

If the character who placed trail signs failed his or her check and created meaningless signs, you can still try to read them. The DC is the same as the DC to create the signs; if you succeed, you know the signs are meaningless. If you fail by 4 or less, you cannot make sense of the signs. If you fail by 5 or more, you perceive an incorrect message.

Action: Creating trail signs requires a full-round action that provokes attacks of opportunity.

Locating trail signs usually is reactive; when you have a chance to notice trail signs, you can make a Survival or Spot check without using an action. However, if you know or suspect someone has left trail signs in a certain area, you can use a full-round action to search a 5-foot-by-5-foot area; this requires you to use the Search skill, with the same DC as the Survival DC to locate the signs.

Reading trail signs requires a standard action that does not provoke attacks of opportunity.

Try Again: If you fail to create or read trail signs, you cannot try again. If you fail a reactive check to find trail signs someone else has left, you cannot try again (you simply pass by the signs). When using the Search skill to locate signs that you know or suspect are present, you can try again.

FEATS

This section contains new feats that embody the strengths and abilities of the races of the wild. Some of the feats listed here are more appropriate for elves, halflings, raptorans, and the other races of the wild than they are for other races, but even characters of other races will find several intriguing options.

ABLE SNIPER

You are accomplished at remaining unseen when you're sniping with a ranged weapon.

Prerequisites: Dex 13, Hide 5 ranks.

Benefit: You gain a +2 bonus on ranged attack rolls with a weapon made against flat-footed targets that are at least 30 feet away. In addition, you gain a +4 bonus on Hide checks made to hide again after you have made an attack roll while hiding (see page 76 of the *Player's Handbook*).

AERIAL REFLEXES

Your aerial agility allow you to avoid dangerous effects while airborne.

Benefit: While flying, you gain a bonus on Reflex saves based on your maneuverability.

Maneuverability	Bonus
Clumsy	+0
Poor	+1
Average	+2
Good	+3
Perfect	+4

AERIAL SUPERIORITY

You can use your flying ability to gain an advantage against landbound foes or airborne foes that you can outmaneuver.

Benefit: While flying, you gain a +1 dodge bonus to Armor Class against opponents who cannot fly or have a lower maneuverability than you.

AGILE ATHLETE

You rely on your agility to perform athletic feats, rather than brute strength.

Prerequisites: Climb 1 rank, Jump 1 rank.

Benefit: When making a Climb or Jump check, you use your Dexterity modifier for the check.

Normal: Without this feat, you use your Strength modifier for Climb and Jump checks.

BATTLE CASTING

You have a knack for staying out of harm's way when casting spells.

Prerequisites: Dex 13, Concentration 5 ranks, Combat Casting.

Benefit: While casting a spell, you gain a +2 dodge bonus to your Armor Class. The bonus lasts until the beginning of your next turn. You cannot make attacks of opportunity while claiming the dodge bonus from this feat.

BORN FLYER

You can fly as though born to do it.

Prerequisite: Dex 13.

Benefits: You gain a +4 competence bonus on saves or checks you make to maneuver in the air or to stay aloft. If you do not have a natural fly speed, this feat allows you to take feats that have a natural fly speed as a prerequisite.

CATFOLK POUNCE

You can rush unaware foes and deliver several attacks before they have a chance to respond.

Prerequisite: Catfolk, Dex 13.

Benefit: If you use the charge action against a flat-footed opponent, you can make a full attack at the end of a charge.

Special: A catfolk fighter may select Catfolk Pounce as a bonus feat.

CENTAUR TRAMPLE

You have trained to use your large body and unique physiology against your foes. Much like a humanoid knight mounted on a warhorse, you have learned how to knock down opponents and ride over them in combat.

Prerequisite: Centaur, Dex 15.

Benefit: When you attempt to overrun an opponent, your target may not choose to avoid you. You may make one hoof attack against any target you knock down (remember that prone targets take a -4 penalty to Armor Class). See Overrun, page 157 of the *Player's Handbook*.

TABLE 6–1: FEATS

General Feats	Prerequisites	Benefit
Able Sniper	Dex 13, Hide 5 ranks	+2 bonus on ranged attacks against distant flat-footed targets, +4 bonus on Hide checks after sniping attack
Aerial Reflexes	—	Gain Reflex save bonus based on maneuverability
Aerial Superiority	—	+1 dodge bonus against less maneuverable opponents
Agile Athlete	Climb 1 rank, Jump 1 rank	Use Dex modifier for Climb and Jump checks
Battle Casting	Dex 13, Concentration 5 ranks, Combat Casting	+2 dodge bonus while casting spells
Born Flyer	Dex 13	+4 bonus on saves and checks to maneuver when aloft
Catfolk Pounce	Catfolk, Dex 13	Gain full attack against a flat-footed target on a charge
Centaur Trample	Centaur, Dex 15	Gain a hoof attack against foes you overrun
Coordinated Strike	Animal companion or special mount class feature, Handle Animal 5 ranks	+1 bonus on attacks when your animal companion or special mount attacks the same target
Dallah Thaun's Luck	Halfling, Cha 13	Gain +5 bonus on one saving throw per day
Defensive Archery	Point Blank Shot	+4 dodge bonus against attacks of opportunity
Diving Charge	—	Gain extra damage when diving to attack while flying
Elf Dilettante	Elf, Int 13	+1 bonus on all untrained skill checks
Expeditious Dodge	Dex 13	Gain +2 dodge bonus when you move 40 feet in a round
Flick of the Wrist	Dex 17, Sleight of Hand 5 ranks, Quick Draw	Catch your opponent flat-footed by drawing your weapon and attacking in the same round
Focused Mind	Elf, Concentration 2 ranks	+2 bonus when taking 10 or taking 20 on Intelligence checks
Gnoll Ferocity	Gnoll, rage or frenzy ability	Gain bite attack for 1d6 points of damage
Improved Flight	Natural fly speed	Maneuverability class improves by one category
Killoren Ancient	Killoren	+4 insight bonus to Knowledge skill
Killoren Destroyer	Killoren	Daze foes with your killoren smite attack
Killoren Hunter	Killoren	Pinpoint the location of living creatures
Lightfeet	Elf, Dex 13, Balance 2 ranks, Move Silently 2 ranks	Move quietly, leaving behind few traces
Magic of the Land	Ability to cast 1st-level spells, Concentration 5 ranks, Knowledge (nature) 5 ranks, Spellcraft 5 ranks	Draw on nature's power to infuse your spells with positive energy, curing 2 points of damage per spell level
Plunging Shot	Dex 13, Point Blank Shot	Deal an additional 1d6 points of damage against targets at least 30 feet below you
Shared Fury	Animal companion class feature, rage class feature, Handle Animal 4 ranks	Your animal companion rages with you
Underfoot Combat	Small or smaller, Tumble 10 ranks	Occupy same square as a Large or larger creature, gaining +4 bonus to AC
Yondalla's Sense	Halfling	Add Wisdom bonus on initiative checks.
Tactical Feats	Prerequisites	Benefit
Confound the Big Folk	Small or smaller, Tumble 10 ranks, Underfoot Combat	See feat description
Winged Warrior	Hover, must have wings, base attack bonus +4	See feat description
Wolfpack	Dex 15, Dodge, Mobility, Spring Attack, base attack bonus +6	See feat description
Woodland Archer	Point Blank Shot, base attack bonus +6	See feat description

Special: A centaur fighter may select Centaur Trample as a bonus feat.

The DM may make this feat available to other centaurlike races if they are available in your campaign.

COORDINATED STRIKE

You and your animal companion or special mount can coordinate your melee attacks to gain an advantage in combat.

Prerequisites: Handle Animal 5 ranks, animal companion class feature or special mount class feature.

Benefit: During any round in which your animal companion or special mount makes a melee attack, you gain

a +1 competence bonus on your attack rolls against the same target.

DALLAH THAUN'S LUCK

You can rely on a good dose of luck to get you through almost any scrape. Other halflings say the blessing of Dallah Thaun is upon you.

Prerequisites: Halfling, Cha 13.

Benefit: Once per day, you can opt to gain a +5 luck bonus on a single saving throw. However, if you use this ability, you gain a –2 penalty on all other saving throws until sunrise the next morning.



A ranger, aided by his wolf companion, uses Coordinated Strike against a gray render

DEFENSIVE ARCHERY

You can avoid attacks of opportunity when making ranged attacks while threatened.

Prerequisite: Point Blank Shot.

Benefit: You gain a +4 dodge bonus to Armor Class against attacks of opportunity provoked when you make a ranged attack.

Special: A fighter may select Defensive Archery as one of his fighter bonus feats.

DIVING CHARGE

You can dive down at a target to deal a devastating strike.

Benefit: When charging while flying, if you move at least 30 feet and descend at least 10 feet, you gain a bonus on your damage roll based on your fly speed. (The damage bonus is based on your fly speed, not how far you have moved in your charge.)

Fly Speed	Damage Bonus
30 feet or slower	+1d6
31 to 90 feet	+2d6
91 feet or faster	+3d6

In addition, after you make this attack you can choose, regardless of your maneuverability, to turn in place so that you are now flying parallel to the ground.

ELF DILETTANTE

Throughout the long years of your life, you have developed a talent for doing just about anything.

Prerequisites: Elf, Int 13.

Benefit: You gain a +1 bonus on all untrained skill checks. You can attempt untrained checks using skills that normally do not allow untrained use. If a skill doesn't allow skill checks (such as Speak Language), this feat has no effect.

Normal: Without any ranks in a skill, you can't attempt some skill checks.

EXPEDITIOUS DODGE

You're good at avoiding attacks while moving quickly.

Prerequisite: Dex 13.

Benefit: When you move 40 feet or more in a single turn, you gain a +2 dodge bonus to your Armor Class until the beginning of your next turn.

Special: Expeditious Dodge can be used in place of the Dodge feat to qualify for a feat, prestige class, or other special ability.

A fighter may select Expeditious Dodge as one of his fighter bonus feats.

FLICK OF THE WRIST

With a single motion, you can draw a light weapon and make a devastating attack.

Prerequisites: Dex 17, Sleight of Hand 5 ranks, Quick Draw.

Benefit: If you draw a light weapon and make a melee attack with it in the same round, you catch your opponent flat-footed (for the purpose of this attack only). You can use this feat only once per round and once per opponent during any single combat encounter.

FOCUSED MIND

When you have the opportunity to concentrate on a task, you usually do very well at it.

Prerequisites: Elf, Concentration 2 ranks.

Benefit: When you take 10 or take 20 on an Intelligence check or Intelligence-based skill check, you gain a +2 bonus on the check.

GNOLL FEROCITY

You embody the savage ferocity of your people. When you fly into a berserk rage, you can bite opponents with your powerful jaws.

Prerequisites: Gnoll, rage or frenzy ability.

Benefit: When you use your rage ability, you gain a bite attack. This attack deals 1d6 points of damage, scaling normally with size (see Table 5–1, page 296 of the *Monster Manual*), plus your Strength bonus. Alternatively, you can make the bite attack as part of a full attack as a secondary weapon with a –5 penalty on the attack roll (your other attacks take no penalty), but in this case you only add half your Strength bonus on damage.

Special: The DM may make this feat available to other animal-headed races if they are available in your campaign.

IMPROVED FLIGHT

You have gained greater maneuverability when flying than you would normally have.

Prerequisite: Natural fly speed.

Benefit: Your maneuverability while flying improves by one category (see page 312 of the *Monster Manual*). For example, if your normal maneuverability is poor, it becomes average.

KILLOREN ANCIENT

You favor the killoren aspect of the ancient.

Prerequisite: Killoren.

Benefit: When you are manifesting the aspect of the ancient (see page 103), you can spend 10 minutes of uninterrupted time communing with nature on a specific question. After this time has passed, you can make a check using any Knowledge skill. You gain a +4 insight bonus on this check; if successful, you learn answers as if you were trained in the skill, even if you have no ranks in the Knowledge skill in question.

KILLOREN DESTROYER

You favor the killoren aspect of the destroyer.

Prerequisite: Killoren.

Benefit: When you are manifesting the aspect of the destroyer (see page 103), any foe struck by your killoren smite attack must succeed on a Will save (DC 10 + 1/2 your character level + your Cha modifier) or be dazed for 1 round. A foe who is not vulnerable to this smite attack is immune to the daze effect (that is, it only affects an aberration, construct, humanoid, ooze, outsider, or undead).

KILLOREN HUNTER

You favor the killoren aspect of the hunter.

Prerequisite: Killoren.

Benefit: When you are manifesting the aspect of the hunter (see page 103), you can take a move action to pinpoint the location of any living creature within 30 feet, provided that you have line of effect to the creature, even if you cannot see the creature in question. Any opponent that you cannot see still has total concealment.

LIGHTFEET

You have an incredibly soft step, making it difficult to track or hear you.

Prerequisites: Elf, Dex 13, Balance 2 ranks, Move Silently 2 ranks.

Benefit: You can walk without leaving behind any but the most subtle marks. The Survival DC to track you increases by 5 (or by 10 if you move at half speed to hide your trail; see the Track feat, page 101 of the *Player's Handbook*).



A gnoll barbarian uses her Gnoll Ferocity feat to take a bite out of an ogre

You ignore any penalties on your Move Silently checks incurred by noisy or very noisy terrain (see the Move Silently skill description, page 79 of the *Player's Handbook*).

MAGIC OF THE LAND

Your intimate understanding of the natural world allows you to imbue your spells with life-giving magical power from the land itself.

Prerequisites: Concentration 5 ranks, Knowledge (nature) 5 ranks, Spellcraft 5 ranks, caster level 1st.

Benefit: When in a natural setting, you can draw on the power of the land to imbue your spells with healing power. For the purpose of this feat, a natural setting is defined as any location not within a community and not a constructed area. "Natural setting" includes unworked caverns, but not crafted dungeons and the like.

To use the feat, you must succeed on a Knowledge (nature) check (DC 15 + spell level), made as a free action while casting a spell. You can't take 10 on this check. If you succeed, each target of your spell is healed of 2 points of damage per spell level, in addition to the spell's normal effects. If the spell doesn't have a target entry, this feat has no effect. This healing power is positive energy, so an undead creature instead takes 2 points of damage per spell level. An unwilling creature can attempt a Will save (at the spell's normal save DC) to negate this effect. If the skill check fails, the prepared spell or spell slot is lost.

You cannot use this feat on any spell with an alignment descriptor, nor with any necromancy spell. The natural world favors balance in all things, and thus does not support specific alignment-based magic, nor can its life-giving power be used to enhance the magic of death.

PLUNGING SHOT

You can use the force of gravity to make your ranged attacks deal extra damage if your target is below you.

Prerequisites: Dex 13, Point Blank Shot.

Benefit: If your target is at least 30 feet lower than you, you deal an extra 1d6 points of damage with a thrown or projectile weapon.

SHARED FURY

Your fearsome rage spurs your animal companion to greater heights.

Prerequisites: Handle Animal 4 ranks, animal companion class feature, rage class feature.

Benefit: When you rage, your animal companion gains the same benefits and penalties from your rage that you do, but only if it is within 5 feet of you. The companion's rage ends when your rage ends, or as soon as you are no longer within 5 feet of your companion.

UNDERFOOT COMBAT

You can enter the space that a foe at least two size categories bigger than you occupies.

Prerequisites: Small or smaller, Tumble 10 ranks.

Benefit: You can move into or through a square occupied by a creature at least two size categories larger than you. You do not provoke attacks of opportunity for doing so.

While you are in a square occupied by a creature at least two size categories larger than you, you gain the benefit of soft cover (+4 bonus to AC) against all attacks, including those of the creature whose space you occupy.

Normal: Without this feat, you can move through squares occupied by a creature at least three size categories larger than you, or a creature three size categories smaller than you (or any creature, if you are Tiny or smaller).



The Underfoot Combat feat allows Lidda to nip at an ettin's ankles

YONDALLA'S SENSE

You display a shrewd perception of danger. Other halflings say the blessing of Yondalla is upon you.

Prerequisite: Halfling.

Benefit: You add your Wisdom bonus on initiative checks.

TACTICAL FEATS

First introduced in *Complete Warrior*, tactical feats allow characters to use a variety of powerful offensive or defensive maneuvers in combat.

If you're playing a character who has a tactical feat, it's your responsibility to keep track of the actions you're performing as you set up the maneuver that the feat enables you to

perform. It's also a good idea to briefly mention to the DM that you're working toward performing a tactical maneuver; a remark along the lines of "I move into the troll's square, using the Underfoot Combat feat, and that's the first step in a tactical maneuver" is appropriate.

Some of the tactical feats refer to the first round, second round, and so on. These terms refer to the timing of the maneuver, not the battle as a whole.

CONFOUND THE BIG FOLK [TACTICAL]

You excel when battling foes bigger than you are.

Prerequisites: Small or smaller, Tumble 10 ranks, Underfoot Combat.

Benefit: This feat allows you to perform any of the following three maneuvers.

Knee Striker: To use this maneuver, you must first move into a square occupied by a foe at least two size categories larger than you. On the next round, the foe is automatically considered flat-footed against your attacks, and you gain a +4 bonus on any roll you make to confirm a critical hit.

Underfoot Defense: To use this maneuver, you must first move into a square occupied by a foe at least two size categories larger than you. On any succeeding round in which you remain in the foe's square and fight defensively, use total defense, or use Combat Expertise (minimum -1 penalty on attack rolls), any melee or ranged attack made against you has a 50% chance to strike the foe whose square you occupy instead. This chance does not apply to attacks made by the creature whose square you occupy.

Unsteady Footing: To use this maneuver, you must first move into a square occupied by a foe at least two size categories larger than you. On the next round, you can use a standard action to attempt to trip your foe without provoking attacks of opportunity. If your touch attack to initiate the trip attack succeeds, you can attempt a Strength or Dexterity check (your choice) opposed by your foe's Strength or Dexterity check (as normal) to trip your foe. Your foe may not add any bonus on his Strength or Dexterity check to avoid the trip that he would gain from his size. If your trip check fails, your opponent may not attempt to trip you. If you have Improved Trip, you can follow a successful trip attempt with an immediate melee attack.

WINGED WARRIOR [TACTICAL]

You use your wings for more than just flying.

Prerequisites: Hover, must have wings, base attack bonus +4.

Benefit: The Winged Warrior feat enables the use of three tactical maneuvers.

Dustup: To use this maneuver, you must be standing in, or flying no more than 10 feet above, an area with a lot of loose debris. If you flap your wings hard as a move action, the draft creates a hemispherical cloud with a radius of 20 feet. Clear vision within the cloud is limited to 10 feet. Creatures 11 to 20 feet away have concealment. At over 20 feet, creatures have total concealment. Those caught in the cloud must succeed

on a Concentration check (DC 10 + 1/2 your character level) to cast a spell.

Flying Leap: To use this maneuver, you must move a distance greater than your base land speed during the round. If you do, you gain a +4 bonus on Jump, Balance, and Climb checks because your wings give you lift and stabilize you.

Shroud of Feathers: To use this maneuver, you must spend a move action to pull your wings around your body. You cannot be flying during this maneuver. You can then attempt to feint in combat (as described in the Bluff skill description, page 68 of the *Player's Handbook*) as part of your attack, suddenly spreading your wings to reveal your weapon just as it's about to land a blow. The shroud of feathers maneuver works on a given foe only once per combat.

Special: The Hover feat (see page 304 of the *Monster Manual*) grants creatures of Large size or larger a bigger dust cloud than that granted with the dustup maneuver.

Special: A fighter may select Winged Warrior as one of his fighter bonus feats.

WOLFPACK [TACTICAL]

You can gain an extra advantage when you and your allies can gang up on a foe.

Prerequisites: Dex 15, Dodge, Mobility, Spring Attack, base attack bonus +6.

Benefit: You can use the following maneuvers with this feat.

Distract Foe: You begin this maneuver when you and at least one ally flank a foe. On the first round, you and your allies gain normal flanking bonuses (+2 on attack rolls).

Starting in the second round that you and at least one ally flank a foe, you can make a ferocious attack that forces the foe to concentrate on you and largely ignore your allies. You make a melee attack as a full-round action. If you hit, you make a special Bluff check as a free action; the damage your attack dealt applies as a bonus on your check. The foe you attack opposes your attack with a special Sense Motive check, adding her base attack bonus to the check. If you win the opposed check, your foe turns her attention to you, and each of your allies who are in position to give you a flanking bonus can make an attack of opportunity against that foe.

Drive Back: To use this maneuver, you and at least one ally must threaten the same foe, and at least one of those allies must use the aid another action to assist your attack roll. You make a melee attack as a full-round action. If you hit, you make a free bull rush attempt without moving into the defender's space or provoking attacks of opportunity. Resolve the bull rush normally, except that you add the damage your attack dealt as a bonus on the Strength check you make to resolve the bull rush. You can't push an opponent back more than 5 feet with this maneuver.

Gang Dodge: This maneuver allows you to use the aid another action to assist all allies who threaten the same foe you target with the action. You use a standard action as normal to aid an ally's defense (see the Aid Another special



attack, page 154 of the *Player's Handbook*). If you succeed, all your allies who threaten your foe gain a +2 bonus to AC against that foe's attacks until the beginning of your next turn, provided that you continue to threaten that foe for that time.

While a raptoran sorcerer distracts an owlbear from above, her allies use the benefit of the Wolfpack feat to attack the creature's flanks

WOODLAND ARCHER [TACTICAL]

You have honed your archery ability in the wilds of the forest.

Prerequisites: Point Blank Shot, base attack bonus +6.

Benefit: The Woodland Archer feat enables the use of three tactical maneuvers.

Adjust for Range: To use this maneuver, you must shoot a projectile weapon against a foe and miss. Subsequent shots you take against that foe this round gain a +4 bonus, because you're able to quickly adjust your aim to compensate.

Pierce the Foliage: To use this maneuver, you must hit a foe with a ranged attack despite the miss chance caused by concealment. Shots you take against that foe in the next round don't incur the miss chance because you're able to exactly duplicate your draw and aim.

Moving Sniper: To use this maneuver, you must succeed on a sniping attack (see the Hide skill description, page 76 of the *Player's Handbook*), both hitting your intended target and successfully hiding thereafter. If no one sees you, you can make a sniping attack again in the following round, taking a single move after your attack and before you hide (characters without this feat can only shoot and hide, not move as well). As long as you continue to hit the target and avoid detection from an enemy, you can make a sniping attack on the move each round.

Special: A fighter may select Woodland Archer as one of his fighter bonus feats.

RACIAL SUBSTITUTION LEVELS

A substitution level is a level of a given class that you take instead of the level described for the standard class. Selecting a substitution level is not the same as multiclassing—you remain within the class for which the substitution level is taken. The class features of the substitution level simply replace those of the standard level.

To qualify to take a racial substitution level, you must be of the proper race. For instance, to select a racial substitution level of elf wizard, you must be an elf.

The three races featured in this book—elf, halfling, and raptoran—each have racial substitution levels for three classes. Essentially, each set of substitution levels presents a racially flavored variant standard class for your game. The DM can add more racial substitution level options (such as for an elf bard or a halfling ranger) as desired, using the ones presented here as guidelines.

For each class with racial substitution levels, you can select each substitution level only at a specific class level. When you take a substitution level for your class at a given level, you give up the class features gained at that level for the standard class, and you get the substitution level features instead. You can't go back and gain the class features for the level you swapped out—when you take your next level in the standard class, you gain the next higher level as if you had gained the previous level normally.