

# CHAPTER 2: FEATS

Feats provide your character with new capabilities or improve ones she already has.

The *Player's Handbook* presents a base assortment of feats. This chapter offers several new feat options, designed specifically for arcane spellcasters (although anyone who qualifies can take them).

## ACQUIRING FEATS

You choose feats according to the schedule described in the *Player's Handbook*: Each character gets one feat when first created, another at 3rd level, and one every three levels thereafter. Race, class, and prestige class selection also have an impact on how quickly you can acquire new feats.

These new feats have prerequisites, which can be a minimum ability score, another feat or feats, a minimum base attack bonus, ability to cast certain spells, or a special condition that a character must meet.

## Virtual Feats

If you have a feat as a class feature or special ability, then you can use that "virtual feat" as a prerequisite for

other feats. For instance, if you have some class feature or ability that says, "This is the same as Still Spell", then you are considered to have the Still Spell feat for purposes of acquiring the Innate Spell feat detailed below. You are also treated as having any prerequisites of the virtual feat, but only for purposes of acquiring other feats. If you ever lose the virtual prerequisite, you also lose access to any feats you acquired through its existence.

## Feats and Weaponlike Spells

Any spell that requires an attack roll and deals damage can be treated much as a weapon (see Chapter 5: Spells for a detailed discussion). Several feats that improve combat performance can be used to enhance Weaponlike spells, as noted here.

### Weaponlike Spell Categories

For purposes of combat-enhancing feats, Weaponlike spells fall into three categories: ray, energy missile, and touch spell.

**Ray:** Such spells produce a ray effect and require a ranged touch attack (see Aiming a Spell on page 148 of the *Player's Handbook*).

**Energy Missile:** The spell creates something physical as a projectile or that the caster can hurl, such as *Melf's acid arrow* or *produce flame*.

**Touch Spell:** Any damage-dealing spell that has a range of touch (see Range on page 148 of the *Player's Handbook*).



**Table 2-1: Feats**

General Feats	Prerequisite
Arcane Defence	Spell Focus
Arcane Preparation*	Able to cast arcane spells without preparation
Augmented Summoning	Spellcaster level 2nd+
Extra Slot	Spellcaster level 4th+
Extra Spell	Spellcaster level 3rd+
Greater Spell Focus*	Spell Focus
Greater Spell Penetration*	Spell Penetration
Improved Familiar*	Special
Innate Spell*	Quicken Spell, Silent Spell, Still Spell
Spell Specialization	Weapon Focus, Spellcaster Level 4th+
Metamagic Feats	Prerequisite
Chain Spell	Any other Metamagic feat
Cooperative Spell	Any other metamagic feat
Delay Spell*	Any other Metamagic feat
Energy Admixture	Energy Substitution, any other metamagic feat, 5 ranks in Knowledge (arcana)
Energy Substitution	Any other Metamagic feat, 5 ranks in Knowledge (arcana)
Eschew Materials	Any other metamagic feat
Persistent Spell*	Extend Spell
Repeat Spell	Any other metamagic feat
Sanctum Spell	Any other Metamagic feat
Sculpt Spell	Any other metamagic feat
Split Ray	Any other Metamagic feat
Subdual Substitution	Any other metamagic feat, 5 ranks in Knowledge (arcana)
Twin Spell*	Any other Metamagic feat
Widen Spell	Any other Metamagic feat

\* First appeared in the *Forgotten Realms® Campaign Setting*.

### Eligible Feats

The following feats can be chosen to enhance the performance of Weaponlike spells in combat.

**Improved Critical:** Choose one category of Weaponlike spell (ray, energy missile, or touch spell). When you use a spell of the selected category, the threat range is doubled. A spell normally threatens a critical on a 20; this feat increases that range to 19-20. You can gain this feat multiple times, choosing a different weapon or category of Weaponlike spell each time.

**Improved Two-Weapon Fighting:** See the notes on Two-Weapon Fighting, below.

**Improved Unarmed Strike:** You can use an unarmed strike to deliver a touch spell and are considered to be armed. You make a normal melee attack (the defender gets the full benefit of armor and shield). If the attack hits, the unarmed strike deals its normal damage and the spell is discharged against the defender. Only the unarmed strike can inflict a critical hit.

A character without this feat also could deliver a touch spell with an unarmed strike, but doing so would provoke an attack of opportunity from the target, and the unarmed strike would deal subdual damage.

**Point Blank Shot:** You gain a +1 modifier on attack and

damage with rays and energy missiles at ranges of 30 feet or less. The extra damage is of the same type as the spell deals. However, spells that inflict energy drain or ability damage deal 1 extra point of negative energy damage, not an extra negative level or point of ability damage.

**Precise Shot:** You can fire a ray or energy missiles into melee without suffering the usual -4 penalty to ranged attacks.

**Stunning Fist:** You can deliver a touch spell with unarmed strike as described in Improved Unarmed Strike, above. A hit produces the normal chance to strike the foe along with damage from the strike, and it also discharges the spell effect.

**Two-Weapon Fighting:** You can use a touch spell as part of a two-weapon attack. You must already have a weapon in one hand while casting the touch spell, hold the charge, and then attack with both spell and weapon during a later action. If you cast the spell and then draw a weapon, the spell discharges and is wasted.

The hand used to deliver the touch spell is considered a light weapon and uses the appropriate attack modifier (see Attacking with Two Weapons on page 124 of the *Player's Handbook*).

**Weapon Finesse:** You can designate touch spells as light weapons so as to add your Dexterity modifier to your melee attack rolls with such spells.

**Weapon Focus:** Choose one category of weapon or spell (ray, energy missile, or touch spell). You add +1 to attack rolls made with such spells. You can gain this feat multiple times, choosing a different weapon or category of Weaponlike spell each time.

## NEW FEAT

*"Just watch me».*

—Henri

### Arcane Defense [General]

Choose a school of magic, such as Illusion. You can resist spells from that school better than normal.

**Prerequisites:** Spell Focus in the school chosen.

**Benefit:** Add +2 to your saving throws against spells of the chosen school.

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

### Arcane Preparation [General]

You can prepare an arcane spell ahead of time as a wizard does.

**Prerequisite:** You must be able to cast spells as a bard or sorcerer before you can take this feat.

**Benefit:** Each day, you are able to prepare one or more spells as a wizard does. If you are a sorcerer or bard, this means that you can prepare a spell with a metamagic feat ahead of time, instead of casting it as full-round action.

The prepared spell remains in your mind and occupies one of your spell slots until you cast it or change it, prepared spell uses a spell slot of the spell's normal level modified by any other metamagic feats.

## Augment Summoning [General]

Your summoned creatures are better than normal.

**Prerequisites:** Spellcaster level 2nd+.

**Benefit:** Creatures you conjure with any summon spell gain +1 hit point per Hit Die and a +1 competence modifier on attack and damage rolls.

## Chain Spell [Metamagic]

You can cast spells that arc to other targets in addition to the primary target.

**Prerequisites:** Any other metamagic feat.

**Benefit:** You can chain any spell that specifies a single target and has a range greater than touch. The chained spell affects that target (the primary target) normally, then arcs to a number of secondary targets equal to your caster level. Each arc affects one secondary target. You choose the secondary targets as you like, but they must all be within 30 feet of the primary target, and no target can be affected more than once. You can affect fewer secondary targets than the maximum.

If the chained spell deals damage, the secondary targets each take half as many dice of damage as the primary target (rounded down) and can attempt Reflex saving throws for half of the secondary damage. For spells that do not deal points of damage, the save DCs against arcing effects are reduced by 4. For example, a 10th-level wizard casts a chained *cause fear* on a nearby goblin and can specify up to ten secondary targets. The goblin, as primary target, must make a Will save against DC 14, while those affected by the secondary arcs save against DC 10.

A chained spell uses up a spell slot three levels higher than the spell's actual level.

## Cooperative Spell [Metamagic]

You can cast spells to greater effect in conjunction with the same spell cast by another.

**Prerequisites:** Any other metamagic feat.

**Benefit:** You and another spellcaster with the Cooperative Spell feat can simultaneously cast the same spell (at the same time in the round). You must be adjacent to one another when casting cooperatively. Add +2 to the save DC against cooperatively cast spells and +1 to caster level checks to beat the target's spell resistance (if any). Use the base DC and level check of the better caster. A cooperative spell uses up a spell slot of the same level as the spell's actual level.

**Special:** For each additional caster with this feat casting the same cooperative spell simultaneously, the spell's save DC and caster level check both increase by +1. When more than two spellcasters cooperatively cast a spell, each must be adjacent to at least two other casters.

For example, four spellcasters (two wizards and two sorcerers) standing in a circle all possess Cooperative Spell. Three of them ready an action to cast *fireball* when the member with the lowest initiative takes her action, also casting *fireball*. The base DC of the Reflex save is equal to the highest individual save DC among the cooperative casters, as determined by their relevant ability scores or other feats (such as Spell Focus), special abilities, or items. In this case, one wizard has Intelligence 18, which ties with a sorcerer's Charisma 18, so the base DC is 17 (10 +3 for the

spell's level +4 for the ability score modifier). The final save DC of the cooperatively cast *fireball* is 17+2+1+1 or 21. Whoever has the highest caster level determines the base caster level check, which gains a +4 modifier.

## Delay Spell [Metamagic]

You can cast spells that take effect after a short delay of your choosing.

**Prerequisite:** Any other metamagic feat.

**Benefit:** A delayed spell doesn't activate until 1 to 5 rounds after you finish casting it. You determine the delay when casting the spell, and it cannot be changed once set. The spell activates just before your turn on the round you designate. Only area, personal, and touch spells may be affected by this feat.

Any decisions you would make about the spell, including attack rolls, designating targets, or determining or shaping an area, are decided when the spell is cast. Any effects resolved by those affected by the spell, including saving throws, are decided when the spell triggers. If conditions change between casting and effect in such a fashion as to make the spell impossible—for example, the target you designate leaves the spell's maximum range before it goes off—the spell fails.

A delayed spell may be dispelled normally during the delay, and can be detected normally in the area or on the target with spells such as *detect magic*. A delayed spell uses up a spell slot three levels higher than the spell's actual level.

## Energy Admixture [Metamagic]

You can modify a spell that uses one type of energy to mix in an equal amount of another type of energy.

**Prerequisite:** Energy Substitution, one other metamagic feat, 5 ranks in Knowledge (arcana).

**Benefit:** Choose one type of energy: acid, cold, electricity, fire, or sonic. You can modify a spell with an energy designator to add an equal amount of the chosen type of energy. The altered spell works normally in all respects except the type of damage dealt (see sidebar). Thus, an *acid fireball* cast at 6th level deals 6d6 fire damage and 6d6 acid damage (roll each set of dice separately). The damage cap for a spell cast using this feat remains the same as the base spell but counts separately for each type of energy. So an *acid fireball* cast at 10th level or higher deals 10d6 fire damage and 10d6 acid damage.

Even opposed types of energy, such as fire and cold, can be combined using this feat. An admixed spell uses up a spell slot four levels higher than the spell's actual level.

## Substituting and Admixing Energy

When you alter a spell with the Energy Substitution or Energy Admixture feats, the spell behaves exactly as the normal version does, except for the type of damage dealt. For example, a *fireball* with acid energy substituted for fire or admixed with add still deals damage in a 20-foot spread.

If a spell has 3 secondary effect, so does the altered version. For example, a *shout* spell can deafen creatures and deals extra damage to crystalline creatures. If fire is substituted for sonic energy, the altered *shout* spell still has these effects, but deals fire damage instead of sonic. Sometimes, however, a spell's minor effects are directly related to its energy type: for example, a *fireball* can set things alight, but a *sonic* or *acid fireball* cannot.

When a spell deals some damage that is not energy-based, that portion of the spell cannot be affected by Energy Admixture or Energy Substitution. For example, *ice storm* deals 3d6 points of impact damage and 2d6 points of cold damage. Substituting electricity for cold produces an *electric storm* that deals 3d6 points of impact damage and 2d6 points of electricity damage. Energy Admixture, however, matches the full amount of damage dealt by the spell. For example, an *electric ice storm* would deal 3d6 points of impact damage, 2d6 points of cold damage, and 5d6 points of electricity damage.

**Special:** You can gain this feat multiple times, choosing a different type of energy each time. You can use Energy Admixture to further alter a spell that has already been modified with Energy Substitution. You can also use Energy Admixture to include your chosen energy type with a spell that already uses the same type, in effect doubling the damage dice.

## Energy Substitution [Metamagic]

You can modify a spell that uses one type of energy to use another type of energy.

**Prerequisite:** Any other metamagic feat, 5 ranks in Knowledge (arcana).

**Benefit:** Choose one type of energy: acid, cold, electricity, fire, or sonic. You can modify a spell with an energy designator to use the chosen type of energy instead. A substituted spell works normally in all respects except the type of damage dealt (see sidebar).

A substituted spell uses a spell slot of the spell's normal level, modified by any other metamagic feats.

**Special:** You can gain this feat multiple times, each time it applies to a different type of energy.

## Eschew Materials [Metamagic]

You can cast spells without material components.

**Prerequisites:** Any other metamagic feat.

**Benefit:** An eschewed spell can be cast with no material components. Spells without material components or whose material components cost more than 1 gp are not affected by this feat. An eschewed spell uses up a spell slot of the spell's normal level, modified by any other metamagic feats.

## Extra Slot [General]

You can cast an extra spell.

**Prerequisites:** Spellcaster level 4th+.

**Benefit:** You gain one extra spell slot in your daily allotment. This extra slot can be at any level up to one level lower than the highest-level spell you can cast. For example, a 4th-level sorcerer gains either an extra 0-level or 1st-level slot, allowing him to cast any known spell of the chosen level one more time each day. A 4th-level wizard can prepare any extra 0-level or 1st-level spell she knows. Once selected, the extra spell slot never migrates up or down in level.

**Special:** You can gain this feat multiple times. Each time, you gain an extra spell slot at any level up to one level lower than the highest-level spell you can cast.

## Extra Spell [General]

You can learn one more spell.

**Prerequisites:** Spellcaster level 3rd+.

**Benefit:** You learn one additional spell at any level up to one level lower than the highest-level spell you can cast. Thus, a 4th-level sorcerer gains a new 0-level or 1st-level spell, expanding his repertoire. A 4th-level wizard can likewise learn an extra 0-level or 1st-level spell, but since wizards learn spells far more easily than sorcerers, this feat is of less use to her.

**Special:** You can gain this feat multiple times. Each time, you learn a new spell at any level up to one lower than the

highest-level spell you can cast.

## Greater Spell Focus [General]

Choose a school of magic to which you already have applied the Spell Focus feat. Your magic spells of that school are now even more potent than before.

**Prerequisite:** Spell Focus.

**Benefit:** Add +4 to the DC for all saving throws against spells from the school of magic you select to focus on. This supersedes (does not stack with) the bonus from Spell Focus.

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

## Greater Spell Penetration [General]

Your spells are especially potent, defeating spell resistance more readily than normal.

**Prerequisite:** Spell Penetration.

**Benefit:** You get a +4 modifier on caster level check to beat a creature's spell resistance. This supersedes (does not stack with) the bonus from Spell Penetration.

## Improved Familiar [General]

As long as you are able to acquire a new familiar, you may choose your new familiar from a nonstandard list.

**Prerequisite:** Ability to acquire a new familiar compatible alignment.

**Benefit:** When choosing a familiar, the following creatures are also available to you. You may choose a familiar with an alignment up to one step away on each of the alignment axes (lawful through chaotic, good through evil)

**Table 2-2: Improved familiars**

Familiar	Alignment	Arcane Spellcaster
		Level
Shocker lizard	Neutral	5
Stirge	Neutral	5
Formian worker	Lawful neutral	7
Imp	Lawful evil	7
Pseudodragon	Neutral good	7
Quasit	Chaotic evil	7

These creatures are described fully in the Familiars section in Chapter 1.

The improved familiar is magically linked to its masters like a normal familiar. The familiar uses the basic statistics for a creature of its kind, as given in the *Monster Manual*.

**Hit Dice:** Treat as the master's level (for effects related to Hit Dice). Use the familiar's normal total if it is higher.

**Hit Points:** One-half the master's total or the familiar normal total, whichever is higher.

**Attacks:** Use the master's base attack bonus or the familiar's, whichever is better. Use the familiar's Dexterity or Strength modifier, whichever is greater, to get the familiar's melee attack bonus with unarmed attacks. Damage equals that of a normal creature of that kind.

**Special Attacks:** The familiar has all the special attacks of its kind.

**Special Qualities:** The familiar has all the special qualities of its kind.

**Saving Throws:** The familiar uses the master's base save bonuses if they are better than the familiar's.

**Skills:** Use the normal skills for a creature of its kind.

**Familiar Special Abilities:** Use Table 3-19 in the *Player's Handbook* to determine additional abilities as you would for a normal familiar.

## Alternate Improved Familiars

The list in Table 2-2 presents only a few possible improved familiars. Almost any creature of the same general size and power as those on the list makes a suitable familiar. Nor is the master's alignment the only factor; for example, improved familiars could be assigned by the master's creature type or subtype, as shown in the examples below.

**Table 2-3: Alternate improved familiars**

Familiar	Type/Subtype	Arcane Spellcaster
		Level
Celestial hawk*	Good	3
Fiendish viper**	Evil	3
Air elemental, small	Air	5
Earth elemental, small	Earth	5
Fire elemental, small	Fire	5
Shocker lizard	Electricity	5
Water elemental, small	Water	5
Homunculus†	Undead	7
Ice mephit	Cold	7

\* Or other celestial animal from the standard familiar list.

\*\* Or other fiendish animal from the standard familiar list.

† The master must first create the homunculus, substituting ichor or another part of the master's body for blood if necessary.

## Innate Spell [General]

You have mastered a spell so thoroughly you can now cast it as a spell-like ability.

**Prerequisites:** Quicken Spell, Silent Spell, Still Spell.

**Benefit:** Choose a spell you can cast. You can now cast this spell at will as a spell-like ability once per round, without needing to prepare it. One spell slot eight levels higher than the innate spell is permanently used to power it. If the innate spell has an XP component, you pay the XP cost each time you use the spell-like ability. If the innate spell has a focus, you must have the focus to use the spell-like ability. If the innate spell has a costly material component (see the spell description) you use an item worth 50 times that cost to use as a focus for the spell-like ability.

Since an innate spell is a spell-like ability and not an actual spell, a cleric cannot convert it to a *cure* or an *inflict* spell. Divine spellcasters who become unable to cast divine spells cannot use divine innate spells.

**Special:** You can choose this feat more than once, selecting another spell each time. You have to pay the costs in spell slots, focuses, and material components for each innate spell you acquire.

## Persistent Spell [Metamagic]

You make one of your spells last all day.

**Prerequisite:** Extend Spell.

**Benefit:** A persistent spell has a duration of 24 hours. The persistent spell must have a personal or a fixed range (for example, comprehend languages or detect magic). Spells of instantaneous duration cannot be affected by this feat, nor can spells whose effect is discharged. You need not concentrate on spells such as detect magic and detect thoughts to be aware of the mere presence or absence of the thing detected, but you must still concentrate to gain additional information as normal. Concentration on such a spell is a standard action that does not provoke an attack of opportunity. A persistent spell uses up a spell slot four levels higher than the spell's actual level.

## Repeat Spell [Metamagic]

You can cast a spell that repeats the following round.

**Prerequisites:** Any other metamagic feat.

**Benefit:** A repeated spell is automatically cast again at the beginning of your next turn in the round. No matter where you are, the second spell originates from the same location and affects the same area as the original spell. You cannot use this feat on spells with a touch range. If the original spell designates a target, the repeated spell affects the same target if it is within 30 feet of its original position; otherwise the second spell fails. A repeated spell uses up a spell slot three levels higher than the spell's actual level.

## Sanctum Spell [Metamagic]

Your spells have a home ground advantage.

**Prerequisites:** Any other metamagic feat.

**Benefit:** A sanctum spell has an effective spell level one level higher than normal if cast in your sanctum (see Special, below)—but if not cast in the sanctum, it has an effective spell level one level lower than normal. All effects dependent on spell level (such as save DCs or the ability to penetrate a *minor globe of invulnerability*) are calculated according to the adjusted level. A sanctum spell uses a spell slot of the spell's normal level, modified by any other metamagic feats.

**Special:** Your sanctum is an area you have previously designated within a 10-foot/level radius from the center. This area can be a particular site, building, or structure. A sanctum can be designated within a larger structure, but its special advantages cut off beyond the maximum area. The designated area must be a site where you have spent a cumulative period of at least three months. Once designated, it takes seven days for the site to become a sanctum. If you designate a new area to be your sanctum, the benefits of the old one immediately fade. You may have only a single sanctum at one time.



## Sculpt Spell [Metamagic]

You can alter the shape of a spell's area.

**Prerequisite:** Any other metamagic feat.

**Benefit:** You can modify a an area spell by changing the area's shape. The new area must be chosen from the following list: cylinder (10-foot radius, 30 feet high), 40-foot cone, four 10-foot cubes, or a ball (20-foot-radius spread). The sculpted spell works normally in all respects except for its shape. For example, a *lightning bolt* spell whose area is changed to a ball deals the same amount of damage, but the *lightning ball* affects a 20-foot-radius spread.

A sculpted spell uses a spell slot one level higher than the spell's actual level.

## Spell Specialization [General]

You deal more damage with ray or energy missile spells.

**Prerequisites:** Weapon Focus (ray or energy missile spells), spellcaster level 4th+.

**Benefit:** Your damage-dealing spells that make a ranged touch attack gain a +2 damage modifier. The damage bonus only applies if the target is within 30 feet, because only at that range can you strike precisely enough to hit more effectively.

**Special:** You can gain this feat twice: once for ray spells and once for energy missile spells. Its effects do not stack.



## Split Ray [Metamagic]

You can affect two targets with a single ray.

**Prerequisites:** Any other metamagic feat.

**Benefit:** You can split spells that specify a single target and make a ranged touch attack. Only spells that deal damage can be affected by this feat. The split ray affect any two targets that are both within the spell's range and within 30 feet of each other. Each target takes half as much damage as normally indicated (round down), desired, you can have both rays attack the same target split ray uses up a spell slot of the spell's normal level modified by any other metamagic feats.

## Subdual Substitution [Metamagic]

You can modify a spell that uses energy to deal damage, deal subdual damage instead.

**Prerequisite:** Any other metamagic feat, 5 ranks Knowledge (arcana)

**Benefit:** Choose one type of energy: acid, cold, electricity fire, or sonic. You can modify a spell with the chosen designator to inflict subdual damage instead of energy damage. The subdual spell works normally in all respects except the type of damage dealt. For example, a *subdual fireball* spell works in the usual way but the *subdual fireball* deals subdual damage instead fire damage.

A subdual spell uses a spell slot of the spell's normal level, modified by any other metamagic feats.

## Twin Spell [Metamagic]

You can cast a spell simultaneously with another spell similar to it.

**Prerequisite:** Any other metamagic feat.

**Benefit:** Casting a spell altered by this feat causes spell to take effect twice on the target, as if you were simultaneously casting the same spell two times on the same location or target. Any variables in the spell (such as targets, shaping an area, and so on) apply to both of the resulting spells. The target suffers all the effects of both spells individually and receives a saving throw for each applicable).

In some cases, failure of both of the target's saving throws results in redundant effects, such as a twinning *charm person* (see Combining Magical Effects on page 153 of the *Player's Handbook*), although any ally of the target would have to succeed at two dispel attempts in order to free the target from the charm. As with other metamagic feats, twinning a spell does not affect vulnerability to counterspelling (for example, using untwinned form of the spell doesn't negate only half of the twinned spell).

A twinned spell uses up a spell slot four levels higher than the spell's actual level.

## Widen Spell [Metamagic]

You can increase the area of your spells.

**Benefit:** You can alter a burst, emanation, or spread spell to increase its area. Spells that do not have an area one of these three sorts are not affected by this feat. A numeric measurements of the spell's area increase one-half. For example, a widened *fireball* spell (while normally produces a 20-foot-radius spread) now fills a 30-foot-radius spread. A widened spell uses up a spell slot three levels higher than the spell's actual level.