifier of any energy type the sorcerer knows from their spells. This ability has a range of 30 ft and can be used once per round. In addition, your Spellbolt gains an additional bonus to it's attack and damage equal to the highest level of spell you can still cast. Using Spellbolt does not provoke an attack of opportunity, but is affected by armor check penalties, regardless of proficiency.

Instant Magic

-Draconic Heritage

-Adept Spellcaster

-Caster level 1st(Sorcerer)

-You gain a number of innate magical abilities based on the various schools of magic. You can use any of these abilities so long as you know a spell of that particular school. You can use your Instant Magic as an immediate action. The spell level of these abilities is equal to half your sorcerer caster level(round up), minimum 1st. The caster level of these abilities is equal to your sorcerer caster level. The DC of these abilities(if any) is equal to $10 + \text{half your sorcerer caster level(round up)} + \text{the ability modifier that affects your spellcasting}$. The abilities are as follows:

-Urgent Shield(Abjuration): You gain a temporary shield of force that provides a +2 bonus to AC. Lasts for a single attack or flurry of attacks from a full attack action. Must be used before an attack roll has been made.

-Abrupt Jaunt(Conjuration): You teleport up to a distance of 10 ft away. You cannot bring along any other creatures

-Glimpse Peril(Divination): You gain a +2 bonus on your next save you make before your next turn.

-Instant Daze(Enchantment): When an opponent that has equal or less HD than you makes an attack against you, you may render them dazed until the start of their next turn unless they make a Will save.

-Counterfire(Evocation): When a visible enemy targets you with a ranged attack or spell within 60 ft, you can respond with a glowing arrow of force. This requires a ranged touch attack to hit and deals 1d6 of damage per 3 caster levels. The attacks resolve at the same time, so neither can disrupt the other.

-Brief Figment(Illusion): You create an illusionary duplicate of yourself, similar to *mirror image*. This duplicate has 1 Hit Point and lasts until the end of your next turn.

-Cursed Glance(Necromancy): When a visible enemy targets you with a ranged attack or spell within 60 ft, you can respond with a curse. If the enemy fails a Will save, they take a – 2 penalty to AC and saves for a number of rounds equal to the ability modifier that affects your spellcasting.

-Sudden Shift(Transmutation): You change your form to grant yourself a climb, fly or swim speed equal to your base land speed. If you use this on your turn it lasts until the end of your turn, otherwise it lasts until the end of your next turn.

Signature Spell

-Instant Magic

-Caster level 4th(Sorcerer)

-Choose a single arcane spell from your spells known. When casting that spell, your spell gain the effects of Spell Focus, Spell Expertise, Spell Specialization and Spell Penetration. If you already have any of these feats this ability's effects stack with them. At caster level 10th you may select a second Signature Spell. When you gain a new level of spell that you can cast in your sorcerer progression, you may choose a new Signature Spell in place of an old one.

Swashbuckler

HD- d8

BAB Progression- Good

Good Saves- Fort

Skill Points per level- 4 + Int modifier

Class Skills- Balance, Bluff, Climb, Craft, Diplomacy, Escape Artist, Jump, Profession, Sense Motive, Swim, Tumble, Use Rope

Armor Proficiency- Light armor.

Weapon Proficiency- All light simple and light martial weapons plus longsword, rapier and scimitar.

-At 1st level the Swashbuckler gains the Weapon Training feat

-At 1st level the swashbuckler gains the Grace(+1) class ability.

-At 2nd level the swashbuckler gain a feat from the Good Luck tree that they meet the prerequisites for.

-At 2nd level the swashbuckler gains their first Duelist Tactics class ability.

-At 3rd level the swashbuckler gains the Improved Weapon Training feat, as well as a feat from the Combat Reflexes tree that they meet the prerequisites for.

-At 4th level the swashbuckler gains a feat from the Good Luck tree that they meet the prerequisites for.

-At 4th level the swashbuckler gain the Acrobatic Charge class ability..

-At 5th level the swashbuckler gains the Grace(+2) and the Improved Flanking class abilities.

Swashbuckler Core Abilities:

Grace

-BAB of 1

-Gain a +1 dodge bonus to AC, Ref saves and Initiative checks. This feat can be taken a number of additional times equal to your swashbuckler levels. Its effects stack.

Duelist Tactics

-Grace

-Weapon Training(any)

-BAB of 2

-When taking this feat, choose one of the abilities listed below. These abilities can only be used if you are threatened by no more than 1 opponent and are holding nothing in your off-hand.

-Narrow Profile: Gain a dodge bonus to AC and a +/- DR rating equal to your Swashbuckler levels. The bonuses of this ability increase by 1 and 2 respectively when Fighting Defensively or using Total Defense.

-Panache Strike: When making a standard attack action, gain a bonus to your attack and damage rolls with swashbuckler weapons equal to 1 + your Swashbuckler levels.

-Distracting Opportunist: When an opponent you threaten attacks someone who is not you with a melee or ranged attack, you may make an attack of opportunity against them. If the attack misses, the opponent suffers a -2 penalty to their attack and damage roll against their target. If the attack hits and deals damage, then half(round up) of the base damage(before DR is applied), is suffered as a penalty to their attack and damage roll instead. If the swashbuckler does not have any remaining attacks of opportunity to use this ability, they can still apply the penalties for a miss against their opponent.

Acrobatic Charge

-Duelist Tactics

-BAB of 4

-Can freely charge through rough terrain and allies in combat. Your total attack and damage bonus from charging is increased by +1 and an additional +1 for every 5 ranks of Tumble you possess.

Improved Flanking

-Acrobatic Charge

-BAB of 5

-When flanking an opponent, your bonus to attack and damage rolls against them increases by +1.

Swashbuckler Advanced Abilities:

Acrobatic Skill Mastery

-Grace(+2)

-Compiled Training(Swashbuckler)

-Gain a +5 bonus on Jump and Tumble checks. You can take 10 on Jump and Tumble checks even when distracted or threatened.

Hampering Flourish

-Acrobatic Skill Mastery

-BAB of 7

-When an opponent strikes and misses you, you may choose to shift them 5ft to an unoccupied square of your choosing so long as they are still in your threat range. If the miss was by 10 or more, then you may also render them prone in that square as well. This ability cannot be used against opponents that are more than 1 size category larger than you.

Improved Duelist Tactics

-Acrobatic Skill Mastery

-BAB of 7

-Gain another choice from the abilities listed under Duelist Tactics.

Weakening Critical

-Acrobatic Skill Mastery

-BAB of 8

-When you score a critical hit on an opponent you deal 2 points of Str damage in addition to the normal damage.

Greater Duelist Tactics

-Improved Duelist Tactics

-BAB of 10

-Gain the third ability not yet chosen from the abilities listed under Duelist Tactics.

Slippery Mind

-Weakening Critical

-BAB of 10

-If you fail a save against an enchantment spell or effect, you may attempt a second save the following round at a +2 bonus.

Wounding Critical

-Weakening Critical

-BAB of 13

-When you score a critical hit on an opponent you deal 2 points of Con damage in addition to the normal damage.

Single-Minded Duelist

-Greater Duelist Tactics

-BAB of 15

-Gain a +1 bonus to attack and damage rolls with swasgbuckler weapons and a +2 bonus to your AC from wearing light armor. You retain your bonuses from Duelist Tactics, even if you are threatened by more than one opponent and the numerical effects of your Duelist Tactics increase by 1.

Swordmage

HD- d8

BAB Progression- Average

Good Saves- Fort, Will

Skill Points per level- 2 + Int modifier

Class Skills- Concentration, Craft, Knowledge(arcana), Listen, Profession, Sense Motive, Spellcraft, Spot, Tumble

Armor Proficiency- Light armor.*

*- A swordmage is not subject to spell failure from light armor.

Weapon Proficiency- All simple weapons plus all bladed martial weapons.

-At 1st level the swordmage gains the Swordmage Bond, the Swordmage Aegis and the Swordmage Warding class abilities.

-At 1st level the swordmage gains the Arcane Study and the Arcane Adept feats.

-At 2nd level the swordmage gains the Swordmage Training and Elemental Strike class abilities.

-At 3rd level the swordmage gains the Arcane Lash class ability.

-At 3rd level the swordmage gains a bonus feat of their choosing.

-At 4th level the swordmage gains the Sweeping Burst class ability.

-At 5th level the swordmage gains the Aegis of Pursuit class ability.

-At 5th level the swordmage gains a bonus feat of their choosing.

Swordmage Core Abilities:

Swordmage Arcane Spellcasting

-You gain the ability to cast arcane spells as if you were a 1st level Swordmage. Intelligence is the ability score that governs your spellcasting, and the swordmages learn spells from the sorcerer/wizard spell list. A swordmage need not prepare their spells in advance. They can cast any spell they know at any time, assuming they have not yet used up their allotment of spells per day for the spell's level. Like other spellcasters, a swordmage can cast only a certain number of spells of each spell level per day. In addition, they receive bonus spells per day if they have a high Intelligence score. When the swordmage gets 0 spells per day of a given spell level, they gain only the bonus spells they would be entitled to based on their Intelligence score for that spell level.

Swordmage Bond

-Caster level(Swordmage) 1st

-You gain a bond with a single bladed weapon of your choice by meditating with it for 1 hour. Your blade gains a +2 bonus to any save to resist being damaged or destroyed. You may also, as a free action or reaction, call your blade to your hand at a distance of up to 30 ft.

Swordmage Aegis

-Caster level(Swordmage) 1st

-During your turn, as a standard action, you may mark a single opponent with an arcane symbol at a distance of up to 30 ft away. If the opponent attacks a target that isn't you with a melee or ranged attack, they take a -2 penalty on the attack roll and if they successfully strike their target, they trigger an effect based on the nature of the symbol. This effect can only occur once, per opponent, per round. The effect lasts until dismissed, the swordmage marks another target or the swordmage loses consciousness.

-**Aegis of Assault:** The opponent takes damage equal to your Swordmage levels + your Int modifier. If you are wielding a 2-handed weapon, this damage is considered 50% higher(round up). This damage bypasses armor DR.

-**Aegis of Shielding:** Your opponent's damage is reduced by an amount equal to your Swordmage levels + your Int modifier. If you are wielding a 1-handed weapon and nothing in your off-hand, the amount of negated damage is considered 50% higher(round up) for this ability.

Swordmage Warding

-Caster level(Swordmage) 1st

-You can sheath yourself in a field of arcane force. This ability provides a +1 deflection bonus to AC. This bonus increases by half your Swordmage levels(round up) when you are wielding a 1-handed blade and nothing in your other hand. You lose this effect if you are rendered unconsciousness.

Spellblade Training

-Swordmage Bond

-BAB of 1

-You gain a bonus to attack and damage rolls made with your bonded weapon equal to half your Swordmage caster level(round up)

Elemental Strike

-Swordmage Bond

-Swordmage Aegis

-Swordmage Warding

BAB of 1

-Caster level(Swordmage) 2nd

-The swordmage can, at will, sheath their blade in a veil of elemental energy. This veil grants a +1 to attack and damage rolls made with that weapon per highest level of spell you are still able to cast and changes the damage of that weapon to any element in their list of spells known. When using the Arcane Strike feat, the swordmage may also use any element that matches one

from their list of spells known. This effect lasts until dismissed. This ability cannot be used if you have no spell slots of 1st level or higher remaining.

Arcane Lash

- Elemental Strike

- BAB of 2

- Caster level(Swordmage) 3rd

- You reach out with a rope of arcane power and draw your opponent close to you. Make a grapple check with your Int modifier against an opponent up to 30 ft away. If you succeed, you pull that opponent to the nearest unoccupied square next to you and they take damage equal to your Int modifier(armor DR is ignored). The damage dealt must be of an element from a spell in your list of spells known. This ability also gains an attack and damage bonus similar to that afforded by Elemental Strike(including the initial touch attack). This ability cannot be used on an opponent who is more than one size category larger than you, and if the opponent cannot be pulled to you than it automatically fails with no damage dealt.

Sweeping Burst

- Arcane Lash

- BAB of 3

- Caster level(Swordmage) 4th

- As a full-round action, you empower your Elemental Strike, striking all nearby opponents(allied units are unaffected(. When you use this ability, make a single attack and damage roll(with a +1 bonus to each) against the AC of all enemies within 5 ft of your square.

Aegis of Pursuit

- Sweeping Burst

- Caster level(Swordmage) 5th

- When using your Aegis ability, your target also has their movement speed reduced by 5 ft and you no longer provoke attacks of opportunity by moving through their threatened spaces.

Swordmage Advanced Abilities:

Advanced Spellblade Training

- BAB of 5

- Caster level(Swordmage) 7th

- Compiled Training(Swordmage)

- Your BAB is considered 2 higher for the purposes of gaining feats in the Armor Focus and Weapon Focus trees. Your Swordmage Aegis effects gain a +1 bonus.

Improved Aegis

- Advanced Swordmage Training

- BAB of 6

- Caster level(Swordmage) 8th

- Your Aegis has an increased effect. When applied, your Aegis penalizes your targets' attack rolls by an additional -1 and your Swordmage levels are considered 2 higher for it's activated effect. In addition, your Aegis effects can trigger an additional time per opponent, per turn.

Shifting Aegis

- Improved Aegis

- BAB of 8

- Caster level(Swordmage) 10th

- When your Aegis effect is triggered, you may teleport to an unoccupied adjacent square to the target.

Greater Aegis

-Shifting Aegis

-BAB of 10

-Caster level(Swordmage) 12th

-Your Aegis has an increased effect. When applied, your Aegis penalizes your targets' attack rolls by an additional -1 and your Swordmage levels are considered 2 higher for it's activated effect. In addition, your Aegis effects can trigger an additional time per opponent, per turn.

Master Spellblade

-Greater Aegis

-Caster level(Swordmage) 15th

--You gain 1 additional Hit Die. This Hit Die grants you the BAB, class defense, saves, caster level, skill points and Hit Points that gaining an additional level in Swordmage would grant. You also gain a +2 bonus to your Con and Int scores, as well as a +2 to the maximum of these scores.

Wizard

HD- d4

BAB Progression- Poor

Good Saves- Will

Skill Points per level- 2 + Int modifier

Class Skills- Concentration, Craft, Decipher Script, Knowledge(all skills, taken individually), Profession, Spellcraft

Armor Proficiency- None

Weapon Proficiency- Club, dagger, crossbow(light and heavy), and quarterstaff.

-At 1st level you gain access to the Scribe Scroll feat and the Spell Focus feat.

-At 1st level you gain access to the Familiar and the Scholastic Training class abilities as well as the Spellbolt class ability.

-At 2nd level the wizard gains the Focused Mind feat.

-At 2nd level the wizard gains the School Specialty class ability.

-At 3rd level the wizard gains the Brew Potion feat and a feat in the Spell Focus tree that they meet the prerequisite for.

-At 4th level the wizard gains a feat in the Spell Focus tree that they meet the prerequisite for.

-At 4th level the wizard gains the Metamagic Expertise class ability.

-At 5th level the wizard gains the Craft Wand feat and a feat in the Spell Focus tree that they meet the prerequisite for.

Wizard Core Abilities:

Wizard Arcane Spellcasting

-You gain the ability to cast arcane spells as if you were a 1st level Wizard. Intelligence is the ability score that governs your spellcasting. Like other spellcasters, a wizard can cast only a certain number of spells of each spell level per day. In addition, they receive bonus spells per day if they have a high Intelligence score. When the wizard gets 0 spells per day of a given spell level, they gain only the bonus spells they would be entitled to based on their Intelligence score for that spell level.

Spellbolt(Wizard)

-Caster level 1st(Wizard)

-The wizard can, as a standard action, unleash a bolt of arcane energy at their foes. The wizard makes a ranged attack using their Int modifier and deals damage on a successful hit equal to their wizard caster level plus their Int modifier of any energy type from their prepared spells. This ability has a range of 30 ft and can be used once per round. In addition, your Spellbolt gains an additional bonus to its attack and damage equal to the highest level of spell you can still cast. Using Spellbolt does not provoke an attack of opportunity, but is affected by armor check penalties, regardless of proficiency.

Scholastic Training

-Caster level 1st(Wizard)

-Gain skill points equal to 10 + your Int modifier. These skill points can only be spent on Knowledge skills. Every time you gain further skill points, you gain 2 additional skill points that can only be spent on Knowledge skills.

Familiar

-Caster level 1st(Wizard)

A wizard can obtain a familiar. Doing so takes 24 hours and uses up magical materials that cost 100 gp. A familiar is a magical beast that resembles a small animal and is unusually tough and intelligent. The creature serves as a companion and servant. The wizard chooses the kind of familiar he gets. As the wizard advances in caster level, his familiar also increases in power. If the familiar dies or is dismissed by the wizard, the wizard must attempt a DC 15 Fort save. Failure means he loses 200 experience points per wizard level; success reduces the loss to one-half that amount. However, a wizard's experience point total can never go below 0 as the result of a familiar's demise or dismissal. A slain or dismissed familiar cannot be replaced for a year and day. A slain familiar can be raised from the dead just as a character can be, and it does not lose a level or a Constitution point when this event occurs. A familiar is a normal animal that gains new powers and becomes a magical beast when summoned to service by a wizard. It retains the appearance, Hit Dice, base attack bonus, base save bonuses, skills, and feats of the normal animal it once was, but it is treated as a magical beast instead of an animal for the purpose of any effect that depends on its type. Only a normal, unmodified animal may become a familiar. An animal companion cannot also function as a familiar. A familiar also grants special abilities to its master (the wizard), as given on the table below. These special abilities apply only when the master and familiar are within 1 mile of each other.

Familiar	Bonus to Master
Bat	+3 to Listen checks
Cat	+3 to Move Silently checks
Hawk	+3 to Spot checks in bright light
Lizard	+3 to Climb checks
Owl	+3 to Spot checks in shadows
Rat	+2 to Fort saves
Raven*	+3 to Appraise checks
Snake(Tiny Viper)	+3 to Bluff checks
Toad	+5 Hit Points
Weasel	+2 to Ref saves

*- A raven can speak one known language of its master(player's choice) as a supernatural ability.

Familiar Basics

Use the basic statistics for a creature of the familiar's kind, but make the following changes:

Hit Dice

For the purpose of effects related to number of Hit Dice, use the master's caster level or the familiar's normal HD total, whichever is higher.

Hit Points

The familiar has one-half the master's total hit points (not including temporary hit points), rounded down, regardless of its actual Hit Dice.

Attacks

Use the master's base attack bonus, as calculated from all his classes. Use the familiar's Dexterity or Strength modifier, whichever is greater, to get the familiar's melee attack bonus with natural weapons. Damage equals that of a normal creature of the familiar's kind.

Saving Throws

For each saving throw, use either the familiar's base save bonus (Fortitude +2, Reflex +2, Will +0) or the master's (as calculated from all his classes), whichever is better. The familiar uses its own ability modifiers to saves, and it doesn't share any of the other bonuses that the master might have on saves.

Skills

For each skill in which either the master or the familiar has ranks, use either the normal skill ranks for an animal of that type or the master's skill ranks, whichever are better. In either case, the familiar uses its own ability modifiers. Regardless of a familiar's total skill modifiers, some skills may remain beyond the familiar's ability to use.

All familiars have special abilities (or impart abilities to their masters) depending on the master's combined level in classes that grant familiars, as shown on the table below. The abilities given on the table are cumulative.

Master's Caster Level	Bonus Natural Armor	Int Score	Special
1	+1	6	Alertness, Empathic Link, Improved Evasion, Share Spells
3	+2	7	Deliver Touch Spells
5	+3	8	Speak with Master
7	+4	9	Speak with animals of it's kind
9	+5	10	
11	+6	11	Spell Resistance
13	+7	12	<i>Scry</i> on Familiar
15	+8	13	
17	+9	14	
19	+10	15	

Bonus Natural Armor

The number noted here is an improvement to the familiar's existing natural armor bonus

Int Score

The familiar's Intelligence score.

Alertness

While a familiar is within arm's reach, the master gains the Skillful(Alertness) feat

Improved Evasion

When subjected to an attack that normally allows a Reflex save for half damage, a familiar takes no damage if it makes a successful saving throw and half damage even if the saving throw fails.

Share Spells

At the master's option, he may have any spell (but not any spell-like ability) he casts on himself also affect his familiar. The familiar must be within 5 feet at the time of casting to receive the benefit. If the spell or effect has a duration other than instantaneous, it stops affecting the familiar if it moves farther than 5 feet away and will not affect the familiar again even if it returns to the master before the duration expires. Additionally, the master may cast a spell with a target of "You" on his familiar (as a touch range spell) instead of on himself. A master and his familiar can share spells even if the spells normally do not affect creatures of the familiar's type(magical beast).

Empathic Link

The master has an empathic link with his familiar out to a distance of up to 1 mile. The master cannot see through the familiar's eyes, but they can communicate empathically. Because of the limited nature of the link, only general emotional content can be communicated. Because of this empathic link, the master has the same connection to an item or place that his familiar does.

Deliver Touch Spells

If the master is 3rd caster level or higher, a familiar can deliver touch spells for him. If the master and the familiar are in contact at the time the master casts a touch spell, he can designate his familiar as the "toucher." The familiar can then deliver the touch spell just as the master could. As usual, if the master casts another spell before the touch is delivered, the touch spell dissipates.

Speak with Master

If the master is 5th caster level or higher, a familiar and the master can communicate verbally as if they were using a common language. Other creatures do not understand the communication without magical help.

Speak with Animals of Its Kind

If the master is 7th caster level or higher, a familiar can communicate with animals of approximately the same kind as itself (including dire varieties): bats with bats, rats with rodents, cats with felines, hawks and owls and ravens with birds, lizards and snakes with reptiles, toads with amphibians, weasels with similar creatures (weasels, minks, polecats, ermines, skunks, wolverines, and badgers). Such communication is limited by the intelligence of the conversing creatures.

Spell Resistance

If the master is 11th caster level or higher, a familiar gains spell resistance equal to the master's caster level + 5. To affect the familiar with a spell, another spellcaster must get a result on a caster level check(1d20 + caster level) that equals or exceeds the familiar's spell resistance.

Scry on Familiar

If the master is 13th caster level or higher, he may scry on his familiar (as if casting the *scrying* spell) once per day.

School Specialty

- Scholastic Training

- Familiar

- Caster level 2nd(Wizard)

- Choose one of the 8 schools of magic. When casting spells from that school you gain a +1 to the DC of those spells and a +2 to caster checks to overcome the SR of targets of those spells. At caster level 10th you may select a second school of magic to gain the effects of this ability.

Metamagic Expertise

-School Specialty

-Caster level 4th(Wizard)

-When you gain a metamagic feat, your **total** number of times you can use that feat is increased by 2 if the base number of times you can use this feat per day is 3 or 4, and by 1 for all others.

Skill Tricks

Below is a list of various Skill Tricks, Skill Tricks are effects that you buy for 2 Skill points and are based on skills that a character can perform if they meet certain thresholds.

Interaction Skill Tricks:

Assume Quirk

-Disguise 5 ranks

-When impersonating a particular individual, you eliminate the Spot check bonus from someone who is familiar with that individual. You can maintain this effect 1 hour per day.

Fade Into Violence

-Bluff 6 ranks

Hide 6 ranks

-Choose an opponent as an immediate action. For the current encounter, if that opponent is threatening you and an ally of yours, you may make a Bluff check opposed by your opponent's Sense Motive check to make your opponent see you as no threat and attack your ally (+4 bonus on your Bluff check if your opponent is a larger size category than you). You may only use this ability if you are wearing light armor or no armor, have nothing in your hands, have made no attacks, & have targeted no enemies with spells. Once you void any of these conditions, your opponent sees you as a threat and can attack you normally.

Group Fake-Out

-Bluff 8 ranks

-You can use your Bluff to feint more than one enemy at once in combat. When you do your Bluff check receives a -2 penalty to every enemy you wish to feint after the first.

Master Manipulator

-Diplomacy 9 ranks

-Gain the following two abilities. Each cannot be used in combat & you must share a language with your target.

-Captivating Speech – you may distract (1 + Cha modifier) creatures within 20 ft as long as you speak, inflicting a -4 penalty on each one's Listen, Sense Motive, & Spot checks. You must make a Diplomacy check opposed by the target's Diplomacy or Will save (whichever is better).

-Trap of Words – if a creature attempts a Bluff vs. Sense Motive check against you and you win, you lead the creature to believe his/her "lie" worked. After 1 minute, make a Diplomacy check opposed by the creature's Bluff check. If successful, you trick the creature into revealing the lie & the reason making it

Never Outnumbered

-Intimidate 8 ranks

-You can make an Intimidate check to demoralize every opponent that can see and hear you within 10 ft rather than just a single opponent.

Second Impression

-Bluff 5 ranks

-Disguise 5 ranks

- If an observer sees through your disguise with a successful Spot check, you can (as an immediate action) attempt a Bluff check to convince him that he's mistaken. Use the observer's Spot check result as the DC for your Bluff check; if you succeed, the observer ignores the evidence of his own senses in favor of what your disguise attempts to show. You must be aware of the observer's discovery in order to use this trick; for example, you can't use it against someone viewing you secretly, nor can you use it against someone who sees through your disguise but keeps that information secret. When in doubt, the DM should allow a character to use this trick if she has any reason to fear that her cover has been blown. You can use this trick only once per day, but its effect extends to all viewers within 30 feet of you. For example, you could attempt it against an entire patrol of guards confronting you just as effectively as against a single person. This trick doesn't let you maintain a disguise that has been defeated by other means; for example, if your *disguise self* spell is penetrated by a *true seeing* spell, Second Impression won't help.

Social Recovery

-Bluff 8 ranks

-Diplomacy 5 ranks

- If you Diplomacy check to influence an NPC's attitude fails, you can spend another full round talking to the NPC, then make a Bluff check with a -10 penalty. Use the result of this check in place of the Diplomacy check result, except that it can't improve the NPC's attitude by more than one step. Once you use this skill trick (successfully or not), you cannot use it against the same target again for 24 hours.

Supremely Confident

-Perform(act or oratory) 7 ranks

-When making a Demoralize actions, you may use a Perform check in place of an Intimidate check.

On a confirmed critical hit, you immediately may attempt a Demoralize action on the foe you struck as a free action

Timely Misdirection

-Bluff 8 ranks

-If you succeed on a Bluff check to feint in combat, your opponent cannot make attacks of opportunity against you until the start of its next turn. This effect is in addition to the benefits of a normal feint.

Wanderer's Diplomacy

-Bluff 6 ranks

-Diplomacy 6 ranks

-Sense Motive 6 ranks

-This trick gains the following abilities which cannot be used in combat:

-Canny Merchant – you can make a Diplomacy check to locate a desired object that is normally too expensive for the current settlement to sell. You must still purchase the object after locating it. The DC of the check is $10 + ((\text{item's gp cost} - \text{settlement's gp limit}) / 1000)$.

-Intuitive Communication – you may communicate in a simple way with a creature whose language you do not share by spending 1 minute interacting with it and then making a Sense Motive check vs. DC 20 if you and the creature are of the same type, otherwise DC 30.

-Social Agility – you may temporarily change a creature's attitude towards you by using Bluff (instead of Diplomacy as usual). The attempt takes a Standard Action and its DC is the same as changing an Attitude with Diplomacy. You may not use this ability on a creature with the Attitude of 'Hostile'. If successful, the effect lasts for 1 minute, after which the creature's attitude becomes one category worse than it started for 10 minutes.

Manipulation Skill Tricks

Clever Improviser

-Disable Device 5 ranks

-Open Lock 5 ranks

-You can make Disable Device and Open Lock checks without thieves tools at no penalty. If you fail a check in this way you cannot use this trick again until you have rested 8 hours.

Conceal Spellcasting

-Concentration 1 rank

-Sleight of Hand 5 ranks

-Spellcraft 1 rank

-When you cast a spell, you may also make a Sleight of Hand check as part of the action to cast the spell. This check is opposed by a Spot check from all onlookers, if they fail they cannot tell you are casting a spell and react accordingly.

Disguise Spell

-Perform 9 ranks

-Bardic Music class ability

-Onlookers realize you're performing, but don't realize you're casting a spell unless they make an opposed Spot check against your Perform check.

Easy Escape

-Medium or smaller size

-Escape Artist 8 ranks

-If an opponent larger than medium is grappling you, you gain a +4 bonus to the check to escape the grapple for every size category the enemy is larger than medium.

False Theurgy

-Bluff OR Sleight of Hand 8 ranks

-Spellcraft 8 ranks

-You can expend a swift action when casting a spell to mirror the verbal and somatic components of another spell of the same level. This skill trick makes your spells immune to standard counterspelling but feats from the Improved Counterspelling tree and Dispel Magic still works.

Focused Performer

-Concentration 1 rank

-Perform(any) 6 ranks

-You may make a Perform check in place of a Concentration check to maintain an Arcane spell with a Verbal component (not applicable to a spell with the Silent Spell metamagic applied to it).

Healing Hands

-Heal 5 ranks

-When you succeed at a Heal check to stabilize a character at 0 hit points or less, that character also heals 1d6 hit points.

Hidden Blade

-Sleight of Hand 5 ranks

-Quick Draw

-When you use Sleight of Hand to conceal a weapon, and you draw and attack an opponent who is not aware of said weapon, they are treated as flat-footed for your first attack against them.

Mosquito's Bite

-Sleight of Hand 12 ranks

-If you hit a flat-footed opponent with a light weapon, you can choose for the opponent to not realize it has been struck until the following turn. It instead reacts as if you had attacked and missed.

Opening Tap

-Open Lock 12 ranks

-As a swift action, you may make an Open Lock check at a -10 penalty to open a lock without tools by striking the lock with a hard, blunt object. This penalty replaces the normal penalty for not using tools to open the lock.

Quick Escape

- Escape Artist 12 ranks
- This trick allows two options, both of which can be used once per encounter.
 - You may use a swift action to escape a grapple, even if you have already used a standard action to escape that grapple in the same turn.
 - You can use a move action to make any Escape Artist check that would normally require a full-round action.

Shrouded Dance

- Hide 8 ranks
- Perform(Dance) 5 ranks
- You can make a Hide check with a DC of 20 as a move action in combat. If you succeed, you gain concealment until the start of your next turn.

Sudden Draw

Sleight of Hand 8 ranks

- Quick Draw
- If an opponent provokes an attack of opportunity from you, you may draw a weapon that you concealed with Sleight of Hand and attack with it as an immediate action. The opponent is considered flat-footed for this attack.

Tactile Trapsmith

- Disable Device 6 ranks
- Search 6 ranks
- You may use your Dex modifier rather than your Int modifier when making Disable Device or Search checks. You receive no penalties for darkness or blindness when making these checks.

Versatile Performer

- Perform(any) 5 ranks
- Pick a number of Perform categories equal to your Intelligence modifier (minimum 1). When making checks, treat all categories as if they had as many ranks as your highest-ranked category. You gain a +2 bonus to check when using more than one of these Performance categories together

Whip Climber

- Use Rope 5 ranks
- Whip Proficiency
- You can use a whip as a makeshift grappling hook, lashing it onto a weight-bearing object to swing or climb. You make Climb checks using the whip as if it were a normal grappling hook. Using this trick requires a Use Rope check as per normal to secure a grappling hook, but only requires a move action.

Mental Skill Tricks

Appraise Magic Value

- Appraise 5 ranks
- Knowledge(arcana) 5 ranks
- Spellcraft 5 ranks
- If you know an item is magical you may use the Appraise skill to ascertain it's specific magical properties. The DC of this Appraise check is 10 + the caster level of the item, requires 8 hours of uninterrupted work and consumes 25 gp of special materials.

Astral Tracking

- Knowledge(The Planes) 12 ranks
- Spellcraft 8 ranks
- Survival 10 ranks
- You may make Survival checks to track creatures through the planes, as well as the following abilities:
 - Track through the featureless Astral Plane – DC 25.
 - Determine the destination of a *Teleport* spell or effect when standing at the point of departure – DC 30.

If you succeed and can teleport, then you may attempt to follow as if you had viewed the destination once

Clarity of Vision

-Spot 12 ranks

-Make a Spot check with a DC of 20 as a swift action. If you succeed, you can spot invisible creatures within 30 ft until the end of your turn.

Collector of Stories

-Knowledge(any) 5 ranks

-When you make a trained Knowledge check to learn about a creature or it's special abilities or even vulnerabilities, you gain a +5 bonus on that check. Bards with this skill trick also gain a +2 bonus to Bardic Knowledge checks.

Hear the Unseen

-Listen 9 ranks

-Blind-Fight

-As a move action, you can attempt a Listen check vs. DC 25 to pinpoint all foes within 30 ft (as long as you have line of effect on them). This benefit does not eliminate your miss chance. If an opponent is using Move Silently, it is an opposed check, with a +15 bonus for your opponent. If you are Deafened, or in an area of *Silence*, you cannot use this feat.

Keen-Eared Scout

-Listen 6 ranks

-Skillful(Alertness)

-If your Listen check exceeds the DC by the indicated amount, you learn additional information from your check(cumulative):

Exceed DC Additional Information

+5 Size, Speed, & Direction of noise source

+10 Exact current position of noise source

+15 Armor worn & items carried by noise source (if any)

+20 Type & Subtype of the noise source

Also, you gain a +5 bonus to pinpoint the location of invisible creatures.

Listen to This

-Listen 5 ranks

-When you make a Listen check to hear a sound or a conversation, you may retell it verbatim to others as if they themselves had heard it within 1 hour of making the check.

Magical Appraisal

-Appraise 5 ranks

-Knowledge(arcana) 5 ranks

-Spellcraft 12 ranks

-When you succeed at 5 or more on a Spellcraft check to read the school of magic on a magic item, you may spend 1 minute concentrating on said item to determine it's magical properties. This skill trick also works if you cast Detect Magic on a magic item.

Point it Out

-Spot 8 ranks

-When you make a successful Spot check, you can spend an immediate action to grant an ally within 30 ft that can see or hear you a free Spot check to see the same thing with a +2 bonus to the check.

Quick Reconnoiter

-Listen 5 ranks

Spot 5 ranks

-Can make Listen and Spot checks as free actions. Gain a +2 bonus to Initiative checks.

Spot the Weak Point

-Spot 12 ranks

-As a standard action, you may attempt a Spot check using your opponent's AC as the DC for the check. If you succeed, your next attack made against them in the same round is made as a touch attack. If this feat is used with a ranged weapon, you must be within 30 ft to use this trick.

Swift Concentration

-Concentration 12 ranks

-You can maintain concentration on a spell or similar effect as a swift action.

Movement Skill Tricks

Acrobatic Backstab

-Tumble 12 ranks

-If you make a successful Tumble check to move through an enemy's square, you treat that enemy as flat-footed for your next melee attack against them in your current turn.

Acrobatic Strike

-Tumble 12 ranks

-If you succeed in a Tumble check to move past an opponent without provoking an attack of opportunity, you gain a +4 bonus on your next attack made against them this turn.

Agile Athlete

Climb 1 rank

Jump 1 rank

-When making Climb and Jump checks, use your Dex modifier instead of your Str.

Back on Your Feet

-Tumble 12 ranks

-If you are rendered prone, you may get back up as an immediate action without provoking an attack of opportunity.

Brachiation

-Climb 6 ranks

-Jump 6 ranks

-You can move through medium and dense forest area at your normal land speed. You must be at least 20 ft from the ground to use this ability.

Corner Perch

-Climb 8 ranks

-If you succeed on a Climb check to ascend or descend either a "chimney," where you can brace opposite walls, or a corner where you can brace against perpendicular walls, you can suspend yourself momentarily. Until the end of your next turn, you can use your hands freely for any other purpose (including attacking) without risk of falling. At the end of your next turn, you fall from the wall unless you succeed on a Climb check against the normal DC + 5 (made as a move action) or you have succeeded on another Climb check to move up or down the wall as normal.

Example: Ember the monk succeeds on a DC 15 Climb check to scramble up 10 feet (one-quarter of her speed) into a corner formed by two typical dungeon walls. Using Corner Perch, she then braces her legs against the walls and uses her remaining standard action to draw and throw a shuriken at a bugbear on the ground below her. On her next turn, still braced in the corner, she draws her quarterstaff and attacks an ogre that has moved next to her, gaining a +1 bonus on the attack roll for higher ground. At the end of that turn, she drops from the wall rather than attempting to hold her position. Since she has the slow fall class ability, Ember takes no damage from the drop.

Cunning Evasion

-Hide 9 ranks

-Evasion

-If you avoid all the damage from an Area-of-Effect attack due to your Evasion class ability, you may

use an Immediate Action to make a 5' Step and a Hide check, assuming there is cover within 5'. If you have the 'Hide in Plain Sight' class ability, you do not need cover to make your Hide check.

Dismount Attack

-Ride 5 ranks

-If your mount has moved at least 10 ft this round, you may attempt a Fast Dismount action. If you succeed, you may make a standard attack against an opponent in melee range as if you had charged them.

Escape Attack

-Escape Artist 8 ranks

-When you escape a grapple, you may deliver an attack with a light weapon against the opponent who grappled you. The opponent is considered flat-footed for the attack, and you must have had the weapon in hand or possess the Quick Draw feat to use this skill trick.

Extreme Leap

-Jump 5 ranks

-If you make a horizontal jump of at least 10 ft, you may take a swift action to move an additional 10 ft in the same turn.

Leap Attack

-Jump 8 ranks

-Power Attack

-You can combine a jump with a charge against an opponent. If your jump covers at least 10 ft of horizontal distance and end in a square which threatens your opponent, you double your bonus damage from Power Attack, if you are wielding a 2-handed weapon, you triple it instead.

Leap of the Heavens

-Jump 6 ranks

-If you do not get a running start, your Jump checks do not have their DC's doubled, and if you do get a running start, you receive a +5 Competence bonus on your Jump checks

Leaping Climber

-Climb 5 ranks

-Jump 5 ranks

-If you make a Jump check as a swift action to begin a climb, you add the vertical distance of your Jump check to the initial climb distance. This Jump check is treated as if you made a running start, even if you did not move 20 ft.

Mobile Spellcasting

-Concentration 8 ranks

You can make a special Concentration check (DC 20 + spell level) to cast a spell and move as one standard action. You can't use this ability to cast spells that normally take longer than a Standard Action to cast. If you fail the check, you lose the spell. You may combine the effect of this feat with casting on the defensive, by raising the DC by 5.

Natural Swimmer

-Swim 12 ranks

-You can swim half your speed as a move action, or your speed as a full-round action. You take the normal armor check and encumbrance penalty for swimming, rather than double.

Nimble Charge

-Balance 5 ranks

-You can run or charge across difficult surfaces without needing to make a Balance check.

Nimble Stand

-Tumble 8 ranks

-On your turn, you may stand up from prone without provoking an attack of opportunity.

Quick Swimmer

-Swim 5 ranks

-If you succeed on a Swim check to move at least 10 ft, you can add 10 more ft to that action.

Slipping Past

-Escape Artist 5 ranks

-Tumble 5 ranks

-As a swift action you can ignore the movement, attack roll and AC penalties when squeezing through a narrow space. This effect lasts until the start of your next turn.

Speedy Ascent

-Climb 5 ranks

--If you succeed on a Climb check to move at least 10 ft, you can add 10 more ft to that action.

Tumbling Crawl

-Tumble 5 ranks

-If you succeed at a DC 15 Tumble check you can crawl 5 ft without provoking any attacks of opportunity.

Tumbling Feint

-Bluff 6 ranks

-Tumble 6 ranks

-Designate an opponent at the start of your turn.. If you avoid provoking an attack of opportunity against this opponent by using your Tumble skill, you receive a +5 bonus on a Bluff check to Feint in combat against that opponent once until the end of your next turn.

Twisted Charge

-Balance 5 ranks

-Tumble 5 ranks

-When you charge you can make one turn up to 90 degrees during your charge. This trick does not give you extra movement during a charge and you must have line of sight on your chosen opponent at the start of your charge.

Up the Hill

-Balance 5 ranks

Jump 5 ranks

-You can move up a steep slope or stairs at your normal speed rather than half speed. This trick lasts for 1 round.

Vault

-Jump 5 ranks

-Weapon Focus(any polearm)

-While wielding a polearm, you reduce the DC for a Long Jump by 5; and the DC for a High Jump is equal to 3x the distance to be cleared (instead of 4x).

Walk the Walls

-Climb 12 ranks

-Tumble 5 ranks

-You can move up a wall without making a Climb check, every 5 feet you move vertically in this way costs you 4 squares of movement. You must begin and end your movement on a horizontal surface when using this trick.

Wall Jumper

-Climb 5 ranks

Jump 5 ranks

-If you have succeeded on a Climb check to ascend or descend a wall on your current or previous turn, you may leap from it as if you had a running start.

Racial Feats:

Human

Versatile Ability

-You gain +2 to an ability score of your choice. Your racial maximum in that ability also increases by 2.

Human Perseverance

-You gain a +1 bonus to all of your base saves. This feat can be taken more than once, its effects stack. This feat can be taken a number of times equal to half of your Hit Dice(round up)

Human Ingenuity

-You gain a number of skill points equal to 5 + (your total HD x 2), whenever you gain a new Hit Die you also gain 2 extra skill points.

Adaptive Ingenuity

-Choose a non-class skill. You gain a Rank in that skill if you don't already and treat that skill as a class skill.

Improved Weapon Proficiency

-You gain a +1 to attack and damage rolls with one weapon you are proficient with. This feat can be taken twice, its effects stack.

Survival Instincts

-When purchasing this feat you may choose 2 of the following benefits:

+2 to Initiative

+2 to Spot/

+2 to Listen

+1 to a save of your choice

+1 dodge bonus to AC

This feat can be taken a number of times equal to half of your Hit Dice(round up), its effects stack. You may not choose the same two effects with a single purchase of this feat.

Heroic Surge

-Once per day you may add +5 to an attack roll, save or skill/ability check. This ability can be used after the roll has been made. This feat can be taken a number of times equal to your Hit Dice. Each time it is taken you gain an additional use per day of this feat.

Elf

Elven Grace

-You gain a +1 to your Dex and Int scores. Your racial maximums in these abilities also goes up by one. This feat can be taken twice, its effects stack.

Elven Weapon Training

-You gain a +1 to attack and damage rolls with Elven weapons. This feat can be taken twice, its effects stack.

Elven Clarity

-You gain an additional +1 to Spot, Listen and Search checks and gain an additional 5 ft to notice secret doors.. This feat can be taken twice, its effects stack.

Elven Instincts

-Gain Spot, Listen or Search as a class skill as well as a Rank in that skill if you do not already have one. This feat can be taken twice, if taken a second time, you gain the other skills as class skills along with a rank in them if you do not already have one.

Fey Lineage

-You gain an additional +3 bonus against enchantment and charm effects.

Eldritch Blood

-You add +1 to the save DC of any Enchantment/Charm spells as well as spells of a single school of your choice. This feat can be taken a number of times equal to half of your Hit Dice(round up). Each time this feat is taken you may choose a new spell school to gain a +1 or enhance a single spell schools' bonus **once**..

Dwarf

Dwarven Hardiness

-You gain a +1 to your Con and Wis scores. Your racial maximums in these abilities also goes up by one. This feat can be taken twice, it's effects stack.

Dwarven Weapon Training

-You gain a +1 to attack and damage rolls with Dwarven weapons. This feat can be taken twice, it's effects stack.

Eyes of the Mason

-You gain an additional +2 to Search checks in regards to your Stonecunning ability and increase it's range by 5th. You also gain an additional +2 to Appraise and Craft check in regards to stonework and metalwork This feat can be taken twice, it's effects stack.

Hands of the Mason

-Gain Appraise or Craft(stonework) as a class skill as well as a Rank in that skill if you do not already have one. This feat can be taken twice, if taken a second time, you gain the other skill as a class skill along with a rank in it if you do not already have one.

Stalwart Stance

-You gain an additional +4 to resist being bull-rushed when standing firmly on solid ground. You also gain a +2 to resist being bull-rushed in all other situations.

Healthy as an Ox

-You gain an additional +1 to saves against poison, as well as a +2 bonus to saves against disease.

Stubborn Resistance.

-You gain an additional +1 against spells and spell-like abilities. This feat can be taken twice, it's effects stack.

Dwarf Blood Feud

-You gain a +1 to attack and damage rolls against orcs and goblinoids, as well as an additional +2 dodge bonus to AC against giants. This feat can be taken twice, if taken a second time, your racial attack and damage bonus applies to giants as well, and you gain a +2 dodge bonus to AC against orcs and goblinoids.

Gnome

Gnomish Exuberance

-You gain a +1 to your Con and Int scores. Your racial maximums in these abilities also goes up by one. This feat can be taken twice, it's effects stack.

Gnomish Weapon Training

-You gain a +1 to attack and damage rolls with Gnomish weapons. This feat can be taken twice, it's effects stack.

Trick of the Eye

-You gain an additional +2 to saves vs illusions and an additional +1 to the DC of your spells from the illusion school.

It's All in the Wrist

-You can use your gnomish spell-like abilities 1 more times per day, and you gain a +2 bonus to the DCs of those spells. This feat can be taken a number of times equal to half of your HD(round up), it's effects stack.

Keen Senses

-You gain an additional +2 to Listen checks and a +4 to Craft(alchemy) checks. This feat can be taken multiple times, if taken a second time you choose either Listen or Craft(alchemy) as a class skill with a rank in that skill if you don't already have one. If taken a third time, you gain the other skill as a class skill with a rank in it if you don't already have one.

Gnome Blood Feud

-You gain a +1 to attack and damage rolls against kobolds and goblinoids, as well as an additional +2 dodge bonus to AC against giants. This feat can be taken twice, if taken a second time, your racial attack and damage bonus applies to giants as well, and you gain a +2 dodge bonus to AC against kobolds and goblinoids.

Halfling

Halfling Cunning

-You gain a +1 to your Dex and Cha scores. Your racial maximums in these abilities also goes up by one. This feat can be taken twice, it's effects stack.

Halfling Weapon Training

-You gain a +1 to attack and damage rolls with Halfling weapons(including thrown weapons and slings). This feat can be taken twice, it's effects stack.

Adventurous Spirit

-You gain an additional +1 to all saves, as well as an additional +1 on saves vs fear.

Halfling Life-Skills

-You gain an additional +1 bonus to all Climb, Jump, Listen and Move Silently checks. This feat can be taken twice, it's effects stack.

Halfling Life-Hacks

-Gain Climb, Jump, Listen or Move Silently as a class skill as well as a Rank in that skill if you do not already have one. This feat can be taken multiple times, Every time it is taken, you gain one of the other listed skills as a class skill along with a rank in it if you do not already have one.

Half Orc

Orcish Savagery

-You gain a +1 to your Str and Con scores. Your racial maximums in these abilities also goes up by one. This feat can be taken twice, it's effects stack.

Blood Rage

-You gain the ability to enter a Rage once per day as per a 1st level Barbarian. This feat adds an additional use of your Rage if you have a class that already grants this ability.

Orcish Weapon Training

-You gain a +1 to attack and damage rolls with Orcish weapons. This feat can be taken twice, it's effects stack.

Menacing Demeanor

-You gain a +2 bonus to Intimidate checks. This feat can be taken twice, if taken a second time, you gain an additional +2 to Intimidate checks and you gain Intimidate as a class skill and one Rank in that skill if you don't already have one.

Ferocious Charge

-The first time you attack an opponent in combat you can choose to make a single attack as a full-round action. If you hit, the opponent you struck and all other enemies within 30 ft that can see and hear you must succeed at a Will save equal to 10 + half your HD + your Str modifier or be demoralized for 5 turns. If your attack was a charge then the DC of the save is increased by 2.

Dragonborn

Dragon's Majesty

-You gain a +1 to your Str and Cha scores. Your racial maximums in these abilities also goes up by one. This feat can be taken twice, it's effects stack.

Dragon's Will

-Your bonus to resist sleep and paralysis effects increase by 1. This feat can be taken twice, it's effects stack.

Tough Hide

-Your natural armor bonus increases by 1. This feat can be taken a number of times equal to half of your **base** Con modifier(round up), it's effects stack.

Energy Inured

-Your resistance to your chosen energy type increases by 1 + your Con modifier.

Dragon's Legacy

-Gain an additional +2 bonus to Knowledge(Arcana) and Knowledge(History) checks made in regards to dragons. This feat can be taken twice, if taken a second time, you gain Knowledge(Arcana) and Knowledge(History) as class skills as well as a Rank in those skills if you don't already have one.

Breath of Fury

-The DC of your breath weapon increases by 2 and gains an additional 1d6 of damage. This feat can be taken twice, if taken a second time you gain an additional use per day of your breath weapon, increase it's DC by an additional 2 and increase it's damage by +1 for each d6 of damage that it rolls.

Serrated Claws

-Your natural claw attack gains a +1 to it's attack and damage rolls. This feat can be taken a number of times equal to 1 + your **base** Con modifier, it's effects stack.

Goliath

Goliath Stalwartness

-You gain a +1 to your Str and Wis scores. Your racial maximums in these abilities also goes up by one. This feat can be taken twice, it's effects stack.

Oversized Weapon Familiarity

-Gain a +1 to attack and damage rolls with oversized weapons that you can racially use. This feat can be taken twice, it's effects stack.

Stone's Endurance

-Your natural /- DR increases by 1. This feat can be taken a number of times equal to 1 + half of your **base** Con modifier(round up), it's effects stack

Natural Athlete

-Gain a +1 bonus to Climb and Jump checks and you choose one of those skills as a class skill as well as a Rank in that skill if you don't already have one. This feat can be taken three times, if taken a second time the bonus to Climb and Jump checks increases by 1 and you gain the other skill as a class skill as well as a Rank in that skill if you don't already have one. If taken a third time, then you also gain Swim as a class skill as well as a Rank in that skill if you don't already have one and the numerical bonus of this feat also applies to Swim checks.

Unspoken Language

-Gain an additional +2 to Sense Motive checks, and when you make a Sense Motive check outside of combat, you roll twice and take the better result. This feat can be taken twice, if taken a second time, you gain Sense Motive as a class skill and a Rank in it if you don't already have one, and can use this feat's reroll option in combat.

Tiefling

Infernal Heritage

-You gain a +1 to your Dex and Cha scores. Your racial maximums in these abilities also goes up by one. This feat can be taken twice, it's effects stack.

Trickster's Legacy

-Gain an additional +1 to Bluff and Hide checks. This feat can be taken 3 times, if taken a second time your bonus to Bluff and Hide checks increases by 1 and you choose Bluff or Hide to gain as a class skill as well as a Rank in that skill if you don't already have one. If taken a third time your bonus to Bluff and Hide checks further increases by 1 and you gain the other skill as a class skill as well as a Rank in that skill if you don't already have one.

Infernal Resistance

-You gain the third energy resistance type you did not choose at creation.

Ancestral Bulwark

-Choose one of your existing energy resistances, that resistance increases by 1 + your Cha modifier. This feat can be taken multiple times, each time it is taken you choose a new energy resistance to gain this feat's bonus. Note that this feat can only enhance each energy type **once**.

Infernal Thirst

-Gain a +1 to all attack rolls you make. This feat can be taken a number of times equal to half of your HD(round down), it's effects stack.

Aasimar

Celestial Heritage

-You gain a +1 to your Con and Int scores. Your racial maximums in these abilities also goes up by one. This feat can be taken twice, it's effects stack.

Noble Vigilance

-Gain an additional +1 to Spot and Listen checks. This feat can be taken 3 times, if taken a second time your bonus to Spot and Listen checks increases by 1 and you choose Spot or Listen to gain as a class skill as well as a Rank in that skill if you don't already have one. If taken a third time your bonus to Spot and Listen checks further increases by 1 and you gain the other skill as a class skill as well as a Rank in that skill if you don't already have one.

Celestial Resistance

-You gain the third energy resistance type you did not choose at creation.

Ancestral Bulwark

-Choose one of your existing energy resistances, that resistance increases by 1 + your Int modifier. This feat can be taken multiple times, each time it is taken you choose a new energy resistance to gain this feat's bonus. Note that this feat can only enhance each energy type **once**.

Celestial Grace

-Gain a +1 dodge bonus to your AC. This feat can be taken a number of times equal to half of your HD(round down), it's effects stack.

Warforged

Warforged Resoluteness

-You gain a +1 to your Str and Int scores. Your racial maximums in these abilities also goes up by one. This feat can be taken twice, it's effects stack.

Cold Iron Tracery

-Magical cold-forged iron tracing runs through your body. Your natural weapons and grapples count as cold iron for the purposes of overcoming damage reduction. You also gain a +1 bonus on Will saves against spells and spell-like abilities. This feat can only be taken at character creation.

Silver Tracery

-Magical silver tracing runs through your body. Your natural weapons and grapples count as silver for the purposes of overcoming damage reduction. You also gain a +1 bonus on Fort saves against spells and spell-like abilities. This feat can only be taken at character creation.

Familiar Weight

-Reduce the armor check penalty and increase the AC bonus of your composite plating by 1 each. This feat has no effect on standard composite plating.

Construct's Strength

-Your slam damage increases to 1d6 +1. This feat can be taken a number of times equal to 1 + your **base** Con modifier. Every time it is taken your slam deals an additional +2 damage.

Fists of War

-When taking a standard action to attack, you may make a slam attack with each fist at no penalty. Both of your hands must be free to use this feat.

Channeling the Spark

-You can tap into the raw elemental spark that lies at the heart of all constructs. At the start of your turn, you can enhance your fists with elemental energy(cold, electricity or fire), dealing an extra 1d6 of the chosen energy type with your slam attack and unarmed strikes. The element is chosen each time this feat is used and its effects last until the start of your next turn. While enhanced in this way, your fists are considered magical for the purposes of overcoming DR. This feat can be used a number of times per day equal to 1 + your HD.

Font of Life

-The spark of life burns more purely inside you. Healing spells and supernatural abilities(like fast healing) no longer function at half effectiveness on you, but you also become vulnerable to poison, disease, nausea, fatigue, exhaustion and effects that cause the sickened condition. Repair spells and effects that work on objects remain unaffected by this feat. This feat can only be taken at character creation. This feat cannot be taken if you have already taken Heart of Iron.

Heart of Iron

-Your construct nature is closer to the surface than other warforged. You gain immunity to nonlethal damage and your existing composite plating armor bonus increases by 2(your effective armor type remains unchanged), but healing spells and supernatural abilities(like fast healing) have no effect on you. Repair spells and effects that work on objects remain unaffected by this feat. This feat can only be taken at character creation. This feat cannot be taken if you have already taken Font of Life.

Item Creation Feats:

Scribe Scroll

-Caster level 1st (any)

-You can create a scroll of any spell that you know. Scribing a scroll takes 2 hours if the base price is 250 gp or less, or one day for each 1,000 gp in its base price. When you create a scroll, you set the caster level, which must be sufficient to cast the spell in question and no higher than your own caster level. The base price of a scroll is its spell level × its caster level × 25 gp. To scribe a scroll, you must spend 1/25 of this base price in XP and use up raw materials costing one-half of this base price.

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

Brew Potion

-Caster level 3rd (any)

-You can create a potion of any 3rd-level or lower spell that you know and that targets one or more creatures. Brewing a potion takes 2 hours if the base price is 250 gp or less, otherwise it takes one day. When you create a potion, you set the caster level, which must be sufficient to cast the spell in question and no higher than your own caster level. The base price of a potion is its spell level × its caster level × 50 gp. To brew a potion, you must spend 1/25 of this base price in XP and use up raw materials costing one half this base price. When you create a potion, you make any choices that you would normally make when casting the spell. Whoever drinks the potion is the target of the spell. Any potion that

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

Craft Wondrous Item

-Caster level 3rd (any)

-You can create any wondrous item whose prerequisites you meet. Enchanting a wondrous item takes one day for each 1,000 gp in its price. To enchant a wondrous item, you must spend 1/25 of the item's price in XP and use up raw materials costing half of this price. You can also mend a broken wondrous item if it is one that you could make. Doing so costs half the XP, half the raw materials, and half the time it would take to craft that item in the first place. Some wondrous items incur extra costs in material components or XP, as noted in their descriptions. These costs are in addition to those derived from the item's base price. You must pay such a cost to create an item or to mend a broken one.

Craft Wand

-Caster level 5th (any)

-You can create a wand of any 4th-level or lower spell that you know. Crafting a wand takes one day for each 1,000 gp in its base price. When you create a wand, you set the caster level, which must be sufficient to cast the spell in question and no higher than your own caster level. The base price of a wand is its caster level \times the spell level \times 750 gp. To craft a wand, you must spend 1/25 of this base price in XP and use up raw materials costing one-half of this base price. A newly created wand has 50 charges. Any wand that stores a spell with a costly material component or an XP cost also carries a commensurate cost. In addition to the cost derived from the base price, you must expend fifty copies of the material component or pay fifty times the XP cost.

Craft Magic Arms and Armor

-Caster level 5th (any)

-You can create any magic weapon, armor or shield whose prerequisites you meet. Enhancing a weapon, suit of armor, or shield takes one day for each 1,000 gp in the price of its magical features. To enhance a weapon, suit of armor, or shield, you must spend 1/25 of its features' total price in XP and use up raw materials costing one-half of this total price. The weapon, armor, or shield to be enhanced must be a masterwork item that you provide. Its cost is not included in the above cost. You can also mend a broken magic weapon, suit of armor, or shield if it is one that you could make. Doing so costs half the XP, half the raw materials, and half the time it would take to craft that item in the first place.

Craft Rod

-Caster level 9th (any)

-You can create any rod whose prerequisites you meet. Crafting a rod takes one day for each 1,000 gp in its base price. To craft a rod, you must spend 1/25 of its base price in XP and use up raw materials costing one-half of its base price. Some rods incur extra costs in material components or XP, as noted in their descriptions. These costs are in addition to those derived from the rod's base price.

Craft Staff

-Caster level 12th (any)

-You can create any staff whose prerequisites you meet. Crafting a staff takes one day for each 1,000 gp in its base price. To craft a staff, you must spend 1/25 of its base price in XP and use up raw materials costing one-half of its base price. A newly created staff has 50 charges. Some staffs incur extra costs in material components or XP, as noted in their descriptions. These costs are in addition to those derived from the staff's base price.

Forge Ring

-Caster level 12th (any)

-You can create any ring whose prerequisites you meet. Crafting a ring takes one day for each 1,000 gp in its base price. To craft a ring, you must spend 1/25 of its base price in XP and use up raw materials costing one-half of its base price. You can also mend a broken ring if it is one that you could make.

Doing so costs half the XP, half the raw materials, and half the time it would take to forge that ring in the first place. Some magic rings incur extra costs in material components or XP, as noted in their descriptions. You must pay such a cost to forge such a ring or to mend a broken one.

Compiled Training

-Character level 5th

-When you take this feat you may choose 2 classes, your class levels from those classes stack for the purposes of obtaining Core Abilities(excluding caster levels). Or you may also instead choose a single class, your class levels are considered 2 higher in that class when determining BAB, class defense bonus, saves, caster levels(if applicable), skill rank maximums, Core Abilities and feats that rely on your class level. This feat does not affect your **base** levels in any given class.

Skill Training

-Compiled Training

-Gain skill points equal to $(X + \text{your base Int modifier})$, where X is equal to what you gain per level in skill points in a class you have levels in(minimum 4). This feat can be taken a number of times equal to $2 + \text{your total HD}$, it's effects stack.

Skillful Paragon

-Skill Training

-Your maximum Skill Rank threshold increases by 2, and you gain a +1 bonus to all skills you have at least 1 rank in.

Survival Training

-Compiled Training

-Gain Hit Points equal to $5 + \text{your base Con modifier}$. Your classes chosen in Compiled Training are also considered 2(4 if you only chose 1 class) levels higher for the purpose of determining your base saves for those classes.

Survivalist Paragon

-Survival Training

-Gain 2 Hit Points for every HD you possess. You also gain a natural DR of 1/- and a +1 bonus to your worst save.

Combat Training

-Compiled Training

-Your BAB increases by 1. This feat can be taken a number of times equal to $3 + \text{your total BAB from base class levels}$, it's effects stack.

Combat Paragon

-Combat Training

-Gain a + 1 to attack and damage rolls with all weapons you are proficient with.

Defensive Training

-Compiled Training

-Your level is considered 4 levels higher for determining your class defense bonus. This feat can be taken three times, it's effects stack.

Defensive Paragon

-Defensive Training

-Your class defense bonus increases by 2. In addition, you gain a DR rating of 1/- plus and additional 1/- for every 5 points of class defense bonus you possess. This DR only applies when you are using your class defense bonus in lieu of an armor bonus to AC, and does not stack with DR from armor.

Spell Training

-Compiled Training

- Ability to cast spells

- Choose a class that casts spells, you gain a caster level in that class. This feat can be taken a number of times equal to 3 + your total caster levels from **base** class levels, it's effects stack.

Spellcasting Paragon

- Spell Training

- Your caster level is considered 1 higher for the purposes of spell DCs, caster checks and rolls to overcome SR.

Versatile Training

- Compiled Training

- Gain 1 point in an ability score of your choice. You can take this feat multiple times, it's effects stack. This feat cannot raise any ability score above it's normal maximum.

Versatile Paragon

- Versatile Training

- Choose an Ability Score, you gain 2 points in that score and your racial maximum in that score increases by 2.

Paragon Adventurer

- Skill Paragon

- Survival Paragon

- Combat Paragon

- Defensive Paragon

- Gain an additional Hit Die from a class you have class levels in. This Hit Die nets you no additional class abilities by itself but gives everything else a level in that class would give, including increasing your effective class level for the purposes of abilities and feats that rely on your class level(including feats within this tree).

Heroic Adventurer

- Paragon Adventurer

- BAB of 9 or Caster level 9th(any)

- 18 in 4 or more ability scores

- If you chose a single class when taking Compiled Training, your ability score maximum in all ability scores increases by 4. If you chose 2 classes when taking Compiled Training you may freely select Advanced Abilities from both of your chosen classes.

General Feats:

Due to the nature of the E5 system, various feats have been altered or created from scratch. Here is a list of the major feat trees and what kinds of characters they may benefit:

Feat Tree:

Adept Spellcaster

Armor Focus

Combat Expertise

Combat Reflexes

Daring Hero

Defender of the Faith

Divine Blessing

Dodge

Draconic Heritage

Useful to...

Casters of all types.

People who don't like taking damage.

Combat characters who want ti fight smarter, not harder.

Combat characters who want a flashy edge.

Swashbucklers, anyone wanting to pretend to be a pirate.

Clerics.

Priests and clerics who want to channel the power of the gods.

People who don't like being hit in the first place.

Sorcerers.

Dragonfighting	Anyone wanting to fight dragons.
Empowered Rage	Barbarians, any character with anger issues.
Endurance	Anyone who hates running out of hit points.
Good Luck	Players who don't trust their dice.
Great Fortitude	Any character that hates failing Fort saves.
Improved Bardic Music	Bards, all would-be rock stars.
Improved Counterspell	Casters that hate other casters.
Improved Critical	Anyone who believes a natural 20 is final.
Improved Initiative	Characters that hate being surprised.
Improved Ki	Monks, Kensai
Improved Sneak Attack	Rogues
Improved Spellbolt	Priests, sorcerers and wizards who hate using all of their spells in one combat encounter.
Improved Unarmed Strike	Monks, martial arts wannabees.
Iron Will	Any character that hates failing Will saves.
Knight of the Arcane	Duskblades
Leadership	Any aspiring party leader.
Lightning Reflexes	Any character that hates failing Ref saves.
Nature's Chosen	Druids
Nature's Warrior	Rangers
Power Attack	Combat characters that solve all their problems with brute force.
Righteous Champion	Paladins
Sacred Vow	Any good-alignment character.
Shield Focus	Combat characters channeling their inner Captain America.
Skillful	People who like skill tricks, anyone with too many skill points to spend.
Spell Focus	Caster of all types.
Spiritcaller's Boon	Shamans
Student of Sword Magic	Swordmages
Two-Weapon Fighting	Rangers, fighters pretending to be rangers.
Warrior's Focus	Kensai
Weapon Focus	Fighters, any aspiring murder-hobo.

Adept Spellcaster

-Ability to cast spells.

-Your primary spellcasting ability is considered 4 higher for the purposes of determining bonus spells. This feat can be taken more than once, it's effects stack, however, the bonus conferred by this feat cannot more than double your **base** spellcasting ability score. Every time this feat is taken you also gain an extra 0 level bonus spell with a limit equal to the number of 1st level spells you gain based on your primary spellcasting ability score

Empowered Spellcaster

-Adept Spellcaster

-Caster level 5th(any)

-When casting any spell that has a numerical component based on your caster level, add 1 to you caster level. A divine spellcaster using a cure spell and an arcane spellcaster using a spell in their chosen school via Spell Focus gains an additional +1 to their caster level, and

raises the normal numerical limitations by 2 for dice added and ignores the restriction for straight numerical bonuses.

Razing Spellcaster

- Empowered Spellcaster

- Caster level 7th(any)

- Choose an energy type. When casting spells that deal damage with that energy type, you may ignore up to 10 points of resistance an opponent has to that energy type. When casting such spells against opponents without such resistances, you gain a bonus to the spell's damage equal to (the spell's level x 2). This bonus cannot be lower than your **base** primary spellcasting ability modifier. This feat can be taken multiple times. Each time it is taken, choose a new energy type.

Improved Razing Spellcaster

- Razing Spellcaster

- Caster level 9th(any)

- When casting spells of your chosen energy type, you treat half of the damage as untyped. In addition the numerical bonuses from Razing Spellcaster are increased by 50%.

Practiced Spellcaster

- Adept Spellcaster

- Spell Focus

- Your caster level is considered 2 higher for the purposes of determining numerical spell effects in your chosen school.

Extensive Spellcaster

- Practiced Spellcaster

- Caster level 5th(any)

- Your caster level is considered 1 higher for purposes of determining numerical effects when casting spells not in your chosen school.

Prodigal Spellcaster

- Adept Spellcaster

- Caster level 5th(any)

- You may cast spells 1 level higher than your caster levels would allow (you essentially gain 0 spells per day in the higher spell level). This feat can be taken more than once, each time it is taken, it applies to a new caster level type (Wizard, Paladin, etc.). This feat does not affect the Spellbolt ability.

Improved Prodigal Spellcaster

- Prodigal Spellcaster

- Caster level 9th(any)

- You gain 1 additional spell per day in your spell levels starting at 1st and going up for each level of Adept Spellcaster you possess. For example, if you have taken Adept Spellcaster 3 times you would gain 1 additional spell per day in your 1st, 2nd, and 3rd spell levels. This feat can be taken multiple times, each time it is taken, it applies to a new spell type (Wizard, Paladin, etc.). This feat cannot affect your highest level of spell you can cast, no matter the bonus.

Improved Adept Spellcaster

- Adept Spellcaster

- Caster level 3rd(any)

- When you fail a caster check, you may reroll the check with a +1 bonus. This feat can be used a number of times per day equal to 2 + the number of times you have taken the Adept Spellcaster feat.

Arcane Potential

- Improved Adept Spellcaster
- Your bonus spell slots from your primary spellcasting ability can be used by any feat that requires the use of spell slots. This feat does not allow you to cast spells that your caster level would not normally allow you to cast.

Greater Adept Spellcaster

- Improved Adept Spellcaster
- Caster level 8th(any)
- You gain a +1 bonus to your spell DCs and caster checks for every 2 levels of Adept Spellcaster you have (Minimum +2)..

Arcane Mastery

- Adept Spellcaster
- Caster level 7th(any)
- You may take 10 on caster checks as if they were skill checks. You also gain a +2 bonus on Concentration and Spellcraft checks related to spellcasting.

Arcane Bolster

- Adept Spellcaster
- Caster level 4th(any)
- You may expend a spell slot to grant one of your spells a +1 save DC per level of slot used. Your caster level for the spell is also increased by half the spell level (round down). This effect lasts for a single cast. If you have the Spell Focus feat and use this feat on a spell of the chosen school, the bonus conferred from this feat is considered 50% greater (round down, minimum additional bonus of +1).

Piercing Cast

- Arcane Bolster
- Caster level 6th(any)
- When using Arcane Bolster, your spell also gains a bonus to overcome an opponent's SR equal to the level of spell used. If you have the Spell Penetration feat, the bonus conferred by this feat is considered 50% greater (round up)

Overwhelming Force

- Piercing Cast
- Caster level 8th(any)
- When you use Arcane Bolster on a spell that deals damage or healing, you gain a bonus of +2 to the damage or healing of that spell for every level of slot used. If you have the Spell Focus feat and use this feat on a spell of the chosen school, the bonus conferred from this feat is considered 50% greater.

Arcane Bulwark

- Adept Spellcaster
- Caster level 5th(any)
- You may expend a spell slot to gain a one-time SR against a spell cast upon you equal to 12 + the level of spell used. This feat can be used reflexively.

Arcane Shielding

- Arcane Bulwark
- Caster level 7th(any)
- When using Arcane Bulwark, you gain its SR effect until the start of your next turn.

Arcane Conversion

- Adept Spellcaster
- Caster level 5th(any arcane)

-You may expend a spell slot to cast a cure spell on yourself of one level lower than the spell slot used. These cure spells heal in d6s rather than d8s as normal. When used on spell slots higher than 5th level, the amount of dice healed is equal to one less than the level used with no change to the bonus healing by caster level. This feat has no effect on Bardic arcane spellcasting.

Arcane Recovery

-Arcane Conversion

-When you are reduced to 0 Hit Points or lower, you may expend a 0-level spell to stabilize with no roll required. If you elect to expend a higher level spell instead, you also heal a number of Hit Points equal to 2+ the level of spell used. If this healing would not return you to at least -9 Hit Points, you may expend additional spell levels to attempt to do so. This feat can be used reflexively.

Eschew Materials

-Adept Spellcaster

You may forgo any material component for spells that cost less than 1 gp.

Arcane Study

-Adept Spellcaster

-Ability to spontaneously cast spells.

-You may use your Int modifier instead of your Cha modifier to determine your bonus spells per day and your spell DCs.

Arcane Adept

-Arcane Study OR Caster level 1st(Duskblade)

-Your **base** bonus spells per day are also added to your spells known.

Improved Instant Magic

-Adept Spellcaster

-Instant Magic class feature

-You gain more benefit from your Instant Magic class feature based on the chart below.

-**Urgent Shield(Abjuration):** The bonus to AC increases to +4 and can be used after an attack roll has been made.

-**Abrupt Jaunt(Conjuration):** You may teleport up to a distance of your base movement speed

-**Glimpse Peril(Divination):** You may, instead of the normal bonus, give yourself a free reroll on your next failed save.

-**Instant Daze(Enchantment):** You may affect creatures 2 HD higher than normal.

-**Counterfire(Evocation):** The damage from the bolt increases to 1d6 damage per 2 caster levels and if you hit, the target suffers a -2 to their attack roll against you.

-**Brief Figment(Illusion):** The illusion gains hit points equal to your HD + your caster levels, and lasts a number of rounds equal to your **base** ability modifier that affects your spellcasting.

-**Cursed Glance(Necromancy):** Your curse applies a -3 penalty and inflicts damage equal to 1 + your ability score modifier that affects your spellcasting. This damage ignores all forms of DR

-**Sudden Shift(Transmutation):** Your Speed increases by half again(round up) and lasts for one additional turn.

Greater Instant Magic

-Improved Instant Magic

-Caster level 5th(Sorcerer)

-Your caster level is considered 2 higher for the purposes of determining your spell level, caster level, and save DC for your Instant Magic. This feat can be taken twice, it's effects stack.

Improved Familiar

-Adept Spellcaster

-Ability to obtain a familiar

-Your familiar gains a +2 to their Dex/Con score and a natural DR of 1/-. You also gain additional benefits from your familiar based on the chart below.

Familiar	Bonus to Master
Bat	Gain Listen as a class skill
Cat	Gain Move Silently as a class skill
Hawk	Gain Spot as a class skill
Lizard	Gain Climb as a class skill
Owl	Gain Spot as a class skill
Rat	Gain an additional +1 to Fort saves
Raven*	Gain Appraise as a class skill
Snake(Tiny Viper)	Gain Bluff as a class skill
Toad	Gain +5 additional Hit Points
Weasel	Gain an additional +1 to Ref saves

Bonded Familiar

-Improved Familiar

-Caster level 5th(any)

-Should your familiar die, you gain a +4 bonus to the resulting Fort save, and if you succeed, you ignore the exp loss and the normal wait time to summon a new familiar, so long as it was the same creature as before. This feat has no effect if you choose to dismiss your familiar or summon a different familiar if the previous one perished.

Combat Casting

-Adept Spellcaster

-BAB of 1

-You gain a +4 bonus on Concentration checks to cast spells while casting on the defensive or when grappled or pinned.

Improved Combat Casting

-Combat Casting

-BAB of 3

-Caster level 3rd(any)

-You bonus to Concentration checks in regards to spellcasting apply to all situations in combat. You no longer provoke attacks of opportunities when casting spells, so long as the spell does not take longer than a standard action to cast.

Arcane Strike

-Adept Spellcaster

-BAB of 1

-You may expend a spell slot to enhance a single melee or ranged weapon attack with a bonus to the attack roll equal to 1 + the level of spell slot used and a bonus to the damage roll equal to the level of spell used and an additional 1d4 damage for every 2 levels of spell slot used. This damage is force damage unless you also possess the Energy Substitution feat, in which case the energy type can be whichever you choose.

Arcane Smite

-Arcane Strike

-When using Arcane Strike, your attack roll is made as a touch attack, and the bonus damage becomes +2 per level of spell used and 1d6 for every 2 spell levels used.

Arcane Echo

-Arcane Strike

-When using Arcane Strike, gain it's effects until the start of your next turn. This feat does not affect Arcane Smite.

Arcane Armor

-Arcane Strike

-When using Arcane Strike, you gain a natural armor bonus to your AC equal to (the level of spell used-1, minimum 2) until the start of your next turn.

Arcane Toughness

-Arcane Armor

-When using Arcane Strike, gain DR equal to 2/- until the start of your next turn.

-Arcane Healing

-Arcane Strike

-When using Arcane Strike, you also heal a number of hit points equal to (the level of spell used + 2)

-Arcane Regeneration

-Arcane Healing

-Arcane Echo

-When using Arcane Strike, you gain the effects of Arcane Healing the following turn equal to half of what you originally healed. This halving continues on successive turns until the amount healed would be less than 1. If Arcane Strike is used again when Arcane Regeneration is in effect the new healing overrides the old one.

Arcane Flicker

-Arcane Strike

-Fast Movement class feature or Instant Magic(Abjuration)

-When using Arcane Strike, you may use your Move Action to teleport a distance of your movement speed rather than using your normal movement. Your movement speed is considered 10 ft more when used in this way. This teleport does not provoke attacks of opportunity based on threat area.

Arcane Momentum

-Arcane Flicker

-The teleport used in Arcane Flicker counts as a free action rather than a Move action. In addition, the total distance traveled may be divided among more than one use in a single turn.

Arcane Empowerment

-Arcane Strike

-You may expend 0 level spell slots on Arcane Strike as if they were 1st level spell slots.

Arcane Surge

-Arcane Echo

-Arcane Toughness

-Arcane Regeneration

-Arcane Momentum

-When using a single spell slot for Arcane Strike, your spell slot used is considered 1 higher than normal. You may also expend 2 spell slots of the same level to gain the effects of a spell slot half again higher(round up) than normal. This feat has no effect on 0 level spell slots.

Armor Focus

-BAB of 1

-Reduce the armor check penalty of a chosen armor by 1 and reduce the arcane spell failure chance by 5%.

Improved Armor Focus

- Armor Focus
- BAB of 4
- Increase the bonus provided by Armor Focus by 1 and 5% respectively.

Greater Armor Focus

- Improved Armor Focus
- BAB of 8
- Increase the bonus provided by Armor Focus by 1 and 5% respectively.

Superior Armor Focus

- Greater Armor Focus
- BAB of 12
- Once per encounter when wearing your chosen armor, you can ignore the spell failure chance on your armor when casting a spell. Twice per day when wearing your chosen armor, you may reroll a failed skill check that your armor check would apply to.

Armor Expertise

- Armor Focus
- Increase the maximum Dex bonus of your chosen armor by 1, and reduce the movement speed penalty(if any) by 5 ft.

Improved Armor Expertise

- Armor Expertise
- BAB of 4
- Increase the bonus provided by Armor Expertise by 1 and 5 ft respectively.

Greater Armor Expertise

- Improved Armor Expertise
- BAB of 8
- Increase the maximum Dex bonus of your chosen armor by 1, and if you are subject to a movement speed penalty from a non-magical source, you reduce that penalty by half(round up).

Superior Armor Expertise

- Greater Armor Expertise
- BAB of 12
- Once per encounter when wearing your chosen armor, you may increase the AC of your armor by an amount equal to the maximum Dex bonus of the armor. This feat can be used either before or after an attack roll has been made against you. If it is used after the roll has been made, then this feat's bonus is reduced to half(round down)

Armor Specialization

- Armor Focus
- Increases the AC of your chosen armor by 1.

Improved Armor Specialization

- Armor Specialization
- BAB of 4
- Increase the bonus provided by Armor Specialization by 1.

Greater Armor Specialization

- Improved Armor Specialization
- BAB of 8
- Increase the bonus provided by Armor Specialization by 1. Your DR value derived from armor rounds up rather than down.

Superior Armor Specialization

- Greater Armor Specialization
- BAB of 12
- Increase the AC bonus of your chosen armor by 1 per armor type.

Universal Training

- Armor Expertise
- Armor Specialization
- BAB of 3
- Your Armor Focus, Armor Expertise and Armor Specialization feats apply to all armors you are proficient with.

Armored to the Teeth

- Armor Expertise(any medium or heavy)
- BAB of 2
- When making melee damage rolls while wearing your chosen armor, you gain a +1 bonus if your chosen armor is medium armor or a +2 bonus if it is heavy armor.

Critical Defense

- Armor Specialization
- BAB of 2
- Your opponents suffer a penalty of -1 per armor type on rolls to confirm critical hits against you. Should they still critically hit you, their damage roll takes a penalty of -2 per armor type. This penalty applies **before** the critical multiplier is applied.

Armor Mastery

- Armor Expertise
- Armor Specialization
- BAB of 5
- When wearing your chosen armor, you reduce the damage of any incoming melee or ranged attack by a single die size per armor type(to a minimum of d4). This feat can also be used against spells with a discernible source(such as *Fireball* or *Ray of Frost*), but instead reduce the number of dice rather the type.

Armored Bulwark

- Armor Mastery
- You add a bonus equal to half of your armor's DR(round up) to any Fort or Ref save that you make.

Brace For Impact

- Armored Bulwark
- When making a Ref save against any spell or effect that deals HP damage, you may choose to replace your normal **base** Ref save bonus with the AC value of your armor. If you do so and still fail the save, your /- DR from armor is considered doubled.

Armor High Mastery

- Armor Mastery
- Improved Armor Focus
- Improved Armor Expertise
- Improved Armor Specialization
- BAB of 9
- When wearing your chosen armor, your opponents take a -4 penalty on rolls to confirm critical hits against you. If you are still critically hit while wearing your chosen armor, you reduce the critical multiplier by 2 to a minimum of 50% damage..

Shifting Defense

- Armor High Mastery
- Improved Dodge
- Your Armor bonus to AC is counted as a Deflection bonus. Up to a maximum of 2 per armor type.

Glancing Defense

- Armor High Mastery
- Improved Combat Expertise
- When an opponent hits your AC by an amount equal to (2 + the AC value of your armor) or less, you may treat an amount of damage equal to the DR of your armor as nonlethal damage

Armor Grandmastery

- Armor High Mastery
- Greater Armor Focus
- Greater Armor Expertise
- Greater Armor Specialization
- BAB of 13
- When you are struck in combat you may make a special check with a DC equal to the attack roll that hit you. This check uses a bonus equal to your BAB + your armor's /- DR rating + 1 per armor type. If you succeed you take half damage(round down) from the attack. This reduction occurs after any DR has taken effect.

Combat Expertise

- You may, at the start of your turn, subtract from your BAB to gain a bonus to AC on a 1 for 1 basis, up to a maximum of 5. This bonus lasts until the start of your next turn.

Improved Disarm

- Combat Expertise
- BAB of 1
- Gain a +4 bonus when making a Disarm attempt. Your Disarm attempts do not provoke attacks of opportunity, and should your attempt fail, your opponent does not get a chance to disarm you.

Bite of Steel

- Improved Disarm
- Weapon Focus(any 1-handed slashing or piercing weapon)
- When you successfully disarm an opponent, you also deal damage to them as if you had struck them normally with an attack.

Improved Feint

- Combat Expertise
- Gain a +2 bonus to Feint in combat. You may make a Feint attempt in combat as a move action rather than a standard action.

Improved Trip

- Combat Expertise
- Gain a +4 bonus when attempting to trip an opponent, and you do not provoke attacks of opportunity when making a trip attempt. In addition, should you trip an opponent, you gain an immediate attack against them.

Prone Attack

- Combat Expertise
- You may make an attack from prone at no penalty.

Weapon Ensnare

- Combat Expertise OR Combat Reflexes
- Weapon Focus(Whip, Spiked Chain or equivalent)
- You may make grapple, disarm and trip checks with your chosen weapon at a distance up to it's reach. These check are made at a +2 bonus and should you fail, your opponent cannot attempt to disarm or trip you in return. This feat cannot be used against opponents that are more than one size category larger than yourself.

Close-Quarters Fighting

- Combat Expertise OR Combat Reflexes
- BAB of 2
- When targeted by a grapple action, make an attack of opportunity against your attacker. If you hit and deal damage than that damage adds a bonus to your opposed grapple check equal to the damage you dealt. This feat can be used even if the opponent has the Improved Grab or Improved Grapple abilities.

Close-Quarters Defense

- Close-Quarters Fighting
- Improved Combat Expertise
- BAB of 5
- You gain a +2 bonus on attack rolls to attacks of opportunity generated by any of the following actions: an opponent entering your hex, making an unarmed attack, bull rushing you, sundering your weapon or armor, etc. If your opponent has a Feat that allows them to do one of the above actions without generating an attack of opportunity, you may still take an attack of opportunity with a –5 penalty to your attack roll (instead of a +2).

Close Quarters Expertise

- Close Quarters Defense
- Gain a +2 bonus on checks to resist disarm, trip, feint, grapple, bull rush, overrun and sunder attempts. If you possess the Superior Combat Expertise feat, this bonus increases to +4 instead.

Immovable Object

- Combat Expertise
- Armor Focus(Any medium or heavy)
- Shield Focus(Any heavy) OR Weapon Expertise(Any 2-handed)
- When resisting a grapple, Bull Rush, Overrun or Trip attempt, you gain a bonus to the roll equal to your Con modifier. In addition if you are wearing medium or heavy armor, you gain a +1 or +2 bonus respectively. If you are wielding a heavy shield or a 2-handed weapon you also gain an additional +1 bonus(+2 for tower shields).

Polearm Balance

- Combat Expertise
- Weapon Expertise(any polearm)
- When wielding a polearm with two hands, you receive a +4 bonus to resist Bull Rush or Trip attempts. The bonus also applies to Balance checks to keep your footing as long as there is a solid surface to brace the polearm against. You may not use this feat while Flat-Footed

Quick Staff

- Combat Expertise
- Weapon Expertise(quarterstaff)
- Two-Weapon Fighting

-When using Combat Expertise with a quarterstaff, you gain an additional +2 dodge bonus to AC above what your Combat Expertise would give you. When making a full attack with a quarterstaff, you may make one additional attack with your quarterstaff.

Short Haft

-Combat Expertise

-Weapon Focus(any reach weapon)

-BAB of 1

-When using a reach weapon that is not a whip, spiked chain or equivelent, you may forego the reach property of your weapon to threaten and attack foes in spaces adjacent to you. You receive a +1 to attacks with that weapon and your AC while this feat is active.

Spinning Cane

-Short Haft

-Improved Unarmed Expertise

-You do not lose your reach property when you use Short Haft. In addition you double the bonuses to attack rolls and AC when using Short Haft.

Spinning Defense

-Spinning Cane

-Deflect Arrows

-While wielding a polearm during a Total Defense Action, you gain an additional +1 Dodge bonus to AC and you may use Deflect Arrows any number of times until your next turn(you do not need a free hand to use that feat in this instance), but you cannot use the Snatch Arrows feat if you have it.

Spear Mastery

-Short Haft

-Two-Weapon Fighting

-You may use your chosen polearm as a double weapon.

Sense Weakness

-Combat Expertise

-Weapon Focus

-BAB of 2

-When attacking with your chosen weapon, you ignore 5 or your primary attack ability modifier, whichever is higher, of your foe's DR for damage rolls. You cannot gain the benefits of this feat more than once in a single round. This feat cannot ignore more than 2 points of DR that is /-.

Exploit Weakness

-Sense Weakness

-Improved Critical

-BAB of 5

-When you score a critical hit with a weapon, you always gain the effects of Sense Weakness, even if you have already used it this round. In addition you increase the DR ignored when you score a critical hit by 2 for standard DR and 1 for /- DR.

Deft Strike

-Combat Expertise

-Skill Focus(Spot)

-BAB of 2

-You may make a Spot check as a standard action against a single opponent. The DC of the check is equal to the opponent's AC plus any DR they possess. Success indicates that your next attack against them ignores any armor and natural armor bonuses as well any DR that

derives from said bonuses. Every time this ability is successfully used in an encounter, the DC for the next use against the same opponent increases by 5.

Pinpoint Strike

- Sense Weakness

- Deft Strike

- BAB of 8

- When making an attack you gain a +1 to damage for every 2 your attack roll exceeds a target's AC. This feat can be used once if you attack using a Standard action and twice if you attack using a Full Attack action.

Tactical Strike

- Combat Expertise

- Combat Reflexes

- BAB of 3

- When fighting defensively and an opponent misses you with an attack by 5 or more, you may make an immediate attack of opportunity against them at no penalty. If you are using Total Defense and you are missed by an attack by 5 or more, you may make an immediate attack of opportunity against them at a -4 penalty. An attack missed by 10 or more when using Total Defense gives the counterattack a -2 penalty instead.

Defensive Strike

- Combat Expertise

- Dodge

- If an opponent attacks and misses you when you are using Total Defense, you gain a +4 on your next attack roll made against them the following turn.

Defensive Sweep

- Tactical Strike

- Defensive Strike

- BAB of 5

- When an opponent ends their turn in a space you threaten when fighting defensively or using Total Defense, you may make an attack of opportunity against them unless they make a 5 ft shift away from you.

Glancing Strike

- Combat Expertise

- Weapon Focus(any melee)

- When making an attack, you may choose to forgo the possibility of scoring a critical threat to gain a +2 bonus to your attack roll plus an additional +1 for every point of threat range on the weapon beyond 20.

Glancing Dervish

- Glancing Strike

- BAB of 3

- When using Glancing Strike, if you would score a critical threat, you gain a +2 to the damage roll of the attack.

Glancing Whirlwind

- Glancing Dervish

- BAB of 5

- When using the full attack option, you gain a +1 bonus to your AC and attack rolls, and if you miss with an attack, you still deal damage to your target equal to 2 + 1 for every point of threat range on the weapon beyond 20. In addition should an opponent hit you in melee, they also take the damage listed above. Both of these effect last until the start of your next turn.

Improved Combat Expertise

- Combat Expertise
- BAB of 5
- When you are using Combat Expertise your limit increases from 5 to (your total BAB + 2)

Punish the Reckless

- Improved Combat Expertise
- Gain a +2 bonus to AC against opponents using Power Attack against you unless they possess 4 more BAB than you.

Deflective Expertise

- Improved Combat Expertise
- When you use Combat Expertise, you gain a DR of 1/-. If you use this feat when Fighting Defensively or using Total Defense, you increase this bonus to 2/- and 3/- respectively. If you take a penalty of 5 or more to your attack rolls using Combat Expertise, your bonus DR from this feat doubles.

Elusive Strike

- Improved Combat Expertise
- Improved Dodge
- You may take a full-round action to make a single attack. If you do, you may apply your higher bonus from your Dodge feat to all opponents who attack you until the start of your next turn.

Battle-Tested

- Improved Combat Expertise
- Combat Reflexes
- Dodge
- Gain a +2 bonus to AC when threatened by 2 or more enemies.

Battle-Hardened

- Battle-Tested
- BAB of 8
- Gain a +2 to all attack and damage rolls for every enemy that threatens you beyond the first, up to a maximum of your BAB.

Measured Strike

- Improved Combat Expertise
- Weapon Focus(any melee)
- When attacking with your chosen weapon, you may take a full round action to take 10 on the attack roll. If you choose to do this, then you forgo rolling damage and simply deal the average damage the weapon's damage dice would deal.

Calculated Strike

- Measured Strike
- BAB of 5
- When using Measured Strike while Fighting Defensively or using Combat Expertise, you gain additional bonus damage equal to your AC bonus from these maneuvers.

Greater Combat Expertise

- Improved Combat Expertise
- BAB of 10
- When using Combat Expertise, your bonus to AC is always considered 2 higher.

Defensive Expertise

- Greater Combat Expertise

-When you are using Combat Expertise and are hit with a critical hit, you reduce the critical multiplier by 1.

Defensive Stability

-Greater Combat Expertise

-Your opponents cannot attempt to Bull Rush, Overrun or Trip you unless their base BAB is more than 4 greater than yours. If your opponents still meet these requirements then you gain a +2 bonus to resist Bull Rush, Overrun or Trip attempts.

Superior Combat Expertise

-Greater Combat Expertise

-BAB of 15

-You BAB to AC conversion increases from a 1:1 to a 2:1 ratio.

Combat Reflexes

-You may make a number of additional attacks of opportunity per round equal to your Dex modifier.

Mobility

-Combat Reflexes

- Dodge

-When moving through threatened areas, you gain a +4 dodge bonus to AC vs attacks of opportunity made against you.

Spring Attack

-Mobility

-BAB of 1

-You may make a standard attack with a melee weapon while taking a move action. Doing so forfeits your normal standard action in a round.

Momentum

-Spring Attack

-Fast Movement class ability OR Skill Focus(Tumble)

-If you succeed on a Tumble check to move through an opponent's threatened area without provoking an attack of opportunity by 5 or more, or an opponent fails to hit you with an opportunity attack on the first move portion of your movement, your speed is increased by 10 ft for that round.

Bounding Assault

-Spring Attack

-BAB of 5

-You may make a second attack when using Spring Attack.

Wing Clip

-Bounding Assault

-When you take a double-move action, you may make a single attack with a melee weapon, so long as your movement is in a straight line.

Rapid Blitz

-Bounding Assault

-BAB of 10

-You may make a third attack when using Spring Attack.

Escalating Assault

-Rapid Blitz

-When using Spring Attack, you gain a +1 to the attack and damage roll. This bonus doubles for every attack you make after

the first when using Spring Attack(+2 for Bounding Assault and +4 for Rapid Blitz).

Whirlwind Attack

- Spring Attack
- Weapon Focus(any melee)
- BAB of 5
- You can choose to, as a full-round action, make a single attack at every opponent within your reach. This attack gains a +2 bonus to the attack and damage roll(should you hit). Using this feat negates all other attacks you can make in the round from other abilities and spells, such as *haste*.

Backstab

- Combat Reflexes
- BAB of 3
- Gain an attack of opportunity against an opponent you flank that attacks someone that is not you. This feat can be used once per opponent, per encounter

Risky Defense

- Combat Reflexes
- BAB of 1
- Enemies gain +2 to attack and damage rolls against you, but their attacks provoke attacks of opportunity.

Risky Offense

- Combat Reflexes
- BAB of 1
- Gain +2 on attack and damage rolls against a single opponent, but your attacks provoke attacks of opportunity .You may change the target of this feat at the start of your turn.

Defensive Strike

- Combat Reflexes
- BAB of 2
- You gain a +4 to your next attack roll after successful Total Defense.

Defensive Trip

- Defensive Strike
- Improved Trip
- Dodge
- If your dodge target misses you with an attack, you gain a free trip attempt against them.

Lunging Strike

- Combat Reflexes OR Power Attack
- BAB of 2
- You may take a full-round action to make a single attack with a melee weapon with a 5 ft extension to your normal reach. The first time you use this feat in an encounter, your opponent is considered flat-footed for the attack.

Sudden Slash

- Combat Reflexes
- Weapon Focus(Any Slashing-type sword)
- Quick Draw
- When your chosen weapon is sheathed and you enter combat, if you choose to draw your weapon and attack an opponent in melee on the same action, you gain a bonus to your attack and damage roll equal to your total initiative bonus. This bonus only applies to your first attack, even if you have access to multiple attacks. This feat can only be used once per encounter.

Sweeping Axe

- Combat Reflexes
- Weapon Focus(Any non-light axe)
- Combat Expertise
- When wielding your chosen axe, you may choose to take a -4 to your attack and damage roll for an attack. If you still hit and deal damage you may choose to trip your opponent as a free action with a +2 on the roll. The opponent does not get a chance to trip you if the attempt fails. This feat may not be used on targets who are more than one size category larger than you.

Lightning Mace

- Combat Reflexes
- Weapon Focus(Any one-handed mace)
- BAB of 5
- When you are wielding your chosen mace, if you score a critical threat you gain an immediate attack against the target. This feat can be used on creatures with immunity to critical hits.

Deadly Defense

- Combat Reflexes
- You deal an additional 1d6 of damage with a light weapon when fighting defensively.

Hold the Line

- Combat Reflexes
- BAB of 1
- Gain attack of opportunity and +2 AC when charged by an opponent.

Canny Opportunist

- Combat Reflexes
- Combat Expertise
- If an opponent you threaten does any of the following, you may make an attack of opportunity on them, even if you are Flat-Footed: Draw a Weapon, Ready / Loosen a Shield, or Attempts a Feint in Combat

Shifting Opportunist

- Canny Opportunist
- BAB of 4
- Once per round when making an attack of opportunity, you may make a 5ft shift as part of that attack.

Distant Opportunist

- Canny Opportunist
- Rapid Shot
- If a creature within 20 ft of you takes an action that provokes an attack of opportunity, you may make a single ranged attack against him/her/it at your highest attack bonus. This consumes 2 of your remaining attacks of opportunity for the round.

Defensive Tactics

- Combat Reflexes
- Gain a +2 dodge bonus to your AC when others make attacks of opportunity against you. This feat's bonus does not stack with Mobility.

Combat Intuition

- Combat Reflexes
- BAB of 3
- Gain a +1 bonus to attack rolls against a target that you miss in combat. This bonus stacks up to a limit of your base Wis modifier, and is lost when you hit with an attack.

Intuitive Assault

- Combat Intuition

- You double the bonus gained from Combat Intuition every time you miss, as well as its maximum bonus.

Hindering Opportunist

- Combat Reflexes
- BAB of 1
- When an opponent you threaten provokes an attack of opportunity, you may forgo the attack and instead use an aid another action targeting that opponent.

Stalwart Defense

- Hindering Opportunist
- BAB of 3
- When using the aid another action to increase an ally's AC you double the bonus they receive to AC as well as reducing the damage they receive by 2 if they are hit.

Pressing Attack

- Hindering Opportunist
- BAB of 3
- When using the aid another action to grant an ally's a bonus to their attack roll you double the bonus they receive to the attack roll as well as increasing the damage they deal by 2 if they hit.

Combat Tactician

- Combat Reflexes
- BAB of 4
- You choose a target for this feat as a free action. If you or your target do not threaten each other at the start of your turn, you gain a +2 bonus to melee damage against them until the start of your next turn. The first time you use this feat against an opponent in an encounter, you do not provoke an attack of opportunity by closing with them to attack, even if they have reach.

Deft Opportunist

- Combat Reflexes
- BAB of 2
- Gain +4 bonus to attack rolls on attacks of opportunity.

Defensive Opportunist

- Deft Opportunist
- If you make an attack of opportunity while Fighting Defensively, the attack does not receive the normal penalty for Fighting Defensively

Vexing Flanker

- Deft Opportunist
- Gain a +2 bonus on attack rolls made while flanking an opponent.

Twitchy Opportunist

- Vexing Flanker
- Canny Opportunist
- BAB of 4
- You may make an Attack of Opportunity on an opponent you threaten who takes a 5' step from one square adjacent to you to another square adjacent to you.

Adaptive Flanker

- Vexing Flanker
- Can flank opponent from an adjacent square.

Tactical Opportunist

- Adaptive Flanker
- Mobility OR Skill Focus(Tumble)
- When making an attack of opportunity, you may also take a 5 ft step.

Disruptive Attack

-Adaptive Flanker

-When striking an opponent who you flank or is flat-footed against you, you may choose to deal half damage(round down) to inflict a -5 penalty to the target's AC until the start of your next turn. If you possess dice of sneak attack damage(or equivalent), you may give up half of your Sneak Attack damage(round up) instead of dealing half damage.

Overwhelming Flank

-Adaptive Flanker

-BAB of 5

-When making an attack against a target that you and an ally threaten but has done nothing against you since your last turn, you gain a +2 to attack and damage rolls against that target.

Seize the Moment

-Adaptive Flanker

-BAB of 5

-Gain a +2 bonus to attack and damage rolls when making attacks of opportunity.

Seize the Opportunity

-Seize the Moment

-BAB of 7

-Your first attack against an opponent that is aware of you in an encounter is treated as a flat-footed attack. This attack is made with a +2 bonus to the attack and damage roll. If your initiative modifier is higher than theirs, this bonus increases by 2. If your initiative roll was higher than theirs, this bonus increases by 2. These bonuses stack.

Master Opportunist

-Seize the Opportunity

-BAB of 10

-You may make 2 additional attacks of opportunity per round. Feats and abilities your opponents possess that prevent you from making attacks of opportunity against them have no effect unless they possess more than 4 BAB than you.

Daring Hero

-Grace class ability

-Your total bonus from your Grace class ability is increased by 1.

Graceful Strike

-Daring Hero

Weapon Focus(any Swashbuckler weapon)

-Half of your Grace bonus(round up) also applies to your attack rolls with any light weapon you are proficient with as a swashbuckler.

Graceful Assault

-Graceful Strike

-Weapon Specialization(any Swashbuckler weapon)

-Half of your Grace bonus(round up) also applies to damage rolls with any light weapon you are proficient with as a Swashbuckler.

Graceful Deflection

- Daring Hero
- Weapon Expertise(any Swashbuckler weapon)
- Gain a +/- DR rating equal to half the AC(round down) you gain from your Grace ability.

Elaborate Parry

- Daring Hero
- Duelist Tactics(Narrow Profile) class ability
- Increase the AC and DR bonus you gain from Narrow Profile by 1. If you possess the Improved Duelist Tactics and Greater Duelist Tactics class abilities, increase the AC and DR bonuses by an additional 1 for each.

Deflecting Parry

- Elaborate Parry
- Graceful Deflection
- When using Narrow Profile your opponents suffer a -4 penalty on their confirmation rolls to critically hit you. If your opponent critically hits you, you reduce their critical multiplier by 1. If this ability would reduce their multiplier to a 1, they instead receive a 50% bonus to their damage roll instead of doubling it.

Daring Flourish

- Daring Hero
- Duelist Tactics(Panache Strike) class ability
- Increase the bonus to attack and damage rolls you gain from Panache Strike by 1. If you possess the Improved Duelist Tactics and Greater Duelist Tactics class abilities, increase the attack and damage bonuses by an additional 1 for each.

Daring Critical

- Daring Flourish
- Improved Critical(any light melee weapon)
- Your critical hit threshold and critical damage multiplier are increased by 1 for all light melee weapons you are proficient with. Your Panache Strike bonus is doubled when rolling to confirm a critical hit.

Distracting Saboteur

- Daring Hero
- Duelist Tactics(Distracting Opportunist) class ability
- When using your Distracting Opportunist ability, you increase the penalties by 1 on a hit and by 2 on a miss. If you possess the Improved Duelist Tactics and Greater Duelist Tactics class abilities, increase the bonuses by an additional 1 on a hit and a 2 on a miss for each.

Leading Opportunist

- Distracting Saboteur
- Mobility
- When you strike an opponent with Distracting Opportunist, you may choose to force them into an unoccupied square adjacent to them. If you do so, you may also shift 5 feet as well so long as you still threaten them in your new square.

Defensive Panache

- Daring Hero
- Hampering Flourish class ability
- The threshold of your Hampering Flourish to render an opponent prone is reduced by your Cha modifier. And in addition, when you shift your opponent with Hampering Flourish, you need not shift them to a space you threaten.

Deadly Flanker

- Daring Hero
- Improved Flanker class ability
- Deadly Defense
- When flanking an opponent, gain a +2 bonus to damage rolls against them.

Slippery Grace

- Daring Hero
- Slippery Mind class ability
- Your Grace bonus also applies to saves vs enchantment spells and effects.

Deadly Critical

- Daring Hero
- Wounding Critical
- Your Wounding Critical also causes your target to bleed for an amount equal to half of your ability score modifier that affects your damage(round up) for 10 rounds. This damage bypasses DR.

Master Duelist

- Daring Hero
- Single-Minded Duelist class ability
- You can apply your Duelist Tactics bonuses to two opponents at once. If your two duelist targets attempt to flank you, you are not considered flanked unless one of them possesses more than 4 BAB than you.

Defender of the Faith

- Warpriest's Training class ability
- When facing an opponent with a subtype in direct opposition to your deity's alignment, your bonuses from your Warpriest Training ability increase by 2. In addition, when making a save vs any spell or effect from such opponents, you gain a bonus to that save equal to half of the AC bonus granted by Warpriest Training(round up).

Allies of the Faith

- Defender of the Faith
- Any ally in an adjacent space next to you gains a +1 bonus to attack and damage rolls as well as a +1 bonus to AC from armor so long as they have at least one matching alignment with your deity. This bonus doubles if the opponent has a subtype in direct opposition to your deity.

Faith's Shield

- Allies of the Faith
- When an ally under the effect of Allies of the Faith fails a save, you may make a save in their place with a +4 bonus. This feat can be used once per day

Warpriest's Vigil

- Faith's Shield
- Warpriest's Renewal class ability
- Your Faith's Shield feat can be used once per encounter.

Warpriest's Cover

- Defender of the Faith
- Combat Reflexes
- Once per turn, when one of your allies adjacent to you is the target of a melee or ranged attack, you may sacrifice one of your attacks of opportunity to shift yourself 5 ft into that ally's space and become the target of the attack roll, shifting the ally into your previous space.

Crusader's Blessing

- Defender of the Faith
- Warpriest's Blessing class ability
- BAB of 5
- Your Warpriest's Blessing provides an additional +1 to AC and attack rolls as well as a +1 to all damage rolls. These additional bonuses do not stack with other Clerics but do stack with similar effects, such as a *Bless* spell.

Crusader's Boon

- Crusader's Blessing
- Warpriest's Favor class ability
- Expend a turning attempt to extend your Warpriest's Blessing to all allies within 10 ft of your space for a number of rounds equal to your Cha modifier.

Warpriest's Mercy

- Defender of the Faith
- Warpriest's Reprieve class ability
- Once per encounter, when you use Warpriest's Reprieve, you forgo the healing roll and simply deal maximum healing. You gain 1 free use of Warpriest's Reprieve per day.

Warpriest's Stoicism

- Defender of the Faith
- Warpriest's Endurance class ability
- Caster level 5th(Cleric)
- Your Warpriest's Endurance resistance bonus increases by 2 and it's DR bonus increases by 1.

Crusader's Reinforcement

- Warpriest's Stoicism
- Warpriest's Reinforcement class ability
- When using Warpriest's Reinforcement on yourself or an ally, you can choose to grant an energy resistance of 10 to a single energy type of your choice, or increase any existing energy resistance of a certain type by 5 instead of the normal bonus.

Warpriest's Vengeance

- Defender of the Faith
- Warpriest's Reprisal class ability
- BAB of 5
- Once per encounter, when you use Warpriest's Reprisal, you forgo the damage roll and simply deal maximum damage. You gain 1 free use of Warpriest's Reprisal per day.

Warpriest's Reserves

- Defender of the Faith
- Compiled Training(Cleric)
- When using Warpriest's Reprieve or Warpriest's Reprisal with 0 level spells, you increase the damage or healing to 1d4+1.

Warpriest's Will

- Warpriest's Reserves
- Once per encounter, per ability, when using Warpriest's Reprieve or Warpriest's Reprisal, you may affect all allies or enemies within a 5 ft burst centered on your target.

Crusader's Focus

- Warpriest's Reserves
- When using Warpriest's Reprieve or Warpriest's Reprisal with 1st level or higher spells, increase the damage or healing by an amount equal to the spell level used. This bonus overrides the normal limits on the damage and healing from *cure* and *inflict* spells based on caster level.

Warpriest's Inspiration

- Defender of the Faith
- Warpriest's Renewal class ability
- When using Warpriest's Renewal, you also heal any allies in spaces adjacent to you for half the amount you heal yourself(round down).

Warpriest's Surge

- Warpriest's Inspiration
- Once per day, when using Warpriest's Renewal, you increase the healing done by an additional die plus your Wis modifier.

Crusader's Sacrifice

Warpriest's Inspiration

- Once per encounter, when using Warpriest's Renewal, you may choose to heal an adjacent ally instead.

-Crusader of the Faith

- Defender of the Faith
- Divine Blessing
- Gain 2 hit points plus a single additional hit point for each feat you have taken in the Defender of the Faith and Divine Blessing trees.

Crusader's Resolve

- Crusaders of the Faith
- Gain a DR of 1/- for every 5 hit points gained from Crusaders of the Faith. Up to a limit of your Wis modifier.

Warpriest's Burden

- Crusader's of the Faith
- Warpriest's Reinforcement class ability
- When an ally affected by your Warpriest's Reinforcement or Allies of the Faith abilities take damage past their DR, you may choose to shift an amount of that damage to yourself, up to a limit of your (Cleric caster level + your Cha modifier). This damage overrides any DR you possess.

Swift Crusader

- Defender of the Faith
- Warpriest's Fury class ability
- When you use Warpriest's Fury your bonus to movement speed increases to 20 ft. When you charge an opponent when Warpriest's Fury is active, you may make 2 attacks with your charge, and if your target has a subtype that is in direct opposition to your deity's alignment your normal charge bonuses are doubled.

Crusader's Fury

- Defender of the Faith
- Warpriest's Fury class ability
- When making a standard attack against an opponent that has a subtype that is in direct opposition to your deity's alignment while your Warpriest's Fury is active, your total bonus to attack and damage is increased by 1 and when you roll for attack and damage, you may roll twice and take the better result.

Crusader's Judgment

- Crusader's Fury
- BAB of 6
- When attacking an opponent that has a subtype in direct opposition to your deity's alignment, your critical threat range increases by 1 and you gain a +2 to confirmation rolls against such opponents. You also override any immunities to critical hits targets of

this feat may possess. When your Warpriest's Fury is active, your critical hit threshold bonus and confirmation roll bonus increase by 1 and 2 respectively.

Warpriest's Wrath

-Defender of the Faith

-Warpriest's Fury class ability

-Once per day, when facing an opponent with a subtype in direct opposition to your deity, you may expend a turning attempt as a full-round action to enter a special Rage. This Rage lasts for 5 rounds and is similar to a standard Rage, but has several differences as listed below:

-Your bonus to Str and Con is equal to your Cha modifier.

-You gain a +2 to all of your saves but only against spells and effects from opponents that can trigger your Rage. You do not gain any bonuses to saves from any other opponent.

-You do not suffer the normal -2 penalty to AC from opponents that can trigger your Rage. You do suffer a -2 penalty to AC against all other opponents.

-You gain the empowered versions of Warpriest's Reinforcement and Warpriest's Fury at no cost for the duration of your Rage.

-Your bonus speed from your Warpriest's Zeal increases to 20ft.

-Your actions in combat are limited to pursuing and attacking any opponents that can trigger your Rage. When no such opponents remain, your Rage ends.

Warpriest's Victory

-Warpriest's Wrath

-When in your Rage, if an opponent you have successfully struck in combat drops, you add 1 round to the duration of your Rage.

Warpriest's Reach

-Defender of the Faith

-Warpriest's Favor class ability

Your Warpriest's Reinforcement and Warpriest's Fury abilities can now target any ally within 30 ft of your space. Your Warpriest's Reprieve and Warpriest's Reprisal can be used on any ally within 10 ft of your space.

Crusader's Presence

-Warpriest's Reach

-When using Warpriest's Reinforcement and Warpriest's Fury, you may choose to effect every ally within a 10 ft burst of your space at once. This feat can be used once per ability, per encounter.

Ascended Crusader

-Defender of the Faith

-Warpriest's Ascension class ability

-When casting any divine spell that deals damage or healing, you increase that amount by your Wis modifier. This bonus damage or healing overrides the normal limits on damage or healing from spells based on caster level. In addition, your Cleric and Domain spells have their DCs increased by 1. You may select a third Domain from your deity's list.

Divine Blessing

-Ability to turn undead

-Expend turn attempt to grant yourself and all allies within 30 ft a +1 sacred bonus on saves, checks and attack rolls for a number of turns equal to your **base** Cha modifier. This feat can be taken a number of times equal to the character's **base** Cha modifier, every time it is taken increase the bonus this feat provides by 1.

Divine Wrath

-Divine Blessing

-Expend two turning attempts to destroy rather than turn undead that are at or below your level that grants you the ability to Turn Undead.

Divine Banishment

-Divine Wrath

-Can turn evil elemental and extraplanar subtype creatures with turn undead.

Divine Punishment

-Divine Banishment

-Can turn any creature with an evil alignment. "Turned" creatures not covered by this feat's predecessors do not flee but instead take a -2 sacred penalty to their AC, attack and damage rolls, saves and ability checks for 10 rounds. This feat can be taken twice, if taken a second time, turned creatures also take damage every turn equal to your **base** Cha modifier This damage ignores all forms of DR.

Divine Recall

-Divine Blessing

-Expend turning attempts equal to spell level to regain a spent spell of that level.

Divine Channeling

-Divine Recall

-When you use Divine Recall, you expend one fewer turning attempt to regain a spell of a given level(minimum 1).

Divine Counterspell

-Divine Recall

-Expend turning attempts equal to spell level to counter target spell. Reduce this number by 1(to a minimum 1) when countering an evil spell or when you ready an action to counter a spell cast by an evil creature. These conditions can stack.

Divine Bolster

-Divine Recall

-Expend turning attempt to give a divine spell you cast +4 damage/healing. Half of this bonus damage/healing can override the normal bonus limitations of your divine spells.

Divine Metamagic

-Divine Bolster

-Any two metamagic feats

-Expend turning attempts to gain an additional use of a metamagic feat that you know. Turning attempts required varies by metamagic feat. This feat only applies to divine spells.

Divine Judgment

-Divine Recall

-Divine Banishment

-Your inflict spells now count as radiant instead of negative energy damage. If used against undead or evil subtype targets, you add your Cha modifier to the damage dealt This bonus damage can override the normal bonus limitations of your divine spells.

Divine Armor

-Divine Blessing

-Expend turn attempt to grant yourself and all allies within 30 ft a +2 sacred bonus to AC and a DR of 1/- for a number of rounds equal to your Cha modifier.

Divine Reinforcement

-Divine Armor

You may spend additional turning attempts when using Divine Armor to stack it's benefits up to your **base** Cha modifier.

Divine Resistance

-Divine Armor

-Expend turning attempt to grant yourself and all allies within 30 ft a resistance to elemental damage equal to 10 + your Cha modifier. This bonus lasts until the end of your next turn. You may apply this bonus to any elemental type or mixture of elemental types. When using this feat you may expend additional turning attempts to extend this feat's effects for 2 turns per attempt spent.

Divine Ward

-Divine Resistance

-Expend turning attempt to grant one ally a +5 sacred bonus to their AC and you take half of their damage. Lasts until canceled. Only one target may be affected by this feat at a time.

Divine Might

-Divine Blessing

-Expend turn attempt to grant yourself or one ally within 30 ft a bonus to damage rolls equal to your Cha modifier for a number of rounds equal to your Cha modifier.

Divine Critical

-Divine Might

-When you confirm a critical hit or are struck by a critical hit, you regain a spent turning attempt. This feat cannot gain you more than 2 turning attempts in a single encounter.

Divine Imbue

-Divine Might

-Expend turn attempt to grant your weapon and all allies weapons within 30 ft the good alignment for overcoming DR. This effects lasts a number of rounds equal to your Cha modifier.

Divine Justice

-Divine Might

-Expend turning attempt to mark an enemy. When the marked enemy strikes you or a single chosen ally in combat, you may choose to deal that damage(up to double your own maximum damage) to your attacker the next time you or the ally strike them. This effect only lasts for one attack and may not be used against the same target more than once per day.

Divine Retribution

-Divine Justice

-When using Divine Justice, the return damage is dealt the instant the target's attack lands and suffers no maximum limit.

Divine Vengeance

-Divine Might

-Expend turning attempt to deal an additional 2d6 damage to any creature you can turn for a number of rounds equal to your Cha modifier.

Divine Smite

-Divine Might

-Smite ability

-You may expend one or more turning attempts to increase your smite damage by 1dX + 2(where X is the normal damage die of your weapon) and a +2 to the attack roll for each turning attempt spent. You may not spend more turning attempts on a single smite than your **base** Cha modifier.

Divine Ki

- Divine Might
- Ki Pool class ability
- Expend turning attempt to regain a use of your Ki Pool. You may use this feat a number of times per encounter equal to 1 + your Monk/Kensai levels.

Divine Vigor

- Divine Blessing
- Expend turning attempt to increase your and all allies within 30 ft +10 movement speed, as well as granting temporary hit points equal to 10 + your Cha modifier. This effect lasts for a number of rounds equal to your Cha modifier.

Divine Cleansing

- Divine Vigor
- Expend turn attempt to grant yourself and all allies within 30 ft a saving throw against any and all appropriate harmful effects that they suffer. This feat may only grant a save to any single effect once per day.

Divine Renewal

- Divine Vigor
- Expend turning attempt to negate a single negative level, or to restore points of lost ability score in yourself or a single ally within 30 ft equal to your Cha modifier.

Divine Buffer

- Divine Renewal
- Expend 2 turning attempts to grant yourself or a single ally within 30 ft a buffer against a number of negative levels they would receive equal to your Cha modifier. This feat can also protect against an amount of ability damage equal to your Cha modifier x 5. Lasts for a single encounter.

Divine Preservation

- Divine Vigor
- Expend turning attempt to heal a number of hit points equal to 15 + Cha modifier distributed among yourself and all allies within 30 ft.

Divine Regeneration

- Divine Preservation
- Expend turning attempt to grant yourself or an ally within 30 ft fast healing 5 for a number of rounds equal to your Cha modifier.

Divine Sacrifice

- Divine Preservation
- When you use Divine Preservation, you may boost the healing distributed to 25 + Cha modifier if you choose not to heal yourself.

Divine Fortune

- Divine Blessing
- Expend turning attempt to grant an ally within 30 ft a +5 sacred bonus to one saving throw. This feat can be used as an immediate action.

Divine Shield

- Divine Fortune
- Expend turning attempt to grant yourself or one ally within 30 ft an SR rating of 10 + Cha modifier for a number of rounds equal to your Cha modifier.

Divine Radiance

- Divine Blessing
- Expend turning attempt to bathe yourself in a 60 ft radius of bright light, with another 60 ft of shadowy illumination. Any non-evil creatures within the initial 60 ft gain a +2 bonus on

saves against fear, poison, disease and death. Evil creatures gain a -2 penalty to saves against fear. Lasts 10 minutes.

Divine Bulwark

- Divine Radiance

- Expend extra turning attempt to empower your Divine Radiance power by granting evil creatures within it a -2 penalty on attack and damage rolls.

Divine Sanctuary

- Divine Radiance

- Expend extra turning attempt to empower your Divine Radiance to prevent undead of a number of Hit Die equal to your Hit Die + your Cha modifier or less to be unable to enter the initial 60 ft radius. All turning attempts made within the full 120 ft radius receive a +2 bonus to the check and the damage.

Divine Revelation

- Divine Bulwark

- Divine Sanctuary

When using Divine Radiance, if you expend an extra turning attempt for both Divine Bulwark and Divine Sanctuary, all allies within your Divine Radiance also gain The effects of your Divine Blessing for free and heal for 1d8 + your Cha modifier when you activate it.

Divine Conversion

- Adept Spellcaster

- Any Divine Feat

- You may apply the effects of the Arcane Bolster, Arcane Bulwark and Arcane Strike feats to divine spells. You must still possess these feats to use their abilities. When using Arcane Strike with this feat, the damage is holy or profane depending on the deity's alignment.

Divine Reaction

- Any 2 divine feats

- You may use your divine feats as an immediate action a number of times per day equal to your **base** Cha modifier. You may take this feat multiple times, its effects stack.

Divine Fountain

- Divine Reaction

- Extra Turning

- Gain an additional use of Turn Undead for every Divine feat you possess that requires the use of a Turning attempt. Gain a +1 bonus on Turning checks.

Divine Turning

- Divine Fountain

- Gain a +1 on Turning checks, plus your caster level is considered +1 for every time you have taken Divine Blessing. This feat can be taken twice, if taken a second time, your bonus to Turning checks increases to +2 and when rolling Turning damage, your caster level is considered 1 higher for every time you have taken Divine Blessing.

Divine Will

- Divine Turning

- Improved Turning

- When using Turn Undead, add your **base** Wis modifier to the turning check and the turning damage.

Divine Beacon

- Any 5 divine feats

- Caster level 12th(any divine)

- When using any divine feat that uses your Cha modifier, you may also add your Wis modifier to that value.

Dodge

-Gain a +1 dodge bonus to your AC at all times. Can also choose a single opponent to gain an additional +1 dodge bonus against their attacks.. At the start of your turn you may change the opponent that this feat targets. If you are wearing heavy armor, this feat's bonuses are cut in half(round down). However, if you are wearing light armor, this feat's bonuses double, and when wearing no armor, this feat's bonuses triple.

Improved Dodge

- Dodge
- BAB of 3
- Gain a +/- DR rating equal to half of your Dodge bonus(round up)

Roll With It

- Improved Dodge
- Improved Toughness
- When your Dodge target strikes you with a ranged or melee attack in combat, you reduce one of their damage dice by 1 size to a minimum of d4.

Reflexive Dodge

- Improved Dodge
- Combat Reflexes
- You may apply your active Dodge bonus to one additional target. If you possess the Greater Dodge feat, you may apply your active Dodge bonus to 2 additional targets.

Glancing Dodge

- Improved Dodge
- BAB of 5
- When you are hit with an attack by 5 or less, you may treat an amount of damage from that attack equal to your dodge bonus against that target as nonlethal damage.

Improved Glancing Dodge

- Glancing Dodge
- Gain a DR of 1/- against your primary Dodge target(s). If you use Glancing Dodge against them, this DR value doubles.

Zen Glancing Dodge

- Improved Glancing Dodge
- Zen Reflexes
- When wearing light or no armor, your Improved Glancing Dodge applies to all of your opponents. The total +/- DR from Improved Glancing Dodge against your primary Dodge target increases by 1.

Greater Dodge

- Improved Dodge
- BAB of 7
- Twice per encounter, you may make a Ref save against an enemy's attack roll to avoid damage from that attack. This feat must be used before damage is rolled for an attack.

Evasive Dodge

- Greater Dodge
- Danger Sense or Evasion

-You may use your Greater Dodge feat after a damage roll has been made. If used in this way, the attack deals half damage on a successful save. If you possess the Improved Evasion ability, you take no damage when using this feat successfully.

Superior Dodge

-Greater Dodge

-BAB of 11

-Once per encounter, you may declare a single attack from one of your Dodge targets a miss after the roll has been made. In addition, once per round, your primary Dodge target(s) must roll twice to hit you and take the worse result.

Draconic Heritage

-Ability to spontaneously cast arcane spells

-Gain a +2 bonus on saves vs sleep and paralysis as well as a +1 on caster checks. When taking this feat, you must choose a dragon type that your heritage emulates.

Draconic Sight

-Draconic Heritage

-Gain a +4 bonus on Spot checks, as well as darkvision at a range of 60ft. If you already possess darkvision, extend its range by 30ft.

Draconic Sense

-Draconic Sight

-Gain the Blindsense ability with a range of 30ft.

Draconic Clairvoyance

-Draconic Sense

-HD of 5 or higher

-When making any Spot or Listen check, you roll twice and take the better result.

You treat Spot and Listen as class skills.

Draconic Blood

-Draconic Heritage

-Choose a 1st level spell that you know, you may cast that spell once per day as a spell-like ability. You may use this ability twice per day when you reach 3 HD and 3 times per day when you reach 6 HD.

Draconic Will

-Draconic Blood

-Gain an SR rating equal to 9 + your HD..

Draconic Resolve

-Draconic Will

-HD of 5 or higher

-Your number of spells known increases by 2 per spell level. These bonus spells can include Cleric spells.

Draconic Presence

-Draconic Heritage

-Gain a +2 bonus on Cha-based skill checks and Cha-based ability checks.

Draconic Visage

-Draconic Presence

-Once per day you may emulate the Frightful Presence of a dragon. When activated, all foes must make a Will save against a DC of 10 + your HD + your Cha modifier or be

panicked for 1d6+1 rounds. Enemies with 5 or more HD are instead shaken for the same duration.

Draconic Majesty

- Draconic Visage
- HD of 5 or higher
- Twice per day, when making any Cha-based check that is not related to your spellcasting, you may choose to add a bonus to the roll equal to your HD. This ability can be used after the check is made.

Draconic Fury

- Draconic Heritage
- Gain a +1 to melee attack and damage rolls. These bonuses increase by 1 when you reach 3 HD and again at 6 HD.

Draconic Strike

- Draconic Fury
- Gain a natural claw attack that deals damage based on your size(1d6 + 1 for Med. creatures). This attack counts as magical and elemental for the purposes of overcoming DR.

Draconic Warrior

- Draconic Strike
- HD of 5 or higher
- Gain a +1 to your BAB. Your damage bonus from Draconic Fury doubles when using your natural weapons.

Draconic Skin

- Draconic Heritage
- Gain a +1 natural armor bonus to AC and a DR of X/magic where X is equal to your HD. The AC bonus increases by 1 when you reach 3 HD and again at 6 HD.

Draconic Resistance

- Draconic Skin
- Gain resistance 10 to an element that corresponds to your heritage choice.

Draconic Toughness

- Draconic Resistance
- HD of 5 or higher
- One of your Sorcerer Hit Dice is treated as a d12

Draconic Magic

- Draconic Heritage
- Gain a +1 bonus to the DC of your spells. This bonus increases by 1 when you reach 3 HD, and again at 6 HD.

Draconic Power

- Draconic Magic
- Your caster level is considered 1 higher when casting spells. This bonus increases to 2 if you cast a spell that corresponds to your heritage choice.

Draconic Lineage

- Draconic Power
- HD of 5 or higher
- Gain a caster level in your sorcerer spell progression.

Draconic Roar

- Draconic Sense
- Draconic Will
- HD of 5 or higher

-Expend a spell slot of 1st level or higher to deliver a powerful roar that damages and disrupts your enemies. This ability affects any creature that can hear you within a radius of (20 ft + 5 ft per spell level used) centered on you. This ability takes a full round to use and can be maintained for as many rounds as your Con modifier, using a full round action each round. Enemies within the radius take 1d6 + X damage per round, where X is the level of spell slot used. This damage ignores all forms of DR. Enemies affected also take a penalty on all checks that require attention or concentration equal to 1 + the spell slot used. Any affected enemy casting a spell must succeed at a Concentration check with a DC equal to 10 + the level of spell being cast + the level of spell slot you used. This feat can be used once per encounter.

Draconic Breath

- Draconic Strike
- Draconic Resistance
- HD of 5 or higher

-Expend a spell slot of 1st level or higher to deliver a breath attack in a 30ft cone or 60 ft line that corresponds to your heritage choice. This breath attack deals an amount of base damage equal to Xd6 + X, where X is the level of spell slot used + 1. The save DC for half damage is 10 + your HD + your Con modifier.

Draconic Legacy

- Draconic Visage
- Draconic Power
- HD of 5 or higher

--You gain +2 to your Cha score. Your racial maximum in that ability also increases by 2. Your Con modifier is considered 1 higher for the purposes of checks and total Hit Points.

Draconic Ascension

- Draconic Roar
- Draconic Breath
- Draconic Legacy
- Your creature type changes to Dragon, gaining you several benefits listed below

- Gain an additional HD. This Hit Die is treated as a d12.
- Gain a +2 bonus to your Cha, Con, and 1 other ability score of your choice. This bonus acts like an enhancement bonus and does not increase your racial maximums.
- :Gain a +2 bonus to you Fort and Ref saves.
- Gain an immunity to sleep and paralysis effects.
- Gain a +/- DR of 1 and a +1 bonus to your natural armor.
- Gain a +1 bonus to the CL of your spells. This bonus doubles if the spell corresponds to your draconic heritage.
- Gain a pair of wings that grants you a flight speed equal to your base land speed with good maneuverability.

Dragonfighting

-You gain a +1 to attack rolls made against dragons. You also gain a +1 dodge bonus to AC against attacks made by dragons. You also gain a +1 bonus to Ref saves against the breath weapons of dragons.

Dragon Hunter

-Dragonfighting

-BAB of 1

-Gain a +2 dodge bonus when fighting dragons, a +2 bonus against spells and special abilities of dragons, and gain a +2 bonus on opposed checks against dragons.

Dragon Defense

-Dragon Hunter

-BAB of 3

Gain the evasion ability against the breath weapons of dragons, also gain a +2 bonus against the supernatural and spell-like abilities of dragons.

Dragon Inured

-Dragon Defense

-BAB of 5

-Choose one type of dragon. When subject to attacks from the dragon's element, treat the first 10 points of damage as nonlethal damage. This feat only applies to attacks made by the chosen dragon type. This feat can be taken multiple times, each time it applies to a new dragon type.

Dragonfoe

-Dragonfighting

-BAB of 1

-You gain a +2 bonus on damage rolls against dragons, a +2 bonus to overcome the SR of dragons, and dragons take a -2 penalty on the saving throws of your spells made against them.

Dragonbane

-Dragonfoe

-BAB of 3

-You may take a full-round action to make a single attack against a dragon, such an attack has a +4 bonus to hit and deals an additional +2 damage plus an extra die of damage based on the weapon used. This damage is multiplied normally with a critical hit.

Dragondoom

-Dragonbane

-BAB of 5

-When you deal a critical hit to a dragon, you increase the multiplier of the weapon used by 50%(round up). You also gain a +4 bonus to confirm critical hits against dragons.

Master Dragonfighter

-Dragon Inured

-Dragondoom

-Double the bonuses provided by your Dragonfighting feat. When a dragon deals damage to you, treat the first 5 points from any given attack as nonlethal damage. Your critical hit threshold against dragons increases by 1, regardless of weapon.

Empowered Rage

-Rage class ability

-When you use the Rage ability your Str./Con. bonus increases by +2, and your bonus to Will saves increases by 1.

Survival Trigger

- Empowered Rage
- Berserker Trigger class ability
- When your Berserker Trigger activates, your total bonus to attack and damage rolls as well as your DR from that ability increases by 1 and you gain an additional +5 hit points from your Berserker Trigger. In addition you gain a +1 to all of your saves when your Berserker Trigger is active.

Repeat Trigger

- Survival Trigger
- Tireless Rage class ability
- Your Berserker Trigger can be used once per encounter and lasts for 2 additional rounds should you be healed beyond half of your maximum hit point total.

Limitless Rage

- Empowered Rage
- You gain 2 more uses of your Rage ability per day. This feat can be taken a number of times equal to 1 + your barbarian class levels, its effects stack.

Relentless Rage

- Empowered Rage
- Your Rage lasts for an additional 5 rounds. This feat can be taken twice, if taken a second time your Rage lasts an additional 10 rounds.

Lingering Rage

- Relentless Rage
- Tireless Rage
- When your Rage comes to an end in an encounter, you still retain half of your Rage bonuses to Str/Con, and Will saves for the rest of that encounter. You also retain half of your AC penalty as well.

Monumental Rage

- Empowered Rage
- Improved Rage class ability
- Your Rage grants an additional +2 to your Str/Con and an additional +1 to your Will saves and -/DR

Titanic Rage

- Monumental Rage
- Indomitable Tenacity class ability
- When in a Rage, you ignore the effects of any ability score damage for the duration of your Rage. You also gain a +4 bonus to saves to resist poison and disease while in a Rage.

Destructive Rage

- Empowered Rage
- When you are in your Rage you gain a +8 bonus to Strength checks to break down doors and break inanimate objects. You also reduce the DR of any opponent you strike by 1 if their DR is -/ or by 5 points of any other type of DR.

Intimidating Rage

- Empowered Rage
- When you are in your Rage you may roll to demoralize any foe that you are attacking with a +2 to the skill check. If the check succeeds your opponent is Shaken until your Rage ends. This feat is used when you first Rage, but can be used again if the check fails so long as you successfully strike the target in combat.

Inspiring Rage

- Intimidating Rage

- When you first use Rage in an encounter, your allies who can see and hear you, can also go into a partial Rage, gaining a +2 to their Str/Con, a +2 to Will saves and a -1 to AC. These effects last for a number of rounds equal to 5 rounds or their Con modifier, whichever is longer.

Instantaneous Rage

- Empowered Rage
- You may use your Rage even when it is not your turn as a free action.

Invigorating Rage

- Empowered Rage
- Improved Rage class ability
- When you activate your Rage, you gain a number of temporary Hit Points equal to your modified Con bonus. Also while you are in your Rage you gain Fast Healing 1 for the duration of your Rage.

Swift Rage

- Invigorating Rage
- When in a Rage you also gain a bonus to your Dex equal to half of your bonus to your Str/Con. You also gain a 10ft bonus to your base speed while in a Rage.

Tenacious Berserker

- Invigorating Rage
- Indomitable Tenacity class ability.
- Gain hit points equal to twice your total uses of Rage per day. Your DR from your Resiliency class ability increases by 1.

Uncontrollable Rage

- Empowered Rage
- Indomitable Will class ability
- The bonus you gain from your Indomitable Will ability increases by 2, and if you should fail a save against a mind-affecting spell or ability you may choose to take subdual damage equal to the save DC of the ability. If you do you ignore the effects of that ability for the duration of your Rage.

Blind Rage

- Uncontrollable Rage
- Mighty Rage class ability
- While in a Rage, you are immune to the effects of Sickened, Fatigued and Shaken for the duration of your Rage. If you would be effected by Nauseated, Exhausted, Frightened or Panicked during your Rage, you may instead take 5 subdual damage(10 in the case of Panicked) per effect to ignored these effects for the duration of your Rage. If you posses the Invigorating Rage feat, then latter part of your Blind Rage also affects negative levels.

Enduring Berserker

- Blind Rage
- When your Rage comes to an end, you may make a save to shrug off any adverse conditions you can delay with Blind Rage. The DC of this save is 10 + the HD of the creature that inflicted the ability. If you posses the Titanic Rage feat, then you may also make saves against ability score damage.

Unstoppable Rage

- Empowered Rage
- Greater Rage class ability
- Tenacity class ability(x2)

-When you are in your Rage you increase your DR by 2. In addition, you may also choose to delay the effect of one spell or attack made against you until the end of your next turn or to take an amount of subdual damage to delay it until the end of your Rage. The amount taken depends on the effect of the spell or attack, if the effect is Hit Point damage then the subdual damage taken is equal to half that amount. If the effect has no Hit Point damage then the amount is equal to the save DC of the effect. The extended delay effect of this feat requires you to expend a daily use of your Rage.

Unkillable Rage

-Unstoppable Rage

-When you are in a Rage your DR is further increased by 2, and when you are critically hit while in a Rage, you reduce the critical multiplier by 1. The first time you choose to delay a spell effect or attack until the end of your Rage with Unstoppable Rage, you need not expend a daily use of your Rage.

Wild Rage

-Empowered Rage

-Greater Rage class ability

-When you activate your Rage, you may choose to have it be a Wild Rage. During a Wild Rage your AC penalty increases to -4 and you may not make attacks of opportunity but any enemy that moves into your threat range or attacks you in melee combat within your reach takes damage equal to the minimum amount as determined by your weapon(modified by your Str or equivalent). If the enemy hit you with their attack, this damage is increased by 50%. All other bonuses granted by your Rage remain unchanged.

Fanatical Rage

-Empowered Rage

-Mighty Rage class ability

-Upon gaining this feat, you choose a deity that you worship. When you are in your Rage you choose one of their Domains that you wish to emulate. If you choose an alignment-type or elemental type Domain, your attacks count as that type for the purposes of overcoming DR, as well as dealing an additional 2 points of damage. Other Domains can be selected at the DM's discretion with their own effects.

Awesome Rage

-Empowered Rage

-Mighty Rage class ability

-When you activate your Rage ability you may choose to expend 2 of your daily uses to increase the Str/Con bonus granted by 50% and your bonus to Will saves by 2. If you possess the Unstoppable Rage feat, you gain an additional DR bonus of 1. If you possess the Fanatical Rage feat, you gain an additional +2 damage based on the energy type chosen.

Heroic Rage

-Awesome Rage

-Heroic Berserker class ability

-When you use Empowered Rage and would be dealt enough HP damage that would kill you or fail a save against a Death effect, you may instead expend a daily use of your Rage. If you do so, for a number of rounds equal to the remainder of your Rage or 5(whichever is higher) you cannot be killed through HP loss or any Death effects and your melee weapon attacks deal an additional die of damage appropriate to your weapon.. At the end of these rounds you then succumb and die from your wounds, unless you are sufficiently healed during that time..

Endurance

-Gain 5 hit points. You also gain a +4 bonus to resist nonlethal damage.

Improved Endurance

-Endurance

-Gain 5 hit points. When rolling to resist nonlethal damage, roll twice and take the better result.

Enduring Toughness

-Improved Endurance

-Improved Toughness

-Increase the number of hit points gained through Improved Toughness by your Con modifier + 2.

Enduring Mettle

-Improved Endurance

-Relentless Mettle

-Increase the number of hit points you must be reduced to to be killed by your Con modifier.

Greater Endurance

-Improved Endurance

-Gain 5 hit points. Gain a Resistance rating against nonlethal damage equal to your Con modifier

Enduring Resilience

-Greater Endurance

-Improved Resiliency

-Increase your bonus DR from Improved Resiliency by 1. Gain hit points equal to your natural /- DR.

Superior Endurance

-Greater Endurance

-Too Tough to Kill

-Gain 5 hit points and a natural DR of 1/-. and increase your Resistance to elemental damage by 2. Once per day, when resisting physical ability score damage, you substitute your **base** Con modifier for the amount resisted. This ability can be used after the damage roll has been made.

Run

-Endurance

-When running, the following apply:

-You move at 5x your normal movement if wearing no more than Light armor and carrying no more than light encumbrance.

-You move at 4x your normal movement if wearing heavier armor or carrying more encumbrance.

-You receive a +4 bonus on Jump checks when making a jump after a running start.

-While running, you retain your Dexterity bonus to AC.

Sprinter

-Run

-When you are running, you may increase your movement by 10 ft for a number of rounds equal to your Constitution modifier. This ability may be used up to 3 times per day.

Dash

-Run

- Your base speed is increased by 5 ft. When running or charging, you can make one turn of up to 90 degrees. To maintain a charge, the last 10 ft must still be in a straight line. You can only use this feat when wearing no more than light armor.

Toughness

- Endurance
- Gain a number of hit points equal to your class's hit die(minimum d6), plus your Con modifier. This feat counts as having an additional HD for the purposes of spells and effects..

Improved Toughness

- Toughness
- Gain a number of hit points equal to 5 + (2 for every HD you possess, as well as a natural DR of 1/-.

Greater Toughness

- Improved Toughness
- Increase the die type of the HD provided by Toughness by one step. Also increases the amount of Hit Points you need to lose to be killed by your total natural /- DR.

Superior Toughness

- Greater Toughness
- Too Tough To Kill
- Gain a natural armor bonus of 2. Gain Hit Points equal to your total natural /-DR

Faster Healing

- Toughness
- You heal hit point damage at twice the normal rate and ability point damage at 50% greater than the normal rate(round up).

Diehard

- Endurance
- Gain 1 hit point for each HD you possess. You may take partial actions at no hit point loss or full actions at the cost of 1 hit point while in negative hit points.

Relentless Mettle

- Diehard
- When reduced to negative hit points, you may act fully without losing further hit points. You must be reduced to -20 hit points to be killed.

Last Stand

- Diehard
- When you are at 0 or less hit points you gain a +2 dodge bonus to AC as well as a +2 bonus to saves, attack and damage rolls, ability checks and skill checks.

True Grit

- Diehard
- Great Fortitude
- Iron Will
- Lightning Reflexes
- Gain a +1 bonus to all saves for each point of natural /- DR you possess, up to a maximum of +5. Once per day, you may reroll a failed save with a +2 bonus

Peak Performance

- True Grit
- When at maximum Hit Points at the start of an encounter, gain a +2 to attack and damage rolls, all saves and your AC(dodge bonus). This bonus is lost when

you take Hit Point damage. Once this bonus is lost in an encounter, it cannot be regained for that encounter.

Hero's Grit

- True Grit

- Faster Healing

- When you make a successful save you heal a number of Hit Points equal to 5 or 2 + your Con modifier, whichever is higher.

Hero's Tenacity

- True Grit

- Greater Endurance

- Greater Toughness

- Your opponents take a -2 penalty to confirm critical hits against you plus an additional penalty equal to your /- DR. When you are critically hit you reduce the multiplier by 1. If this would reduce the multiplier to less than 2, then the opponent simply receives a +4 to their damage roll.

Good Luck

-Once per day you may add a +1 to a single attack roll, damage roll, skill check, save or ability check. This bonus is applied after the check is made. This feat cannot prevent a critical failure or enable a critical success.

Victor's Luck

- Good Luck

- Gain a luck reroll. Expend one luck reroll to reroll a critical hit confirmation roll.

Good Karma

- Good Luck

- Gain a luck reroll. You may choose to have an attack targeting at an adjacent ally directed to you before the attack is rolled. If you do so you regain a spent luck reroll for the day if the attack hits you.

Miser's Fortune

- Good Luck

- Gain a luck reroll. Your items gain a +5 bonus on saves.

Lucky Start

- Good Luck

- Gain a luck reroll. Expend one luck reroll to reroll an initiative check.

Healer's Luck

- Good Luck

- Gain a luck reroll. Expend one luck reroll to reroll one cure spell.

Lucky Save

- Good Luck

- Any other Luck feat

- Gain a luck reroll. Expend a luck reroll to reroll one save.

Lucky Strike

- Good Luck

- Any other Luck feat

- Gain a luck reroll. Expend one luck reroll to reroll an attack roll. Expend two luck rerolls to reroll a damage roll.

Make Your Own Luck

- Good Luck

- Any other Luck feat
- Gain a luck reroll. Expend one luck reroll to reroll a skill check.

Magical Fortune

- Good Luck
- Any other Luck feat
- Gain a luck reroll. Expend one luck reroll to reroll the damage of a spell or a caster check.

Tempting Fate

- Good Luck
- Any other Luck feat
- Gain a luck reroll. You may expend a luck reroll to force an opponent to reroll an attack against you, but their critical threat range increases by 2.

Better Lucky Than Good

- Good Luck
- Any other 2 Luck feats
- Gain a luck reroll. Expend a luck reroll to treat a natural 1 as a natural 20 on an attack roll.

Dumb Luck

- Good Luck
- Any other 2 Luck feats
- Gain a luck reroll. Expend a luck reroll to treat a natural 1 as a natural 20 on a save.

Unbelievable Luck

- Good Luck
- Any other 2 Luck feats
- Gain 2 luck rerolls. So long as you have a luck reroll remaining, you gain a +2 bonus on your worst save. You also gain a number of additional uses of your Good Luck feat equal to half of the number of luck rerolls you start with per day(round up).

Third Time's the Charm

- Good Luck
- Any other 3 Luck feats
- Gain a luck reroll. You may use a second luck reroll on any roll that your Luck feats affect. All of your luck rerolls gain a +2 bonus to that roll(+4 if you use a second luck reroll). You also gain 3 additional uses of your Good Luck feat, and can pool multiple uses of that feat into the same roll.

Great Fortitude

- Gain a +2 bonus on Fortitude saves. This feat can be taken a number of times equal to the character's base Con modifier + 1, it's effects stack.

Iron Muscles

- Great Fortitude
- Add your Str modifier to your Fort saves.

Mind Over Matter

- Great Fortitude
- Iron Will
- Add your Wis modifier to your Fort saves.

Straining Resolve

- Great Fortitude
- If you fail a Fort save you may roll again with a +2 bonus, but you are nauseated after doing so until the end of your next turn.

Tough as Nails

-Great Fortitude

-When making a Fort save against instant death or crippling effects, roll twice and take the better result.

Enduring Life

-Great Fortitude

-Endurance

-Gain a +2 bonus on Fort saves to resist or remove Negative Levels. Whenever you gain a Negative Level, you can ignore the penalties and other ill effects associated with that Negative Level for a number of rounds equal to 2 + your Con modifier. This feat can be taken twice, if taken a second time you gain a +4 to resist or remove negative levels and can ignore the effects of negative levels for 1 minute.

Will to Live

-Enduring Life

-Iron Will

-Once per round as a standard action, you can attempt to remove one Negative Level from yourself with a Will save (DC 10 + $\frac{1}{2}$ the attacker's HD + attacker's Cha modifier).

Resiliency

-Great Fortitude(x2)

-You gain a natural DR of 1/- This feat can be taken a number of times equal to the times you have taken Great Fortitude, it's effects stack.

Iron Stomach

-Great Fortitude(x3)

-You are immune to the Sickened effect, should an effect cause you to be Nauseated, you instead treat it as being Sickened.

What Doesn't Kill You...

-Great Fortitude(x2)

-When you succeed at a Fortitude save, you gain temporary hit points equal to 1 + your highest class Hit Die. This feat can be used a number of times per encounter equal to half of the times you have taken Great Fortitude(round up).

...Makes You Stronger

-What Doesn't Kill You...

-When you gain hit points from What Doesn't Kill You..., you also gain a +1 bonus to all Str and Dex related checks(including attack and damage rolls) for a number of rounds equal to your **base** Con modifier. This feat can stack on itself a number of times equal to the number of times you have taken Great Fortitude.

Iron Stamina

-Great Fortitude

-Endurance

-You are immune to the Fatigued effect. Should you be affected by Exhaustion, you instead treat it as being Fatigued.

Stalwart

-Great Fortitude(x2)

-Diehard

-When making a Fort save against a spell or effect you are completely unaffected on a successful save.

Improved Stalwart

-Stalwart

-Compiled Training(Any)

When using Stalwart, you take half damage on a failed save.

Improved Resiliency

-(Resiliency(x3).

-Increase your natural DR by 2/-

Greater Resiliency

-Improved Resiliency

-When taking damage, you may make a Fort save with a DC equal to the damage dealt. If you succeed, you take half damage from the attack. This feat can be used once per encounter. This feat can be taken twice, it's effects stack.

Too Tough to Kill

-Greater Resiliency

-Relentless Mettle

-You gain Resistance 5 to all elemental damage, which stacks with other sources of Resistance. You also gain a Resistance 1 to all forms of physical ability score damage.

Improved Bardic Music

-Bardic Music class ability

-You gain enhanced benefit from your Bardic music based on the effect used. When using Countersong, Fascinate and Suggestion, you gain a +2 bonus to the Perform check that those effects use. When using Inspire Courage, increase the total bonus to attack and damage rolls by 1 each. When using Inspire Greatness, your targets gain a +1 bonus to all saves rather than just Fort saves. When using Inspire Heroics, increase the total saving throw bonus and AC bonus by 1.

Battle Dancer

-Improved Bardic Music

-You may use your Bardic music ability as part of a Move or Attack action.

War Dancer

-Battle Dancer

-When you are using the Battle Dancer feat, you gain a +2 dodge bonus to AC and a +2 to attack rolls until the start of your next turn.

Sticks and Stones

-Improved Bardic Music

-Viscous Mockery class ability

-When using Viscous Mockery, you may choose to sacrifice an unspent spell slot to empower this ability. For every level of spell slot used, your Viscous Mockery deals an additional 1d6+1 damage.

Scathing Retort

-Sticks and Stones

-Caster level 7th (Bardic)

-Once per round when you are targeted by a melee or ranged attack, or a spell, you may use Viscous Mockery against that target. If the attack or spell misses, then your DC for Viscous Mockery is raised by 2. If the attack or spell succeeds, you increase the damage by an additional 2.

Reading the Room

-Improved Bardic Music

-Viscous Mockery class ability

-Caster level 5th (Bardic)

-When using Viscous Mockery, increase it's save DC by 2 and it's damage by 1.

Spiteful Mockery

- Reading the Room
- Inspire Heroics class ability
- When using Viscous Mockery, increase it's save DC and it's damage by 1 for every 5 ranks you possess in your highest Perform skill. Targets that fail their save against your Viscous Mockery also take damage the following round as if you had used Viscous Mockery against them again and had successfully saved. This damage is applied even if you also use Viscous Mockery against them on that round.

Pointed Criticism

- Improved Bardic Music
- Viscous Mockery class ability
- When using Viscous Mockery against a single target, you add your Cha modifier to the damage.

Demoralizing Mockery

- Pointed Criticism
- Caster level 5th (Bardic)
- Should your target of Pointed Criticism fail their Will save, they take a -2 penalty on all attack and damage rolls and skill checks until the start of your next turn.

If Looks Could Kill

- Pointed Criticism
- Caster level 8th (Bardic)
- Your Viscous Mockery can be used as a gaze attack, with all the penalties and benefits a gaze attack allows.. When used in this way, your target does not make a save vs your damage but your Viscous Mockery damage suffers a -5 penalty.

Falling On Deaf Ears

- Pointed Criticism
- Inspire Heroics class ability
- When using Viscous Mockery, you may target creatures normally immune to it's effects. In such cases, the target gets no save but always takes half damage from your Viscous Mockery.

Call Out

- Improved Bardic Music
- Viscous Mockery class ability
- When using Viscous Mockery against a single target, you may forgo the standard damage to instead impose a -4 penalty on the target's AC and saves until the end of your next turn. If your target saves against your Viscous Mockery, then they only take half of the penalty.

Tough Crowd

- Improved Bardic Music
- Viscous Mockery class ability
- Once per day when using Viscous Mockery, you may affect everyone that can hear you in a 30 ft radius around yourself. A single Will save is made against the highest Will save among your targets.

Catching Strays

- Tough Crowd
- Caster level 10th (Bardic)
- When using Viscous Mockery, you also affect all enemies adjacent to your target. Each additional target gets it's own save against your Viscous Mockery.

Passive-Aggressive Performance

- Improved Bardic Music
- Viscous Mockery class ability

-When using your Bardic Music ability, you may still use your Viscous Mockery as part of the performance without ending your Bardic Music.

Catch Your Breath

- Improved Bardic Music
- Song of Rest class ability
- The first time you use Song of Rest in a day, you need not spend a use of Bardic Music.

Mother's Lullaby

- Catch Your Breath
- When using Song of Rest, you may expend an additional use of Bardic Music to heal 1d4+1 points of ability score damage in addition to the normal healing.

Escalating Inspiration

- Improved Bardic Music
- Inspire Greatness class ability
- When you use Inspire Greatness or Inspire Heroics and you target someone else, you also gain their effects for free.

Legendary Inspiration

- Escalating Inspiration
- Inspire Heroics class ability
- When you use Inspire Greatness, your targets also gain the effects of Inspire Courage. When you Inspire Heroics, your targets also gain the effects of Inspire Courage and Inspire Greatness.

Subsonics

- Improved Bardic Music
- You can use your Bardic Music without making audible noise.

Sound of Silence

- Subsonics
- Expend a use of your Bardic Music to deafen a single target within 30 feet, using your Perform check as the save DC.

Green Ear

- Improved Bardic Music
- Suggestion class ability
- You can alter your mind-affecting music abilities and other Performance-based effects to affect plant creatures as well as normal targets. The affected plant creatures gain a +5 to Will saves in these cases. You may also affect your abilities to only affect plant creatures, in this case, the plant creatures bonus to Will saves reduces to +2.

Chant of the Dead

- Green Ear
- Your Bardic music effects(positive and negative) affect undead creatures. When using negative Bardic music effects against undead, use the same restrictions and parameters as the Green Ear feat.

Requiem

- Chant of the Dead
- Expend a use of Bardic Music to make a Turn Undead attempt as if you were a cleric. Use your bard caster levels for the turning check and the damage check.

Inspire Dread

- Chant of the Dead
- Inspire Greatness class ability
- Expend a use of Bardic music to cause all living enemies that can see and hear you to take a -2 penalty to AC as well all attack and damage rolls, saves, skill

checks and ability checks. This ability continues for as long as the character plays and 5 rounds thereafter.

Extra Music

- Improved Bardic Music

- You gain 3 more uses of your Bardic Music per day. This feat can be taken a number of times equal to half your Bard levels(round up), it's effects stack.

Lyric Arsenal

- Extra Music

- Gain additional uses of Bardic Music equal to you Cha modifier. The DCs of your Bardic music abilities increase by 1.

Arcane Flourish

- Improved Bardic Music

- Ability to cast arcane spells

- You can expend a spell slot to gain a bonus to any single Perform check made within 1 minute of using this feat. This bonus is equal to 2 + the level of spell slot used.

Arcane Accompaniment

- Arcane Flourish

- When using Arcane Flourish on Bardic Music, you extend the duration of that Bardic Music by a number of rounds equal to the spell slot used.

Lyric Spell

- Improved Bardic Music

- Ability to cast arcane spells

- You may expend uses of Bardic music to cast any spell from the Bard spell list that you know. The number of uses required is equal to (spell level – 1) minimum 1.

Improved Lyric Spell

- Lyric Spell

- When using the Lyric Spell feat, you reduce the required uses of Bardic music by 1 to a minimum of 1.

Arcane Melody

- Lyric Spell

- When casting any Bardic spell or any other arcane spell with sonic components, you may expend a use of Bardic music to add 2 to the DC of that spell or increase your caster level for that spell by 1.

Song of Mercy

- Lyric Spell

- Sacred Vow

- When casting a cure spell from the Bardic school, you may expend a use of your Bardic music to add 4 to the total amount healed as well as have the spell heal with d10s instead of d8s.

Divine Hymn

- Song of Mercy

- Ability to Turn Undead

- When using Bardic Music you may expend a turning attempt to grant yourself a bonus to the Perform check equal to your Wis modifier when using Countersong, Fascinate and Suggestion or to increase the total bonus provided by your other Bardic Music effects by 2. When turning undead you may expend a use of Bardic Music to increase your effective level that allows you to Turn Undead as well as your effective Cha modifier by 2

Lingering Song

-Improved Bardic Music

-Your Bardic music effects that last more than 1 turn last 5 additional turns. Your Bardic music abilities that last only 1 turn last 1 additional turn.

Chant of the Long Road

-Improved Bardic Music

-Expend a use of Bardic Music to grant yourself and all allies within 60 feet the benefits of the Endurance feat. This affect lasts for 1 hour. If anyone affected has that feat already than it stacks with this ability. You may also expend 2 uses of this feat to extend the effect to a full day.

Epic of the Lost King

-Chant of the Long Road

-Expend a use of Bardic music to remove fatigue from all allies within 30 feet. You may also expend 2 uses of Bardic music to remove exhaustion from all allies within 30 feet.

Chant of Fortitude

-Chant of the Long Road

-Expend a use of Bardic music to grant all allies within 30 feet the benefits of the Diehard feat for a number of rounds equal to your Cha modifier. If anyone affected already has this feat then they simply gain additional Hit Points conferred by this feat. The hit points gained are temporary.

Ironskin Chant

-Chant of Fortitude

-Expend a use of Bardic music to grant yourself or a single ally within 30 feet DR of 5/- until the end of your next turn. You may also expend an additional use of Bardic music when using Chant of Fortitude to also grant a DR of 2/- for the duration of that feat.

Chord of Distraction

-Improved Bardic Music

--Expend a use of Bardic music to reduce the AC of a single foe within 30 feet by 2 until the end of your next turn or 2 uses of Bardic music to render a single foe within 30 feet flat- footed until the end of your next turn.

Warning Shout

-Chord of Distraction

-Expend a use of Bardic music to grant a single ally within 30 feet a +5 on their next Ref save, or all allies within 30 feet a +2 on their next Ref save. You may also expend 2 uses of Bardic music to also grant a single ally evasion or all allies an additional +2 on their next Ref save.

Shout of Clarity

-Chord of Distraction

-Song of Freedom class ability

-You may expend 2 uses of Bardic music instead of 1 when using Song of Freedom to reduce the cast time to a single turn of performing.

Song of the Heart

-Improved Bardic Music

-Inspire Heroics class ability

-By spending one (or more) daily use of Bardic Music and making the indicated Perform check, you may modify your Bardic Music in any of the following ways (though only one for a given use of Bardic Music):

-**Accompaniment:** Spend 3 uses to perform two Bardic Music abilities simultaneously. Each round you must make a Perform check vs. DC (20 + highest Perform ranks

required) or both abilities end immediately. You may end one of the Bardic Music abilities at any time and continue the other without requiring any more Perform checks.

Usable with all Bardic Music.

-Dramatic Pause: Spend 2 uses to stop an ongoing Bardic Music ability for 1 round (in order to cast a spell, attack, etc.) and then resume it as if you had not stopped. Requires a Perform check vs. DC (20 + Perform ranks required). Usable with Fascinate, Inspire Courage, Inspire Greatness, and Inspire Heroics.

-Harmony: Spend 1 uses to make a Bardic Music that normally affects one target instead affect two. Requires a Perform check vs. DC (20 + Perform ranks required). Usable with Inspire Competence, Suggestion, and Song of Freedom.

-Individual Performance: Spend 1 use to make a Bardic Music that normally affects multiple targets instead only affect one (cannot be you). This target receives 2x the normal bonuses / penalties. Requires a Perform check vs. DC (15 + Perform ranks required). Usable with Fascinate, Inspire Courage, Inspire Greatness, and Inspire Heroics.

-Projection: Spend 1 use to make a Bardic Music have 2x the normal area of effect. Requires a Perform check vs. DC (10 + Perform ranks required). Usable with Countersong, Fascinate, Inspire Competence, Inspire Greatness, Inspire Heroics, and Song of Freedom.

-Rhythm: Spend 1 use to make a Bardic Music that you have been performing for at least 3 round last two extra rounds after you stop performing. Requires a Perform check vs. DC (10 + Perform ranks required). Usable with Fascinate, Inspire Competence, Inspire Courage, Inspire Greatness, and Inspire Heroics.

-Riveting Performance: Spend 1 use to make a Bardic Music affect all target in range that can hear you, even if they cannot see you. Requires a Perform check vs. DC (15 + Perform ranks required). Usable with Fascinate and Inspire Competence.

Improved Counterspell

-Ability to cast spells

-When counterspelling you may counter with a spell of the same school that is one level higher than the spell used.

Dampen Spell

-Improved Counterspell

-You may expend a spell of any level to reduce the DC of an opponent's spell by the level of spell expended.

Greater Counterspell

-Improved Counterspell

-When counterspelling, you may either use a spell of the same level of the same school or a spell of a different school of one spell level higher.

Dampening Counterspell

-Greater Counterspell

-When counterspelling you may expend a spell slot of equal level to counter a given spell or spell-like ability.

Counterspell Mastery

-Dampening Counterspell

-When counterspelling, you may use a spell slot of 1 level lower than normal. If you posses the Dampening Field feat, you may activate its effects with 2 slots of

a spell level 1 lower than normal or 1 spell slot of equal level. When using Dampen Spell, the spell you expend is considered 1 level higher.

Reflexive Counterspell

- Counterspell Mastery
- You may use a counterspell as an immediate action.

Disorienting Counterspell

- Counterspell Mastery
- When you counter a spell your target suffers a -2 to AC saves, attack rolls and skill checks until the end of their next turn.

Backlash Counterspell

- Disorienting Counterspell
- When you counter a spell, your target takes damage equal to 2 + the level of spell countered. This damage is considered untyped and bypasses armor DR.

Suppressing Counterspell

- Dampening Counterspell
- When you counter a spell-like ability that is continuous or at-will, you may make a Concentration check with a DC equal to the spell save DC of the spell, even if it doesn't normally have one. If you succeed, the spell-like ability cannot be used for a number of rounds equal to your **base** primary spellcasting modifier.

Lingering Counterspell

- Greater Counterspell
- Dampen Spell
- When you counter a spell, your counterspell lasts until the end of your target's next turn. When the counterspell expires, the target takes a penalty to their spell DCs equal to 2 + the level of spell you used for the counterspell. This penalty fades at a rate of -2 per round.

Dampening Field

- Dampening Counterspell
- Lingering Counterspell
- During your turn you may expend 2 spell slots of the same level to grant yourself and all allies within (10 ft per spell level) of you protection from spells and spell-like abilities of that level or lower until the end of your next turn, after this period, those within the field gain a bonus to the save DCs of spells equal to 2 + the level of spell slots used, this bonus fades at a rate of 2 per turn.

Improved Critical

- BAB of 3
- When wielding a single chosen weapon, you increase the critical threat range by 1. This feat may be taken for the same weapon twice, it's effects stack.

Reckless Abandon

- Improved Critical
- Power Attack
- You may sacrifice AC for additional critical threat on a 1 for 1 basis when making an attack roll(to a limit of -5). This loss of AC lasts until the start of your next turn. This feat is modified by any feat which also modifies Power Attack and has no effect on confirmation rolls..

Telling Critical

- Improved Critical

- Sneak Attack or similar ability

- When you score a critical hit on an attack that deals sneak attack damage or similar, you multiply the sneak attack damage as well(at a x2 regardless of weapon). If you score a critical hit on an attack that would not normally deal sneak attack or similar damage, you also deal half of that damage(non-multiplied)

Scent of Victory

- Improved Critical

- Spring Attack

- BAB of 5

- Once per round, when you kill an enemy in combat or score a natural 20 on an attack roll as well as confirm the critical hit, you may move up to 20 ft as a free action. This movement does not provoke an attack of opportunity\from the opponent you struck but still provokes attacks from others who threaten you.

Taste of Victory

- Improved Critical

- Cleave

- BAB of 5

- When you kill an enemy or confirm a critical hit in combat you gain temporary Hit Points equal to 2 + your total HD. If you kill an opponent with a confirmed critical hit, you gain 50% more temporary Hit Points from this feat(round down). Hit points gained through this feat do not stack with successive uses.

Savage Critical

- Improved Critical

- Weapon Specialization(any melee)

- When you score a critical hit with your chosen weapon, you increase the critical multiplier by 1.

Overwhelming Critical

- Savage Critical

- BAB of 8

- When you score a critical hit against an enemy, that enemy takes a -2 penalty to their AC, attack and damage rolls, saves and skill checks until the end of your next turn. This feat cannot stack on itself.

Sundering Critical

- Savage Critical

- BAB of 6

- When you score a critical hit against a creature immune to critical hits, you increase the **base** damage of your attack by 50%(round up)

Critical Mastery

- Savage Critical

- Weapon Mastery(any)

- When you score a critical hit with your chosen weapon, if your base rolled damage is less than the average damage the dice could normally roll, the rolled damage is instead treated as if you had rolled the average damage. This feat can be used a number of times per day equal to 1 + the **base** ability modifier that affects your attack and damage rolls.

Destructive Critical

- Sundering Critical

- BAB of 10

- When you score a critical hit against a creature with DR, you ignore that DR. If the DR is /- than you instead reduce it by half(round down)

Final Critical

-Destructive Critical

-BAB of 12

-When you score a natural 20 on an attack roll, you do not make a confirmation roll nor a damage roll, but simply deal maximum damage on the attack with a +1 to the critical multiplier. When hitting enemies immune to critical hits with this feat, you replace the standard bonus of 50% base damage from Sundering Critical with a 2x critical multiplier, with all other aspects of this feat remaining the same.

Improved Initiative

-You gain a +4 bonus to Initiative checks.

Quick Draw

-Improved Initiative

-BAB of 1

-Gain a +2 on Initiative checks and draw weapons as a free action.

Seize The Initiative

-Improved Initiative

-Gain a +4 bonus to your first attack and damage roll in any combat that you have a higher initiative than your target.

Danger Sense

-Improved Initiative

-Gain a +1 bonus to Ref saves and AC against traps as well as Initiative checks. Re-roll initiative checks 1/day. You may take this feat a number of times equal to your **base** Wis modifier, it's effects stack.

Blind-Fight

-Danger Sense

-When in melee combat if you miss due to concealment, you may reroll that miss chance once per attack. You do not lose your Dex bonus to AC against invisible attackers nor do they gain a +2 bonus to hit you. You only take half the usual penalties to movement for being unable to see(3/4 speed instead of half)

Eyes in the Back of Your Head

-Danger Sense

-BAB of 3

-Opponents do not gain the normal +2 bonus for flanking you. This feat has no effect on attacks that are made when you are otherwise denied your Dex bonus to AC.

Tactical Awareness

-Danger Sense

-Skillful(Alertness)

-Gain a bonus to Listen and Spot checks equal to half of your Initiative bonus(round up)

Zen Instincts

-Danger Sense(x2)

-You gain a +1 dodge bonus to AC when wearing no armor. This feat can be taken a number of times equal to your **base** Wis modifier, it's effects stack. This ability functions like the Monk AC bonus, save that you may still receive half of this feat's bonus(round up) while wearing light armor. and does not stack with the Monk AC bonus.

Uncanny Dodge

- Zen Instincts
- You retain your Dex bonus to AC when flat-footed or struck by an invisible attacker. This feat has no effect against opponents that have 5 or more BAB than you.

Improved Uncanny Dodge

- Uncanny Dodge
- You can no longer be flanked by any opponent that has less than 5 BAB more you.

Improved Ki

- Ki Pool class ability
- Your Ki Pool maximum increases by 1. When you use your Ki Pool to increase your AC, saves or attack/damage rolls, your bonus increases by 1.

Ki Strike

- Improved Ki
- When using your Ki Pool to gain a bonus to your attack/damage rolls, increase the attack bonus by +1 and the damage bonus by +1d6 elemental damage or +2 force damage. Lasts until the start of your next turn.

Strike of Wrath

- Ki Strike
- When using Ki Strike your bonus to your attack roll increases by +1 and your bonus to damage increases to +1d10 in the case of elemental damage and to +4 in the case of force damage.

Ki Defense

- Improved Ki
- When using your Ki Pool to gain a bonus to AC, gain an aura of damaging energy that harms those who attack you. Aura deals 1d6 elemental damage or 2 force damage. Lasts until the start of your next turn. This damage bypasses all forms of DR.

Reflective Ki

- Ki Defense
- Your Ki Defense, grants you resistance 5 to all energy types and a converts your AC bonus to a deflection bonus to AC. This effect stacks with other resistances and lasts until the start of your next turn.. This feat can be taken twice, it's effects stack.

Ki Shield

- Reflective Ki
- When hit by an attack while your Reflective Ki is active, you may expend a Ki Pool use to grant yourself a shield that absorbs damage for you. This field has Hit Points equal to 10 + your Wis modifier + any deflection bonus granted by your Ki Defense. This field lasts for a single attack or flurry of attacks, if the attacks are part of a full attack action.

Reflexive Ki

- Improved Ki
- When using your Ki Pool to gain a bonus to your saves, you may do so after a failed save has already been rolled. Doing so allows you to reroll the save, but without the normal bonuses that using your Ki Pool would allow.

Ki Redirection

- Reflexive Ki

-When using your Ki Pool to gain a bonus to a save vs an effect that deals HP damage, if you should fail the save, you negate an amount of damage equal to 2 + your Wis modifier. When failing a save vs an effect that deals ability score damage, reduce that damage by 2

Ki Blast

-Ki Strike

-Expend 2 Ki Pool uses to make a ranged attack at a range of 30 ft. Attack deals half again your base damage in elemental damage, or your base damage in force damage. Your Ki Blast counts as an unarmed attack and a Sudden Strike for the purposes of other feats that affect either ability.

Distant Ki Blast

-Ki Blast

-Your Ki Blast now has a base range of 60 ft.

Explosive Ki Blast

-Ki Blast

-Your Ki Blast now affects all targets in squares adjacent to your initial target. Apply your original attack roll to the other targets to see if you hit.

Improved Ki Blast

-Ki Blast

-Gain a +2 to the attack roll made with Ki Blast. Your Ki Blast damage is increased by 1 die type, and gains a +1 damage for every die type rolled starting at +1 for a d6.

Homing Ki Blast

-Improved Ki Blast

-Your Ki Blast is made as a ranged touch attack.

Volatile Ki Blast

-Improved Ki Blast

-Your Ki Blast now ignores an amount of DR from armor and natural armor equal to your Wis modifier.

Greater Ki Blast

-Improved Ki Blast

-Your Ki Blast range is increased by 50% and its damage is increased by a number of die types equal to half of your Monk/Kensai levels(round down).

Axiomatic Strike

-Ki Blast

-When you use Ki Strike, you may instead deal +2d6 + your Wis modifier damage to chaotic subtype opponents instead of the normal damage bonuses

Resonating Strike

-Axiomatic Strike

-When you use Ki Strike, you may instead deal +2d6 + your Wis modifier damage to construct subtype opponents instead of the normal damage bonuses.

Life Strike

-Axiomatic Strike

-When you use Ki Strike, you may instead deal +2d6 + your Wis modifier damage to undead subtype opponents instead of the normal damage bonuses

Spirit Strike

-Life Strike

-When using Ki Strike, your attacks affect incorporeal and ethereal creatures normally.

Bane Strike

- Axiomatic Strike
- Favored Enemy class ability
- When you use Ki Strike, you may instead deal +2d6 + your Wis modifier damage to your favored enemy subtype instead of the normal damage bonuses

Flowing Ki

- Strike of Wrath OR Ki Redirection
- Ki Shield
- Ki Blast
- Expansive Ki

-When using Ki Strike, Ki Defense and Ki Redirection, you gain their effects for a number of rounds equal to your **base** Wis modifier. When you use Ki Blast, you gain a +1 bonus to the attack roll and your base damage is considered 1 die type higher. And the first time you use Ki Blast in an encounter, you need only expend 1 use of your Ki Pool.

Empowered Ki

- Flowing Ki
- BAB of 7
- When you use your Ki Pool to enhance your saves, attack and damage rolls or your AC, you receive the other 2 benefits at half value(round up)

Ki Magic

- Improved Ki
- Adept Spellcaster
- Expend Ki Pool use to regain a spell of any slot that is not the highest spell you can cast(minimum 1st level). This feat cannot regain spells of a level higher than your Wis modifier.

Ki Spellcaster

- Ki Magic
- Caster level 5th(any)
- When casting a spell, you may expend a use of your Ki Pool to grant the spell a bonus to it's DC, if any, equal to your **base** Wis modifier. If the spell deals damage or healing, then it also adds a bonus to the damage or healing equal to your total Wis modifier.

Expansive Ki

- Improved Ki
- Your Ki Pool increases by 3. This feat can be taken a number of times equal to 1 + your Monk/Kensai levels. It's effects stack.

Ki Healing

- Expansive Ki
- Expend a KI Pool use to heal yourself for a number of Hit Points equal to 5 + your Wis modifier.

Ki Purge

- Ki Healing
- Expend 2 Ki Pool uses as a full found action to grant yourself an unmodified save on every effect upon you that a saving throw can end and heal a number of Hit Points as if you had used Ki Healing.

Expel Harm

- Ki Purge
- BAB of 6
- When you use Ki Purge, your saves receive a +2 bonus and when you use Ki Healing, you heal 5 additional Hit Points.

Ki Conservation

-Expansive Ki

--The first time in an encounter you use an ability that is fueled by your Ki Pool, you do not expend that use. This feat cannot be used if you start an encounter with no uses in your Ki Pool remaining.

Ki Critical

-Ki Conservation

-Improved Critical

-When you confirm a critical hit or are struck by a critical hit you regain a spent use of your Ki Pool. This feat cannot gain you more than 2 uses of your Ki Pool in an encounter.

Ki Reserves

-Ki Conservation

So long as you have at least 1 Ki Pool use remaining, you gain a +1 bonus to AC, all saves and all attack and damage rolls.

Boundless Ki

-Ki Conservation

-Expansive Ki(x3)

-BAB of 7

-You recover a use of your Ki Pool after a short rest.

Ki Mastery

-Boundless Ki

-Empowered Ki

-BAB of 9

-When you use your Ki Pool to enhance your saves or your attack/damage rolls you roll twice and take the better result. When you use your Ki Pool to enhance your AC your opponents only deal half damage with their attacks if they hit your AC by your Wis modifier or less. These effects are in addition to the normal effects when using your Ki Pool but are not affected by the Flowing Ki feat..

Improved Sneak Attack

-Sneak Attack class ability

When using Sneak Attack, you gain a +1 bonus to the attack and damage roll for every die of Sneak Attack damage you possess.

Insightful Defense

-Improved Sneak Attack

-Insightful Strike class ability

-Dodge

-Gain a dodge bonus to AC equal to half of your Int modifier(round up). This bonus can only be applied to attacks from opponents you are aware of.

Adaptable Insight

-Insightful Defense

-Gain a bonus to your saves equal to half of your Int modifier(round up). This bonus cannot exceed your Rogue class levels.

Canny Expertise

-Improved Sneak Attack

-2d6+ Sneak Attack damage

- Gain a +1 bonus to all of your skill checks made with Rogue class skills

Insightful Mobility

- Canny Expertise
- Skillful(Acrobatics)
- Add your Int modifier when making Tumble checks

Insightful Larceny

- Canny Expertise
- Skillful(Nimble Fingers)
- Add your Int modifier when making Open Lock checks

Insightful Profiler

- Canny Expertise
- Skillful(Negotiator)
- Add your Int modifier when making Sense Motive checks

Insightful Perception

- Canny Expertise
- Skillful(Alertness)
- 3d6+ Sneak Attack damage
- Add your Int modifier when making Listen and Spot checks

Insightful Stealth

- Canny Expertise
- Skillful(Stealthy)
- 4d6+ Sneak Attack damage
- Add your Int modifier when making Hide and Move Silently checks

Thieves Luck

- Improved Sneak Attack
- Good Luck
- Your bonus from Good Luck increases to +2, and your Good Luck feat can now prevent a critical failure or enable a critical success.

Canny Fortune

- Thieves Luck
- Any 3 luck feats
- Gain a Luck reroll. The first time in a day that you fail a roll that you used a luck reroll on, you do not expend that luck reroll.

Sixth Sense

- Improved Sneak Attack
- Spell Sense class ability
- Once per encounter when targeted by a hostile spell that relies on your AC to hit, you may force an opponent to roll twice and take the worse result. This feat can only be used before the attack roll has been made. If you possess the Savoy Rogue class ability, this ability can be used after the attack roll has been made.

Canny Target

- Improved Sneak Attack
- Slippery Target class ability
- Your Slippery Target adds an additional +1 to your class defense bonus. When you are hit with an attack while using Slippery Target by an amount equal to 1 + your Int modifier or less, your DR from Slippery Target increases by 1, and you reduce the damage of that attack by a single die type

Canny Redirection

- Improved Sneak Attack

- Spell Reflection class ability

- When using your Spell Reflection, you may instead target an opponent within 20 ft of the caster who targeted you. If you possess the Savoy Rogue ability, you may also instead target a foe within 20 ft or **your** space.

Precision Strike

- Improved Sneak Attack

- Improved Insightful Strike

- When rolling your bonus damage dice from your Sneak Attack, you may roll twice and take the better result.

Hindering Sneak Attack

- Improved Sneak Attack

- 2d6+ Sneak Attack damage

- When using Sneak Attack you may reduce your damage by 1d6 to impose a -2 penalty to the target's AC until the end of your next turn. You may do this up to a maximum of your Sneak Attack dice. Penalties from this feat cannot stack on itself.

Sudden Sneak Attack

- Improved Sneak Attack

- 2d6+ Sneak Attack damage

- Quick Draw

- The first time you use Sneak Attack with a draw attack in an encounter, your Sneak Attack damage is considered 50% higher(round up)

Distant Sneak Attack

- Improved Sneak Attack

- 2d6+ Sneak Attack damage

- Far Shot

- When using Sneak Attack with your chosen ranged weapon, you double the normal range limit for Sneak Attack.

Pinpoint Sneak Attack

- Improved Sneak Attack

- 2d6+ Sneak Attack damage

- When you use Sneak Attack, you may choose to take a -2 penalty on your attack roll to increase your Sneak Attack damage by 1d6 to a maximum of +5d6). This feat does not modify your **base** Sneak Attack damage.

Esoteric Sneak Attack

- Improved Sneak Attack

- 3d6+ Sneak Attack damage

- Skillful(Creature Studies)

- You may use your Sneak Attack on creatures immune to critical hits. When used this way your Sneak Attack damage is reduced by half(round down)

Persistent Sneak Attack

- Improved Sneak Attack

- 5d6+ Sneak Attack damage

- When you hit with a Sneak Attack, you may use Sneak Attack on the same target again the following round even if the target does not meet the requirements for Sneak Attack, when this feat is used, your 2nd Sneak Attack does half of it's normal Sneak Attack damage(round down).

-Greater Sneak Attack

- Improved Sneak Attack

- 7d6+ Sneak Attack damage

- Your Sneak Attack damage changes to d8s instead of d6s. You gain a +4 bonus to the attack and damage rolls when making a Sneak Attack.

Improved Spellbolt

- Spellbolt class ability
- When you use Spellbolt, you gain a +2 bonus to the attack roll and increase its base range by 10 ft.

Distant Spellbolt

- Improved Spellbolt
- Your Spellbolt can be used at a base range of 60 ft.

Homing Spellbolt

- Distant Spellbolt
- Spellbolt Focus
- Your Spellbolt gains the effects of the Point Blank Shot and Precise Shot feats.

Blasting Spellbolt

- Homing Spellbolt
- Caster level 7th (Priest, Sorcerer or Wizard)
- A number of times per day equal to the ability modifier that affects your spellcasting, you may use your Spellbolt as a 10ft cone. You make a single attack roll that applies to all targets in the cone, and your Spellbolt gains a +2 bonus to its attack roll and its damage.

Defensive Spellbolt

- Homing Spellbolt
- Caster level 7th (Priest, Sorcerer or Wizard)
- When you are missed by a melee or ranged attack within your Spellbolt range, you may respond with a Spellbolt attack. This feat cannot be used if you have already made a Spellbolt attack this round.

Spellbol Focus

- Improved Spellbolt
- Caster level 2nd (Priest, Sorcerer or Wizard)
- Your Spellbolt gains the effects of Weapon Focus and Weapon Specialization

Improved Spellbolt Focus

- Spellbolt Focus
- Caster level 4th (Priest, Sorcerer or Wizard)
- Your Spellbolt gains the effects of Improved Weapon Focus and Improved Weapon Specialization

Greater Spellbolt Focus

- Improved Spellbolt Focus
- Caster level 8th (Priest, Sorcerer or Wizard)
- Your Spellbolt gains the effects of Greater Weapon Focus and Greater Weapon Specialization

Superior Spellbolt Focus

- Greater Spellbolt Focus
- Caster level 12th (Priest, Sorcerer or Wizard)
- Your Spellbolt gains the effects of Superior Weapon Focus and Superior Weapon Specialization

Sudden Spellbolt

- Spellbolt Focus
- Caster level 5th (Priest, Sorcerer or Wizard)

- Your Spellbolt attack roll treats your opponent as if they were flat-footed.

Reflexive Spellbolt

- Sudden Spellbolt

- Caster level 10th (Priest, Sorcerer or Wizard)

- A number of times per day equal to the ability modifier that affects your spellcasting, you may make a Spellbolt attack as a free action. This feat does not allow you to make more than one Spellbolt attack per round.

Piercing Spellbolt

- Spellbolt Focus

- Caster level 5th (Priest, Sorcerer or Wizard)

- Your Spellbolt attack roll is treated as a touch attack.

Razing Spellbolt

- Piercing Spellbolt

- Caster level 10th (Priest, Sorcerer or Wizard)

- Your Spellbolt ignores 5 of your opponent's elemental resistances and 2 of it's /- DR, if it has any. A number of times per day equal to the ability modifier that affects your spellcasting, your Spellbolt ignores all of your opponent's elemental resistances and reduces any /- DR your opponent possesses by half(round up).

Elusive Spellbolt

- Improved Spellbolt

- Spell Focus(Illusion)

- Caster level 5th (Priest, Sorcerer or Wizard)

- When you miss a target with your Spellbolt ability by an amount less than half your caster level(round up), you may redirect the bolt to a new target within 10 ft. A new attack roll is made for that target. This feat can be used a number of times per day equal to the ability modifier that affects your spellcasting. This pool shares it's uses with other Spellbolt feats that are based off schools of magic.

Sinister Spellbolt

- Improved Spellbolt

- Spell Focus(Necromancy)

- Caster level 5th (Priest, Sorcerer or Wizard)

- Your Spellbolt deals an additional 1d4 + 1 damage to living creatures(DR is ignored) and forces them to make a Fort save against a DC of 10 + half your caster level(round up) + the ability modifier that affects your spellcasting. If they fail, they must roll twice on all attack rolls, saves and skill checks and take the worse result until the end of your next turn. This penalty cannot stack upon itself and is not limited by immunity to critical hits. This feat can be used a number of times per day equal to the ability modifier that affects your spellcasting. This pool shares it's uses with other Spellbolt feats that are based off schools of magic.

Elemental Spellbolt

- Improved Spellbolt

- Spell Focus(Evocation)

- Caster level 5th (Priest, Sorcerer or Wizard)

- Your Spellbolt gains additional effects based on the type of energy damage it is dealing.

- Acid:** The target takes half of the original Spellbolt damage(round up) the following round. This damage does not stack with the damage from another acid-based Spellbolt.

- Cold:** In addition to the base damage, the target takes a -2 to AC, all attack and damage rolls and physical-based ability checks until the end of their next turn. This penalty cannot stack with itself.

-Electricity: The target must make a Fort save equal to 10 + half your caster level(round down) + the ability modifier that affects your spellcasting or be only able to take partial actions on their next turn. This effect does not work on creatures immune to critical hits.

-Fire: All enemies within 10 ft of the initial target take fire damage equal to half of the base Spellbolt damage(round down, no save)

This feat can be used a number of times per day equal to the ability modifier that affects your spellcasting. This pool shares it's uses with other Spellbolt feats that are based off schools of magic.

Shielding Spellbolt

-Improved Spellbolt

-Spell Focus(Abjuration)

-Caster level 5th (Priest, Sorcerer or Wizard)

-You may, when using Spellbolt, choose to have the attack deal no damage to the enemy, but rather, when they next attack an enemy, the Spellbolt manifests a shielding effect that impedes their next attack, granting a bonus to the AC of their target equal to half the base damage of their Spellbolt(round up) and a bonus to their DR rating equal to half of the AC bonus(round up) This DR is /-. This feat can be used a number of times per day equal to the ability modifier that affects your spellcasting. This pool shares it's uses with other Spellbolt feats that are based off schools of magic.

Hampering Spellbolt

-Shielding Spellbolt

-Caster level 10th (Priest, Sorcerer or Wizard)

-When you use Shielding Spellbolt, the effect lasts for all attacks made by the target until the start of your next turn.

Revealing Spellbolt

-Improved SpellBolt

-Spell Focus(Divination)

-Caster level 5th (Priest, Sorcerer or Wizard)

-You may, when using Spellbolt, choose to have the target take half the base damage of your Spellbolt and be marked with a special divination effect that grants all attacks a +2 bonus to hit them and all spells cast against them gain a +2 bonus to their save DCs if they have one. This effect lasts until the end of your next turn and cannot stack with itself. This feat can be used a number of times per day equal to the ability modifier that affects your spellcasting. This pool shares it's uses with other Spellbolt feats that are based off schools of magic.

Beguiling Spellbolt

-Improved Spellbolt

-Spell Focus(Enchantment/Charm)

-Caster level 5th (Priest, Sorcerer or Wizard)-You may, when using Spellbolt, choose to have the target take half the base damage of your Spellbolt and become wracked with wildly conflicting emotions and confusion. They must make a Will save against a DC of 10 + half your caster level(round up) + the ability modifier that affects your spellcasting or take a -4 penalty to saves, attack rolls and skill checks until the end of their next turn. This penalty cannot stack on itself. This feat can be used a number of times per day equal to the ability modifier that affects your spellcasting. This pool shares it's uses with other Spellbolt feats that are based off schools of magic.

Disruptive Spellbolt

-Improved Spellbolt

-Spell Focus(Transmutation)

- Caster level 5th (Priest, Sorcerer or Wizard)
- You may use your Spellbolt against objects. When used against worn or held objects,(like weapons, shield, etc.) the Spellbolt attack is treated like a Sunder attempt. If the target's Fort save to resist the Sunder fails, the object takes damage equal to the base damage to the Spellbolt(ignoring Hardness). When attacking other inanimate(or animate) objects, your Spellbolt deals an additional 2d6 damage and ignores any Hardness or /-DR the object has. This feat can be used a number of times per day equal to the ability modifier that affects your spellcasting. This pool shares it's uses with other Spellbolt feats that are based off schools of magic.

Displacing Spellbolt

- Improved Spellbolt
- Spell Focus(Conjuration)
- Caster level 5th (Priest, Sorcerer or Wizard)
- You may, when using Spellbolt, choose to have the target take half the base damage of your Spellbolt and be teleported to an unoccupied square of your choosing within 20 ft of it's original square(no save). This feat can be used a number of times per day equal to the ability modifier that affects your spellcasting. This pool shares it's uses with other Spellbolt feats that are based off schools of magic.

Shifting Spellbolt

Displacing Spellbolt

- When using Displacing Spellbolt, you may teleport your target to an unoccupied square of your choosing within 20 ft of **your** square instead. You may also choose to swap locations with your Spellbolt target, rather than teleport them to an unoccupied square..

Echoing Spellbolt

- Any 2 of Sinister, Revealing or Beguiling Spellbolt
- When using Sinister, Revealing or Beguiling Spellbolt, the effect lasts 1 additional round. In the case of Sinister Spellbolt, the target also takes the bonus damage again the following round. This feat does not allow your Spellbolt effects to stack with themselves.

Empowered Spellbolt

- Greater Spellbolt Focus
- Any 3 of Shielding, Revealing, Beguiling or Displacing Spellbolt
- When using Revealing, Beguiling or Displacing Spellbolt, you deal full damage with your Spellbolt in addition to the other effects. When using Shielding Spellbolt, you deal half damage with your Spellbolt in addition to the other effects.

Adaptive Spellbolt

- Empowered Spellbolt
- Any 3 of Elusive, Sinister, Elemental or Disruptive Spellbolt
- You may use each of your different Spellbolt feats based off schools of magic once per day without drawing from your daily pool of uses.

Spellbolt Critical

- Greater Spellbolt Focus
- Caster Level 5th(Priest, Sorcerer or Wizard)
- Your Spellbolt can now critically hit with a threshold of 20 and a multiplier of x2. This threshold increases by 1 for every 5 CLs you posses in your spellcasting class that grants you Spellbolt. Your critical multiplier also increases by 1 for every 10 CLs you posses in your spellcasting class that grants you Spellbolt. Your Spellbolt criticals cannot be further modified by feats beyond this one.

Omnibolt

- Adaptive Spellbolt
- Reflexive Spellbolt
- Razing Spellbolt
- Caster level 7th (Priest, Sorcerer or Wizard)
- When you use Spellbolt, you may attack an additional target for every multiple of 5 caster levels you possess. You may not attack a single target with more than one bolt with this feat.

Spellbolt Mastery

- Omnibolt
- Caster Level 12th (Priest, Sorcerer or Wizard)
- Your ability modifier that affects your spellcasting is considered 2 higher for all purposes regarding your Spellbolt. When using Omnibolt, you may sacrifice using one or more of your available Spellbolts to grant the others a +4 to their damage. For each Spellbolt sacrificed.

Improved Unarmed Strike

- BAB of 1
- You deal lethal damage(1d4 for a Medium sized creature) with your unarmed attacks and you do not provoke attacks of opportunity with your unarmed attacks.

Improved Grapple

- Improved Unarmed Strike
- Your touch attacks to start a grapple do not provoke an attack of opportunity. You gain a +4 on all grapple checks, including checks to resist a grapple.

Slippery Grappler

- Improved Grapple
- BAB of 2 OR Skill Focus(Escape Artist)
- Gain a +2 bonus to resist or escape a grapple with another creature for every size category larger it is than you

Grasp of the Scorpion

- Improved Grapple
- Improved Unarmed Expertise
- BAB of 4
- If you hit a creature with a one-handed or light weapon, deal damage normally and then you have the option of starting a Grapple as a free action without provoking an attack of opportunity(no touch needed). If a grapple is started and you were wielding a one-handed weapon, you drop it. If a grapple is started and you were wielding a light weapon, you may continue holding it. Each round, you may attack your grappled foe as normal with it, except you do not have the standard -4 penalty

Stunning Fist

- Improved Unarmed Strike
- BAB of 3
- Once per day, when attacking an enemy with an unarmed strike but before the attack roll is made,, you may choose to use this feat to force them to make a Fort save if you hit them. If they fail they are stunned until the start of your next turn. The save DC is 10 + your Wis modifier. Monks who take this feat gain an **initial** number of uses per day of this feat equal to their Monk class levels instead of once per day. This feat can take this feat a number of times

equal to your **base** Wis modifier, each time it is taken, they gain one additional use of this feat per day.

Improved Stunning Fist

- Stunning Fist
- Improved Unarmed Expertise
- When using Stunning Fist, increase its save DC by 2 and if the target successfully saves they take extra damage equal to 2 + an extra die of your unarmed damage.

Rapid Stunning

- Improved Stunning Fist
- Flurry of Blows class ability
- BAB of 5
- You may use Stunning Fist more than once per round.

Fists of Stone

- Improved Stunning Fist
- Decisive Strike class ability
- BAB of 5
- When using your Stunning Fist feat with your Decisive Strike ability, you gain a bonus to the save DC of your Stunning Fist equal to the twice the damage multiplier of your Decisive Strike ability.

Greater Stunning Fist

- Improved Stunning Fist
- Improved Unarmed Expertise(x2)
- When using Stunning Fist, add a bonus equal to your Monk levels to the save DC and your base unarmed damage is considered one step higher when using Stunning Fist.

Disciple of the Sun

- Greater Stunning Fist
- Improved Unarmed Expertise(x3)
- BAB of 8
- This feat allows the use of the following three combat maneuvers:
 - Inexorable Progress of Dawn:** When using Flurry of Blows or making a Full Attack, every attack you land after the first forces your opponent to shift back 5 ft and you to shift 5 ft with them. Every time you move your opponent in this way you deal an additional +2 damage to them. This effect stacks until the end of your turn.
 - Blinding Sun of Noon:** When you use Stunning Fist, you may choose to also expend a use of your Ki Pool, if you do and your target fails their save, they are blinded for 1d4 round after they are stunned. If they fail by more than 10 than they are also confused for 1d4 rounds after their blindness fades. If you possess the Decisive Strike ability and use it with this feat, you add 1 to the rounds your target remains stunned and blinded and you also reduce the failure threshold by half.
 - Flash of Sunset:** When you use Tumble to move through the threatened area of an opponent, you add your Wis modifier as an additional bonus to the Tumble check, and you can choose for them to still gain an attack of opportunity against you at a -2 penalty. If they miss, you may make a damage roll against them as part of your move. If you use Tumble to move through a space occupied by an opponent, you can choose to deny

them their attack of opportunity and still make a damage roll against them as part of your move.

Versatile Unarmed Strike

- Improved Unarmed Strike

- BAB of 2

- Can choose to deal slashing, piercing or bludgeoning damage with unarmed strikes and monk weapons.

Deflect Arrows

- Improved Unarmed Strike

- Combat Expertise

- You may deflect one projectile per round that would have hit you, but only if you are not flat-footed and aware of the attack and one of your hands is free or are wielding a monk weapon.

Unusually large and magical attacks cannot be deflected with this feat.

Snatch Arrows

- Deflect Arrows

- When you use Deflect Arrows you may choose to catch the projectile instead of simply deflecting it. If you catch a thrown weapon (such as a spear), you may throw it immediately at the person who threw it at you at no penalty, even though it is not your turn. This feat cannot be used if you have no hands free.

Deflection of the Heavens

- Deflect Arrows

- Ki Strike(Adamante) class ability

- You can deflect even unusually large attacks and magics attacks(so long as they require an attack roll) with Deflect Arrows.

Reflection of Harm

- Deflection of the Heavens

- Snatch Arrows

- Expend a Ki Pool use when using Deflection of the Heavens to turn the attack back on the attacker. The attacker's original attack roll is used against their AC for this attack(at a +2 bonus).

Improved Unarmed Expertise

- Unarmed Expertise class ability

- Your unarmed strike damage increases by 1 die type, your AC bonus increases by +1 and your unarmed speed bonus increases by +5 ft. This feat can be taken a number of times equal to half your Monk levels(round up minimum 1). It's effects stack. Every 2 times you take this feat you also gain 1 additional use of your Ki Pool. This feat is unaffected by the Compiled Training feat unless you have **only** taken class levels in Monk.

Greater Unarmed Expertise

- Improved Unarmed Expertise

- Compiled Training(Monk)

- BAB of 7

- When making unarmed attack and damage rolls via your Unarmed Expertise, you may apply both your Dex and Wis modifiers.

Melee Expertise

- Improved Unarmed Expertise

- Compiled Training(Monk)

- Gain a +1 bonus to attack and damage rolls, as well as a +1 bonus to AC when wielding monk weapons.

Unarmed Adept

- Improved Unarmed Expertise(x2)
- Ki Fist(Magic) class ability
- Flurry of Blows OR Decisive Strike class ability
- Your Flurry of Blows and your Decisive Strike class abilities gain an additional attack or +1 damage multiplier step respectively. Gain a +1 bonus on unarmed attack and damage rolls for every Ki Fist class ability you possess.

Distant Touch

- Unarmed Adept
- Ki Blast
- When using Flurry of Blows, Decisive Strike, or attacking with a standard attack, you may make those attacks at a range of 5ft beyond your normal melee range.. This increased range does not affect the range at which you threaten based on your reach.

Voices on the Wind

- Distant Touch
- Quivering Palm class ability
- Once per encounter when using Ki Blast, you may expend an additional use of your Ki Pool to empower it to have an increased range of 30 ft, and the attack treated as a touch attack. In addition, when you use this feat, your damage increased by a die type and is not affected by any DR from armor or natural armor.

Hurricane Combat Method

- Distant Touch
- Whirlwind Attack
- Expend 2 uses of your Ki Pool to attack all opponents in a 10 ft burst. One attack roll is made and applied to all of the AC's of the opponents in the burst. This attack is considered a basic unarmed attack and is made at a +1 to the attack and damage roll. You may, when using this feat, expend more than 1 use of you Ki Pool, if you do, you increase the burst radius by 10 ft and the bonus to attack and damage by 1 for every additional use of Ki Pool, up to a limit of 1 + the number of levels of Improved Unarmed Expertise you posses.

Essence of the Tiger

- Improved Unarmed Expertise
- Flurry of Blows class ability
- BAB of 5
- You may make 2 unarmed attacks when using a standard action. Both of these attacks suffer a -2 penalty to the attack and damage roll.

Flow Like Water

- Improved Unarmed Expertise
- Flurry of Blows class ability
- When using Total Defense, you may reduce the damage of an incoming melee attack by X + your Wis modifier, where X is equal to the amount of times you have taken the Improved Unarmed Expertise feat.. This feat can be used a number of times per round equal to the amount of attacks that your Flurry of Blows grants you. If you are Fighting Defensively, you may also use this feat, but only once per round.

Flow Like Blood

- Flow Like Water
- Improved Unarmed Expertise(x2)

-When using Flow like Water, you redirect the damage you negate back to your attacker. This damage negates DR from armor and natural armor.

Reed In The Wind

-Flow Like Water

-Improved Glancing Dodge

-The threshold you can use Glancing Dodge increases by your **base** Wis modifier. In addition, you may apply your **base** DR from Improved Glancing Dodge to all opponents in combat.

Strike of the Viper

-Improved Unarmed Expertise

-Decisive Strike class ability

-BAB of 5

-When using Decisive Strike, you may take a -2 on the attack and damage roll to ignore all armor and natural armor(including DR from said sources), for that attack.

Eagle Claw Attack

Improved Unarmed Expertise

-Fists of Iron OR Ki Fist(Magic) class ability

-Decisive Strike class ability

-You may expend an additional use of your Ki Pool to enhance your Decisive Strike to gain a +2 bonus to the attack roll, and increase your unarmed damage by 1 step.

Fist of the Dragon

-Eagle Claw Attack

-BAB of 7

-Once per encounter, when using Eagle Claw Attack, your bonus to your attack roll and your unarmed damage roll double. When making the attack roll, you roll twice and take the better result. Finally when rolling damage, you do not roll but simply deal the maximum amount of damage.

Tranquil Thoughts

-Improved Unarmed Expertise

-Still Mind class ability

-Half of your Still Mind bonus also applies to all mind-affecting spells and abilities.

Twice per encounter, you may reroll a failed Will save against a mind-affecting spell or ability

Essence of Crystalline Nothingness

-Tranquil Thoughts

-Diamond Soul class ability

-Gain a resistance rating of half your Wis modifier(round up) to all affects that damage or drain your Int, Wis and Cha. Your Tranquil Thoughts bonus now applies to all spells and spell-like abilities.

Purity of Self

-Improved Unarmed Expertise

-Purity of Body class ability

-Your Purity of Body ability now extends to magical diseases as well.

Cleansing Chakras

-Purity of Self

-Gain a bonus on saves to resist poisons and negative levels equal to your Wis modifier.

Chakra Flow Mastery

-Cleansing Chakras

- Diamond Body class ability
- Gain a resistance rating of half your Wis modifier(round up) to all effects that damage or drain your Str, Des and Con. This bonus also applies to all forms of energy damage. This energy resistance stacks with other forms of resistance.

Strike From the Mirror

- Improved Unarmed Expertise(x2)
- Abundant Step class ability
- When you teleport adjacent to an enemy using Abundant Step, you may make an attack against them as part of the ability. The enemy is considered flat-footed against this attack.

Empty Fist

- Improved Unarmed Expertise
- Empty Body class ability
- When using Empty Body, you may expend a Ki Pool use to gain the ability to attack non-ethereal creatures for the duration of your Empty Body use or to gain the ability to attack ethereal creatures after your Empty Body has expired for the rest of the encounter. You may choose to expend 2 uses to gain both benefits of this feat at once.

Spirit Training

- Empty Fist
 - Improved Unarmed Expertise(x2)
 - You gain an additional 5 rounds of use from your Empty Body class ability.
- When using Empty Body, you gain an additional +2 bonus to AC, saves, attack and damage rolls against ethereal creatures. This feat does not affect Empty Fist.

The Body Obeys the Mind

- Improved Unarmed Expertise
- Wholeness of Body class ability
- Increases the amount of HP you can heal with your Wholeness of Body by 5 + your Con modifier plus an additional 2 for every level of Improved Unarmed Expertise you possess

Ki Follows Will

- Improved Unarmed Expertise(x3)
- Still Mind class ability
- Purity of Body class ability
- Half of your Monk AC bonus(round down) also applies as a bonus to all of your saves.

Extensions of the Self

- Improved Unarmed Expertise(x2)
- Melee Weapon Mastery(Unarmed)
- Your Weapon focus tree feats also apply to any monk weapon. This feat can be taken twice. If taken a second time, you may use your KiStrike(Magic/Lawful/Adamantine) and your Quivering Palm class abilities with all monk weapons. In addition, you may use the following feats with monk weapons as well: Stunning Fist, Greater Unarmed Expertise, Unarmed Adept and Fist of Iron.

Unarmed Mastery

- Improved Unarmed Expertise(x3)
- Extensions of the Self
- One-Handed Weapon Mastery(Unarmed)
- Two-Handed Weapon Mastery(Unarmed)

-When unarmed or wielding monk weapons, gain the effects of both One-Handed Weapon Mastery and Two-Handed Weapon Mastery at the same time. In addition you gain 1 more use from each of the abilities conferred by those feats when unarmed or wielding monk weapons.

Kiai Shout

-Improved Unarmed Strike

-Ki Pool class ability

-Once per encounter you may spend a use of your Ki Pool attempt to deliver a powerful battle cry that affects all enemies that can see and hear you within 30 ft. Affected opponents become shaken for 1d6 + 1 rounds unless they succeed at a Will save with a DC of 10 + your HD + your Cha modifier.

Empowered Kiai Shout

-Kiai Shout

-Improved Unarmed Expertise

-Add your Wis modifier to the save DC of Kiai Shout and when you use it, you empower yourself, granting a +1 dodge bonus to AC as well as a +1 bonus to attack rolls, damage rolls and saves. This effect lasts for a number of rounds equal to 5 + your Wis modifier.

Roundhouse Kick

-Improved Unarmed Strike

-Improved Unarmed Expertise

-When you hit an opponent with an unarmed strike by 5 or more, you may make a second attack at another opponent that occupies a square next to you. This second attack uses that same result as the first and deals the same damage but at a -2 penalty. If the initial attack hits by 10 or more, then the second damage roll suffers no penalty.

Flying Kick

-Improved Unarmed Strike

-BAB of 1

-When charging with an unarmed strike, you may add a +3 bonus to the attack roll and an extra die type of your unarmed damage in addition to the normal bonuses.

Follow-up Kick

-Flying Kick

-BAB of 3

-When you miss with an unarmed attack by a value equal to your Wis modifier or less (minimum 5) that is not a special attack, you may make a second attack roll against the target at a -2 penalty to the attack and damage roll. This feat can only be used once per round.

Roundabout Kick

-Follow-Up Kick

-Improved Critical(Unarmed)

-When you score a critical hit with an unarmed strike, you can make a second attack against the same opponent with the same bonus as the attack that landed the critical strike. This feat can only be used once per round and cannot chain off of itself

The Spaces Between Life and Death

-Improved Unarmed Expertise(x3)

-Improved Critical(Unarmed)(x2)

-BAB of 7

-Your critical hit threshold and your critical damage multiplier with unarmed attacks increases by 1 each, and when making critical hit confirmation rolls, you add your Wis modifier as an additional bonus. Once per day, before making a confirmation roll, you can choose to add an additional +4 to the roll and replace your normal critical damage multiplier with a value equal to 1 + your Wis modifier. This feat is not usable with Monk weapons.

Shattering Material Illusions

-Improved Unarmed Expertise(x2)

-Weapon Mastery(Unarmed)

-You may make Sunder attempts with your unarmed attacks without provoking attacks of opportunity. Sunder attempts made in this way receive a +4 to their attack and damage rolls. This feat does not stack with the Power Tactics feat.

Fists of Iron

-Improved Unarmed Expertise

-Expend Ki Pool use to raise your unarmed attack damage by 1 step and gain an additional +1 on unarmed damage rolls until the start of your next turn. This feat can be taken twice, if taken a second time, you raise your unarmed damage by 2 steps and gain a +2 damage to unarmed damage rolls when using this feat.

Fists of Adamante

-Fists of Iron

-Ki Strike(Adamante) class feature

-When you activate Fists of Iron, you may choose to expend 1 additional use of your Ki Pool to increase your unarmed damage by 50% This bonus is in addition to the bonus conferred by Fists of Iron.

Iron Skin

-Fists of Iron

-When you use Fists of Iron, you also gain a natural armor bonus of 1 for each unarmed step you have until the start of your next turn. If you possess the Fists of Adamante feat, the total bonuses conferred by this feat increase by 2.

Adamante Skin

-Iron Skin

-Diamond Body class feature

-When your Fists of Iron effect is active, and you are hit by an attack, you may expend a use of your Ki Pool to reduce the damage roll by 1 die and half its numerical bonus(if any)

Enduring Iron

-Fists of Adamante

-Adamante Skin

-When you use Fists of Iron, you gain its effects for a number of rounds equal to your Wis modifier.

Waves Upon The Shore

-Fists of Iron

-Improved Unarmed Expertise(x2)

-When using Fists of Iron and making unarmed attacks against foes with AC from armor or natural armor, reduce that value by 2 + the number of times you have taken Improved Unarmed Expertise.

Water Splitting Stone

-Waves Upon The Shore

-When using Fists of Iron and rolling damage against a foe with DR reduce that DR by your Wis modifier(minimum 5). This feat only receives half of it's bonus(round up) against DR that is +/- and cannot reduce any DR rating below 0. This feat stacks with the Ki Fist(Adamantine) class ability.

Spell-Shattering Palm

-Water Splitting Stone

-Diamond Soul class ability

-When you are targeted as the focus of a hostile spell that you are aware of, you may forgo your normal SR to make an attack roll against a DC of 5 + The spell save DC of the spell(even if it would not normally allow one). If you succeed, you completely nullify the spell from occurring. This feat can be used even against spells that ignore SR, but in such a case a use of your Ki Pool is required.

Freezing the Lifeblood

-Stunning Fist

-BAB of 3

-Expend Ki Pool use to make an attack against an opponent for no damage but paralyzes them for 1d4 + 1 rounds.. Save DC is 15 + Wis modifier. You also gain 1 additional use of your Ki Pool.

Severing the Lifeblood

-Freezing the Lifeblood

-Quivering Palm class ability

-If your opponent saves against the death effect from your Quivering Palm ability they still take damage equal to 10 + the maximum value of your base unarmed strike damage. This damage is not affected by armor DR.

Exploding Palm

-Freezing the Lifeblood

-Quivering Palm class ability

-If your opponent fails their save against the death effect of your Quivering Palm ability, they explode with mystical force. Anyone within a 20 ft radius of the target takes damage equal to the maximum value of your base unarmed strike damage plus 2 additional damage for every Hit Die the target possessed. Targets within this radius are allowed a Ref save with a DC equal to your original attack roll for half damage.

There Is No Order Without Chaos

-Improved Unarmed Expertise

-Ki Fist(Lawful)

-Your Ki Strike now counts as alignment-oriented for the purposes of overcoming DR.

Lethal Strike

-Stunning Fist

-Axiomatic Strike

-BAB of 8

-When you successfully strike an opponent in combat, you may choose to spend a use of your KI Pool to gain a special type of Ki Strike that is keyed to that opponent. Your attacks do not gain the normal Ki Strike bonuses, but instead gain an additional +4 to hit and deal 1d6 + 2 points of additional damage to them and your damage bypasses all

forms of DR your opponent possesses. This feat can be used once per encounter and can affect any creature you can affect with Stunning Fist.

Pain Touch

- Stunning Fist

- BAB of 2

- Opponents affected by Stunning Fist are nauseated for 1 round following the round they are stunned. This feat cannot be used against targets that are more than 1 size category larger than you.

Weakening Touch

- Pain Touch

- BAB of 4

- Opponents who are affected by Pain Touch also suffer a -6 to Str for 1 minute.

Ki Disruption

- Weakening Touch

- Water Splitting Stone

- BAB of 7

- Your Stunning Fist can now affect creatures immune to critical hits.

Disruptive Ki Blast

- Ki Disruption

- Greater Ki Blast

- Your Ki Blast now also counts as a Stunning Fist attempt.

Unarmed Supremacy

- Enduring Iron

- Spell-Shattering Palm

- Ki Disruption

- Improved Unarmed Expertise(x4)

- BAB of 10

- Your unarmed damage is always considered 1 step higher for all attacks. When using Fists of Iron, you always gain the effects of Fists of Adamante and Adamante Skin without extra cost. Your Spell-Shattering Palm can be used at a range of 20 ft. Finally, when you use Stunning Fist, your attack deals additional damage equal to 2 + your Wis modifier.

Perfection is the Embrace of Imperfections

- Unarmed Supremacy

- Perfect Self class ability

- Your Monk Advanced Abilities that rely on half your Monk class levels as a base now use your full Monk class levels. Your Monk Advanced Abilities that rely on your full Monk class levels as a base consider your Monk class levels 2 higher. In addition, you gain 5 Hit Points, a +1 to all attack/damage rolls, a +1 to all saves and skill checks that you have at least 1 Rank in and a +1 bonus to your AC as a dodge bonus.

Iron Will

-Gain a +2 bonus to Will saves. This feat can be taken a number of times equal to the Character's **base** Wis modifier + 1, it's effects stack.

Force of Personality

-Iron Will

-Add your Cha modifier to your Will saves.

Steadfast Determination

-Iron Will

-Endurance

-Add your Con modifier to Will saves.

Stubborn

-Iron Will

-If you fail a Will save you may roll again with a +2 bonus, but you become exhausted after doing so until the end of your next turn

Indomitable Soul

-Iron Will

When making a Will save against fear or mind-controlling effects, roll twice and take the better result.

Nobody's Fool

-Iron Will

-Gain a +2 bonus on saves vs illusions and a +2 on all Sense Motive checks.

Boost of Confidence

-Iron Will(x2)

-When you succeed on a Will save, you gain a +2 bonus to a single attack roll, save or skill check of your choice. This effect lasts until the end of your next turn.

Fearless Soul

-Iron Will(x2)

-Indomitable Soul

-You are immune to the effects of being Shaken. Should you become affected by the Frightened effect, you instead treat that effect as being Shaken. This feat can be taken twice. If taken a second time, you also treat Panicked as Shaken.

Rage-Driven

-Fearless Soul

-When you are affected by the Shaken condition, you instead fly into a Rage with the following effects: You gain a +2 bonus to Str, a DR rating of 1/- a +1 to Will saves and a -2 to AC. If you are subject to the Frightened condition, the bonuses(not the penalties) double. If you are subject to the Panicked condition, your bonuses(not the penalties) triple. In every case, you must close in and attack the source of your fear to the best of your ability. These bonuses last for the duration of your fear effect. The effects of this feat override the effects of Fearless Soul.

Focused Mind

-Iron Will(x3)

-When making a Will save against a spell or effect, you are completely unaffected on a successful save.

Improved Focused Mind

-Focused Mind

-Compiled Training(Any)

-When using Focused Mind, you take only half effect on a failed save.

Stoic Soul

-Improved Focused Mind

-Gain Resistance 2 to all non-physical ability score damage.

Knight of the Arcane

- Armored Mage class ability
- Gain a +1 on weapon attack and damage rolls against any creature that has spell resistance. Your total AC bonus from armor is considered 2 higher against foes that can use spell-like abilities.

Exceptional Ire

- Knight of the Arcane
- Arcane Ire class ability
- Increase the DC to resist your Arcane Ire by 2.

Distant Ire

- Exceptional Ire
- Your Arcane Ire now has a range of 120 ft.

Crippling Ire

- Exceptional Ire
- Your Arcane Ire now also affects your target's AC.

Guilt by Association

- Distant Ire
- Compiled Training(Duskblade)
- When you use Arcane Ire on a foe, you may also apply it's effects to an adjacent foe of your choosing to the original target. Each target gets a save against your Arcane Ire used in this way.

Explosive Ire

- Guilt by Association
- Once per day when using Arcane Ire, you may target an area centered around a target within your Arcane Ire range. This area has is treated as a burst with a radius of 20 ft. Every target in the burst gets a separate save to resist your Arcane Ire.

Burning Ire

- Exceptional Ire
- Your Arcane Ire now also deals 2 damage to foes affected by it. This damage occurs when you first apply the curse and at the start of each of your turns and ignores all forms of DR.

Arcane Hate

- Burning Ire
- Your Burning Ire also deals damage whenever your target attacks, is struck in combat with a melee or ranged attack, casts a spell, uses an extraordinary, supernatural or spell-like ability, attempts an ability or skill check or attempts a save.

Pointed Ire

- Burning Ire
- Compiled Training(Duskblade)
- Your Arcane Ire penalty increases by 1. Targets affected by your Arcane Ire also suffer a -2 to their critical threat range and a -1 to their critical damage multiplier. These penalties cannot reduce a threat range beyond a natural 20 or a multiplier to less than x2.

Focused Ire

- Burning Ire

- Compiled Training(Duskblade)
- The base penalty levied by your Arcane Ire increases to -5 so long as you only have 1 target affected by Arcane Ire.

Arcane Mettle

- Knight of the Arcane
- Arcane Resistance class ability
- Compiled Training(Duskblade)
- When saving against spells and spell-like abilities that rely on Fort and Will saves, you roll twice and take the better result.

Menacing Familiar

- Knight of the Arcane
- Summon Twilight Familiar class ability
- The penalty to foe's saves and AC incurred by your Twilight Familiar increases by 1.

Vexing Familiar

- Sinister Familiar
- Your Twilight Familiar also penalizes attack rolls and skill checks of adjacent foes.

Fangs of Twilight

- Vexing Familiar
- Any foe passing through or ending their turn in the space occupied by your Twilight Familiar takes damage equal to 2 + your Int modifier. This damage ignores all forms of DR.

Wrath of the Arcane

- Knight of the Arcane
- Arcane Fury class ability
- Your total bonus from your Arcane Fury increases by 1.

Arcane Punishment

- Wrath of the Arcane
- Half of your Arcane Fury bonus(round up) also applies to the DCs of your spells used against foes affected by your Arcane Fury.

Arcane Rage

- Wrath of the Arcane
- Once per encounter, per opponent, you may reroll a failed caster check to overcome the SR of an opponent with a +4 bonus

Spiteful Aura

- Knight of the Arcane
- Vexing Aura class ability
- Your Vexing Aura now grants a miss chance of 30%.

Lingering Aura

- Spiteful Aura
- Your Vexing Aura now lasts 2 additional rounds.

Deflecting Aura

- Spiteful Aura
- Your Vexing Aura also grants you a +2 deflection bonus to AC.

Sonic Reach

- Knight of the Arcane
- Arcane Reserve class ability
- You can, when making an attack with a melee weapon, choose to omit your normal bonuses from Arcane Reserve to make attacks at a range 5 ft greater than your weapon would allow.

This ability does not allow you to threaten an area beyond what your base weapon would allow. You must have a force spell of at least 1st level that you have yet to cast to use this feat.

Fiery Burst

- Knight of the Arcane

- Arcane Reserve class ability

- Once per turn, when making an attack with a melee weapon, choose to omit your normal bonuses from Arcane Reserve to deal additional damage on a successful hit equal to 1d6+1 points of fire damage per highest level fire spell you have yet to cast.

Winter's Breath

- Knight of the Arcane

- Arcane Reserve class ability

- Once per turn, when making an attack with a melee weapon, choose to omit your normal bonuses from Arcane Reserve to deal additional damage on a successful hit equal to 1d4 points of cold damage per highest level cold spell you have yet to cast, and forcing the target to take a -2 penalty to their AC attack rolls, Ref saves and any skill or ability check involving Str or Dex until the end of your next turn.

Acid Splatter

- Knight of the Arcane

- Arcane Reserve class ability

- Once per turn, when making an attack with a melee weapon, choose to omit your normal bonuses from Arcane Reserve to deal additional damage on a successful hit equal to 1d4 points of acid damage per highest level acid spell you have yet to cast. Half of this additional damage(round up) is dealt the following round. This second round damage ignores all DR save natural DR.

Storm Bolt

- Knight of the Arcane

- Arcane Reserve class ability

- Once per turn, when making an attack with a melee weapon, choose to omit your normal bonuses from Arcane Reserve to deal additional damage on a successful hit equal to 1d4 points of electricity damage per highest level electricity spell you have yet to cast. This additional damage also arcs to every enemy within 5 ft of your target, up to a maximum of 5. Any secondary target may attempt a Ref save with a DC equal to (your attack roll- 4) to avoid taking damage.

Thunder Clap

- Knight of the Arcane

- Arcane Reserve class ability

- Once per turn, when making an attack with a melee weapon, choose to omit your normal bonuses from Arcane Reserve to deal additional damage on a successful hit equal to 1d4 points of sonic damage per highest level sonic spell you have yet to cast. Targets hit must also make a Fort save with a DC equal to 10 + ½ your Duskblade caster level + your Int modifier or be deafened until the end of your next turn.

Champion of the Arcane

- Knight of the Arcane

- Legendary Magic Knight class ability

- Your list of spells known can now include spells from the Sorcerer/Wizard spell list.

Leadership

-When in combat you may make a special check as a full round action to grant your allies special advantages. The check has a base DC equal to 10 + the highest CR creature in combat against you + 1 for every ally you wish to affect after the first(including yourself) + 1 for every 2 enemies facing you(maximum +5). This check has a bonus equal to you BAB + half your HD(round up). If you succeed, all those who can see and hear you gain 2 bonuses from the following list:

- + 1 AC
- DR of 1/-*
- +1 on Attack rolls
- +1 on Damage rolls*
- +1 on a save of their choice
- +2 on Bluff/Sense Motive checks made in combat

*: Both choices must be used to get this bonus

This bonus can be divided on 2 separate choices or doubled up on the same choice at the Leadership player's discretion. These bonuses can be shifted at the start of the Leadership player's turn and bonuses last for 10 rounds after the check succeeds. If you fail this check, you can try again the following round, but the DC increases by 2 each time. Only one Leadership roll can affect any given character at a time.

Analytical Leadership

-Leadership

-Add your Int modifier to Leadership checks. This feat cannot be used with Instinctive Leadership or Charismatic Leadership.

Instinctive Leadership

-Leadership

-Add your Wis modifier to Leadership checks. This feat cannot be used with Analytical Leadership or Charismatic Leadership.

Charismatic Leadership

-Leadership

-Add your Cha modifier to Leadership checks. This feat cannot be used with Analytical Leadership or Instinctive Leadership.

Experienced Leadership

Analytical, Instinctive or Charismatic Leadership

-Character level 5th

-When making Leadership checks, you apply your full HD as a bonus to the check rather than half.

Tactical Knowledge

-Leadership

-Skill Focus(any Knowledge)

-If you possess 5 or more ranks in a particular Knowledge skill that could reveal information on your opponent's creature type, you may make a Knowledge check before you make a Leadership check. If the result is 10 or higher, you gain a +1 on the Leadership check and an additional +1 for every 5 you make it above 10.

Tactical Maneuvering

-Leadership

-When your allies are under the effects of a successful Leadership check from you, you can make a secondary Leadership check as a standard action to reduce their total bonuses by 1 to move up to 10 ft to an unoccupied square of your choosing. This movement does not count

against a given character's total movement in a turn, nor does it provoke attacks of opportunity. This feat can be used once per encounter.

Improved Leadership

-Leadership

-Gain a +2 on Leadership checks. The number of bonuses you provide with Leadership checks is considered 1 higher

Complex Tactics

-Improved Leadership

-When making Leadership checks, you can choose to voluntarily raise the DC by 5 to add a +1 to the number of bonuses conferred. The limit on how much you can raise the DC is equal to 5 + your BAB.

Inspiring Leadership

-Improved Leadership

-When your allies are under the effects of a successful Leadership check from you, you can make a secondary Leadership check as a standard action to reduce their total bonuses by 1 or more to gain temporary Hit Points equal to 5 + their Con modifier for every bonus lost.

Tactical Warning

-Improved Leadership

-When your allies are under the effects of a successful Leadership check from you, you can make a secondary Leadership check as a standard action to let a single ally of your choosing reduce their total bonuses by 1 to double their total /-DR. This bonus lasts until the start of your next turn

Tactical Strike

-Improved Leadership

-When your allies are under the effects of a successful Leadership check from you, you can make a secondary Leadership check as a standard action to direct their attacks to a single target of your choosing. Allies who take heed of your roll reduce their total bonuses by 1 to make their melee and ranged attacks made against this target receive an additional die of damage based on the weapon used. This bonus lasts until the start of your next turn.

Tactical Call Out

-Improved Leadership

-When an enemy targets your allies with an ability or spell that requires a save, you can, as a free action, make a secondary Leadership check to allow any affected allies to reduce their total bonuses by 1 to grant them a +2 on their save and the option to roll twice and take the better result. When you use this feat, it cannot be used again until the end of your next turn.

Greater Leadership

-Improved Leadership

-Experienced Leadership

-Gain a +2 on Leadership checks. The number of bonuses you provide with Leadership checks is considered 1 higher

Swift Leadership

-Greater Leadership

-You can make base Leadership checks as a standard action and secondary Leadership checks as a free action once per round.

Tactical Magic

-Greater Leadership

-When an ally affected by your Leadership check casts a spell that deals damage or healing, you can make a secondary Leadership check as a free action to grant them a +4 bonus to their damage or healing and when rolling the damage or healing they can roll twice and take the better result.

Demanding Leadership

-Greater Leadership

-When your allies are under the effects of a successful Leadership check from you, you can make a secondary Leadership check as a standard action to have a single ally of your choosing reduce their total bonuses by 1 to regain a spell of your choosing. This feat can be used once per encounter, per ally and is not affected by the Swift Leadership feat.

Bolstering Leadership

-Greater Leadership

-When your allies are under the effects of a successful Leadership check from you, you can make a secondary Leadership check as a standard action to allow them to regain a use of a finite resource that normally replenishes after a long rest (Turn Undead, Wild Shape, Ki Pool, etc). This feat can also regain spells but is limited to 1st level spells only. This feat can be used once per day.

Heroic Leadership

-Greater Leadership

-Heroic Adventurer

-When you make a base Leadership check, the bonuses you choose provide double their bonus.

Lightning Reflexes

-Gain a +2 bonus to Reflex saves. This feat can be taken a number of times equal to the Character's base Dex modifier +1, its effects stack.

Insightful Reflexes

-Lightning Reflexes

-Add your Int modifier to your Ref saves.

Zen Reflexes

-Lightning Reflexes

-Danger Sense

-Add your Wis modifier to Ref saves.

-Dive for Cover

-Lightning Reflexes

-If you fail a Ref save you may roll again with a +2 bonus, but you fall prone after doing so.

Snap Reflexes

-Lightning Reflexes

-Dodge

-You may apply your **base** Dodge bonus to your Reflex saves. Should an effect trigger from the target of your higher Dodge bonus, you may apply the higher bonus instead. This feat has no effect on Greater Dodge.

Adrenaline Surge

-Lightning Reflexes(x2)

-When you succeed at a Reflex save, you gain a +2 dodge bonus to your AC until the end of your next turn.

Evasion

- Lightning Reflexes(x2)
- Snap Reflexes
- When making a Ref save against an effect that does damage, you take no damage on a successful save.

Improved Evasion

- Evasion
- Compiled Training(Any)
- When using Evasion, you take only half damage on a failed save.

Nature's Chosen

- Wild Shape class ability
- When taking this feat, you choose one of the following options:
 - When using Wild Shape, you gain an additional +2 bonus to your Str, Dex and Con. In addition, your Druid caster level is considered 4 higher for the purpose of gaining new forms for your Wild Shape ability. This feat only confers half of it's bonus to the Improved Wild Shape and Plant Wild Shape abilities and does not affect Elemental Wild Shape.
 - When casting any druid spell that deals damage or healing, that spell deals 1 additional damage or healing(this bonus cannot take you over your normal spell maximums). In addition your Wis is considered 2 higher for the purpose of gaining bonus spells.

Should you gain the Compiled Training(Druid) feat, you gain the other option that you did not originally choose with this feat.

As an alternative, when taking this feat, you may choose to **sacrifice** your Wild Shape ability or your druidic spellcasting to give the other a powerful bonus:

- If you choose to sacrifice your Wild Shape ability, you lose the ability to use Wild Shape and you no longer gain abilities that enhance your Wild Shape. Instead, you gain the ability to cast one more spell per level per day and you gain 2 choices from your Nature's Insight class ability the next time you gain it.
- If you choose to sacrifice your druidic spellcasting you can no longer cast druid spells(though you still gain the spell slots over time as your druid CL increases). Instead, when you are using Wild Shape, you may expend a druidic spell slot to grant your Wild Shape for an increase to it's Str Dex and Con equal to 1 + the spell level. This bonus lasts for the duration of your Wild Shape and cannot stack on itself.

Improved Companion

- Nature's Chosen
- Animal Companion class ability
- Your druid caster level is considered 2 higher for the purposes of your Animal Companion class ability. This feat can be taken a number of times equal to half your Druid levels(round up), 1 it's effects stack.

Elemental Companion

- Nature's Chosen
- Animal Companion class ability
- You gain the ability to summon a natural elemental of one of the 4 basic types(air, earth, fire or water) in place of your normal Animal Companion. This elemental is treated as a Small elemental of it's type with all of it's standard statistics. At 5th caster level, your companion becomes a Medium elemental of it's type and it's statistics change appropriately. At 10th caster level your companion can become a Large elemental of it's type(with the appropriate changes to it's statistics), or remain a Medium elemental with +2 Hit Dice, a +2 to it's Str/Dex/Con, a DR

of 5/- and a bonus feat. These bonuses stack with the 5th caster level increases. At 15th caster level your companion can become a Huge elemental of it's type(with the appropriate changes to it's statistics), or remain a Medium or Large elemental with +4 Hit Dice, a +4 to it's Str/Dex/Con, a DR of 5/- and 2 bonus feats. These bonuses stack with the 10th caster level increases. Your elemental companion does **not** gain any bonuses from the druid Animal Companion chart, save for the special abilities(except Multiattack)

Natural Spell

- Nature's Chosen
- Adept Spellcaster OR Spell Focus(any)
- When using Wild Shape, you may cast spells normally.

Fast Wild Shape

- Nature's Chosen
- You can use you Wild Shape ability as an instant action, even if it is not your turn.

Extra Wild Shape

- Nature's Chosen
- Gain 2 more uses of your Wild Shape ability per day. You can take this feat a total number of times equal to your **base** Wis modifier, it's effects stack.

Force of Nature

- Fast Wild Shape
- Extra Wild Shape
- Gain an addition use of your Wild Shape ability per day. When you use Wild Shape you heal twice the normal amount of hit points and can make a save against any single effect on you that a Fort save could end of your choice.. Every time you take on a form with Wild Shape, gain temporary Hit Points equal to 10 + Wis modifier.

Blindsense

- Nature's Chosen
- Expend a use of Wild Shape to gain the Blindsense feature. This effect lasts for 1 hour.

Boar's Ferocity

- Nature's Chosen
- Expend a use of Wild Shape to gain the effects of the Diehard feat. If you already have this feat than you gain twice the effect from that feat, including the ability to take full actions without losing hit points. This effect lasts for 1 hour.

Cheetah's Speed

- Nature's Chosen
- Expend a use of Wild Shape to gain a base land speed of 50 feet. Once every 10 minutes you may move 10 times your base movement speed as part of a charge. This effect lasts 1 hour.

Climb Like an Ape

- Nature's Chosen
- Expend a use of Wild Shape to gain a +8 racial bonus to Climb checks and the ability to take 10 on Climb checks even if hurried or threatened. Your climb speed is equal to your base land speed. This effect lasts for 1 hour.

Cougar's Vision

- Nature's Chosen
- Expend a use of Wild Shape to gain low light vision and a +4 bonus on Spot checks. This effect lasts 1 hour.

Eagle's Wings

- Nature's Chosen
- Expend a use of Wild Shape to gain wings and a fly speed of 60 feet with average maneuverability. This effect lasts 1 hour.

Elemental Essence

- Nature's Chosen
- Wild Shape(Elemental) class ability
- Expend a use of Wild Shape to imbue yourself with elemental energy(acid, fire, ice or lightning). When you do you must choose whether it is offensive or defensive. Offensive grants your attacks a damage bonus of 2d6 + 2 elemental damage of the type you choose. Defensive grants you resistance 15 to the element you choose. This effect lasts for 1 hour.

Elephant's Hide

- Nature's Chosen
- Expend a use of Wild Shape to gain a +7 natural armor bonus to AC. This bonus to AC does not stack with other sources of natural armor. This effect lasts for 1 hour

Grizzly's Claws

- Nature's Chosen
- Expend a use of Wild Shape to gain two primary claw attacks, made at your base attack bonus with your Str modifier. These claws deal damage based on your size(1d4 for Small, 1d6 for Medium, etc). If your form already has a claw attack, then this feat increases the die type of that claw attack by one step. This effect lasts for one hour

Hawk's Vision

- Nature's Chosen
- Expend a use of Wild Shape to gain a +8 to Spot checks and cut range increment penalties for ranged attacks and Spot checks in half. This effect lasts 1 hour.

Lion's Pounce

- Nature's Chosen
- When making a charge, you may expend a use of Wild Shape to make a full attack at the end of the charge with an additional +2 bonus to the attack and damage rolls. Using this feat also increases your charge distance by 20 ft.

Oaken Resilience

- Nature's Chosen
- Wild Shape(Plant) class ability
- Expend a use of Wild Shape to gain immunity to critical hits, poison, sleep, paralysis, polymorphing and stunning. Also gain a +4 bonus to resist Bull Rush and Overrun attempts made against you. This effect lasts 10 minutes.

Savage Grapple

- Nature's Chosen
- Expend a use of Wild Shape to gain the Improved Grab ability. This ability can be used on any creature that is at least your size category or smaller.

Scent

- Nature's Chosen
- Expend a use of Wild Shape to gain the Scent feature. This effect lasts 1 hour.

Serpent's Venom

- Nature's Chosen
- Expend a use of Wild Shape to gain a secondary bite attack made at your base attack bonus - 5 and deals half your Str modifier. The bite deals damage based on your size(1d3 for Small, 1d4 for Medium, etc.) If the attack hits your opponent must make a save vs poison equal to 10 + your HD + your Con modifier. Damage is 1d6 Con primary and secondary your form already has a bite attack it simply gains the poison component of this feat. This effect lasts for 1 hour.

Swim Like a Fish

- Nature's Chosen

-Expend a use of Wild Shape to gain a swim speed of 40 feet and a +8 to Swim checks, as well as the ability to breathe underwater. This effect lasts for 1 hour.

Wolverine's Rage

-Nature's Chosen

-Expend a use of Wild Shape after taking damage the previous round to enter a Rage as per the Barbarian class ability. This effect lasts 5 rounds. If you have the Rage class ability you may expend a use of Wild Shape to increase your Rage bonuses by +2 to Str/Con and +1 to your Will saves.

Dire Shape

-Nature's Chosen

-Wild Shape(Large) class ability.

-When you use Wild Shape, you may spend an additional use to gain an additional +4 to Str Dex and Con. This feat only confers half of it's bonus to the Improved Wild Shape and Plant Wild Shape abilities and does not affect Elemental Wild Shape.

Feral Instincts

-Dire Shape

-When you use Dire Shape, you gain a +2 to attack rolls a +2 dodge bonus to AC and a +1 to all saves.

Feral Heart

-Feral Instincts

-Twice per encounter when using Dire Shape, you may either add 1d4+1 to an attack roll or save of your choice after the roll has been made, or you may reduce an opponent's attack roll against you by 1d4+1 after the attack roll has been made.

Savage Fury

-Dire Shape

-When you use Dire Shape and you hit with an attack by less than 5, you gain a +1 to your damage roll for every size category your Dire Shape is above Small. If you hit by 5 or more, your bonus damage instead increases by an additional die(starting at a d4 and increasing by one step for each size category your Dire Shape is beyond Small .This feat can only be used once per round when attacking with a Standard action and twice per round when attacking with a Full Round action.

Savage Heart

-Savage Fury

-When dealing damage while in Dire Shape, you reduce any DR that is not +/- by 5 and any DR that is +/- by 1. Also your critical hit threat range is increased by 2 and your critical hit damage multiplier is increased by 1

Rugged Hide

-Dire Shape

-When you use Dire Shape, you gain increase your natural armor bonus to AC by 2. Your resistance to all elemental damage types increases by your Con modifier.

Rugged Heart

-Rugged Hide

-When using Dire Shape and you are struck in combat, you reduce the damage by a single damage die, or if the attack is only a single damage die, by a single die type.

Heart of the Wild

-Feral Heart

-Savage Heart

-Rugged Heart

-You no longer need to spend an additional use of Wild Shape to use Dire Shape. Your Dire Shape also gains an additional +2 to your Str, Dex and Con

Soul of Nature

-Heart of the Wild

-Child of Nature class ability

-Gain a +2 to attack/damage rolls, skill checks, saves, AC and the DC of all your Druid spells. When using Wild Shape, these bonuses double. If you chose to give up your Wild Shape ability when you took Nature's Chosen, your bonuses from this feat increase by +1.

Nature's Warrior

-Favored Enemy OR Skirmish class ability

-Ability to cast Ranger spells

-Gain a +1 to attack rolls against natural creature types(Animal, Monstrous Humanoid, etc) and a +1 to saves vs unnatural creature types(Aberrations, Undead, etc.)

Improved Favored Enemy

-Nature's Warrior

-BAB of 2

-Gain a +1 bonus on your skill checks and weapon damage rolls covered by your Favored Enemy class ability. This feat applies to all of your favored enemies.

Favored Power Attack

-Improved Favored Enemy

-Power Attack

-When using Power Attack against a favored enemy, increase the total damage bonus by 1. If you took at least a -5 on the attack roll than increase this bonus to 2.

Favored Combat Expertise

-Improved Favored Enemy

-Combat Expertise

-When using Combat Expertise against a favored enemy, increase the total AC bonus by 1. If you took at least a -5 on the attack roll than increase this bonus to 2.

Favored Critical

-Improved Favored Enemy

-Improved Critical

-BAB of 5

-Increase your weapon's critical hit threshold by 1 against your favored enemies, as well as your weapon's critical damage multiplier by 1. When facing favored enemies immune to critical hits, you treat your weapon as having a critical hit threshold of 20 against them and a critical multiplier of 2.

Favored Tactics

-Improved Favored Enemy

-Weapon Focus

-Gain a bonus to attack rolls against your favored enemies by half of your damage bonus against them.

Favored Defense

-Improved Favored Enemy

-When you are struck by one of your favored enemies, you treat your total \pm DR(if any) as 1 higher. And the first X points of damage you receive from an attack from a favored enemy is considered nonlethal damage, where X is your Dodge bonus against your favored enemies from that ability.

Improved Favored Defense

-Favored Defense

-Your total AC bonus against your favored enemies increases by 1. Gain a bonus to saves made against your favored enemies equal to half of your dodge bonus against them(round up).

Improved Skirmish

-Nature's Warrior

-When using Skirmish, you can choose to travel an additional 10 ft to increase your bonus damage by 2d6 and your AC bonus by 2.

Distant Skirmish

-Improved Skirmish

-2d6+ Skirmish damage

-Weapon Focus(any ranged)

-When using Skirmish with your chosen ranged weapon, you double the normal range limit for Skirmish. If you also possess the Far Shot feat, triple the normal range.

Deadly Skirmish

-Improved Skirmish

-2d6 Skirmish damage

-Point Blank Shot

-When using Skirmish, you replace the normal bonuses for Point Black Shot with a +1 to attack and damage for every die of Skirmish damage after the first.

Rending Skirmish

-Improved Skirmish

-2d6 Skirmish damage

-Two-Weapon Rend

-If you hit an opponent with both of your weapons in a single attack when using Two-Weapon Rend, you replace the normal Rend damaged with your Skirmish damage. This feat can be used once per opponent, per encounter.

Escalating Skirmish

-Improved Skirmish

-3d6 Skirmish damage

-When using Skirmish against a single foe, you gain a +2 damage bonus when striking that foe with Skirmish again. This bonus stacks for as many **base** dice of Skirmish you deal with an attack. This bonus is lost if you do not hit the same opponent with Skirmish for a full turn.

Twin Skirmish

-Escalating Skirmish

-Improved Two-Weapon Fighting OR Manyshot

-When using Skirmish with two melee weapons, you may attack two separate targets, assuming they are both adjacent to you. When using Skirmish with the Manyshot feat using two arrows you may attack two targets assuming both are within 10 ft of each other.

Defensive Skirmish

-Improved Skirmish

-3d6 Skirmish damage

- Dodge
- When using Skirmish, you gain +/- DR equal to half of your AC bonus from Skirmish(round up).

Adaptive Skirmish

- Defensive Skirmish
- 4d6 Skirmish damage
- While your AC bonus from Skirmish is active you also gain a +2 to all your saves.

Skirmish Sniper

- Improved Skirmish
- 4d6 Skirmish damage
- When you use Skirmish you may choose to use this feat before the attack roll is made. If you do then you gain a bonus to the attack and damage roll equal to your damage dice using Skirmish, in addition the bonus damage from Skirmish is not rolled but you simply apply the average that the dice would deal. This feat can be used once per encounter, per opponent.

Target of Opportunity

- Skirmish Sniper
- Combat Reflexes
- Once per round, when an opponent provokes an attack of opportunity from an ally within your Skirmish range, you may make an attack of opportunity against them using Skirmish Sniper, even if you have already used Skirmish Sniper against them this encounter. This feat cannot be used if you have no attacks of opportunity remaining.

Greater Skirmish

- Improved Skirmish
- 5d6+ Skirmish damage
- Your Skirmish damage changes to d8s instead of d6s.

Distracting Attack

- Nature's Warrior
- Combat Style class ability
- When you hit an enemy with a ranged or melee attack, that enemy is considered flanked by you for adjudicating your allies attacks against them. This effect lasts until the enemy is attacked by one of your allies, or until the start of your next turn, whichever comes first. This feat has no effect on creatures that can't be flanked.

Targeted Distraction

- Distracting Attack
- BAB of 5
- Your Distracting Attack also grants a +1 to damage in addition to it's normal effects. When you use Distracting Attack, you choose a single ally to gain it's effect. The ally must still attack before the start of your next turn to gain the effect. In addition, the first ally that **isn't** the ally you chose that attacks the target also gains the normal benefits of Distracting Attack.

Hunter's Instincts

- Nature's Warrior
- Hunter's Training class ability
- Your bonus from Hunter's Training increases by 1 and now also improves your Hide, Move Silently, Listen and Spot checks. In addition, half of your attack roll bonus(round up) now also applies to all damage rolls you make with weapons you are proficient with.

Empowered Companion

- Nature's Warrior
- Animal Companion class ability
- Your Ranger caster level is considered 2 higher for the purposes of determining the max HD of your Animal Companion. Your Animal Companion gains a +1 dodge bonus to AC, as well as a +1 bonus to attack and damage rolls, saves, and skill checks.

Enduring Companion

- Empowered Companion
- Your Animal Companion gains a DR of 2/- and resistance 10 to all forms of energy damage.

Spirit Companion

- Empowered Companion
- Your bonuses from Empowered Companion double and your Animal Companion is considered an Outsider native to your plane in terms of creature type and what it gains from it's HD(BAB, skill points, saves etc). The ritual to summon or revive your Animal Companion is reduced to 8 hours.

Nature's Acolyte

- Nature's Warrior
- Nature's Adept class ability
- You can cast orisians as if you were a Druid of an equivalent caster level to your Ranger caster level. The bonuses to your base Ranger spells from Nature's Adept double.

Nature's Disciple

- Nature's Acolyte
- Caster level 8th(Ranger)
- You gain an additional druid spell per level per day that you can cast.

Master Hunter

- Nature's Warrior
- Camouflage class ability
- Choose a single environment. You gain a +1 to attack rolls and your AC when in that environment. When using the Hide or Survival skill in that environment, you gain a +4 to the roll and can roll twice, taking the better result. This feat can be taken multiple times. Each time it is taken you choose a new environment for this feat's benefits.

Nature's Touch

- Nature's Warrior
- Nature's Favor class ability
- When you use Nature's Favor, you also heal yourself and your allies for an amount equal to your Wis modifier or your CL, whichever is higher. Anyone healed in this way can also choose to heal any temporary ability point damage for every 5 points of healing they do not receive as HP.

Nature's Swiftess

- Nature's Touch class ability
- You can use your Nature's Favor, Nature's Blessing or Nature's Freedom as a free action, even if it is not your current turn.

Nature's Gift

- Nature's Warrior
- Nature's Blessing class ability
- When you use Nature's Blessing, you may grant an adjacent ally a similar bonus equal to half of your own.

-Boar's Blessing

-Nature's Gift

-When you choose to raise your Con score with Nature's Blessing, you increase the bonus conferred by 2. This feat cannot be taken if you possess the Cat's Blessing or Owl's Blessing feats.

-Cat's Blessing

-Nature's Gift

-When you choose to raise your Dex score with Nature's Blessing, you increase the bonus conferred by 2. This feat cannot be taken if you possess the Boar's Blessing or Owl's Blessing feats.

-Owl's Blessing

-Nature's Gift

-When you choose to raise your Wis score with Nature's Blessing, you increase the bonus conferred by 2. This feat cannot be taken if you possess the Boar's Blessing or Cat's Blessing feats.

Nature's Boon

-Boar's Blessing OR Cat's Blessing OR Owl's Blessing

-When you use Nature's Blessing to increase your Con, Dex or Wis, the other 2 ability scores you did not choose still gain a bonus of +2 for the duration of Nature's Blessing.

Nature's Motion

-Nature's Warrior

-Nature's Freedom class ability

-When you use Nature's Freedom, you and you allies also act as if under the effects of a *Haste* spell for the duration. This effect replaces the 10 ft movement speed increase of Nature's Freedom.

Nature's Reach

-Nature's Motion

-Your Nature's Favor, Nature's Gift and Nature's Freedom can now be used in a 20 ft burst centered on your square.

Guardian of the Wild

-Nature's Warrior

-Nature's Guardian class ability

-You gain the Wild Shape feat: Scent. You may purchase and make use of the following additional Wild Shape feats: Blindsight, Boar's Ferocity, Cheetah's Speed, Climb Like an Ape, Cougar's Vision, Eagle's Wings, Elephant's Hide, Grizzly's Claws, Hawk's Vision, Lion's Pounce, Savage Grapple, Serpent's Venom, Swim Like a Fish and Wolverine's Rage even if you do not possess the Wild Shape ability. Instead, you expend a 1st level spell slot or higher to gain the effects of these feats for their standard duration. Expending spell slots higher than 1st level in this way allows you to activate more than one Wild Shape feat at once, based on the level used or gain a longer base duration on any activated Wild Shape feat, based on spell level used and DM discretion.

Power Attack

-BAB of 1

-When making an attack, you may subtract up to 5 from your BAB to gain an equal amount of bonus to your damage roll.

Cleave

-Power Attack

-When you drop a target of your attack to 0 Hit Points, you may apply your attack and damage roll to an adjacent target. This feat may be used more than once per round but may only affect one additional target.

Great Cleave

-Cleave

-BAB of 2

-You are not limited in the number of targets you can hit with a Cleave attempt, so long as you successfully drop each target and the next target is within your attacking range.

Supreme Cleave

-Great Cleave

-BAB of 4

-When making a Cleave attempt, you may make a single 5 ft move during the attempt.

Cleaving Attack

-Cleave

-Improved Power Attack

-BAB of 5

-When attacking a target, you may use the Cleave option even if you do not drop the target. Used in this way, your Cleave attempt can only target one additional target, and the resulting damage roll(should you hit) only deals half damage. The same attack roll is used against the AC of the 2nd target. If you enhanced this attack with Power Attack, the bonus damage is not halved as normal.

Brutal Takedown

-Power Attack

-Improved Trip

-When you successfully trip an opponent in combat, your trip itself also deals 1d6+1 points of damage in addition to rendering the target prone. This damage increases to 2d6+2 if you used Power Attack with the Trip attempt and in either case, the damage is added to the base damage of the attack for effects such as DR.

Unstoppable Force

-Power Attack

-Armor Focus(Any medium or heavy)

-Shield Focus(Any heavy) OR Weapon Focus(Any 2-handed)

-When attempting a, Bull Rush or Overrun attempt, you gain a bonus to the roll equal to 1 + your Con modifier. In addition if you are wearing medium or heavy armor, you gain a +1 or +2 bonus respectively. If you are wielding a heavy shield or a 2-handed weapon you also gain an additional +1 bonus(+2 for tower shields).

Power Tactics

-Power Attack

-BAB of 2

-When using Bull Rush, Overrun or Sunder you do not provoke attacks of opportunity and in the case of Overrun, your target cannot choose to avoid you.. In addition you gain a +1 bonus when using these maneuvers. This feat may be taken twice, if taken again the bonus you gain to these maneuvers increases by an additional +3.

Brute Force

-Power Tactics

-BAB of 4

-When you make Tumble checks to move through spaces your enemies threaten, you may use your Str modifier instead of your Dex. In addition, any armor check penalty

you may suffer from armor or shields is instead replaced by a bonus of +1 for every armor and shield type you are wearing.

Brutal Tactics

-Power Tactics(x2)

When you successfully Bull Rush, Overrun or Sunder an enemy in combat, you deal an additional 1d6+1 points of damage in addition to the effects of these maneuvers. This damage increases to 2d6+2 if you used Power Attack with the attempt and in either case, the damage is added to the base damage of the attack for effects such as DR.

Brutal Charge

-Power Tactics

-When you use Power Attack on a charge, and hit you gain twice the normal Power Attack bonus damage with a one-handed weapon and triple the normal bonus damage with a two-handed weapon.

Heedless Charge

-Brutal Charge

-When you use Power Attack on a charge you may shift your attack roll penalty to your AC instead. This penalty is in addition to the standard -2 penalty to AC for charging.

Cometary Collision

-Power Tactics

-You can ready an action to charge an opponent that is charging you or someone else. This charge attack gains an additional +2 to your attack and damage rolls on that charge, while also negating the normal charge bonuses from the opponent's attack. If the opponent was not targeting you with their charge, they may still attack you with their charge.

Ranged Disarm

-Power Tactics

-Weapon Focus(any ranged)

-You may use the Disarm maneuver with a ranged weapon up to a range of 30ft.

Ranged Sunder

-Ranged Disarm

-You may use the Sunder maneuver with a ranged weapon up to a range of 30ft.

Ranged Pin

-Ranged Disarm

-You may use the Pin maneuver with a ranged weapon up to a range of 30ft.

Power Critical

-Power Attack

-Improved Critical

-You gain a +4 bonus to confirm a critical hit, and if you used Power Attack to modify the attack, you add the bonus damage to the confirm roll as well. Finally, if you fail the confirmation roll, you may add +2 to the damage roll, or you may double the bonus damage instead if you used Power Attack on the attack roll.

Devastating Critical

-Power Critical

-BAB of 5

-When you score a critical hit on a creature with immunity to critical hits, you override that immunity. Any critical scored in this way only has a multiplier of x2 regardless of weapon or feats.

Improved Power Critical

- Power Critical
- BAB of 5
- When using Power Attack, you also increase the threat range of the weapon you are using by 1 for every -2 you take to the attack roll.

All-Out Attack

- Power Attack
- When using the full-attack action, you can choose to make a single attack, gaining a +1 bonus to your attack and a +2 bonus to your damage. This bonus increases by +1 and +2 respectively for each attack you sacrifice when you would normally make a full-attack.

Grazing Strike

- Power Attack
- When wielding a 2-handed weapon, if you miss with an attack by 5 or less you still deal damage equal to the minimum rolled damage of the weapon plus your Str modifier. If you used Power Attack on this attack the bonus damage adds to this feat's miss threshold and it's damage on a miss.

Wounding Attack

- Power Attack
- If you take at least a -5 penalty on your attack roll with Power Attack, and hit, your damage roll forgoes the bonus damage and instead cause the target to bleed for half of the bonus damage(round up) for 10 rounds or until the target receives a DC 15 Heal check, a *cure* spell or some other magical healing. Creatures immune to critical hits are not affected by this feat.

Flay

- Power Attack
- Weapon Focus(any slashing or piercing)
- When you hit a creature without an armor or natural armor bonus to AC with a slashing or piercing weapon while doing a Power Attack, the creature receives a -2 penalty on attacks until the end of their next turn unless they succeed at a Fort save with a DC equal to 10 + the Power Attack damage bonus. This ability may only be used on a given creature once per round.

Staggering Attack

- Power Attack
- If you take at least a -5 penalty on your attack roll with Power Attack, and hit, you knock the target prone. This feat cannot affect a creature more than one size category larger than you.

Overwhelming Attack

- Power Attack
- If you are wielding a 2-handed weapon and take at least a -5 penalty on your attack roll with Power Attack, and hit, you double your Str bonus to the damage roll instead of 1.5x.

Brutal Strike

- Power Attack
- Weapon Specialization(Any Bludgeoning)
- When you hit an opponent with an attack from your chosen weapon that is modified by Power Attack, they must make Fort save against a DC of (10 + the bonus damage from your Power Attack). If they fail, your opponent is Sickened until the end of your next turn. This feat has no effect on creatures immune to the sickened condition.

Three Mountains

- Brutal Strike
- Improved Weapon Focus(heavy mace, morningstar or greatclub)

-When you hit a foe twice in a round or if you strike them with a successful charge attack with your chosen weapon,, they must make a Fort save with a DC equal to 10 + half your HD + the ability modifier that affects your damage rolls or be nauseated with pain until the start of your next turn. If you use Power Attack with these attacks the save DC is increased by 2. This feat has no effect on creatures immune to the nauseated condition.

Improved Power Attack

-Power Attack

-BAB of 5

-When using Power Attack, there is no limit on the amount you can subtract from your BAB(up to 2 higher than your actual BAB)

Sundering Strike

-Improved Power Attack

-Power Tactics

-Weapon Focus(Any non-light melee weapon)

-When attacking an opponent wearing armor with your chosen weapon, you reduce the AC bonus of that armor by 1 per armor type. When attacking an opponent with natural armor, you reduce the AC bonus of their natural armor by 2 plus an additional 2 per size category larger they are than you. This feat has no effect on DR from armor or natural armor.

Cull The Weak

-Improved Power Attack

-Gain a +4 bonus to attack rolls against any opponent that has less HD than you. When dealing damage to said foes, you gain a bonus equal to 2 + how many more HD you have more than them.

Punish the Cautious

-Improved Power Attack

-Gain a +2 bonus to attack rolls against opponents using Combat Expertise, unless they possess more than 4 BAB than you.

Power Deflection

-Improved Power Attack

-Improved Weapon Expertise(Any non-light melee weapon)

-You may, at the start of your turn, designate a single foe to be the target of this feat. You gain a DR rating of 1/- against all melee attacks from that foe for every die type of your weapon's damage starting at d8(or equivalent for small characters). If you are wielding a 2-handed weapon, the total DR bonus conferred by this feat increases by 1

Retribution

-Improved Power Attack

-For each 5 hp of damage (round down) inflicted on you by a specific foe in a single round, you gain a +1 on your next attack and damage roll if it is against that foe that takes place in the following round. For example, if a Wizard does 13 hp of damage to you with *Magic Missile*, you receive a +2 to attack and damage that Wizard if it is the next attack roll you make and it occurs before the end of your turn

Greater Power Attack

-Improved Power Attack

-BAB of 10

-When using Power Attack, your bonus damage is always considered 2 higher.

The Best Defense...

-Greater Power Attack

-When an opponent enters a space threatened by you, you may make an attack of opportunity against them. If this attack hits, their movement ends and they move 5ft in a direction you choose so long as it's away from you. When Fighting Defensively or using Total Defense this feat can be used even on movement that would normally prevent an attack of opportunity. This feat cannot move a creature more than one size category larger than you.

...Is a Good Offense

-The Best Defense...

-When using Power Attack on an attack of opportunity, you reduce the total attack penalty by 1 and increase the total bonus damage by 2

Bloodthirst

-Greater Power Attack

-Scent of Victory OR Taste of Victory

-Gain a +2 damage bonus against any opponent that has less than 50% of their total hit points remaining.

Relentless Assault

-Greater Power Attack

-BAB of 12

-Gain a +2 to attack and damage rolls against any target affected by an adverse status effect. If a given target is affected by more than one effect, the bonus of this feat increases by +1 per effect up to a maximum of +5.

Shock Trooper

-Greater Power Attack

-Power Tactics(x2)

-If you successfully Bull Rush an opponent, you receive a +1 bonus per 5 ft you moved the opponent on attack & damage rolls against that opponent on the next round. In addition, if you destroy an opponent's weapon or shield with a Sunder action, you receive an immediate melee attack on the opponent at the same attack bonus which the Sunder used.

Combat Brute

-Greater Power Attack

-Power Tactics(x2)

-On a successful Bull Rush at the end of a Charge, you may move your opponent one square to the left or right for each square you move them backwards. In addition, on a successful Bull Rush that pushes your opponent into the same square as another opponent, you may attempt to Trip both opponents & they cannot attempt to trip you if you fail. Finally, when you move through any opponent's threatened area, you may use your Str instead of your Dex to calculate your AC against attacks of opportunity.

Superior Power Attack

-Greater Power Attack

-BAB of 15

-You BAB to damage conversion increases from a 1:1 to a 2:1 ratio

Power Supremacy

-Superior Power Attack

-Power Tactics(x2)

-Melee Weapon Mastery(any 2-handed)

-Power Supremacy allows the use of the following 3 tactical maneuvers:

- Combat Momentum:** If you deal damage to a foe with a charge attack made with a 2-handed weapon and that opponent fails to hit you before your next turn, you gain a +2 to attack and damage rolls against that opponent on your next turn.
- Dispatch the Fallen:** If you successfully bull rush or overrun a foe, the first attack you make against that foe with a two-handed weapon on your next turn deals double damage.
- Frenzied Attack:** If you hit any foes with a two-handed weapon at least once on two consecutive turns, while using Power Attack (and taking at least a -2 penalty), you gain a +2 bonus on attack and damage rolls using that weapon for the rest of the turn

Righteous Champion

- Smite Evil class ability
- Divine Grace class ability
- Gain an additional use of your Smite Evil ability per day. When using Smite Evil, you gain an additional +1 to the attack roll and an additional +2 to the damage roll. You also gain a +1 bonus to your Divine Grace bonus. This feat can be taken a number of times equal to your Paladin levels, its effects stack.

Discerning Champion

- Righteous Champion
- Champion's Vow class ability
- The *detect evil* portion of your Champion's Vow can now also detect any evil alignment as well as subtype. When making any Wis or Cha based skill check against a creature you can detect with your Champion's Vow, you roll twice and take the better result

Mighty Champion

- Righteous Champion
- Champion's Training class ability
- You may wield your deity's favored weapon in one hand at no penalty, even if it is a two-handed weapon. You do not lose your half-again ability score bonus to damage when wielding your weapon in this way. If your deity's favored weapon is a one-handed weapon, you still gain a half-again ability score bonus to damage as if it were a two-handed weapon.

Righteous Fury

- Mighty Champion
- Champion's Justice class ability
- The bonuses conferred by Champion's Justice increase by 1. Your Champion's Justice now also applies against undead and any foe with an evil alignment, not just subtype.

Mounted Champion

- Righteous Champion
- Special Mount class ability
- Your caster level is considered 4 higher for the purpose of determining your Special Mount's abilities. In addition, your Special Mount gains a +1 bonus to skill checks, attack and damage rolls, saves, /-DR and AC (treat this as a dodge bonus).

Adept Mount

- Mounted Champion
- Mount Int score of 10 or higher
- Your mount gains their own caster levels in paladin spellcasting equal to 2 + an extra 1 for every 5 caster levels of paladin you possess. Your mount also gains a bonus to its

Wis score to bring it in line with it's Int score. This bonus scales as your mount's Int score increases.

Shifting Mount

- Adept Mount

- Caster Level 12th(Paladin)

- Your mount gains the ability to shift forms to a form that matches your race.

Your mounts ability scores and creature type remain unchanged in this state. Any natural attacks your mount had are lost in this new form, replaced by a slam attack(2 on a full attack). Taking on this form is done as a standard action that does not provoke an attack of opportunity. This form lasts until canceled.

Charging Champion

- Righteous Champion

- Charging Smite class ability

- When using your Charging Smite ability, you no longer provoke attacks of opportunity by moving through spaces your foes threaten, nor are you affected by adverse terrain or magical effects that hinder movement.

Divine Charge

- Charging Smite

- Extra Turning

- When using Charging Smite, you may expend a use of your Turn Undead. If you do so, you gain an additional +2 to the attack and damage roll for your Smite and your weapon damage die is treated as one type higher.

Chain Smite

- Divine Charge

- BAB of 12

When you use Divine Charge, should you drop your target with your attack, you may use Charging Smite against another target that is within your charging range as part of your action. You may chain to 1 additional target plus another for every 5 BAB you possess. To use this feat you must choose to expend a second use of your Smite Evil before making your first charge. This additional expenditure is not refunded should you miss with your Charging Smite.

Shielded Champion

- Righteous Champion

- Shield Mastery(any)

- When wielding your chosen shield, you increase the **base** AC and /- DR values by 1. In addition, you gain(or increase) your resistance to all forms of energy damage by your Cha modifier, so long as you are aware of the attack and thus can bring your shield to bear.

Sacred Shield

- Shielded Champion

- Holy Weapon Class ability

- Expend a use of your Turn Undead ability to bolster your shield's defensive capabilities. Your bonuses from Shielded Champion double, and gain a +2 bonus to your Ref and Fort saves. All of your allies within your Aura of Courage also gain a +2 to their Ref and Fort saves as well as a DR of 1/-. These effects last until the end of the encounter.

Shield of the Righteous

- Shielded Champion

- Holy Weapon Class ability

- Expend a use of your Smite Evil to bolster your shield's offensive capabilities. When bashing an opponent with your shield, you gain a bonus to your attack and damage roll equal to 2 + your Cha modifier. This effect lasts until the end of the encounter.

Merciful Champion

- Righteous Champion
- Lay on Hands class ability
- When using Lay on Hands, your total paladin caster levels to are considered 2 higher when determining your total healing per day.

Sanctified Champion

- Merciful Champion
- Your Charisma is considered 2 higher for the purposes of your Lay On Hands ability. When you heal an ally with Lay On Hands, they gain a +1 to all saves for every 5 hit Points you heal them, up to a limit of half your Divine Grace bonus(round up). This bonus lasts for the duration of the encounter.

Cleansing Champion

- Sanctified Champion
- Remove Disease class ability
- You may cure a target of poison by touching them. This ability shares uses with your Remove Disease ability. You gain 1 more use per day of your Remove Disease ability.

Exorcising Champion

- Sanctified Champion
- Remove Disease class ability
- Caster level 7th(Paladin)
- You can remove a curse effect from a target by touching them. This ability shares uses with your Remove Disease ability. You gain 1 more use per day of your Remove Disease ability. In addition, you may expend 2 daily uses of this ability to *break enchantment* on someone by touching them, as per the spell.

Radiant Champion

- Sanctified Champion
- Aura of Purity class ability
- Once per encounter you may use your Lay on Hands in a burst equal to your Aura of Courage radius, healing all allies within as if you had used Lay On Hands on each of them individually.

Inspiring Champion

- Righteous Champion
- Aura of Courage class ability
- Your Aura of Courage extends by 10th and also grants all allies within it a +1 bonus to all saves and skill checks.

Purifying Champion

- Inspiring Champion
- Divine Health class ability
- Your Aura of Courage also grants allies a +4 bonus to saves against all forms of disease, natural and magical and a +2 bonus to resist negative levels and all forms of energy drain.

Sundering Champion

- Righteous Champion

-When you use Smite Evil, your attack roll is made as a touch attack. This feat can be taken twice, if taken a second time and you are hit with the attack, you no longer roll damage but instead deal maximum damage.

Punishing Champion

-Sundering Champion

-Aura of Justice class ability

-Your paladin caster level is considered 2 higher for the purposes of your Smite Evil ability. Once per day when using Smite Evil against an evil creature, you may choose to automatically hit them. This feat can be taken twice. If taken a second time, your caster level bonus increases by an additional +2 and the second part of this feat can be used once per encounter.

Imbued Champion

-Sundering Champion

-Holy Weapon class ability

-The enhancement bonus limit granted by your Holy Weapon increases by 1 and the bonus holy damage from your Holy Weapon class ability changes to 2d6. When making attack rolls against evil outsiders and undead with your imbued weapon, you ignore all forms of AC and DR from natural armor.

Indiscriminate Justice

-Imbued Champion

-Aura of Justice class ability

-Your Smite Evil ability can be used on neutral (but not good) creatures.

Wrathful Champion

-Sundering Champion

-You may mark a single evil creature within a range of twice your Aura of Courage.

Your attacks against this creature gain a +2 bonus to the attack roll and deal an additional +2d6 damage against them. This damage is not multiplied with critical hits. This effect lasts for a number of rounds equal to 2 + your paladin levels. You may use this feat a number of times per day equal to half your Smite Evil daily uses (round up). You can only mark one creature at a time with this feat.

Valorous Champion

-Sundering Champion

-Your Aura of Courage grants yourself and all allies a +1 to hit and +1d6 damage bonus against undead and evil outsiders. This damage is not multiplied with critical hits.

Blessed Champion

-Righteous Champion

-Turn Undead class ability

-Your paladin caster level is considered 4 higher for purposes of using Turn Undead. You gain 1 more use of Turn Undead per day. Your paladin spell DC are considered 1 higher.

Adept Champion

-Blessed Champion

-Caster level 7th (Paladin)

You gain an additional paladin caster level. This feat can be taken twice, its effects stack.

Scholarly Champion

-Adept Champion

-You gain a number of 0 level spells as if you have a cleric caster level equal to your paladin caster level. You may also spontaneously cast spells of a nature

appropriate to your deity. Your Wis is considered 2 higher for the purposes of determining your bonus spells for every time you have taken Adept Champion.

Empowered Champion

- Blessed Champion
- Caster level 7th(Paladin)
- Choose a Domain from your patron deity. You gain that Domain's power and its spells per day as per a cleric/priest.

Divine Champion

- Empowered Champion
- Divine Beacon
- Aura of Resolve class ability
- Your Wis modifier is added to any paladin class ability that uses your Cha modifier.

Aura of Judgment

- Empowered Champion
- Aura of Justice
- Expend a turning attempt to empower your Aura of Courage. Evil outsiders and undead within your Aura take a -1 on attack and damage rolls, AC, saves, skill checks and ability checks so long as they remain in your aura. Such creatures also take damage every round equal to 1 + your Cha bonus. This damage negates all forms of DR. This effect lasts for a number of rounds equal to your Cha modifier

Aura of Wrath

- Aura of Judgment
- Your Aura of Judgment lasts for 2 additional rounds and now affects all evil creatures. Evil outsiders and undead suffer twice the penalties and damage while in your Aura of Judgment.

Sacred Champion

- Righteous Champion
- Aura of Justice class ability
- You gain 1 additional use per day of your Sacred Vow, and you may use your Sacred Vow on behalf of an ally within your Aura of Courage.

Watchful Champion

- Sacred Champion
- You gain 1 additional use per day of your Sacred Vow. When you use your Sacred Vow on behalf of an ally in a defensive manner, you increase the bonus they receive by +2.

Steadfast Champion

- Watchful Champion
- Aura of Resolve class ability
- Your Divine Grace bonus is also applied to resist any attempt to Bull Rush, Disarm, Overrun, Sunder or Trip you. Half of your Divine Grace bonus(round down) is also added to your AC and +/- DR provided by your Aura of Resolve. These effects only apply against evil creatures. Your allies within your Aura of Courage gain a +1 to resist the above maneuvers, a +1 to AC and a DR rating of 1/- against evil creatures.

Heroic Champion

- Steadfast Champion
- Aura of Command class ability

-You retain half of your Steadfast Champion bonus(round up) against non-evil creatures(but not good creatures). Your allies bonus from Steadfast Champion increases by 1 and also applies to non-evil creatures(but not good creatures).

Commanding Champion

- Righteous Champion
- Aura of Command class ability
- You gain a second use per encounter of your Aura of Command ability and when you use your Aura of Command ability on an ally you also gain the benefits for yourself.

Holy Champion

- Commanding Champion
- You gain a free use of your Sacred Vow once per encounter, and your numerical bonuses from your Aura of Courage increase by 1.

Sacred Vow

- Any non-evil alignment
- Gain a +2 luck bonus to any save or check once per day. This can be applied after the roll has been made.

Vow of Abstinence

- Sacred Vow
- Gain a +4 bonus against drugs and poisons. You gain 1 additional use per day of your Sacred Vow. You must not partake of alcohol or drugs of any kind to gain the benefits of this feat.

Vow of Chastity

- Sacred Vow
- Gain a +4 bonus against any charm or phantasmal spell or effect. You gain 1 additional use per day of your Sacred Vow. You must not engage in any sexual or other physically romantic activity with any creature that is not sanctioned by a higher power you serve to gain the benefits of this feat.

Vow of Nonviolence

- Sacred Vow
- The saving throw DCs for spells and effects you cast are increased by +4 so long as they do not deal lethal or ability damage, bestow negative levels or cause death. You gain 1 additional use per day of your Sacred Vow. You must not willingly, through action or inaction, cause harm or suffering to any humanoid or monstrous humanoid to gain the benefits of this feat.

Vow of Peace

- Vow of Nonviolence
- Gain a constant 20 ft aura that affects creatures like a *Calm Emotions* spell, the save to resist this effect is 10 + your HD + your Cha modifier. You gain a +1 natural armor bonus to AC, a +1 deflection bonus to AC and a +1 exalted bonus to AC as well as a DR of 2/-. Finally, any manufactured weapon that strikes you must make a Fort save equal to 10 + your HD + your Con modifier or shatter upon impact, leaving you unharmed. You gain 1 additional use per day of your Sacred Vow. This feat operates like Vow of Nonviolence but applies to all living creatures. Non-living creatures and living creatures with the evil subtype are exempt from this feat's restrictions.

Vow of Obedience

- Sacred Vow

-Gain a +4 bonus against compulsion spells and effects. You gain 1 additional use per day of your Sacred Vow. You must uphold full truth and loyalty to a superior or organization to gain the benefits of this feat.

Vow of Poverty

-Sacred Vow

-Gain the bonuses listed below. You gain 1 additional use per day of your Sacred Vow.

- A bonus to all ability scores(and their racial maximums) equal to 1 + your character level

- A separate dodge, natural armor and deflection bonus to AC equal to half your character level(round up).

- An increase to all of your elemental resistances equal to 2 + your character level.

- An enhancement bonus to all attack and damage rolls equal to your character level.

This bonus is considered magic and good-aligned for the purposes of overcoming damage reduction.

- A bonus feat per character level.

- A bonus to all saving throws equal to half your character level(round up).

- A +10 bonus to resist non-lethal damage from all forms of exposure, fatigue, hunger, dehydration and asphyxiation.

- A fast-healing rating equal to half your character level(round up).

You may not own wealth of any kind nor can you own any magical or masterwork items to gain the benefits of this feat.

Vow of Purity

-Sacred Vow

-Gain a +4 bonus to resist disease and death effects. You gain 1 additional use per day of your Sacred Vow. You must not touch dead flesh, excluding meat cooked for food to gain the benefits of this feat. You may touch a corpse freely to bring it back to life. You may also fight undead foes, but must purify yourself for 1 hour as soon as possible within a 24 hour window afterward.

Sanctified Vows

- Vow of Abstinence

- Vow of Chastity

- Vow of Nonviolence

- Vow of Obedience

Vow of Purity

- Character level 5th

-So long as you abide by the restrictions of this feat's prerequisites, you gain double their numerical bonuses, and gain a +2 to AC, saves, skill and ability checks, attack rolls, spell save DCs and /- DR, as well as 2 additional uses of your Sacred Vow feat per day.

Sanctified Oath

- Sanctified Vows

- Vow of Peace

- Vow of Poverty

-So long as you maintain the restrictions of your Vow feats you gain enhanced effect from your Vow of Poverty as follows:

- An additional +2 to your ability scores(and their racial maximums).

- An additional +2(each) to your dodge, natural armor and deflection AC bonuses.

- An additional +3 to your elemental resistances.

- An additional +2 to your enhancement bonus to attack and damage rolls. Your attacks now meet all criteria for overcoming DR(including adamantine).
- Your bonus to saving throws changes to your character level, rather than half.
- An additional +5 bonus to resist non-lethal damage from all forms of exposure, fatigue, hunger, dehydration and asphyxiation.
- Your fast healing rating is now equal to your character level, rather than half.

In addition, your bonus when you use your Sacred Vow feat changes to +5.

Vow of Justice

- Sacred Vow
- BAB of 1
- Gain a +1 bonus on attack and damage rolls against evil creatures. You gain 1 additional use per day of your Sacred Vow. You may use your Sacred Vow on attack and damage rolls against evil creatures.

Sanctified Smite

- Vow of Justice
- Smite Evil class ability
- Gain 1 additional use of your Smite Evil ability per day. When you use Smite Evil, you gain a +2 bonus to the attack roll and gain a +1d6 damage against evil undead and a +1d6 damage against evil outsiders. These damage bonuses stack.

Reach of Justice

- Sanctified Smite
- When wielding a ranged weapon you may make a Smite Evil attack with that weapon up to a range of 60 ft. When wielding a melee weapon, you may make a Smite Evil attack at a range of 20 ft.

Explosive Justice

- Sanctified Smite
- Once per day when using Smite Evil, you may apply the damage of your Smite Evil to all enemies within a 20ft burst of your target. Use the same attack roll against the AC of all foes in the burst.

Wrath of Justice

- Sanctified Smite
- Divine Smite
- Expend turning attempt when using Smite Evil to treat the attack as a critical threat. When using Smite Evil, you use d8s for the bonus damage instead of d6s as well as double the bonuses from Sanctified Smite. This feat can be used once per encounter.

Relentless Justice

- Reach of Justice
- Wrath of Justice
- Gain an additional use of Smite Evil once per encounter.

Inspire Redemption

- Vow of Justice
- Inspire Dread
- Your Inspire Dread feat only affects evil creatures but confers double it's penalty.

Chastise

- Vow of Justice

- Viscous Mockery class ability
- Your Viscous Mockery deals 2 additional damage and has its DC increased by 2 against evil creatures.

Divine Nature

- Vow of Justice
- Ability to turn/rebuke elementals
- Your Turn/rebuke elemental ability now also functions like Turn/Rebuke Undead

Divine Shape

- Diviner Nature
- Improved Wild Shape class ability
- When using Wild Shape, you may expend a turning attempt to have your form gain the Celestial template.

Holy Ire

- Vow of Justice
- Arcane Ire class ability
- Your Arcane Ire penalizes evil creatures by an additional 1.

Holy Mandate

- Holy Ire
- Compiled Training(Diskblade)
- Your Arcane Resistance is considered 1 higher against evil creatures, and your Arcane Fury is considered +1 higher per stack against evil creatures.

Vexation of the Damned

- Holy Ire
- Vexing Aura class ability
- Your Vexing Aura is 50% more effective against evil creatures.

Sacred Focus

- Vow of Justice
- Combat Focus class ability
- Your bonuses from Combat Focus are considered 1 higher when facing evil creatures.

Holy Strike

- Sacred Focus
- Sudden Strike class ability
- When using Sudden Strike against evil creatures, your weapon is considered good-aligned for overcoming DR and deals an additional die of damage.

Holy Ki Fist

- Vow of Justice
- Ki Fist(Lawful) class ability
- Your Ki Strike ability is also considered good-aligned for purposes of overcoming damage reduction and deals an extra 1d6 holy damage against evil creatures..

Fist of the Heavens

- Holy Ki Fist
- Your Stunning Fist save DC is increased by 2 when used against evil creatures. Your Stunning Fist can now affect any evil creature normally immune to critical hits.

Sanctified Swordmagic

- Elemental Strike class ability
- You may choose holy as one of your elemental choices with your swordmage abilities.

Holy Warding

- Swordmage Warding class ability

Your Swordmage Warding provides an additional +1 to AC and a +1/- DR against evil creatures.

Aegis of Justice

- Sanctified Swordmagic

- Your Aegis of Assault deals 50% more total damage against evil creatures, and your Aegis of Shielding negates 50% more damage from evil creatures.

Martyr's Aegis

- Aegis of Justice

- Improved Aegis class ability

- When using your Aegis of Shielding, you may choose to take any damage your opponents' deal to their target instead of the normal damage reduction your Aegis of Shielding provides. This damage is treated as force damage and applies to your +/- DR as normal.

Nemesis

- Vow of Justice

- Favored Enemy class ability

- Choose one of your favored enemies, you can sense their presence and exact location within 60 ft. This sense does not allow you to see invisible and hidden creatures, merely discern their location. Your damage bonus against these enemies also increases by +2. This feat only affects evil creatures.

Sanctified Strike

- Vow of Justice

- Sneak Attack or similar ability

- When using an attack which adds extra dice of damage like Sneak Attack or Skirmish, you may sacrifice 1 die of that extra damage to make the attack good-aligned for the purposes of overcoming damage reduction as well as increase the damage die type of your bonus damage by one step against evil creatures. This feat can be used once per encounter, per opponent.

Sanctified Weapons

- Vow of Justice

- Spiritual Weapons class ability

- The base effect of your Spiritual Weapons class ability is considered 1 higher against evil creatures. Your weapons imbued with this ability are also good-aligned for overcoming DR.

Holy Shock

- Vow of Justice

- Elemental Shock class ability

- You may use holy as an energy type when using Elemental Shock against evil creatures. In such cases, your CL is considered 4 higher for the purposes of your Elemental Shock.

Resounding Blow

- Vow of Justice

- Weapon Mastery(Any)

- A number of times per encounter equal to the ability modifier that affects your attack rolls you may augment an attack to be good-aligned for the purposes of overcoming damage reduction. These attack also deal an additional +1 damage to evil creatures, and an additional 1d6 damage against evil outsiders.

Sacred Critical

- Vow of Justice

- Improved Critical

-You receive a +2 bonus to confirm critical hits against evil creatures. You can score critical hits on evil creatures normally immune to critical hits.

Quell the Profane

-Resounding Blow

-Sacred Critical

-Your critical multiplier is increased by 1 against evil creatures. When you score a critical hit against an evil creature they must make a Fortitude save against a DC of 10 + your HD + the ability modifier that affects your damage rolls. If they fail, they take 1d4 + 1 in temporary Str damage.

Sanctified Defense

-Vow of Justice

-Gain a +2 bonus to AC and a DR of 2/- against attacks and effects from evil creatures.

Sanctified Guardian

-Sanctified Defense

-Gain a +2 to all your saves against attacks and effects from evil creatures.

Nimbus of Light

-Sacred Vow

-Ability to cast spells

-You are surrounded by a soft glow that resonates against undead and evil. You gain a +1 bonus to saves and checks against undead and evil creatures. This glow provides bright illumination at a range of 5 ft, and shadowy illumination at a range of 10 ft. You can deactivate and reactive this ability as a free action.

Holy Radiance

-Nimbus of Light

-You can empower your Nimbus of Light to shed bright light in a 10 ft radius and shadowy illumination at a 20 ft radius. Undead within the 10 ft illumination take 1d4 + 1 damage per round and any evil creatures take 1 point of damage per round and are seared for all to see. This damage ignores all forms of DR. You gain a +1 bonus to turning checks and turning damage while your Holy Radiance is active.

Radiant Sanctuary

-Holy Radiance

-Divine Radiance

-When you activate your Holy Radiance, you may also expend a turning attempt as a full-round action to activate your Divine Radiance. At the end of your turn the two effects merge as follows:

-The effects of Holy Radiance are doubled and extend to the 60 ft initial radius of Divine Radiance.

-The bonuses provided to non-evil creatures now applies to all effects caused by evil creatures.

-You gain a total combined bonus of +4 to turning checks and turning damage within the 60 ft initial radius of your Sanctuary.

Consecrate Spell

-Nimbus of Light

-Spell Focus

-Your spells gain the Good alignment. This feat is usable 4 times per day. You may take his feat multiple times, it's effects stack.

Purified Spell Focus

-Consecrate Spell

-Your total bonus from your Spell Focus and Spell Penetration feats is increased by 1 against evil creatures.

Sanctified Spellcaster

- Purified Spell Focus
- Improved Adept Spellcaster
- Your caster level is considered 1 higher on all good-aligned spells.

Sanctified Spellbolt

- Nimbus of Light
- Spellbolt class ability
- You may choose holy as your element when using Spellbolt. When you use holy as your Spellbolt element it deals double damage to evil creatures and undead, half damage to neutral creatures and no damage to good-aligned creatures.

Divine Spellbolt

- Sanctified Spellbolt
- Ability to Turn Undead
- When you use Spellbolt against an undead, you may expend a turning attempt before the attack roll to force the undead to resist a turning check from you if the spellbolt hits. This turning check requires no action on your part and if successful the undead is considered turned (no turning damage roll required) for a number of rounds equal to your Cha modifier unless their HD is 10 or more than yours.

Healing Spellbolt

- Sanctified Bolt
- You may target an ally with Spellbolt and heal them for an amount equal to the damage it would normally deal to an enemy. This feat can be used a number of times per day equal to the ability modifier that affects your spellcasting. This feat is not affected by the modifiers of Sanctified Bolt.

Extra Turning

- Nimbus of Light
- Turn Undead class ability
- You gain 2 additional uses of Turn Undead per day. This feat can be taken a number of times equal to 1 + your levels in classes that allow you to Turn Undead. Priests taking this feat gain 1 additional Turn Undead use per purchase, and Paladins taking this feat gain 1 less Turn Undead use per purchase.

Improved Turning

- Nimbus of Light
- Turn Undead class ability
- You gain a +2 bonus to turning checks. Your caster level is considered 2 higher for the purpose of turning undead. This bonus only applies to the turning check (not the damage), and only affects the levels of **one** class that allows you to turn undead. This feat can be taken twice. Its effects stack.

Empowered Turning

- Improved Turning
- When rolling your turning damage, your rolled damage is d8s instead of d6s. Also your combined (level + Cha modifier) value is considered 1.5 times higher.

Exalted Turning

Empowered Turning

-Gain a +2 bonus on turning checks and turning damage, and when you successfully turn a creature they take 3d6 points of holy damage. This damage ignores DR from Armor and natural armor.

Shield Focus

-BAB of 1

-Reduce the check penalty of a chosen shield by 1 and reduce it's arcane spell failure chance by 5%. If taken for tower shields, instead reduces the check penalty and arcane spell failure chance by half.

Shield Expertise

-Shield Focus

-Increase the AC bonus of your chosen shield by 1.

Improved Shield Expertise

-Shield Expertise

-BAB of 5

-Increase the AC bonus of your chosen shield by 1 for every size category your chosen shield is when wielding it.

Shield Specialization

-Shield Focus

-Gain a +/- DR bonus of 1 when wielding your chosen shield. Note that if you lose your AC bonus from your shield you also lose any DR from this and any other feat that gives DR from your shield.

Improved Shield Specialization

-Shield Specialization

-BAB of 5

-Gain a +/- DR bonus of 1 for every size category your chosen shield is when wielding it.

Improved Shield Bash

-Shield Focus(any)

BAB of 4

-Suffer no AC penalty when bashing an opponent with your shield. This feat can be taken twice. If taken a second time, you only suffer a -2 penalty to your attack rolls(including your shield bash), when bashing an opponent with your shield, as if you had the Two-Weapon Fighting feat and regardless of your shield would be regarded as a light weapon or not.

Shield Snare

-Improved Shield Bash

-Combat Expertise

-When your opponent attacks, you may immediately make a Disarm attempt with your shield that does not generate an attack of opportunity. If you fail, your opponent cannot attempt to disarm you in response. When making the disarm check, treat a Buckler as a Light weapon, a Light Shield as a One-Handed weapon, and a Heavy or Tower Shield as a Two-Handed weapon. If you attempt a Shield Snare action, you lose your Shield Bonus to AC until the start of your next turn. This feat can be used once per round, per opponent, up to your Dex modifier.

Improved Shield Snare

-Shield Snare

-Combat Reflexes

-If your opponent is disarmed due to the use of your Shield Snare feat, you can make an attack of opportunity against your opponent immediately. This attack

gain a +1 bonus on the attack and damage roll. This bonus is doubled if the attack is a shield bash.

Active Shield Defense

- Improved Shield Bash

- BAB of 6

- When using your chosen shield, you take no attack penalty when making attacks of opportunity while fighting defensively. When using Total Defense, you may make attacks of opportunity at a -4 penalty.

Agile Shield Fighter

- Active Shield Defense

- BAB of 6

- Negate two-weapon penalties when bashing with a shield.

Staggering Shield Bash

- Improved Shield Bash

- When you deal damage with a shield bash, the target takes a -2 penalty to their AC and attack rolls until the start of your next turn

Greater Shield Bash

- Improved Shield Bash

- BAB of 6

- When bashing an opponent with your shield, you gain a +1 bonus to the attack roll for each size your shield is, starting at +1 for a buckler. Your shield bash damage also increases based on it's size to the amount listed on the table below:

Buckler: 1d4

Small 1d6

Large 1d8

Tower 2d6

Shield Counterstrike

- Greater Shield Bash

- Shield Mastery

- When an opponent attacks you in combat, you may respond with a shield bash against them. This attack gains a +2 bonus and an additional +2 bonus if the attack missed. This feat can be used once per round. When Fighting Defensively or using Total Defense, you may use this feat two and three times a round respectively.

Preemptive Shield Counter

- Shield Counterstrike

- BAB of 12

- You may use Shield Counterstrike before an opponent makes an attack roll against you. Your attack roll bonus is always considered +2 and should you hit, your opponent takes a penalty to their next attack and damage roll against you equal to 1+ the base AC value of your shield. This feat shares the same limit of uses per round as Shield Counterstrike, nor can you use a standard Shield Counterstrike after using this feat against the same opponent in a given round.

Shield Charge

- Improved Shield Bash

- When you use a shield bash as part of a charge, you gain an additional +2 to the attack roll and an additional die of damage based on your shield. In addition you gain a free

trip attempt against you opponent. If this attempt fails your opponent may not attempt to trip you in return.

Shield Sling

- Shield Charge

- BAB of 5

- You can use your shield as a thrown weapon with a range of 30ft with no penalty. This attack gains a bonus to the attack and damage roll equal to the **base** AC bonus of the shield used. When used in this way you may also attempt to trip an opponent in addition to dealing damage. A failed attempt does not allow your opponent to trip you. This feat cannot be used against an opponent that is more than 1 size category larger than you, nor can it be used with tower shields or bucklers.

Shield Slam

- Shield Charge

- BAB of 10

- As a full round or charge action, you can slam your shield against a foe that is no more than more than 1 size category larger than you. In addition to dealing damage, the target must make a Fort save with a DC equal to 10 + your Shield Bash damage. Failure leaves the target dazed until the end of your next turn. This feat cannot be used against targets that are immune to critical hits. This feat counts as bashing an opponent with your shield.

Improved Shield Slam

- Staggering Shield Bash

- Shield Slam

- When you use the Shield Slam feat, your shield deals an extra die of damage and your Str modifier is considered 1.5 x higher. You also add 1 to the penalties levied by Staggering Shield Bash. If you use Shield Slam against a creature immune to critical hits, then your shield deals 2 extra dice of damage and your Str is considered 2x higher.

Greater Shield Slam

- Improved Shield Slam

- Greater Shield Bash

- BAB of 12

- You gain a +2 bonus to attack and damage rolls when bashing an opponent with your shield, and your shield bash damage ignores all forms of armor and natural armor DR

Improved Buckler Defense

- Shield Expertise(Buckler)

- Ignore the -1 attack penalty when wielding a buckler and a two-handed weapon or when using two weapons.

Shield Ward

- Shield Specialization(non-Buckler)

- BAB of 5

- When wielding your chosen shield, you gain a bonus to Fort and Ref saves equal to(1 + the **base** AC value of your shield).

Shield Brace

- Shield Ward

- Gain a bonus to any Ref save from an effect that deals HP damage equal to 1 per size category of your shield. Should you still fail the save, your -/ DR from your

shield is increased by 1 per size category of your shield. If you are Fighting Defensively or using Total Defense, then the bonuses of this feat are doubled and tripled respectively.

Shield Wall

- Shield Ward

- Shield Mastery

- When wielding your chosen shield, you may reduce the damage of an incoming attack or spell by 1 die. You can use this feat a number of times per encounter equal to half of your BAB(round up). If you are Fighting Defensively or using Total Defense, you increase the dice reduction to 2 and 3 dice respectively.

Shield Deflection

- Shield Specialization(any)

- When you are wielding your chosen shield, you may deflect one projectile per round that would have hit you, but only if you are not flat-footed and aware of the attack and your shield is readied for combat. Unusually large attacks cannot be deflected with this feat. Magical attacks that require an attack roll can be deflected so long as your shield is also magical.

Shield Mastery

- Shield Expertise

- Shield Specialization

- BAB of 10

- Increase the **base** AC and DR of your chosen shield by 1. When you are Fighting Defensively or using Total Defense, you gain additional +/- DR equal to half of the AC bonus(round down) you gain from these maneuvers.

Adaptive Shield Defense

- Shield Mastery

- When you are struck by a melee or ranged attack in combat that deals damage past your DR, you gain a +1 to your shield's **total** AC and DR rating. This bonus stacks with successive hits, up to a maximum of +1 for every 5 points of BAB you possess. This bonus lasts for the rest of the encounter.

Shield Parry

- Shield Mastery

- When wielding your chosen shield and an opponent hits your AC by an amount equal to or less than the AC value of your shield, your +/- DR from your shield is considered 50% higher(round up). If you are Fighting Defensively or using Total Defense, you add the AC bonus from those maneuvers to this feat's threshold.

Shield High Mastery

- Shield Mastery

- BAB of 12

- Once per round, when wielding your chosen shield, you can force an opponent to roll their attack roll against you twice and take the worse result. If you are Fighting Defensively or using Total Defense, you can instead use this feat 2 or 3 times per round respectively.

Critical Block

- Shield High Mastery

- BAB of 13

- If an opponent rolls to confirm a critical hit against you when wielding your chosen shield, they suffer a penalty on the confirmation roll equal to 2 + the AC bonus of your shield. If you are Fighting Defensively this

penalty increase by 4. If you are using Total Defense, this penalty increases by 8. If your opponent still manages to land a critical hit upon you, their critical damage multiplier is reduced by 1 (to a minimum of x2)

Shield Grandmastery

- Shield High Mastery

- BAB of 15

- When wielding your chosen shield, your shield reduces the damage roll of any attack that hits you that you are aware of by a number of die types as per the chart below:

Buckler:	1 die type
----------	------------

Small	2 die types
-------	-------------

Large	3 die types
-------	-------------

Tower	4 die types
-------	-------------

This negation is in addition to any /- DR your chosen shield already has.

If you are hit with a spell that deals multiple dice, this negation reduces dice instead of die type.

Skillful

-When you take this feat choose a pair of skills from the list below. You gain a bonus of +2 to these skills. This feat can be taken multiple times. Each time this feat is taken you choose another pair of skills. Humans taking this feat can choose 2 pairs of skills when taking this feat. The same pair cannot be taken twice with a single purchase of this feat but can be chosen again with successive purchases, it's effects stack twice.

- Acrobatic:** Jump and Tumble

- Agile:** Balance and Escape Artist

- Alertness:** Listen and Spot

- Animal Affinity:** Handle Animal and Ride

- Athletic:** Climb and Swim

- Creature Studies:** Knowledge(Arcana) and Knowledge(Dungeoneering)

- Deceitful:** Disguise and Forgery

- Deft Hands:** Sleight of Hand and Use Rope

- Diligent:** Appraise and Decipher Script

- Investigator:** Gather Information and Search

- Magical Aptitude:** Spellcraft and Use Magic Device

- Negotiator:** Diplomacy and Sense Motive

- Nimble Fingers:** Disable Device and Open Locks

- Noble Bearing:** Knowledge(History) and Knowledge(Nobility and Royalty)

- Outdoorsman** Knowledge(Geography) and Knowledge(Nature)

- Outer Studies:** Knowledge(Religion) and Knowledge(The Planes)

- Persuasive:** Bluff and Intimidate

- Self-Sufficient:** Heal and Survival

- Stealthy:** Hide and Move Silently

- Surveyor:** Knowledge(Architecture and Engineering) and Knowledge(Local)

- Virtuoso:** Any two Perform skills(any skill chosen with this feat cannot be a part of another)

- Work Ethic:** Craft and Profession(must choose one Craft and Profession per purchase)

Improved Diversion

- Skillful(Persuasive)

-You can use Bluff to create a diversion as a move action. You gain a +4 bonus on Bluff checks to make a diversion.

Athletic Finesse

-Skillful(Acrobatic) OR Skillful(Athlete)

-When making Climb, Jump or Swim checks, you may add your Dex as the ability modifier in addition to your Str. This feat can be used twice per day, per skill.

Daredevil Athlete

-Skillful(Acrobatic)

-Skillful(Agile)

-Skillful(Athletic)

-As an immediate action you gain a +5 bonus to any skill check covered by this feat's prerequisites. This feat can be used a number of times per day equal to 3 + your total HD.

Waxing Philosophy

-Skillful(Negotiator) OR Skillful(Persuasive)

-When using Bluff or Diplomacy, you may use your Wis modifier instead of your Cha. In addition, once per skill, per day, you may use both your Wis and Cha modifiers when making a Bluff or Diplomacy check.

Track

-Skillful(Self-Sufficient)

You can use your skill in Survival to track a creature. To find tracks or to follow them for 1 mile requires a successful Survival check. You must make another Survival check every time the tracks become difficult to follow.

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

Surface	Survival Check DC
Very Soft Ground	5
Soft Ground	10
Firm Ground	15
Hard Ground	20

Very Soft Ground

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

Soft Ground

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

Firm Ground

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

Hard Ground

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

Several modifiers may also apply to the Survival check as shown on the following table:

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

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

** : Apply only the largest modifier from this category.

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

Mounted Combat

-Skillful(Animal Affinity)

-BAB of 1

-Once per round when you are riding a mount in combat and you or your mount is struck with a melee or ranged attack you may make a Ride check. If the result of the check is higher than the attack roll the hit is negated.

-Mounted Fighting

-Mounted Combat

-BAB of 5

-Ride 5 ranks

-Gain a +1 to attack and damage rolls while mounted.

Mounted Archery

-Mounted Combat

-Weapon Focus(any ranged)

-Ride 3 ranks

-When making a ranged attack from the back of a mount that is taking a double move, you receive a -2 penalty on the attack roll, rather than a -4. If your mount is running, you receive a -4 penalty on the attack roll, rather than a -8.

Improved Mounted Archery

-Mounted Archery

-Ride 7 ranks

-When making a ranged attack from the back of a mount that is taking a double move, you receive no penalty on the attack roll. If your mount is running, you

receive a -2 penalty on the attack roll, rather than a -4. You may also make your attack at any point during your mounts movement.

Ride-by Attack

- Mounted Combat

- BAB of 3

- Ride 3 ranks

- When doing a Charge action on your mount, you may move, attack, and then continue to move, up to a double move. You do not provoke an attack of opportunity from the creature you attack.

Spirited Charge

- Ride-by Attack

- When attacking as part of a charge action while on a mount, you deal double damage, or triple if wielding a piercing polearm weapon.

Trample

- Mounted Combat

- Ride 6 ranks

- When doing an Overrun action while mounted your target cannot choose to avoid you. If you knock your target down, your mount can make a free attack against them(typically a hoof).

Fell Trample

- Trample

- Ride 10 ranks

- When mounted, you may overrun more than one target with a single action. Every target knocked prone gets a single attack from your mount as normal, including the +4 bonus from being prone.

Leaping Charge

- Mounted Combat

- BAB of 5

- Ride 5 ranks

- When mounted you can make a Ride check during a charge action to gain additional damage on all attacks made by you and your mount during the charge. The DC for this Ride check is 15 for an additional +2 damage and 20 for an additional +4 damage. If you fail this check you do not get to make the attack, and if you fail the check by 5 or more you fall off your mount. This feat can only be used against targets that are at least 1 size category lower than your mount.

Slamming Charge

- Leaping Charge

- Ride 10 ranks

- Your Leaping charge can be used against targets that are of equal size to your mount, and when you make a charge, bull rush or overrun action against a target that is your mount's size or smaller, your mount gains an additional slam attack against your target by smashing their body mass into them. This attack automatically hits if your attack does and deals 1d10 points of damage plus one and a half your mount's Str modifier. This damage increases by 1d10 +1 for every size category your mount is larger than the target(maximum 3d10 + 3).

Able Learner

- Skillful(any 3)

-Gain skill points equal to what you would gain per level from a class you have class levels in(minimum 4 + Int modifier). This feat can be taken a number of times equal to 4 + your **base** Int modifier, it's effects stack.

Skillful Adept

-Able Learner

-Gain a rank in every skill you have taken the Skillful feat for. If this rank would put you above your normal maximum than your maximum ranks in that skill also increases by 1. This feat also applies every time you take Skillful after this.

Open-Minded

-Able Learner

-Your maximum skill rank threshold is increased by 2 for all skills. You may also, when taking this feat, gain a new class skill instead. This feat can be taken multiple times, it's effects stack. This feat cannot grant more maximum ranks in skills or new class skills than 5 + your **base** Int modifier with each total calculated separately.

Jack of All Trades

-Open-Minded

-Ignore the -2 penalty when using a skill you have no ranks in. Can use Trained-Only skills without a rank in them(at the standard -2 penalty).

Encyclopedic Lore

-Open-Minded

-Choose a number of Knowledge or Language skills equal to 2 + your **base** Int modifier. These skills are considered class skills. This feat can be taken twice, when taken a second time, you chose a new set of Knowledge and Language skills to be class skills.

Skill Focus

-Skillful(any)

-You gain a +3 bonus to a skill you chose when taking Skillful(or +5 if it is also a class skill). Your maximum skill rank in that skill increases by 3(or 5 if it is also a class skill). This feat can be taken once per skill.

Steady Concentration

-Skill Focus(Concentration)

-You can always take 10 on Concentration checks. If you choose to not take 10 on a Concentration check, you may roll twice and take the better result.

Goad

-Skill Focus(Bluff)

-BAB of 1

-As a Move Action, you can goad an opponent who threatens you, has line of sight on you, can hear you, and has an Intelligence of 3 or higher (Goad is a mind-affecting ability). On the goaded opponent's next turn, if the above still applies, it cannot make melee attacks against anyone but you unless they make a Will save with a DC equal to 10+ your HD + your Cha modifier. The opponent may still move, cast spells, and use ranged attacks normally

Incite Rage

-Goad

-You can taunt an opponent to attack you in a rage. To do so you must Goad your opponent, with a DC 5 higher than normal(the opponent does not have to threaten you in this case). If they fail their Will save, they must stop what they are doing and attempt to close to melee with you on their turn. While affected,

they gain a +2 bonus to attack rolls made against you, but cannot use spells or ranged attacks or move away from you, and suffer a -2 to their AC.

Defensive Climber

- Skill Focus(Climb)
- Agile Athlete Skill Trick
- By taking a -10 penalty on your Climb check, you retain your Dexterity bonus to AC while climbing. In addition, you do not need to make a Climb check each time you are hit.

High Society

- Skill Focus(Diplomacy)
- Gain a +3 bonus on Bluff, Diplomacy and Disguise checks made when interacting with members of the highest level of society.

Passive Reconnoiter

- Skill Focus(Survival)
- You may take a full round action to survey for enemies in your vicinity, if you do you receive a +3 bonus to all Listen and Spot checks made that round and the following round.

Takes One to Know One

- Skill Focus(Disguise)
- Skill Focus(Sense Motive)
- Gain a +4 bonus on Spot checks to see through another's disguise and to Sense Motive checks to see through someone else's Bluff to impersonate someone else.

Urban Stealth

- Skill Focus(Knowledge(Local))
- Gain a +3 bonus to all Hide and Move Silently checks made in an urban environment.

Flotation

- Skill Focus(Swim)
- You may float on calm water as a Free Action. You are considered Prone, but otherwise may cast spells and attack normally. You may sleep while floating on the water.

Undead Empathy

- Skill Focus(Diplomacy)
- Ability to cast spells OR Wild Empathy class ability
- Gain a +4 bonus on Diplomacy checks to change the attitude of Intelligent Undead. You can also use your Diplomacy to influence Mindless Undead (such as Skeletons, Zombies, etc.).

Mindless Undead initially have the attitude of Hostile.

- Stop a Mindless Undead from attacking (Indifferent DC 25)
- Stop a Mindless Undead under orders from attacking (Friendly DC 35)
- Make a Mindless Undead abandon what it has been ordered to guard (Helpful DC 45)

Cool Head

- Skillful
- Any 2 mental Skill Tricks
- Learn 2 mental Skill Tricks. Your maximum Skill Trick threshold increases by 1. This feat can be taken twice, it's effects stack.

Freerunner

- Skillful
- Any 2 movement Skill Tricks

-Learn 2 movement Skill Tricks. Your maximum Skill Trick threshold increases by 1. This feat can be taken twice, it's effects stack.

Sure Hand

-Skillful

-Any 2 Manipulation Skill Tricks

-Learn 2 manipulation Skill Tricks. Your maximum Skill Trick threshold increases by 1. This feat can be taken twice, it's effects stack.

Sweet Talker

-Skillful

-Any 2 interaction Skill Tricks

-Learn 2 interaction Skill Tricks. Your maximum Skill Trick threshold increases by 1. This feat can be taken twice, it's effects stack.

Skillful Cosmopolitan

-Cool Head

-Freerunner

-Sure Hand

-Sweet Talker

-You use your total HD + 2 instead of your class levels to determine your base Skill Trick threshold. You also learn one Skill Trick from each of the 4 categories.

Skill Expertise

-Skillful(any 2)

-Skill Focus(any 2)

-Skill synergies provide an additional +1 to appropriate skill checks.

Skill Specialization

-Skill Expertise

-Gain a +2 bonus to all checks made with your class skills. In addition, a number of times per day equal to 1 + your Int modifier, you may add 1d6 +1 to any skill check after the roll has been made. This feat only applies to class skills that come from your class levels.

Skill Mastery

-Skill Specialization

-If you posses 10 or more ranks in a skill, you may treat the die roll as a 10 before the roll is made. This ability can be used a number of times per day, per skill equal to your **base** Int modifier. In addition, for skills you have 10 or more ranks in and the Skill Focus feat for, you may treat the die roll as a 20 before the roll is made. This ability can be used twice per day, per skill.

Spell Focus

-You gain a +1 bonus to the DCs of a single spell school. This feat can be taken a number of times equal to your **base** ability modifier that affects your spellcasting. Every time it is taken you choose a new school of magic that gains this bonus.

Improved Spell Focus

-Spell Focus

-Caster level 5th(any)

-You gain an additional +1 bonus to the DCs of the spell School you chose with Spell Focus.

Greater Spell Focus

-Improved Spell Focus

- Caster level 10th(any)
- You gain an additional +1 bonus to the DCs of the spell School you chose with Spell Focus. Once per encounter you may add 1d4 + 1 to the DC of one of your spells in your chosen school. This effect can be used after the target has rolled their save.

Spell Penetration

- Spell Focus
- Your gain a +2 bonus to overcome a target's SR.

Improved Spell Penetration

- Spell Penetration
- Caster level 5th(any)
- You gain an additional +2 bonus to overcome a target's SR

Greater Spell Penetration

- Improved Spell Penetration
- Caster level 10th(any)
- You gain an additional +2 bonus to overcome a target's SR. Once per encounter you may roll twice to overcome an opponent's SR and take the better result.

Spell Expertise

- Spell Focus
- When casting a spell in your chosen school that deals damage or healing, you add +1 to that value for every die the spell uses.

Improved Spell Expertise

- Spell Expertise
- Caster level 5th(any)
- When casting a spell from your chosen school that deals damage or healing, you may forgo the roll and simply apply the average damage or healing the dice would normally allow. This feat only affects the dice rolled, not any numerical bonuses from others effects and feats.

Greater Spell Expertise

- Improved Spell Expertise
- Caster level 10th(any)
- When casting spells from your chosen school that deal damage or healing, you roll 1 additional die for that spell that it would normally allow. This feat has no effect on spells that only roll a single die.

Spell Specialization

- Spell Focus
- Choose a single spell you can cast from your chosen school. Your caster level is considered 1 higher when casting that spell.

Improved Spell Specialization

- Spell Specialization
- Caster level 5th(any)
- Your chosen spell from Spell Specialization gains twice the bonus from Spell Focus and 50% more bonus from Spell Penetration.

Greater Spell Specialization

- Improved Spell Specialization
- Caster level 10th(any)
- Once per day, when casting your chosen spell, you may apply the affects of a metamagic feat that you know without using one of it's uses per day. This feat has no effect on metamagic feats that can only be used once per day at base.

Arcane Defense

- Spell Focus(any)
- Caster level 3rd(any)
- Gain a +1 bonus on saves vs spells from a single school, +2 if it matches your Spell Focus school. This feat can be taken a number of times equal to your **base** ability modifier that affects your spellcasting. Every time it is taken you choose a new school of magic that gains this bonus.

Arcane Familiarity

- Spell Focus(any)
- Caster level 5th(any arcane)
- Choose a number of spells from your chosen school equal to 1 + your **base** ability modifier that governs your spellcasting. You no longer need to prepare these spells from a spellbook. This feat can be taken multiple times, each time it is taken you choose a new set of spell from another school of magic that you have Spell Focus in.

Arcane Gaze

- Spell Focus
- Caster level 9th(any arcane)
- You can cast *Detect Magic*, at will. By making a Sense Motive check vs. DC (10 + the target's caster level), you may determine the highest level spell the target is still capable of casting.

Spell Mastery

- Spell Focus
- Spell Expertise
- Spell Specialization
- Caster level 5th(any)
- You may choose a spell from one of your chosen schools, when casting that spell, your target must roll to save against your spell twice(assuming the spell has one) and take the worse result. This feat can be taken multiple times. Each time it is taken you may choose an additional spell from a different school of magic you have taken Spell Focus for.

Extraordinary Spell Aim

- Spell Mastery
- Caster level 8th(any)
- When casting an area of effect spell, you may choose to omit one ally of your choice from the effect or grant all allies in the effect a +4 bonus to their saving throw. This feat can be taken a number of times equal to your **base** primary ability modifier that affects your spell casting. Each time it is taken you may choose to exclude one additional ally or grant all allies an additional +2 to the saving throw.

Spell High Mastery

- Spell Mastery
- Improved Spell Focus
- Improved Spell Expertise
- Improved Spell Specialization
- Caster level 10th(any)
- When taking this feat, choose one spell that you chose with Spell Mastery. When casting that spell, your total bonus from Spell Focus, Spell Penetration, Spell Expertise, and Spell Specialization increase by 1. When casting your chosen spell, you no longer need to roll a Concentration check to prevent losing that spell from taking damage or other environmental hazards and penalties.

Spell Grandmastery

- Spell High Mastery
- Greater Spell Focus
- Greater Spell Expertise
- Greater Spell Specialization
- Caster level 15th(any)
- You can now cast your chosen spell as a spell-like ability. This ability can be used a number of times per encounter equal to 10 - the level of the spell. Any material components are ignored but you must still pay any XP cost for the spell if it has any.

Empower Spell

- Spell Focus
- Caster level 5th(any)
- You can cast spells with all variable numeric components increased by 50%. This feat is usable 3 times per day. You may take this feat multiple times, it's effects stack.

Enlarge Spell

- Spell Focus
- Caster level 3rd(any)
- You can cast spells with a range of close, medium or long at one step higher in range. This feat is usable 4 times per day. You may take this feat multiple times, it's effects stack.

Extend Spell

- Spell Focus
- Caster level 4th(any)
- You can cast spells with a duration that is not instant, concentration or permanent at twice it's duration. This feat is usable 4 times per day. You may take this feat multiple times, it's effects stack.

Persistent Spell

- Extend Spell
- Caster level 8th(any)
- You can cast certain spells with a fixed or personal range to have a duration of 24 hours. This feat is usable 1 time per day. You may take this feat multiple times, it's effects stack.

Heighten Spell

- Spell Focus
- You can cast spells as a higher level of spell. This feat cannot allow you to cast spells of a higher level than you could normally cast.

Maximize Spell

- Spell Focus
- Caster level 5th(any)
- You can cast spells with variable numeric components at their maximum value. This feat is usable 1 time per day. You may take this feat multiple times, it's effects stack.

Quicken Spell

- Spell Focus
- Caster level 5th(any)
- You can cast spells as a free action. This feat is usable 1 time per day. You may take this feat multiple times, it's effects stack.

Rapid Spell

- Spell Focus
- Caster level 3rd(any)

-You can cast spell that have a longer cast time than a standard action within a standard action. This feat is usable 1 time per day. You may take this feat multiple times, it's effects stack.

Reach Spell

-Spell Focus

-You can cast spells with a range of touch at a range of 30 ft. This feat is usable 4 times per day. You may take this feat multiple times, it's effects stack.

Silent Spell

-Spell Focus

-You can cast spells without sonic components. This feat is usable 4 times per day. You may take this feat multiple times, it's effects stack.

Still Spell

-Spell Focus

-You can cast spells without somatic components. This feat is usable 4 times per day. You may take this feat multiple times, it's effects stack.

Transdimensional Spell

-Spell Focus

-Caster level 3rd(any)

Your spells can affect beings on other planes. This feat is usable 4 times per day. You may take this feat multiple times, it's effects stack.

Widen Spell

-Spell Focus

-Caster level 3rd(any)

-You can cast spells with a burst, emanation, line or spread with twice the affected area. This feat is usable 2 times per day. You may take this feat multiple times, it's effects stack.

Delay Spell

-Any Metamagic feat

-Caster level 5th(any)

You can cast a spell and delay it's effect for up to 5 rounds. This feat is usable 4 times per day. You may take this feat multiple times, it's effects stack.

Energy Substitution

-Any Metamagic feat

-Caster level 5th(any)

-You can cast spells with a specific energy type to deal another type of energy damage. This feat is usable 4 times per day. You may take this feat multiple times, it's effects stack.

Energy Admixture

-Energy Substitution

-You can cast spells with an energy type to deal double damage by adding another energy type to the spell. This feat is usable 1 time per day. You may take this feat multiple times, it's effects stack.

Nonlethal Substitution

-Any Metamagic feat

-Caster level 3rd(any)

-You can cast spells to deal nonlethal damage. This feat is usable 4 times per day. You may take this feat multiple times, it's effects stack.

Repeat Spell

-Any Metamagic feat

-Caster level 5th(any)

-You can cast a spell that is automatically cast again the following round. This feat is usable 2 times per day. You may take this feat multiple times, it's effects stack.

Sculpt Spell

-Any Metamagic feat

-Caster level 3rd(any)

-You can cast spells that have a particular shape as a different shape. This feat is usable 4 times per day. You may take this feat multiple times, it's effects stack.

Split Ray

-Any Metamagic feat

-Caster level 5th(any)

-You can cast a ray spell at 2 different targets. This feat is usable 3 times per day. You may take this feat multiple times, it's effects stack.

Twin Spell

-Any Metamagic feat

-Caster level 7th(any)

-You can cast a spell twice in a single action. This feat is usable 1 time per day. You may take this feat multiple times, it's effects stack.

Metamagic Mastery

-Any 5 Metamagic Feats.

-Caster level 10th(any)

-You gain 1 additional use of all the metamagic feats you know per day. You can take this feat a number of times equal to your **base** primary spellcasting modifier. It's effects stack.

Spiritcaller's Boon

-Call of the Elements class ability

-Gain a +1 to the DC of your elemental spells. So long as you have at least one 1st level spell remaining to cast, you are considered under the effects of a continuous *endure elements* spell, as well as having a resist 1 to all elemental damage. This resist rating stacks with other forms of resistance.

Spiritual Guidance

-Spiritcaller's Training class ability

-Your class abilities as well as your elemental spells do not damage or adversely affect your allies in combat.

Spiritual Bane

-Spiritual Guidance

-Compiled Training(Shaman)

-Your elemental damage from your druidic spells and class abilities ignore the normal miss chance against incorporeal foes.

Totemic Projection

-Spiritcaller's Boon

-You may summon your totems in an unoccupied space up to 10ft away from your square.

Totemic Reach

-Spiritcaller's Boon

-Your totem effects now have a range of 15ft.

Enhanced Totems

-Totemic Reach OR Totemic Projection

-Compiled Training(Shaman)

-Your defensive totems gain new abilities as follows:

Windwall- Your Grace of Air Totem's AC bonus against ranged weapon attacks is considered 50% higher(round up)

Rootwalker- Your Stoneskin Totem now grants a +2 bonus to resist Bull Rush, Overrun and Trip attempts.

Flame's Focus- The first time you fail a save covered by Heartflame Totem, you may reroll that save with a +1 bonus. If you come under the effect of a new Heartflame totem in the same encounter, this effect can trigger again.

Purifying Waters- Your Healing Stream Totem also grants a +2 bonus to saves vs poisons and diseases, as well as Fast Healing 1.

Empowered Totems

- Totemic Reach OR Totemic Projection

- Compiled Training(Shaman)

- Your offensive totems gain new abilities as follows:

Windfury- If you strike a target's AC in melee combat by more than 5 or score a critical threat against them, you may make an additional attack on that target as part of your action. This effect cannot occur more than once per round.

Rockbiter- Your weapon damage rolls ignore an amount of DR equal to your 2 + your Wis modifier. In the case of DR that is /-, this bonus is halved(round down)

Fire Nova- You can choose to detonate and expend your Searing Totem before it makes it's first attack. Doing so deals damage to all opponents within the Totem's radius equal to Xd6 + your Wis modifier where X is your Wis modifier. This damage ignores DR from armor and natural armor.

Spirit Link- When you cast a spell that deals damage or healing, you may copy half of that damage or healing(round down) and apply it to another target within range of your Spelltide Totem(no save). This ability can only be used once per active Spelltide Totem.

Imbued Totems

- Totemic Reach OR Totemic Projection

- Compiled Training(Shaman)

- Your resistance totems have their bonuses increased by 50%(round up)

Totemic Mastery

- Enhanced Totems

- Empowered Totems

- Imbued Totems

- Caster level 10th (Shaman)

- The bonuses of your totems are further improved as follows

Grace of Air Totem- Once per turn, after an opponent makes an attack roll against you, you may apply a penalty to the opponent's roll equal to 1 + the shaman's Wis modifier.

Wrath of Air Totem- When making a standard attack while under the effects of this totem, you may also attack an additional time as a part of that action. This extra attack may be at the same target or an adjacent target.

Lightning Resist Totem- Increase the resistance rating of this totem by your Wis modifier.

Stoneskin Totem- You may choose to concentrate your Stoneskin Totem's effects on a single ally. Doing so doubles the DR bonus on that ally

Strength of Earth Totem- Increases the damage die type of affected allies by 1 step, as well as an additional +1 bonus damage.

Nature Resist Totem- Increase the resistance rating of this totem by your Wis modifier.

Heartflame Totem- Grants a reroll to a failed save(with an additional +1 bonus) so long as it's your worst save once per round.

Searing Totem- Deals damage to an additional target of the shaman's choice for every 5 shaman CLs you possess.

Fire Resist Totem- Increase the resistance rating of this totem by your Wis modifier.

Healing Stream Totem- Heals an additional target of the shaman's choice for every 5 shaman CLs you possess.

Spelltide Totem- Grants a bonus to your ally's spells to overcome the SR of enemies by twice the normal DC bonus.

Frost Resist Totem- Increase the resistance rating of this totem by your Wis modifier.

Improved Elemental Shock

- Spiritcaller's Boon

- Elemental Shock class ability

- Your Elemental Shock ability can now be used at a range of 30ft and if used on enemies within 10ft or less you gain a +1 to the attack and damage rolls for Elemental Shock.

Elemental Blast

- Improved Elemental Shock

- Your Elemental Shocks now deal d8s of damage instead of d6s and deal 1 additional damage for every die rolled.

Concussive Shock

- Elemental Blast

- Compiled Training(Shaman)

- You may choose to have your Elemental Shock use untyped damage. If used in such a way, your shaman CL is considered 4 lower for your Elemental Shock.

Elemental Burst

- Improved Elemental Shock

- Twice per encounter, you may choose to empower your Elemental Shock before making its attack roll. Doing so grants a +1 to the attack roll and an additional die of damage. The Shock also affects all opponents within 10ft of your target(your initial attack roll is applied to all relevant targets).

Elemental Swiftess

- Improved Elemental Shock

- Compiled Training(Shaman)

- You may use your Elemental Shock ability as a free action. This feat can be used a number of times per day equal to your Wis modifier and does not allow you to use more than one Elemental Shock per round.

Elemental Shield Bash

- Elemental Swiftess

- Elemental Weapon class ability OR Improved Shield Bash

- Twice per encounter, if you successfully bash an opponent with your shield, you may choose to follow up with an Elemental Shock as part of your shield bash. Your CL is considered 4 lower for the purpose of your Elemental Shock when this feat is used. This feat cannot allow you to use your Elemental Shock more than once per round.

Adaptive Elemental Shock

- Elemental Blast

- Elemental Burst

-Elemental Swiftmess

-Your Elemental Shock gains the effects of the Precise Shot feat, and when using Elemental Shock, you may reroll an attack/damage roll after the roll has been made. The second part of this feat can be used twice per encounter, per roll type.

Shock Mastery

-Adaptive Elemental Shock

-Caster level 10th (Shaman)

-Your Elemental Shock gains additional bonuses based on the element you choose to use:

Capacitor Pulse- You may choose to have your Elemental Shock be a burst that affects all spaces adjacent to your own. Doing so increases the die type of your Elemental Shock by 1 step. You make a single attack roll for all affected targets and you gain a +1 bonus to the attack/damage roll.

Acid Bath- Your Elemental Shock damage die changes to d4s, but it ignores all DR from armor and natural armor and it's damage is applied again the following round.

Explosive Burst- When using Elemental Burst, you double it's effect radius and triple it's numerical bonus.

Healing Waters- Your Elemental Shock can be used to target and heal allies. This ability can be used once per ally, per encounter.

Spiritual Armor

-Spiritcaller's Boon

-Spiritual Weapon class ability

-You may use your Spiritual Weapon ability on any armor you are wearing and are proficient in. This counts as a separate action from using Spiritual Weapon on your weapons. When used, your armor's bonus to AC increases by 2 and your AC from armor can be used against attacks from incorporeal creatures.

Spiritual Armaments

-Spiritual Armor

-Compiled Training(Shaman)

-When using Spiritual Weapon, your equipped weapons/shields and armor are affected with a single use.

Spiritcaller's Aegis

-Spiritual Armaments

-Your Spiritual Armor provides an additional +2 to your armor's AC. At caster level 10th this bonus increases to +4

Spiritual Swiftmess

-Spiritual Armaments

-You may use your Spiritual Weapon ability as a standard action. At caster level 10th you may use your Spiritual Weapon ability as a free action.

Call of the Ancients

-Spiritcaller's Aegis OR Spiritual Swiftmess

-Caster level 10th (Shaman)

-As a standard action, you may summon a special non-elemental totem in an unoccupied space adjacent to you. This totem grants 1 ally per 5 CLs you possess within 10ft your **base** Spiritual Weapon ability bonus for their weapons, armor and shields(elemental effects are not conferred). These bonuses stack with existing magical properties. This totem does not count against your normal limit on active totems.

Elemental Armor

- Spiritual Armor
- Elemental Weapon class ability
- When using Spiritual Armor, your armor also gains a Resist rating of 2 + your Wis modifier to an element of your choice for it's duration.

Elemental Stoicism

- Elemental Armor
- Caster level 10th (Shaman)
- Your Elemental Armor gains additional bonuses based on the element you choose upon activation:

Storm Armor- When an opponent hits your AC by 10 or more the opponent takes electric damage equal to half of the damage(round down) they deal to you **after** any DR is applied. When an opponent strikes you with a critical threat, they gain a -2 penalty on the confirmation roll. And whether the confirmation roll succeeds or fails, the opponent takes electric damage equal to half of the damage(round down) they deal to you **before** any DR is applied. In either case, this damage applies to both melee and ranged weapon damage, and can only be triggered once per round, per hit type.

Earth Shield- Your armor gains additional DR equal to X/- where X is equal to your Wis modifier.

Molten Reaction- When you take damage in combat, you gain a +1 to attack rolls and a +2 to damage rolls for every 5 points of damage your receive. These bonuses apply to all attacks made the following turn the damage was received. These bonuses stack with multiple damage sources in the same turn but are lost if you make no attacks the following turn.

Rising Tide- When you are missed with an attack in combat by 10 or more, you may shift 10ft to any unoccupied space as a reaction. This movement does not provoke an attack of opportunity, nor is it affected by movement-impairing effects. If you are Fighting Defensively, the threshold of this feat is 5 or more, and when using Total Defense the threshold of this feat is 1 or more.

Elemental Fury

- Spiritcaller's Boon
- Elemental Weapons class ability
- The bonus damage/resist rating granted by your Elemental Weapons ability is increased by your Wis modifier.

Shamanistic Rage

- Elemental Fury
- Caster level 10th (Shaman)
- Your Elemental Weapons gains additional bonuses based on the element you choose upon activation:

Stormstrike- You may make a single attack with your weapon or shield as a full round action. If you do your weapon or shield deals double damage, including any electricity elemental bonus damage.

Sundering- You may make a single attack as a full round action. If you do you attack all opponents in a 20ft line from your space. Use a single attack and damage roll(with a +4 bonus to each) for all opponents affected by this ability. For shields, your shield provides an additional +2 to its AC bonus and it's +/- DR

Lava Lash- When you attack as a standard action, you may attack targets 5ft further away than your weapon would normally allow. These attacks gain a +1 bonus to their

attack/damage rolls. In addition, when you do this, until the start of your next turn, your weapon also threatens at a distance of 5ft more than it otherwise would. Attacks of opportunity made while this ability is active also receive a +1 bonus to attack and damage. For shields, you may bash an opponent with your shield 5ft further away than you otherwise would (with a +1 to the attack/damage roll). You may also make Disarm attempts with your shield at a distance of up to 10ft away, with a +2 bonus on the check. Your opponent cannot choose to attempt to Disarm you on a failed attempt.

Frostbrand- Your melee attacks impose a -2 penalty to the AC, attack rolls and skill/ability checks based on Str/Dex on opponents that you strike. This penalty lasts until the end of their next turn and cannot stack with itself. For shields, opponents that hit your AC by 5 or less take half of this penalty and cannot take 5ft shifts while this penalty is active.

Elemental Revelation

- Spiritcaller's Boon
- Elemental Affinity class ability
- Your elemental spells that deal damage deal 2 additional damage and have their DCs increased by 1.

Elemental Mastery

- Elemental Revelation
- Caster level 10th (Shaman)
- Your elemental spells gain a bonus to overcome the SR of opponents equal to your Wis modifier. Your Elemental Revelation bonuses are increased by 1 and your bonus damage can exceed normal spell maximums. In addition, when you deal elemental damage of any kind through your class abilities or spells, reduce any resistance rating they have by half (round up).

Call of the Spirits

- Spiritcaller's Boon
- Improved Elemental Affinity class ability
- When using Call of the Elements, you may summon 2 different totems of the same element. If you possess the Greater Call of the Elements ability, you may summon 3 different totems of the same element.

Elemental Clarity

- Spiritcaller's Boon
- Elemental Awakening class ability
- Your Elemental Awakening now lasts additional rounds equal to your **base** Wis modifier.

Spiritcaller's Dream

- Elemental Clarity.
- Elemental Ascension class ability
- Your Elemental Awakening ability may now be used once per encounter.

Blessing of the Elements

- Spiritcaller's Boon
- Elemental Ascension class ability
- You gain a +2 to all your ability scores and to the maximums of those scores. Your CL is considered 4 higher for the purpose of your Call of the Elements and your Elemental Shock abilities. Finally, your Call of the Elemental ability can be used as a free action once per encounter.

Student of Sword Magic

- Swordmage Aegis class ability
- Swordmage Training class ability
- Your Int score is considered 2 higher for the purposes of your Swordmage Aegis ability as well as your bonus spells per day.

Trusted Bond

- Student of Sword Magic
- Swordmage Bond class ability
- Your weapon's bonus to resist damage or destruction increases by an additional +2. In addition, you may teleport your blade to your hand at a distance of 60 ft.

Versatile Swordmage

- Student of Sword Magic
- Weapon Focus(any melee)
- You may use your chosen weapon with your swordmage abilities as if it were a blade.

Elemental Fury

- Student of Sword Magic
- Elemental Strike class ability
- Your Elemental Strike adds an additional +1 to your attack and damage rolls and you may activate Elemental Strike even if you have no spells of 1st level or higher remaining..

Viscous Lash

- Student of Sword Magic
- Elemental Lash class ability
- When you use Elemental Lash, you gain a +2 on the grapple check and an additional 1d6 of damage, if successful. In addition when you pull the opponent to the square you choose they are rendered prone.

Improved Warding

- Student of Sword Magic
- Swordmage Warding class ability
- When using a 2-handed weapon, your Swordmage Warding provides an additional +1 bonus to AC. When using a 1-handed weapon and nothing in your other hand, your Swordmage Warding provides an additional +2 bonus to AC.

Empowered Warding

- Improved Warding
- Your Swordmage Warding also grants a bonus to all your saves equal to half of it's AC bonus(round up).

Elemental Warding

- Improved Warding
- Your Swordmage Warding also increases your resistance by 5 to all elements that are in your list of known spells.

Shared Warding

- Improved Warding
- You can choose 1 ally within 30 ft. That ally gains half of your Swordmage Warding bonus to AC and DR(round up) until you cancel it or are rendered unconsciousness. If you possess the Dual Aegis feat then you can use this feat on two allies. If your possess the Distant Aegis feat than the range that you can use this feat increases to 60 ft.

Aegis of Warding

- Shared Warding
- Shifting Aegis

- An ally marked with your Shared Warding gains an additional +1 to their AC and reduces damage by a single die type when they take damage. When they are attacked, you may expend a 0-level spell slot to teleport them to an unoccupied square adjacent to you. Doing so causes them to take no damage from the attack.

Explosive Burst

- Student of Sword Magic
- Sweeping Burst class ability
- Your Sweeping Burst now affects all enemies within 10 ft of your square. When used in this way our Sweeping Burst gains an additional +2 to its attack and damage roll, however it affects all targets in its radius, friend or foe.

Triggered Burst

- Explosive Burst
- Once per round, you may trigger your Sweeping Burst as a free action when you strike an opponent in combat with your bonded weapon while Elemental Strike is active

Selective Burst

- Explosive Burst
- When using Sweeping Burst, you may omit 1 ally from the burst for every 5 caster levels you possess.

Relentless Pursuit

- Student of Sword Magic
- Aegis of Pursuit class ability
- Your Aegis of Pursuit now penalizes your targets' movement speed by 10 ft. In addition, when your target attempts to move away from you, even with a 5 ft shift, you may make a special attack of opportunity against them. This attack deals no damage if it hits, but instead prevents your target from moving in that action. This special attack of opportunity does not count towards your normal total but can only be used once per opponent, per round.

Tactical Shift

- Student of Sword Magic
- Shifting Aegis class ability
- When using Shifting Aegis, you may instead teleport your Aegis target to an unoccupied square adjacent to you.

Baleful Shift

- Tactical Shift
- Combat Reflexes
- When you use Shifting Aegis, you may make an immediate attack of opportunity against your Aegis target.

Hindering Aegis

- Student of Sword Magic
- You Aegis imposes an additional -2 to attack rolls made on your opponents that do not target you.

Retributive Aegis

- Hindering Aegis
- Gain a +1 to attack and damage rolls(+2 with Improved Aegis and +3 with Greater Aegis) against your Aegis target if they trigger your Aegis. This bonus lasts until the end of your next turn and does not stack with itself.

Distant Aegis

- Hindering Aegis
- You may mark a target with your Aegis ability at a distance of up to 60 ft.

Reflexive Aegis

- Hindering Aegis

- If your Aegis target dies, you may designate a new Aegis target as a reflexive action.

Rapid Aegis

- Reflexive Aegis

- Improved Aegis class ability

- When using the Full Attack action, your Aegis of Assault may trigger twice per round on a single opponent. When Fighting Defensively or using Total defense, your Aegis of Shielding may trigger 2 or 3 times respectively against the same opponent in a single turn.

Smothering Aegis

- Hindering Aegis

- Improved Aegis class ability

- Your Aegis also imposes a -2 penalty on your target's AC and a -1 to all saves against your attacks, spells and abilities.

Disruptive Aegis

- Smothering Aegis

- Reflexive Aegis

- When your Aegis target attempts to cast a harmful spell that does not have you as the primary target, you may choose to trigger your Aegis before their spell is cast. Used in this way your Aegis of Assault does no damage but forces them to make a Concentration check with a DC equal to 15 + your Int modifier or be unable to cast the spell. Your Aegis of Shielding does not mitigate damage but grants all targets of the spell a bonus to their save equal to the number of dice the Aegis would mitigate plus your Int modifier.

Piercing Aegis

- Hindering Aegis

- Improved Aegis class ability

- Your Aegis of Assault damage ignores DR from armor and natural armor.

Searing Aegis

- Piercing Aegis

- Greater Aegis class ability

- Your Aegis of Assault inflicts 1 point of temporary Con damage every time it is triggered. Your Aegis of Shielding inflicts 1 point of temporary Str damage every time it is triggered.

Dual Aegis

- Hindering Aegis

- Improved Aegis class ability

- You may apply your Aegis to 2 separate targets.

Gestalt Aegis

- Dual Aegis

- Greater Aegis class ability.

- Your Aegis triggers both effects when it is triggered.

Master of Sword Magic

- Student of Sword Magic

- Master Spellblade class ability

- Your spells known increase by 2 per level. And your spells per day increase by 1 per level.

Two-Weapon Fighting

-BAB of 1

-The penalties for fighting with two weapons with a full attack are reduced by 2 and 6 for your primary and off-hand respectively.

Two-Weapon Defense

-Two-Weapon Fighting

-Gain a +1 bonus to AC when wielding 2 weapons. This feat can be taken twice, its effects stack. When Fighting Defensively or using Total Defense, you double and triple the bonus provided by this feat respectively.

Pin Shield

-Two-Weapon Fighting

-Combat Expertise

-When fighting with two weapons and facing an opponent with a shield, you may make an off-hand attack against their shield using the standard rules for striking a weapon. If your attack hits then you may make a single attack with your primary weapon at your full attack bonus. Your opponent does not get their shield bonus to AC against this attack. This feat can only be used once per round. If you possess the Power Tactics feat, it effects this feat.

Two-Weapon Pounce

-Two-Weapon Fighting

-BAB of 2

-When charging while wielding two weapons, you may attack with both weapons, gaining the normal charge bonuses with each attack.

Two-Weapon Rend

-Two-Weapon Fighting

-BAB of 4

-Once per round, when you hit a single target with both of your weapons, you deal additional damage equal to 1d6 + 1.5x your melee damage ability modifier. This damage uses your off-hand weapon to determine its effects on DR and such.

Oversized Two-Weapon Fighting

-Two-Weapon Fighting

-Monkey Grip

-You can treat your Monkey Grip weapon as a light weapon when wielded in your off-hand so long as it is a one-handed weapon of your own size

Improved Two-Weapon Fighting

-Two-Weapon Fighting

-BAB of 6

-Gain a second attack with your off-hand weapon when using the full-attack action with two weapons. All attacks made when using this feat suffer an additional -2 penalty to the standard penalties when attacking with two weapons.

Off-Hand Parry

-Improved Two-Weapon Fighting

-Two-Weapon Defense

-When wielding two weapons you gain a DR rating of 1/-. When Fighting Defensively or using Total Defense, this bonus doubles and triples respectively.

Dual Strike

-Improved Two-Weapon Fighting

-Make a single attack each with your main and off-hand weapon as a standard action. These attacks suffer the same penalty as attacking normally with 2 weapons.

Cross Cut

-Dual Strike

-Weapon Specialization(any slashing)

-When you hit with both of your weapons when using Dual Strike(assuming they are both slashing weapons) the combined damage from both attacks is set against any DR the opponent has.

Dual Opportunity

-Dual Strike

-Combat Reflexes

-When you make an attack of opportunity, you are allowed an attack with each of your weapons, with the normal penalties for doing so. This counts as two of your Attacks of Opportunity per round and your maximum is not increased

Anvil of Thunder

-Weapon Focus(warhammer or light hammer)

-Weapon Focus(any 1-handed axe)

-When using Dual Strike, if you hit the same opponent with your hammer and axe, your opponent is Dazed until the end of your next turn unless they make a Fort save with a DC equal to 10 + half your HD + the modifier that affects your damage rolls. This feat cannot be used on creatures more than one size category larger than yourself or on creatures immune to the dazed condition

Bear Fang

-Dual Strike

-Weapon Focus(any 1-handed axe)

-Weapon Focus(dagger)

-When using Dual Strike and you hit your opponent with both of your weapons, you can make a free grapple attempt against them as if you had the Improved Grab ability(no touch attack required). If you grapple your target, you drop your axe but gain an immediate attack with your dagger, at a -2 penalty instead of a -4 and with a +2 damage bonus. Every round thereafter if you maintain the grapple, you can attack with your dagger at the same -2 penalty but with a stacking +2 damage for every dagger attack you hit with until the grapple ends(maximum of +10).

High Sword, Low Axe

-Dual Strike

-Weapon Focus(any non-dagger 1-handed slashing weapon)

-Weapon Focus(any 1-handed axe)

-When using Dual Strike and you hit your opponent with both of your weapons, you can make a free trip attempt against them at a +2 bonus. If you fail the trip attempt your opponent cannot make a trip attempt against you in return. This feat cannot be used on creatures more than one size category larger than yourself.

Crescent Moon

-Dual Strike

-Weapon Focus(bastard sword, longsword, scimitar or shortsword)

-Weapon Focus(dagger)

-When using Dual Strike, if you hit the same opponent with both your sword and your dagger, you can make an immediate Disarm attempt as a free action with a +2 bonus

Hammer's Edge

-Dual Strike

- Weapon Focus(warhammer or light hammer)
- Weapon Focus(any non-dagger 1-handed slashing weapon)
- When using Dual Strike, if you hit the same opponent with your hammer and slashing weapon, your opponent is knocked prone unless they make a Fort save with a DC equal to 10 + half your HD + the modifier that affects your damage rolls. This feat cannot be used on creatures more than one size category larger than yourself.

Talons of the Raptor

- Dual Strike
- Weapon Ensnare
- Weapon Focus(any 1-handed ranged weapon)
- When using Weapon \Ensnare against an opponent, you may make an attack with your ranged weapon as part of your action. If your grapple/disarm/trip is successful, then your attack and damage roll with your ranged weapon provided by this feat receives a +2 bonus.

Two-Weapon Whirlwind

- Improved Two-Weapon Fighting
- Whirlwind Attack

When using Whirlwind Attack, you may make 2 attacks against each opponent in range

Dancing Lovers Technique

- Improved Two-Weapon Fighting
- Weapon Mastery(any light)
- When wielding 2 of your same chosen light weapon in combat, you gain a +1 to your damage rolls and to your AC. Also, when an opponent attempts to Disarm or Trip you within melee range they take a -2 penalty on the check and should they fail, you may make an immediate attack of opportunity against them.

Loyal Partner Stance

- Improved Two-Weapon Fighting
- Weapon Mastery(any double weapon)
- When wielding your chosen double weapon in combat you gain a +1 to your damage rolls and to your /- DR. When an opponent attempts to Disarm or Trip you, they must roll twice and take the worse result.

Greater Two-Weapon Fighting

- Improved Two-Weapon Fighting
- BAB of 12
- Gain a third attack with your off-hand attack when using the full-attack action with two weapons. All attacks made when using this feat suffer an additional -4 penalty to the standard penalties when attacking with two weapons.

Bladed Shield

- Greater Two-Weapon Fighting
- Off-Hand Parry
- When fighting with two weapons, you may, once per round, reduce the damage from an incoming melee or ranged attack by one die type. This bonus increases to 2 die types when Fighting Defensively and 3 die types when using Total Defense.

Two-Weapon Shiv

- Greater Two-Weapon Fighting
- Improved Weapon Focus(Any dagger or light piercing)
- Improved Weapon Specialization(Any dagger or light piercing)

-When making a Full-Attack with your chosen weapons in each hand. You may choose to make your first attack at a -2 penalty. If you hit, all of your following attacks in that round gain a stacking +1 damage bonus. If you possess the Skirmish or Sneak Attack ability, you also gain a flat damage bonus to all of your follow-up attacks equal to +1 for every die of that ability you possess. This additional damage is not applicable to creatures immune to critical hits.

Two-Weapon Fury

-Greater Two-Weapon Fighting

-Two-Weapon Rend

-You may use your Two-Weapon Rend feat more than once per round so long as you hit your opponent with both of your weapons.

Two-Weapon Mastery

-Greater Two-Weapon Fighting

-Weapon High Mastery

-You may apply your Weapon Focus tree feats to a single chosen weapon in your off-hand when fighting with 2 weapons.

Warrior's Focus

-Combat Focus class ability

-You gain an additional +1 to the bonuses not based on your weapon type gained from your focused state. You may enter your focused state by being struck in combat.

Breath Control

-Warrior's Focus

-You gain an additional 2 rounds of Combat Focus per encounter. You may choose to end your Combat Focus prematurely at the start of your turn. You may then reactivate it in the same encounter by successfully striking another opponent or being struck by an opponent.

The River Flows

-Warrior's Focus

-Combat Fluidity

-While in your focused state, you ignore any movement speed penalties imposed by wearing medium armor and add a +5 to your land speed when wearing light or no armor.

Deadly Fluidity

-The River Flows

-BAB of 5

-When you drop an opponent with a melee attack or score a natural 20 on an attack roll, you may take a 5 ft shift as part of that attack. At BAB 10 this feat can also trigger off of any confirmed critical hit from your attacks with a melee weapon. At BAB 15 this feat can also trigger off of any successful hit with Sudden Strike.

Guided Strike

-Warrior's Focus

-Enhanced Strike

-When using Sudden Strike, you gain a +1 to attack and damage rolls for each bonus die your Sudden Strike ability grants.

The Mountain Stands

-Warrior's Focus

BAB of 5

-While in your focused state, you gain a +2 bonus to resist being bull rushed, disarmed, grappled, overrun, and tripped. At BAB 10 and 15 the bonus conferred by this feat to resist these maneuvers increases by 2.

Defensive Shift

-Warrior's Focus

-Combat Sense

-Dodge

-While in your focused state you may change the target of your Dodge feat as an immediate action, effectively granting it to all opponents that you are aware of that attack you.

Reflexive Shift

-Defensive Shift

-Once per focused state, you may shift your footing at a critical second, mitigating an opponent's attack. After an opponent hits your AC with an attack by 5 or less you may use this feat to negate the damage of that attack. If the opponent hits your AC by more than 5, you may use this feat to take half damage from that attack. This feat only applies to attacks that require an attack roll to hit. If you possess the Way of the Warrior class ability, then this feat can be used twice per focused state.

Close Your Eyes and Look

-Warrior's Focus

-See the Unseen

-Blind-Fight

-While in your focused state, you gain Blindsight out to a range of 5 ft. Your Blind-Fight bonuses also apply to ranged attacks.

Second Wind

-Warrior's Focus

-Focused Resilience

-While in your focused state, when you are in Total Defense, you may heal a number of hit points equal to your BAB + your Con modifier + your Wis modifier. This feat can only be used once per day. If you possess the Way of the Warrior class ability, then this feat can be used twice per day.

Ignore Pain

-Second Wind

-While in your focused state, you treat an amount of damage per attack from all sources equal to your Wis modifier as subdual damage. At the start of every turn you are in your focused state you may make a Will save equal to 15 + the amount of subdual damage you have. If you succeed you heal all of your subdual damage. On a failed save you heal half(round up) of your total subdual damage.

Death Trance

-Ignore Pain

-Last Stand

-When your Last Stand feat is triggered, the bonus it provides increases to +5.

While at 0 hit points or less you enter your focused state even if you have exceeded your maximum rounds this encounter. If you are already in a focused state should you reach 0 hit points or less you do not lose rounds from your focused state until you are either dead or brought back to positive hit points.

Critical Strike

-Warrior's Focus

-Enhanced Strike

-Improved Critical

-While in your focused state, your critical hit threshold is increased by 1. If you score a natural critical threat on an attack roll with Sudden Strike or a natural 20 on any other attack roll, you forgo the confirmation roll and your weapon's critical damage multiplier increases by 1.

Lightning Outruns Thunder

-Warrior's Focus

-Ki Strike

-Once per encounter, you may expend a Ki Pool use to make a charging attack as a full round action on your turn. This charge is made as a straight line and attacks every opponent in that line. Your speed for this charge is increased by 10 ft and you are not affected by non-magical terrain and effects. You make a single attack and damage roll with twice the normal bonuses afforded by a charge that is applied to every opponent in the affected area. Feats and effects that normally allow for a change in direction during a charge have no effect on this feat.

But Thunder Always Follows

-Lightning Outruns Thunder

-Strike of Wrath

-When using Lightning Outruns Thunder, you may expend an additional use of your Ki Pool to make 2 attacks as part of that feat. The second attack is rolled separately from the first and the damage is considered force damage.

Impossible Unseen Strike

-Warrior's Focus

-Ki Blast

-When you use Ki Blast your range increases by 10 ft and your opponent is considered flat-footed for the attack. In addition, when you use Impossible Unseen Strike, your Ki Blast damage roll gains a +2 bonus and you roll twice, taking the better result. This feat can be used once per encounter per opponent.

Encompassing Focus

-Warrior's Focus

-Way of the Warrior

-Your bonus to saves while in a focused state is increased by +1 and when you make a save of any kind you roll twice and take the better result.

Decisive Strike

-Encompassing Focus

-When using Sudden Strike, you may spend an additional use of your Ki Pool to add an additional +2 to the attack roll and increase the number of extra damage dice you roll by 50%(round up).

Warrior's Clarity

-Encompassing Focus

-Your bonuses from Warrior's Focus increase by +1 and when you make attack and damage rolls with your Sudden Strike, regardless of your weapon type, you roll twice and take the better result.

Everything is Nothing

-Warrior's Clarity

-Every round while you are in your focused state, you gain a free use of your Ki Pool. When using your Ki Pool to enhance your AC, saves and attack/damage rolls while in your focused state, you may do so after the roll has been made.

This feat cannot be used if you start an encounter with no uses of your Ki Pool remaining.

Weapon Focus

-BAB of 1

-Gain a +1 to attack rolls with a weapon of your choice. This feat can be taken more than once, each time it is taken it's effects apply to a new weapon.

Improved Weapon Focus

-Weapon Focus,

-BAB of 4

-Your bonus from Weapon Focus increases by +1.

Greater Weapon Focus

-Improved Weapon Focus

-BAB of 8

-Your bonus from Weapon Focus increases by +1.

Superior Weapon Focus

-Greater Weapon Focus

-BAB of 12

-Your bonus from Weapon Focus increases by +1. Twice per encounter you may add 5 to an attack roll you make with your chosen weapon that has already been rolled.

Weapon Expertise

-Weapon Focus

-Gain a +1 bonus to AC when wielding your chosen weapon.

Improved Weapon Expertise

-Weapon Expertise

-BAB of 4

-When wielding your chosen weapon, you gain DR 1/-(GM discretion on spell use)

Greater Weapon Expertise

-Improved Weapon Expertise

-BAB of 8

-Your bonus from Weapon Expertise increases by +1.

Superior Weapon Expertise

-Greater Weapon Expertise

-BAB of 12

-When wielding your chosen weapon, your bonus to AC from Weapon Expertise is considered a deflection bonus. Also, twice per encounter you may apply a -5 to an opponent's attack roll after the roll has been made.

Weapon Specialization

-Weapon Focus

-Gain a +2 bonus on damage rolls with your chosen weapon.

Improved Weapon Specialization

-Weapon Specialization,

-BAB of 4

-Your bonus from Weapon Specialization increases by +2.

Greater Weapon Specialization

-Improved Weapon Specialization

-BAB of 8

-Your bonus from Weapon Specialization increases by +2.

Superior Weapon Specialization

-Greater Weapon Specialization

-BAB of 12

-Your bonus from Weapon Specialization increases by +2. Twice per encounter you may add +5 to your damage roll after the damage roll has been made.

Weapon Training

-Weapon Focus

-Use an ability modifier other than Str(for melee or thrown weapons) or Dex(for ranged or light weapons) on attack rolls with your chosen weapon. Or use your Dex(for ranged or light weapons) on damage rolls with your chosen ranged weapon.

Improved Weapon Training

-Weapon Training

-Use previously selected ability modifier on damage rolls with your chosen weapon

Universal Weapon Training.

-Improved Weapon Training

-BAB of 5

-Your Weapon Training and Improved Weapon Training feats apply to all weapons you are proficient with.

Monkey Grip

-Weapon Focus

-BAB of 2

-You may use your chosen weapon one size category larger than normal. All attacks made with this weapon are made at a -2 penalty.

Piercing Attack

-Weapon Focus(Any Piercing)

-When attacking with your chosen weapon, you may ignore up to 2 points of your target's armor or natural armor bonus to AC.

Sweeping Attack

-Weapon Focus(Any Bludgeoning)

-When attacking with your chosen weapon, you may ignore up to 2 points of your target's Dex or dodge bonus to AC.

Reaping Attack

-Weapon Focus(Any Slashing)

-When attacking with your chosen weapon, you may ignore 1 point of your target's armor or natural armor bonus to AC as well as 1 point of your target's Dex or dodge bonus to AC.

Relentless Attack

-Piercing Attack, Sweeping Attack or Reaping Attack

-Improved Weapon Focus

-BAB of 5

-When in combat you may choose one opponent as the target of this feat. The target takes twice the AC penalty when you use any one of the 3 prerequisite feats against them. In addition, when the target attempts to disengage you, you gain an immediate attack of opportunity against them and may take a free 5 ft step with them. You may change the target of this feat at the start of your turn.

Weapon Readiness

-Weapon Expertise

-When Fighting Defensively with your chosen weapon, your total bonus to AC increases by 1 and you gain a DR of 1/-. When using Total Defense, these bonuses double.

Adaptive Readiness

-Weapon Readiness

- Improved Weapon Expertise

- BAB of 5

- When an opponent hits you in combat while wielding your chosen weapon, your Weapon Readiness bonus against that opponent increases by 2. This bonus stacks with successive hits up to a limit of 1 stack for every 5 points of BAB you possess. This bonus can only be applied to one opponent at a time and lasts for the rest of the encounter.

Defensive Footwork

- Weapon Readiness

- Improved Weapon Expertise

- BAB of 5

- When Fighting Defensively with your chosen weapon, you may take two 5ft shifts in a single round. If you are using Total Defense, you may make three 5ft shifts in a single round.

Deliberate Strike

- Weapon Specialization(any melee)

- When making a standard attack with your chosen weapon, your damage is considered one die type higher than normal for your weapon.

Devastating Strike

- Deliberate Strike

- Improved Weapon Specialization

- BAB of 5

- You may take a full-round action to make a single attack with Deliberate Strike. If you do, your attack deals double damage in addition to the normal bonus from Deliberate Strike.

Furious Strike

- Devastating Strike

- BAB of 8

- When using Deliberate Strike or Devastating Strike, you may take a -2 on the attack roll. If you miss by less than half your BAB(round up), you still deal half damage against the target.

Hurl Weapon

- Weapon Focus(any)

- You may throw any weapon you are proficient with at no penalty with a base range of 30ft..

Brutal Throw

- Hurl Weapon

- Use your Str with damage rolls for thrown weapons

Power Throw

- Brutal Throw

- Power Attack

- Can use Power Attack with thrown weapons.

Throw Anything

- Hurl Weapon

- BAB of 2

- You may throw any weapon or improvised implement at no penalty with a base range of 30ft.

Throw Focus

- Weapon Focus(any thrown)

- BAB of 3

-Your Weapon Focus and Weapon Specialization feats(Improved, Greater, etc) apply to all **standard** thrown weapons you are proficient with.

Pinpoint Throw

-Throw Focus

-BAB of 5

-Your thrown weapons covered under Thrown Focus ignore AC and DR from armor and natural armor.

Snap Throw

-Pinpoint Throw

-BAB of 7

-Once per round as a free action, you may make a single attack with a thrown weapon covered under Thrown Focus. Any time you make a **standard** attack with a weapon covered under Thrown Focus you gain a +1 to the attack and damage roll. This feat is not usable with Twin Throw.

Twin Throw

-Throw Focus

-BAB of 5

-When using a standard action to attack with a thrown weapon covered under Throw Focus, you may throw a second weapon in that same attack, either at the same target or an adjacent one. In either case you make a separate attack roll for each weapon.

Cascade of Stars

-Twin Throw

-BAB of 7

-When using Twin Throw, you may throw a number of separate weapons equal to 2 + the number of attacks you can make in a full attack. This attack is treated as a 30 ft cone, with the attacks being divided up between any target within that cone at the player's choosing.

Thrown Mastery

-Pinpoint Throw

-Twin Throw

-BAB of 10

-When attacking with any thrown weapon covered under Throw Focus you add 10 ft to the total range you can throw your weapon. Your attacks with these weapons also gain a +1 bonus to their attack and damage rolls(or a +2 if the weapon only deals 1 point of base damage). Finally, your critical threat range with these weapons increases by 1 and their critical damage multiplier increases by 1.

Rapid Reload

-Weapon Focus(any crossbow)

-You can reload your chosen crossbow more quickly than normal. For hand and light crossbows, you can reload them as a free action. For heavy crossbows, you can reload them as a move action. You still provoke attacks of opportunity when reloading a crossbow.

Point Blank Shot

-Weapon Focus(any ranged)

-Gain a +1 bonus to attack and damage rolls with ranged weapons used less than 30 ft from a target.

Zen Archery

-Weapon Focus(any bow)

-Point Blank Shot

- Weapon Training(Wis)

- Once per round when making an attack with your chosen ranged weapon, you may add your Dex and Wis modifiers to your attack and damage rolls. This bonus overrides your normal bonus from Point Blank Shot.

Plunging Shot

- Point Blank Shot

- If your target is at least 30 ft below you, your ranged attacks gain a +1 to hit and deal an extra die of damage appropriate for the weapon.

Defensive Archery

- Point Blank Shot

- Weapon Expertise(any ranged)

- Gain a +4 bonus to AC vs attacks of opportunity you provoke making ranged attacks.

Rolling Shot

- Defensive Archery

- Skill Focus(Tumble)

- When using a standard action to make an attack with a ranged weapon, you may combine that attack with a 5 ft shift to an unoccupied square. Doing so negates you from provoking attacks of opportunity from any enemies threatening the square you were on or the square you moved to.

Precise Shot

- Point Blank Shot

- BAB of 3

- You negate the -4 penalty when shooting at a target in melee combat.

Far Shot

- Precise Shot

- Increase your range increments by 50% with ranged weapons and 100% with thrown weapons.

Sharp-Shooting

- Far Shot

- If you miss your target with a ranged attack due to their AC, you gain a +4 bonus to hit them with all other ranged attacks until the start of their next turn. If you miss a target due to Concealment(but not Total Concealment), you ignore that miss chance on all your other ranged attacks until the start of their next turn.

Deadeye Shot

- Precise Shot

- You may choose to hold your attack action against an opponent of your choosing until an ally attacks them. If your ally attacks, your attack ignores that opponent's Dex bonus to AC(Max 5).

Tactical Marksman

- Precise Shot

- You deal an additional +2 damage to any target you hit with a ranged attack that is flanked by one of your allies.

Crossbow Sniper

- Weapon Focus(any crossbow)

- Precise Shot

- When you make attacks with a crossbow, you may add your Dex bonus to your damage roll.

Able Sniper

- Precise Shot

- Far Shot

- When using a ranged attack against an opponent who is at least 30 ft away and unaware of your location, you gain a +2 bonus on the attack and damage roll. Gain a +4 bonus on Hide checks to hide again after making an attack roll from hiding. This feat may not be used with a Full Attack action or with the Rapid Shot feat.

Expert Sniper

- Able Sniper

- Skill Focus(Hide)

- If you succeed in a Sniping Attack (i.e. hit your foe and make a Hide check to remain hidden), the following round you can make a single attack, take a Move Action (normally not allowed), and then make a Hide check to remain hidden. As long as you remain unseen, you can continue making Sniping Attacks

Master Sniper

- Expert Sniper

- Ranged Weapon Mastery

- When attempting a Hide check after making a ranged attack while hidden, you only receive a –10 penalty on your Hide check (instead of the standard –20). When sniping, you roll for attack and damage twice and take the better result.

Shot on the Run

- Point Blank Shot

- Mobility

- You may make a standard attack with a ranged weapon while taking a move action. Doing so forfeits your normal standard action in a round.

Mobile Marksman

- Shot on the Run

- Rapid Shot

- BAB of 8

- When using Rapid Shot in conjunction with Shot on the Run, you reduce the attack roll penalty by 2.

Rapid Shot

- Point Blank Shot

- BAB of 5

- You may make an extra attack when using a standard attack. This attack must be the same or an adjacent target and both attacks are made at a -5 penalty. You may also make an extra attack when using a full attack. This attack must be the same or an adjacent target to one of the other attacks and all attacks are made at a -2 penalty. This feat requires the Rapid Reload feat for use with hand and light crossbows and does not work with heavy crossbows.

-Steady Shot

- Point Blank Shot

- BAB of 5

- When using a ranged weapon, you may take a full round action to take 10 on the attack roll. If you choose to do this, then you forgo rolling damage and simply deal the average damage the weapon's damage dice would deal.

Ranged Weapon Mastery

- Weapon Focus(any ranged)
- Weapon Expertise(any ranged)
- Weapon Specialization(any ranged)
- BAB of 10
- When wielding your chosen ranged weapon, you gain a +1 or +2 bonus to AC if the weapon is wielded with one or two hands respectively. Also, when firing at targets beyond short range, reduce the attack roll penalties by 2. Finally, once per encounter you may choose to take a full round action to make a single attack that deals maximum damage.

Improved Precise Shot

- Ranged Weapon Mastery
- Precise Shot
- BAB of 12
- You ignore less than total cover or concealment when making ranged attacks with your chosen ranged weapon.

-Pinpoint Shot

- Ranged Weapon Mastery
- Improved Weapon Focus(any ranged)
- BAB of 12
- When wielding your chosen weapon, you ignore 2 from your opponent's AC due to armor. In addition, when you hit with an attack, you gain a +2 to damage for every 5 your hit a target's AC by. This feat cannot be used with Rapid Shot or Manyshot.

Manyshot

- Ranged Weapon Mastery(any bow)
- Rapid Shot
- BAB of 12
- When making a standard attack with your chosen ranged weapon, you may fire more than one arrow from your bow. Each extra arrow applies a -2 penalty to the attack roll but adds an extra die of damage to the damage roll based on the weapon's damage die. Maximum of 3 arrows. This feat cannot be used in conjunction with Rapid Shot.

Penetrating Shot

- Ranged Weapon Mastery
- BAB of 12
- When wielding your chosen ranged weapon you can choose to take a full round action to make a single attack in a 60 ft line. This attack ignores 2 points of AC from armor and deals an additional die of damage based on the weapon used.

Improved Steady Shot

- Ranged Weapon Mastery
- Steady Shot
- BAB of 12
- When using Steady Shot, you need only take a standard action rather than a full round action. If you take a full attack action, then you may use Steady Shot twice.

Improved Rapid Shot

- Ranged Weapon Mastery
- Rapid Shot
- BAB of 12

-You negate the attack roll penalties when using Rapid Shot.

Melee Weapon Mastery

-Weapon Focus(any melee)

-Weapon Expertise(any melee)

-Weapon Specialization(any melee)

-BAB of 10

-When wielding your chosen melee weapon, you gain a +1 to your attack and damage rolls and to your AC. When you are Fighting Defensively, you switch the **base** values that modify your attack rolls and your AC.. When attacking with your chosen weapon you may take 10 on the roll. When dealing damage with your chosen weapon, you may instead of rolling your damage dice, deal the average damage those dice would deal.

These last two effects can be used once per round.

One-Handed Weapon Mastery

-Melee Weapon Mastery

-When wielding your chosen one-handed weapon you gain a +1 bonus to attack rolls and initiative rolls. Twice per encounter, you may deal half damage(round down) to an opponent you have missed with an attack. A number of times per day equal to your **base** primary attack ability modifier you may add 1d4 + 1 to an attack roll after the result has been rolled. This modification changes the **base** roll.

Two-Handed Weapon Mastery

-Melee Weapon Mastery

-When wielding your chosen two-handed weapon you gain a +1 deflection bonus to your AC, and when rolling damage you may treat a damage die of 1 as a 2. Should an attack hit you, you may roll your damage for your weapon, the damage you score negates your opponent's damage to a minimum of 0. This ability can be used twice per encounter. Finally, a number of times per day equal to your **base** primary attack ability modifier you may forgo a damage roll and simply deal the maximum damage of the weapon.

Defensive Combat Mastery

-One-Handed Weapon Mastery OR Two-Handed Weapon Mastery

-BAB of 12

-Gain an additional +1 to AC and +/- DR when wielding your chosen weapon. In addition, your opponents suffer a -1 to their critical threat range and a -4 penalty to confirmation rolls when making attacks against you. When Fighting Defensively or using Total Defense, these bonuses double and triple respectively.

Crushing Strike

-Weapon Mastery(any Bludgeoning)

-When attacking a single target with your chosen weapon, you gain a +1 on damage rolls against that same target for every attack you land after the first(to a maximum of +5) This bonus lasts until the end of the encounter. This bonus damage is doubled for any weapon wielded with 2 hands.

Driving Attack

-Weapon Mastery(any Piercing)

-You may use a standard action to make a single attack against a target with your chosen weapon. If you do you gain a +2 attack bonus and deal 1 extra die of damage appropriate to your weapon. If you deal damage you may bull rush

the target without moving with them and using your damage rolled in place of your Str modifier. If you succeed, you push them 1 square have them fall prone in that square. If you use this feat with a one-handed weapon, you can still push them prone but only receive a +1 to the attack and damage roll.

Slashing Flurry

- Weapon Mastery(any Slashing)
- When attacking with your chosen weapon, you may double the amount of attacks you can make in a round with a Standard or Full Attack action, taking a -5 penalty to you attack and damage rolls..

Weapon High Mastery

- Improved Weapon Focus
- Improved Weapon Specialization
- Improved Weapon Expertise
- Melee Weapon Mastery or Ranged Weapon Mastery
- BAB of 11
- When wielding your chosen weapon, gain a +2 on Initiative checks when wielding it, and you may draw you weapon as a free action. Your critical threat range is increased by 1 with your weapon and you gain a +5 bonus when rolling to confirm a critical strike. Should you still fail the confirmation roll, your damage roll gains a +4 bonus. You may also make one additional attack when using the Full Attack action. Finally, when you roll a natural 1 on an attack roll, it is not considered a botch and resolves as a normal roll.

Crushing Critical

- Crushing Strike
- Weapon High Mastery
- BAB of 13
- When you score a critical hit with your chosen weapon, your critical damage increases by a single die type. When you successfully damage a creature with your chosen weapon past it's DR, you gain a +1 to your critical threat range and your critical confirmation rolls, up to a maximum of +5. These bonuses reset if you land a critical hit on an opponent.

Deadly Precision

- Driving Attack
- Weapon High Mastery
- BAB of 13
- When dealing damage with your chosen weapon, you gain a +1 to damage rolls with that weapon and an additional +1 for every 5 points of BAB you possess. This same bonus also applies as a penalty to your opponent's AC from armor and natural armor.

Defensive Edge

- Slashing Flurry
- Weapon High Mastery
- BAB of 13
- When wielding your chosen weapon, and Fighting Defensively, you gain a bonus to AC and your /- DR equal to 1 for every die type your weapon uses for damage, starting at a +1 for a d4. This bonus increases by half again(round up) when using Total Defense, is cut in half(round up) when using only a standard action in combat and is lost when using the Full Attack option

Weapon Grandmastery

- Weapon High Mastery
- Greater Weapon Expertise
- Greater Weapon Focus
- Greater Weapon Specialization
- BAB of 15
- When wielding your chosen weapon you may make a single attack at a -5 penalty when using Total Defense. Once per encounter you may treat an attack roll as a natural 20. When dealing damage with your chosen weapon, you use the next highest damage die than your weapon normally uses, and you increase the critical damage multiplier of your chosen weapon by 1. Finally, you may make an additional attack with your weapon when using the Standard Attack action.