

FEATS

SLEIGHT OF HAND (DEX; TRAINED ONLY)

Sleight of Hand is a well-known skill of rogues, thieves, and street magicians everywhere. It also has a practical use to the magic-using world, allowing spellcasters to cast their spells while avoiding the notice of others.

Check: When casting a spell, you may make a Sleight of Hand check to make your verbal and somatic components less obtrusive, muttering magic words under your breath and making magic gestures within your sleeves. Your Sleight of Hand check is opposed by any observer's Spot check. The observer's success doesn't prevent you from casting the spell, just from doing it unnoticed.

Action: None. You make the check as part of your normal spellcasting.

Try Again: Yes, but after an initial failure, you take a -10 penalty on a second Sleight of Hand attempt against the same target (or while the same observer who noticed your previous attempt is watching you).

SPELLCRAFT (INT; TRAINED ONLY)

If you use *read magic*, you can use this skill to identify the effects of a rune circle (see page 167 for more information on rune circles).

Check: When using *read magic*, you can identify the effects of a rune circle. The base DC is 10 + the caster level of the rune circle. You must first know that a magic rune circle is present, usually through the use of the *detect magic* spell.

If the check is successful, you know the powers of the circle and how to activate it.

Action: Deciphering the runes on a rune circle takes 1 minute (ten consecutive full-round actions).

Special: If you have 5 or more ranks in Decipher Script, you get a +2 bonus on Spellcraft checks to identify the effects of a rune circle.

SURVIVAL (WIS)

While most surface-dwellers only delve into the depths of the earth on brief excursions, seeking treasure or lost cities, the dwarves and other races of stone live there on a daily basis. These races have learned the ways of earth, and the flora and fauna that make the heart of the earth their home.

Check: All the normal uses of the Survival skill apply underground as well as on the surface. In addition, with a successful DC 15 Survival check, you gain a +2 bonus on all Fortitude saves against natural hazards of the underground (such as trapped gases, heat from lava or other volcanic features, and so on) while moving up to one-half your overland speed, or you gain a +4 bonus if you remain stationary. You may grant the same bonus to one other character for every point by which your Survival check result exceeds 15.

USE ROPE (DEX)

In conjunction with the Climb skill, you can make Use Rope checks to rappel down a rope. See Climb, earlier in this section, for details.

This section presents new feats that embody the strengths and abilities of the races of stone. Some of the feats described here are more appropriate for dwarves, gnomes, goliaths, and their kin than they are for other races, but even characters of other races will find several intriguing options.

For the purpose of qualifying for a feat, feral garguns count as goliaths.

BARDIC MUSIC FEATS

Bardic music feats, as the name suggests, require the bardic music ability to obtain and require the expenditure of daily uses of the bardic music ability to activate. The bardic music feats presented here are tied, for the most part, to the gnome race and its inherent ability with illusion and magic.

Like the bardic music ability itself, all bardic music feats require that the character be able to produce music (or its equivalent; see the description of bardic music on page 29 of the *Player's Handbook*) to use the feat, even those that only require free actions and those that require no action at all.

DIVINE FEATS

The feats in this category share characteristics that make them unavailable to nondivine classes. First, they all have as a prerequisite the ability to turn or rebuke undead. Thus, they are open to clerics, paladins of 3rd level or higher, and a member of any prestige class or any creature that has that ability.

Second, the force that powers a divine feat is the ability to channel positive or negative energy to turn or rebuke undead. Each use of a divine feat costs a character a minimum of one turn/rebuke attempt from her number of attempts each day. If you don't have any turn/rebuke attempts left, you can't use a divine feat. Turning or rebuking undead is a standard action (unless you have a special ability that says otherwise). These feats often take a standard action to activate but might require other types of actions as specified. Regardless, you can activate only one divine feat (or use the ability to turn or rebuke undead once) per round, though overlapping durations might allow you the benefits of more than one divine feat at a time.

Third, turning or rebuking undead is a supernatural ability and a standard action that does not provoke attacks of opportunity and counts as an attack. Activating a divine feat is also a supernatural ability and does not provoke attacks of opportunity unless otherwise specified in the feat description. Activating a divine feat is not considered an attack unless the feat's activation could be the direct cause of damage to a target.

Paladins in particular should consider these feats. Because the paladin's turning ability remains behind the cleric's throughout the paladin's career, a paladin who chooses one or two divine feats has more options than just using his turning attempts to turn undead.

TABLE 6-1: NEW FEATS

General Feats	Prerequisites	Benefit
Earth Sense	Con 13, Wis 13	Sense creatures within 20 feet that are touching the ground
Earth Adept	Earth Sense	+1 bonus on damage rolls if you and your foe are touching the ground
Earth Master	Earth Adept, Earth Sense	+1 bonus on attack rolls if you and your foe are touching the ground
Earth Spell	Earth Sense, Heighten Spell	Heightened spell treated as higher level and higher caster level
Stone Rage	Earth Sense, rage ability	Gain +1 to natural armor while you rage
Exotic Armor Proficiency ^{1, 2}	Armor Proficiency of the appropriate sort	Gain proficiency with specific exotic armor
Exotic Shield Proficiency ¹	Shield Proficiency, base attack bonus +1	Gain proficiency with specific exotic shield
Goad ¹	Cha 13, base attack bonus +1	Cause enemy to make melee attacks only against you
Heavy Armor Optimization ¹	Armor Proficiency (heavy), base attack bonus +4	Reduce armor check penalty by 1 and increase armor bonus by 1
Greater Heavy Armor Optimization ¹	Armor Proficiency (heavy), Heavy Armor Optimization, base attack bonus +8	Reduce armor check penalty by 2 and increase armor bonus by 1
Improved Weapon Familiarity ¹	Base attack bonus +1	Racial weapons are martial, not exotic
Knockback ¹	Improved Bull Rush, Power Attack, size Large or larger	Push foes backward with your blows
Mountain Warrior ¹	Survival 5 ranks, base attack bonus +3	Gain +1 bonus on melee damage, +1 bonus on ranged attacks with higher ground, negate opponent's bonus, and +2 bonus on Balance checks on slopes
Rampaging Bull Rush	Improved Bull Rush, size Large or larger, rage class feature	Knock foe prone as part of raging bull rush
Reckless Rage	Con 13, rage ability	Take additional -2 penalty to AC, gain additional +2 to Str and Con while raging
Rock Hurling	Str 19, size Large or larger	Hurl rocks like a giant can
Improved Rock Hurling	Str 23, Rock Hurling, size Large or larger	Throw rocks farther and more accurately
Fling Ally	Rock Hurling	Throw a friend into another square
Fling Enemy	Rock Hurling	Throw an enemy you're grappling
Shielded Casting	Concentration 5 ranks, Combat Casting, Shield Proficiency	No attacks of opportunity when you cast spells with a shield ready
Shielded Manifesting	Concentration 5 ranks, Combat Manifesting, Shield Proficiency	No attacks of opportunity when you manifest powers with a shield ready
Steady Concentration	Concentration 8 ranks	Always take 10 on Concentration checks
Steady Mountaineer	Goliath, or Climb 8 ranks and Jump 8 ranks	Always take 10 on Climb and Jump checks
Tunnel Fighting ¹	Base attack bonus +1	No penalty on attacks or to AC when squeezing
Stoneback ¹	Shield Proficiency, Tunnel Fighting	Prevent flanks when a wall shields one side
Tunnel Riding ¹	Mounted Combat, Tunnel Fighting	You and your mount take no penalty on attacks or to AC when squeezing
Racial Feats	Prerequisites	Benefit
Ancestral Knowledge	Dwarf, Wis 15	Make untrained Knowledge checks and use Wisdom modifier
Auspicious Marking	Goliath	Gain +2 bonus on Charisma checks against goliaths and reroll stabilization checks
Markings of the Blessed	Goliath, Auspicious Marking	Choose higher of two saving throw rolls
Markings of the Hunter	Goliath, Auspicious Marking	Choose higher of two initiative checks
Markings of the Magi	Goliath, Auspicious Marking	Choose higher of two caster level checks
Markings of the Maker	Goliath, Auspicious Marking	Choose higher of two skill checks
Markings of the Warrior	Goliath, Auspicious Marking	Choose higher of two attack rolls
Battle Hardened	Dwarf, base attack bonus +4	Gain +4 bonus on saves against fear, +2 bonus on initiative
Burrow Friend	Gnome, Cha 13	Gain +2 bonus on Handle Animal and wild empathy checks with burrowing animals
Clan Prestige	Dwarf, Cha 13	Gain +4 bonus on Charisma checks against members of the same clan
Dwarven Armor Proficiency ¹	Dwarf, Armor Proficiency (heavy)	Gain proficiency with dwarf exotic armors
Earth Fist ¹	Dwarf, gnome, or goliath, Earth Sense, Improved Unarmed Strike	Unarmed attacks are treated as cold iron while you touch solid ground

Extra Silence	Whisper gnome	Use racial silence ability 3/day + Cha bonus
Gnome Foe Killer	Gnome	Gain +2 bonus on weapon damage rolls against kobolds and goblinoids
Heavy Lithoderms	Goliath	Natural armor increases by 1
Moradin's Smile	Dwarf	Gain +2 bonus on all Cha-based skill checks
Natural Trickster	Gnome, Cha 13	Gain 1st-level illusion spell as spell-like ability
Piercing Sight	Gnome	Gain +4 bonus on saves to disbelieve illusions
Silencing Strike	Sneak attack ability, whisper gnome	Silence target of your sneak attack
Titan Fighting ¹	Dodge, racial dodge bonus against giants	Apply racial dodge bonus to AC when dodging larger opponents
Trivial Knowledge	Gnome, Int 13	Choose higher of two Knowledge or bardic knowledge checks

Bardic Music Feats	Prerequisites	Benefit
Enchanting Song	Perform (any) 5 ranks, Spell Focus (enchantment), bardic music	Spend bardic music to increase enchantment spell caster level and DC by 1
Inspire Spellpower	Perform (any) 8 ranks, bardic music	New song increases allies' caster level by 1
Metamagic Song	Any two metamagic feats, bardic music	Spend bardic music to apply metamagic to spells
Misleading Song	Perform (any) 5 ranks, Spell Focus (Illusion), bardic music	Spend bardic music to increase illusion spell caster level and DC by 1

Divine Feats	Prerequisites	Benefit
Earth's Warding	Earth Sense, ability to rebuke earth creatures	Spend rebuke attempt to increase your natural armor by 2
Divine Damage Reduction	Earth Sense, Earth's Warding	Spend rebuke attempt to gain damage reduction 2/adamantine
Divine Spellshield	Ability to rebuke earth creatures, racial bonus on saves against spells	Spend rebuke attempt to grant +2 bonus on saves against spells to your allies
Pierce the Darkness	Ability to turn undead, darkvision	Spend turn attempt to double darkvision range
Roots of the Mountain	Ability to rebuke earth creatures, stability racial trait	Spend rebuke attempt to make yourself immovable

Item Creation Feats	Prerequisites	Benefit
Craft Rune Circle	Caster level 5th	Create rune circles

Psionic Feats	Prerequisites	Benefit
Deep Vision	Darkvision	Darkvision increases while focused
Deflective Armor	Heavy Armor Optimization	Protects against touch attacks while focused
Earth Power	Earth Sense	Pay 1 less power point to manifest power while you stand on stone or earth
Focused Shield	Shield Proficiency	+1 to shield bonus while focused
Invest Armor	Proficient with armor	Expend focus to increase armor bonus by 3
Energize Armor	Invest Armor	Psychic energy grants you resistance 10 against next energy attack

Weapon Style Feats	Prerequisites	Benefit
Axespike	Armor Proficiency (heavy), Weapon Focus (armor spikes)	Make secondary attack with armor spikes with full attack
Shielded Axe	Shield Proficiency, Two-Weapon Fighting, Weapon Focus (dwarven waraxe, handaxe)	Retain buckler's shield bonus when making full attack with waraxe and handaxe
Spellrazor	Concentration 5 ranks, Combat Casting, Exotic Weapon Proficiency (gnome quickrazor), Two-Weapon Fighting	Make off-hand attack with quickrazor when casting touch attack spell
Turtle Dart	Exotic Armor Proficiency (battle plate or mountain plate), Exotic Shield Proficiency (extreme shield) or Tower Shield Proficiency, Weapon Focus (short sword)	Do not provoke attacks of opportunity for moving from any creature that you attack with your short sword in the same round

Wild Feats	Prerequisites	Benefit
Stone Form	Con 13, wild shape class feature	Wild shape into stony form
Powerful Wild Shape	Powerful build racial trait, wild shape ability	Retain powerful build while wild shaped

1 A fighter may select this feat as one of his fighter bonus feats.

2 You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new type of exotic armor.

These feats are particularly appropriate for dwarf, gnome, or goliath clerics and paladins.

WEAPON STYLE FEATS

First introduced in *Complete Warrior*, weapon style feats reflect an extremely focused approach to combat and emphasize the mastery of individual weapons. Just as individuals master unique styles, races approach combat in many different ways. This diversity is best expressed through distinctive racial fighting styles—combinations of favored weapons and exotic maneuvers as unique as a race's outlook and culture. Although none of the weapon style feats presented here are restricted by race, DMs are free to impose such restrictions in their own campaigns should they want to reserve one technique for a specific race, sub-race, or organization.

A weapon style feat is one that provides a benefit that draws upon a number of specific feats and often requires the use of specific weapons.

WILD FEATS

All wild feats have as a prerequisite the wild shape ability. Thus, they are available to druids of 5th level or higher, as well as to any character who has gained the wild shape ability from a prestige class or other source.

Each use of a wild feat generally costs one daily use of your wild shape ability. If you don't have any uses of wild shape left, you can't use a wild feat. Unless otherwise noted, changing form with wild shape or activating a wild feat is a standard action. You can only use the wild shape ability to change form or activate one wild feat per round, though overlapping durations may allow you the benefits of more than one wild feat at a time.

SWIFT AND IMMEDIATE ACTIONS

The *Miniatures Handbook* introduced the concept of a new action type: the swift action. Likewise, the *Expanded Psionics Handbook* introduced another new action type: the immediate action. These two game concepts are not restricted to miniatures play or psionics, respectively, and can be utilized in a regular D&D roleplaying game. Some of the feats, spells, or items in *Races of Stone* and future *DUNGEONS & DRAGONS* supplements will use these concepts. A description of how they work follows.

Swift Action: A swift action consumes a very small amount of time, but represents a larger expenditure of effort and energy than a free action. You can perform one swift action per turn without affecting your ability to perform other actions. In that regard, a swift action is like a free action. However, you can perform only a single swift action per turn, regardless of what other actions you take. You can take a swift action any time you would normally be allowed to take a free action. Swift actions usually involve magic or psionics, or the activation of magic items or psionic items; many characters (especially those who don't use magic or psionics) never have an opportunity to take a swift action.

Activating a wild feat is a supernatural ability and does not provoke attacks of opportunity unless otherwise specified in the feat description. Activating a wild feat is not considered an attack unless the feat's activation could be the direct cause of damage to a target. Stone Form, for example, gives you a slam attack, but the feat does not directly deal damage to an opponent upon its activation. It is not itself an attack.

ANCESTRAL KNOWLEDGE [RACIAL]

You have a strong connection to the ancestors of your clan, giving you understanding and knowledge beyond the mortal realms.

Prerequisites: Dwarf, Wis 15.

Benefit: You can make any Knowledge check untrained, even if the DC is higher than 10. In addition, you can use your Wisdom modifier for any Knowledge check in place of your Intelligence modifier.

Normal: A character can only make untrained Knowledge checks if the DC is 10 or lower, and Knowledge skills are Intelligence-based.

AUSPICIOUS MARKING [RACIAL]

Goliaths place great stock in how the mottled variations in skin pigmentation herald events in that goliath's future. Your skin patterns indicate that fate has marked you for greatness, and the patterns shift slowly to take new forms.

Prerequisite: Goliath.

Benefit: Goliaths who can see your skin pattern are subconsciously affected by it. You gain a +2 bonus on all Charisma-based skill checks when dealing with other goliaths. In addition, you can reroll any stabilization check once per turn.

Casting a quickened spell or manifesting a quickened power is a swift action. In addition, casting any spell or manifesting any power with a casting time or manifesting time of 1 swift action (such as *earth hammer*) is a swift action.

Casting a spell or manifesting a power with a casting or manifesting time of 1 swift action does not provoke attacks of opportunity.

Immediate Action: Much like a swift action, an immediate action consumes a very small amount of time, but represents a larger expenditure of effort and energy than a free action. However, unlike a swift action, an immediate action can be performed at any time—even if it's not your turn. Using an immediate action on your turn is the same as using a swift action, and counts as your swift action for that turn. You cannot use another immediate action or a swift action until after your next turn if you have used an immediate action when it is not currently your turn (effectively, using an immediate action before your turn is equivalent to using your swift action for the coming turn). You also cannot use an immediate action if you are currently flat-footed.

AXESPIKE [STYLE]

You have mastered the art of fighting in spiked armor while wielding a greataxe. You blend greataxe blows and armor spike attacks into one constant, deadly attack form.

Prerequisites: Proficiency with armor spikes, proficiency with greataxe, Armor Proficiency (heavy), Weapon Focus (armor spikes).

Benefit: When you make a full attack with your greataxe, you can make an additional attack with your armor spikes at a -5 penalty. You can only add 1/2 your Strength modifier to the damage from this extra attack, as if it were an attack with an off-hand weapon.

BATTLE HARDENED [RACIAL]

Your extensive battle experience has left you incredibly calm and composed, even in the heat of battle.

Prerequisites: Dwarf, base attack bonus +4.

Benefit: You receive a +4 bonus on saving throws against fear effects. You also gain a +2 bonus on initiative checks.

BURROW FRIEND [RACIAL]

Your natural rapport with burrowing mammals improves.

Prerequisites: Gnome, Cha 13.

Benefit: You gain a +2 bonus on Handle Animal checks and wild empathy checks involving burrowing mammals.

If you have the spell-like ability to speak with burrowing mammals, you can use this ability one extra time per day per point of Charisma bonus.

Normal: Gnomes can normally use *speak with animals* to converse with burrowing animals only once per day.

CLAN PRESTIGE [RACIAL]

Your actions have brought you some measure of fame and respect from your clan, whether from battle prowess or years of service to the clan.

Prerequisites: Dwarf, Cha 13.

Benefit: Your prestigious actions grant you a +4 bonus on all Charisma-based skill checks when dealing with other members of your clan. The clan must be specified when the feat is taken, and it cannot be changed.

Special: This feat is applicable to one clan only, typically the one with which the character is affiliated. It cannot be taken more than once.

CRAFT RUNE CIRCLE [ITEM CREATION]

You can create rune circles, stationary magic items that hold a variety of spells and effects.

Prerequisite: Caster level 5th.

Benefit: You can create a rune circle whose prerequisites you meet (see Sample Rune Circles on page 168 for prerequisites and other information on rune circles). Creating a rune circle takes one day for each 1,000 gp in its price. To create a rune circle, you must spend 1/25 of the item's price in XP and use up raw materials costing one-half of this price.

You can also mend a broken rune circle 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 rune circles 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.



DEEP VISION [PSIONIC]

Your mental focus helps you see farther with darkvision.

Prerequisite: Darkvision.

Benefit: While you are psionically focused, your natural darkvision range increases by 30 feet.

Special: This feat affects only darkvision permanently gained from a creature's race, type, or class, not from impermanent effects such as the *darkvision* spell or *goggles of night*.

DEFLECTIVE ARMOR [PSIONIC]

Your armor shields you from touch attacks as well as regular blows.

Prerequisite: Heavy Armor Optimization.

Benefit: While you are psionically focused and wearing heavy armor, the AC bonus from your armor (including any enhancement bonuses) applies against touch attacks as well as regular attacks.

DIVINE DAMAGE REDUCTION [DIVINE]

You can channel energy to give yourself a small amount of protection from weapons.

Prerequisites: Con 13, Wis 13, Earth Sense, Earth's Warding, ability to rebuke earth creatures.

Benefit: As a standard action, you can spend one of your rebuke earth creatures attempts to give yourself damage reduction 2/adamantine. This benefit lasts for a number of rounds equal to your character level. You must be touching the ground to use this feat.

DIVINE SPELLSHIELD [DIVINE]

You can channel energy to help your allies resist spells and spell-like effects.

Prerequisites: Ability to rebuke earth creatures, racial bonus on saves against spells.

Benefit: As a standard action, you can spend one of your rebuke earth creatures attempts to grant all allies within 30 feet a +2 sacred bonus on saving throws against spells and spell-like effects. This bonus lasts for a number of rounds equal to your character level. You must be touching the ground to use this feat.

DWARVEN ARMOR PROFICIENCY [RACIAL]

You are familiar with exotic armor of dwarven manufacture and understand how to use it properly.

Prerequisites: Dwarf, Armor Proficiency (heavy).

Benefit: You are proficient with battle plate, interlocking plate, interlocking scale, and mountain plate, and you take no armor nonproficiency penalties when you wear any of these types of exotic armor. (See Chapter 7 for descriptions of these armor types.)

Normal: A character who wears exotic armor with which she is not proficient takes its armor check penalty on attack rolls and on all Strength- and Dexterity-based skill checks.

Special: A fighter may select Dwarven Armor Proficiency as one of her fighter bonus feats (see page 38 of the *Player's Handbook*).

EARTH ADEPT [GENERAL]

You are in tune with the ground at your feet, making you more dangerous in the shifting conditions of combat.

Prerequisites: Con 13, Wis 13, Earth Sense.

Benefit: You gain a +1 bonus on weapon damage rolls if both you and your foe are touching the ground.

EARTH FIST [RACIAL]

Your bond with the earth and martial training has imbued your fists with the qualities of cold iron.

Prerequisites: Dwarf, gnome, or goliath, Con 13, Wis 13, Earth Sense, Improved Unarmed Strike.

Benefit: As long as you are touching the ground, your unarmed attacks are treated as cold iron weapons for the purpose of dealing damage to creatures with damage reduction.

Special: A fighter may select Earth Fist as one of his fighter bonus feats (see page 38 of the *Player's Handbook*).

EARTH MASTER [GENERAL]

You are in tune with the ground at your feet, helping you anticipate your opponent's movements in combat.

Prerequisites: Con 13, Wis 13, Earth Adept, Earth Sense.

Benefit: You gain a +1 bonus on attack rolls if both you and your foe are touching the ground.

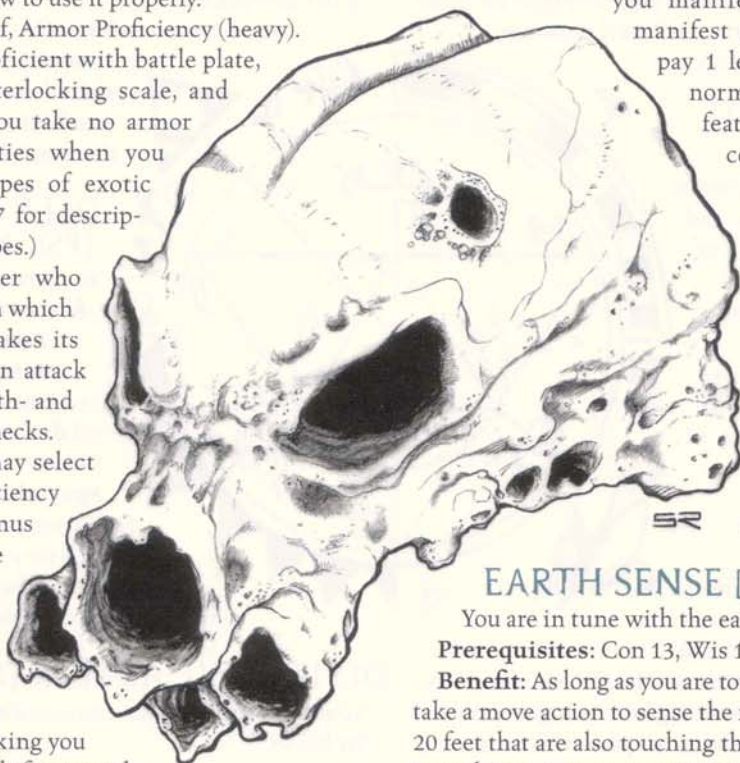
EARTH POWER [PSIONIC]

You draw psionic energy from raw stone.

Prerequisites: Con 13, Wis 13, Earth Sense.

Benefit: As long as you are psionically focused and standing on stone or unworked earth (including normal soil), you can pull psychic energy from the earth when you manifest a power. When you manifest a power in this way, you pay 1 less power point than you normally would. The use of this feat cannot reduce a power's cost below 1 power point.

You cannot use this ability when you expend your psionic focus to enhance the same power in a different manner. For example, if you have the Maximize Power feat, you cannot expend your focus to maximize a power and also reduce the cost of that same power.



EARTH SENSE [GENERAL]

You are in tune with the earth beneath you.

Prerequisites: Con 13, Wis 13.

Benefit: As long as you are touching the ground, you can take a move action to sense the number of creatures within 20 feet that are also touching the ground and the direction to each one. You cannot pinpoint the location of any creature with this feat.

Special: Creatures with the air or aquatic subtype may not select this feat.

EARTH SPELL [GENERAL]

You draw magical power from the earth beneath your feet.

Prerequisites: Con 13, Wis 13, Earth Sense, Heighten Spell.

Benefit: As long as you are standing on stone or unworked earth (including normal soil), you can use the Heighten Spell feat to added effect. If you cast a spell using a spell slot one level higher than the spell's actual level, the spell is treated as a spell of two levels higher and your effective caster level is increased by one. If you use a spell slot two levels higher, the spell is treated as three levels higher and your effective caster level is increased by two, and so on.

You cannot gain the benefit of this feat when casting a spell with the air, fire, or water descriptor.

EARTH'S WARDING [DIVINE]

You can channel energy to infuse your skin with the strength of the earth.

Prerequisites: Con 13, Wis 13, Earth Sense, ability to rebuke earth creatures.

Benefit: As a standard action, spend one of your rebuke earth creatures attempts to increase your natural armor bonus by 2. This increase lasts for a number of minutes equal to your Constitution bonus.

Special: You must be touching the ground to use this feat.

ENCHANTING SONG [BARDIC MUSIC]

You can channel the power of your bardic music to temporarily increase the power of your enchantment spells.

Prerequisites: Perform (any one) 5 ranks, Spell Focus (enchantment), bardic music.

Benefit: As you cast a spell of the enchantment school, you may spend one daily use of your bardic music ability to increase the caster level and saving throw DC of that spell by 1. These bonuses stack with those provided by other feats, such as Spell Focus.

ENERGIZE ARMOR [PSIONIC]

You can charge your armor with psionic energy, making it resistant to energy damage.

Prerequisite: Proficiency with armor worn, Invest Armor.

Benefit: You can expend your psionic focus to infuse your armor with psychic energy. This gives you resistance 10 against the next attack or effect with an energy descriptor that affects you. Using this feat is an immediate action (it can be used on another creature's turn) in reaction to being affected by a spell, effect, or attack that inflicts energy damage. Activating this feat does not provoke attacks of opportunity.

EXOTIC ARMOR PROFICIENCY [GENERAL]

Choose a type of exotic armor, such as mammoth leather or tumbler's breastplate. You understand how to wear that type of exotic armor properly.

Prerequisites: Armor Proficiency of the appropriate sort (for example, you must have Armor Proficiency [light] to take Exotic Armor Proficiency [mammoth leather]).

Benefit: You are proficient with a specific type of exotic armor and take no armor nonproficiency penalties when you wear it (see Table 7–2: Armor and Shields, page 158).

Normal: A character who is wearing armor with which she is not proficient applies its armor check penalty on attack rolls and on all Strength- and Dexterity-based ability checks and skill checks.

Special: You can gain this feat multiple times. Each time you take the feat, it applies to a new type of exotic armor.

A fighter may select Exotic Armor Proficiency as one of his fighter bonus feats (see page 38 of the *Player's Handbook*).

Note: This feat originally appeared in the FORGOTTEN REALMS® game supplement *Underdark*. This version of the feat supersedes the previous version.

EXOTIC SHIELD PROFICIENCY [GENERAL]

Choose an exotic shield, such as a gauntlet shield or battle cloak. You are proficient with that type of exotic shield.

Prerequisites: Shield Proficiency, base attack bonus +1.

Benefit: You are proficient with a specific type of exotic shield and take no shield nonproficiency penalties when you wear it (see Table 7–2: Armor and Shields, page 158).

Normal: A character who is using a shield with which she is not proficient applies its armor check penalty on attack rolls and on all Strength- and Dexterity-based ability checks and skill checks.

Special: As a variant rule, the DM can allow fighters to choose one free Exotic Shield Proficiency feat instead of the Tower Shield Proficiency feat they receive at 1st level.

A fighter may select Exotic Shield Proficiency as one of her fighter bonus feats (see page 38 of the *Player's Handbook*).

EXTRA SILENCE [RACIAL]

You can generate a field of silence more often than other whisper gnomes can.

Prerequisite: Whisper gnome.

Benefit: You can use your racial *silence* spell-like ability a number of times per day equal to 3 + your Charisma bonus.

Normal: A whisper gnome can normally use his *silence* spell-like ability once per day.

Special: You can take this feat more than once. Each time you take it after the first, you gain three additional uses of your *silence* ability per day.

FLING ALLY [GENERAL]

You can launch your comrades into the air as if they were thrown weapons.

Prerequisites: Str 19, Rock Hurling or racial ability to throw rocks, size Large or larger (goliaths qualify by virtue of their powerful build racial trait).

Benefit: You can pick up an ally at least one size category smaller than you and throw him toward a specific square up to five range increments away. It takes a move action to pick up an ally and a standard action to throw that ally. You make a ranged touch attack (against AC 5) to throw the ally to the chosen square. If the touch attack hits, the ally lands in the square you designate. If the touch attack is a miss, randomly determine in which square the ally lands, using the Missing with a Thrown Weapon diagram on page 158 of the *Player's Handbook*. If the ally lands in a square that is occupied, she lands prone in that square. In any case, the ally doesn't provoke attacks of opportunity for this movement.

Illus. by J. Thomas



The Fling Ally feat in action

Allies one size category smaller than you have a range increment of 5 feet, while allies two size categories or more smaller than you have a range increment of 15 feet.

If you have the Improved Rock

Hurling feat or the racial ability to throw rocks, the range increments improve to 20 feet and 40 feet respectively.

Goliaths are treated as Large creatures for the purpose of this feat, allowing them to fling Medium allies with a range increment of 5 feet and Small or smaller allies with a range increment of 15 feet.

You must be strong enough to lift the ally over your head (the ally's weight cannot exceed your character's maximum load) to throw her. See page 162 of the *Player's Handbook* for more information on carrying capacity and maximum load.

FLING ENEMY [GENERAL]

When you're wrestling a foe, you can lift him into the air and hurl him.

Prerequisites: Str 19, Rock Hurling or racial ability to throw rocks, size Large or larger (goliaths qualify by virtue of their powerful build racial trait).

Benefit: When you're grappling a foe, you can fling that foe away from you with a successful grapple check. Flinging the enemy requires a standard action. For every 5 points by which your grapple check beats your foe's grapple check or Escape Artist check, you can throw that foe 10 feet. Your

foe lands prone in the square you designate. You can't throw a foe farther than you could throw an ally (as described in the Fling Ally feat).

You must be strong enough to lift an enemy over your head (the enemy's weight cannot exceed your character's maximum load) to throw him. See page 162 of the *Player's Handbook* for more information on carrying capacity and maximum load.

The enemy does not provoke attacks of opportunity for this movement.

FOCUSED SHIELD [PSIONIC]

Your mental focus makes you more adept at using your shield.

Prerequisite: Shield Proficiency.

Benefit: While you are psionically focused and holding a ready shield with which you are proficient, the AC bonus provided by your shield increases by 1.

GNOME FOE KILLER [RACIAL]

Your battle techniques against your racial foes improve.

Prerequisite: Gnome.

Benefit: You gain a +2 racial bonus on weapon damage rolls against kobolds and goblinoids (including goblins, hobgoblins, and bugbears).

GOAD [GENERAL]

You are skilled at inducing opponents to attack you.

Prerequisites: Cha 13, base attack bonus +1.

Benefit: As a move action, you may goad an opponent that threatens you, has line of sight to you, can hear you, and has an Intelligence of 3 or higher. (The effect is a mind-affecting ability.) When the goaded opponent starts its next turn, if it threatens you and has line of sight to you, it must make a Will saving throw (DC 10 + 1/2 your character level + your Cha modifier). If the opponent fails its save, you are the only creature it can make melee attacks against during this turn. (If it kills you, knocks you unconscious, loses sight of you, or otherwise is unable to make melee attacks against you, it may make any remaining melee attacks against other foes, as normal.) A goaded creature can still cast spells, make ranged attacks, move, or perform other actions normally. The use of this feat restricts only melee attacks.

Special: A fighter may select Goad as one of his fighter bonus feats (see page 38 of the *Player's Handbook*).

GREATER HEAVY ARMOR OPTIMIZATION [GENERAL]

You have mastered the use of heavy armor, maximizing its protective qualities while moving more easily in it.

Prerequisites: Armor Proficiency (heavy), Heavy Armor Optimization, base attack bonus +8.

Benefit: When you are wearing heavy armor, lessen the armor check penalty of the armor by 2 and increase the armor bonus by 1. Both of these effects stack with the benefit of the Heavy Armor Optimization feat, for a total lessening of the armor check penalty by 3 and a total increase to the armor bonus of 2.

Special: A fighter may select Greater Heavy Armor Optimization as one of her fighter bonus feats (see page 38 of the *Player's Handbook*).

HEAVY ARMOR OPTIMIZATION [GENERAL]

You have trained extensively in heavy armor, and you have learned to take advantage of the protection it offers.

Prerequisites: Armor Proficiency (heavy), base attack bonus +4.

Benefit: When you are wearing heavy armor, lessen the armor check penalty of the armor by 1 and increase the armor bonus by 1.

Special: A fighter may select Heavy Armor Optimization as one of his fighter bonus feats (see page 38 of the *Player's Handbook*).

HEAVY LITHODERMS [RACIAL]

You have stony growths on your skin that afford you protection against attacks.

Prerequisite: Goliath.

Benefit: You gain a +1 natural armor bonus.

IMPROVED ROCK HURLING [GENERAL]

Your accuracy and effectiveness with thrown rocks improves.

Prerequisites: Str 23, Rock Hurling, size Large or larger (goliaths qualify by virtue of their powerful build racial trait).

Benefit: You can hurl rocks weighing 40 to 50 pounds (Small objects) with a range increment of 80 feet. The rocks deal 2d6 points of damage plus your Strength modifier. Rocks have a maximum range of five range increments. Additionally, you gain a +1 bonus on attack rolls when throwing rocks.

IMPROVED WEAPON FAMILIARITY [GENERAL]

You are familiar with all exotic weapons common to your people.

Prerequisite: Base attack bonus +1.

Benefit: You treat all the exotic weapons associated with your race as martial weapons rather than as exotic weapons. A weapon is treated as being associated with a race if the race's name appears as part of the weapon's name, such as the gnome swordcatcher (see page 155) or the dwarven urgrosh.

Normal: Without this feat, a character must select the Exotic Weapon Proficiency feat (or have the appropriate weapon familiarity as a racial trait) to eliminate the nonproficiency penalty he takes when wielding an exotic weapon associated with his race.

Special: A fighter may select Improved Weapon Familiarity as one of her fighter bonus feats (see page 38 of the *Player's Handbook*).

INSPIRE SPELLPOWER [BARDIC MUSIC]

You can use your bardic music to increase the power of your allies' spells.

Prerequisites: Perform (any one) 8 ranks, bardic music.

Benefit: You gain an additional bardic music ability called inspire spellpower.

Inspire Spellpower (Su): As a standard action, you can use music or poetics to inspire the spellcasting of allied spellcasters, making their spells more powerful. To be affected, an ally must be able to hear you perform. The effect lasts for as long as the ally hears you sing and for 5 rounds thereafter. The affected allies' effective caster level is increased by 1. You cannot inspire spellpower in yourself. Inspire spellpower is a mind-affecting ability.

Special: Inspire spellpower follows all the normal rules of the bardic music ability, including using one of the character's daily uses of the ability.

INVEST ARMOR [PSIONIC]

You can charge your armor with additional protective qualities.

Prerequisite: Proficiency with armor worn.

Benefit: You can expend your psionic focus to increase the armor bonus of the armor you're wearing by 3. Using this feat is an immediate action (it can be used on another creature's turn) in reaction to being the target of an attack. You must decide whether or not to use

this feat before the result of your opponent's attack roll is determined.

KNOCKBACK [GENERAL]

By putting your bulk behind a blow, you can push your enemy backward.

Prerequisites: Improved Bull Rush, Power Attack, size Large or larger (goliaths qualify by virtue of their powerful build racial trait).

Benefit: If you score a hit while you are using the Power Attack feat, you can make a free bull rush attempt against the foe you hit, applying the number by which you reduced your attack roll as a bonus on the opposed Strength check (as well as on the damage you deal). If you hit with a two-handed weapon, you can apply double that number on the opposed Strength check. Unlike standard bull rush attempts, knockback attempts don't provoke attacks of opportunity, and you don't move with the enemy you knock backward. Bull rush rules can be found on page 154 of the *Player's Handbook*.

Special: A fighter may select Knockback as one of his fighter bonus feats (see page 38 of the *Player's Handbook*).

MARKINGS OF THE BLESSED [RACIAL]

Your skin markings shift into a pattern that resists a wide array of harmful effects in times of trouble.

Prerequisites: Goliath, Auspicious Marking.

Benefit: Up to three times per day, you can roll a second d20 when attempting any saving throw and use either of the two results.

MARKINGS OF THE HUNTER [RACIAL]

Your skin markings shift into a pattern that makes you hard to get the drop on.

Prerequisites: Goliath, Auspicious Marking.

Benefit: You can roll a second d20 when making an initiative check and use either of the two results.

MARKINGS OF THE MAGI [RACIAL]

Your skin markings shift into a pattern that denotes you as having strong magical talent.

Prerequisites: Goliath, Auspicious Marking.

Benefit: Up to three times per day, you can roll a second d20 when attempting a caster level check and use either of the two results.

MARKINGS OF THE MAKER [RACIAL]

Your skin markings shift into a pattern that gives you fate's edge when using skills.

Prerequisites: Goliath, Auspicious Marking.

Benefit: Up to three times per day, you can roll a second d20 when attempting any skill check and use either of the two results.

MARKINGS OF THE WARRIOR [RACIAL]

Your skin markings have shifted over time into a pattern that gives you fate's deathly accuracy in times of trouble.

Prerequisites: Goliath, Auspicious Marking.

Benefit: Up to three times per day, you can roll a second d20 when making an attack roll and use either of the two results.

METAMAGIC SONG [BARDIC MUSIC]

You can channel the power of your bardic music into your magic, allowing you to pay the cost of metamagic feats by spending uses of your bardic music ability.

Prerequisites: Any two metamagic feats, bardic music.

Benefit: When you spontaneously cast an arcane spell that is enhanced by a metamagic feat, you can spend a number of uses of your bardic music ability equal to the number of extra levels that the metamagic feat imposes on the spell rather than raising the spell's effective level. Applying metamagic spontaneously using this method increases the casting time of the spell normally.

You cannot use the Metamagic Song feat to add metamagic feats that would make the spell's effective level higher than the highest level of spell that you can cast normally.

Special: When applying a metamagic feat to a spell, you must either use Metamagic Song to completely offset the increase in the spell's effective level or apply the metamagic feat normally and cast the spell at its higher level. You cannot partially increase the level of the spell (or "split" the cost) to reduce the number of uses of bardic music spent when using the Metamagic Song feat. Only one method can be used to pay for metamagic feats that affect a single spell.

You cannot use the Metamagic Song feat to improve a spell with the Silent Spell metamagic feat.

MISLEADING SONG [BARDIC MUSIC]

You can channel the power of your bardic music to temporarily increase the power of your illusion spells.

Prerequisites: Perform (any one) 5 ranks, Spell Focus (illusion), bardic music.

Benefit: As you cast an illusion spell, you can spend one daily use of your bardic music ability to increase the caster level and the saving throw DC of that spell by 1. These bonuses stack with those provided by other feats, such as Spell Focus.

MORADIN'S SMILE [RACIAL]

Through the favor of Moradin, you are skilled at interacting with others.

Prerequisite: Dwarf.

Benefit: You gain a +2 bonus on all Charisma-based skill checks.

MOUNTAIN WARRIOR [GENERAL]

You are adept at fighting on the uneven ground of mountainous terrain.

Prerequisites: Survival 5 ranks, base attack bonus +3.

Benefit: When you make a melee attack from higher ground than your opponent, you gain a +1 bonus on your damage roll. When you make a ranged attack from higher ground than your target, you gain a +1 bonus on your attack roll.

When an opponent attacks you in melee from higher ground, the opponent does not gain a +1 bonus on its attack roll.

You gain a +2 bonus on all Balance checks made when moving on steep slopes (see page 89 of the *Dungeon Master's Guide*).

Normal: A character who makes melee attacks from higher ground gains a +1 bonus on attack rolls. Ranged attacks made from higher ground do not receive any bonus.

Special: A fighter may select Mountain Warrior as one of his fighter bonus feats (see page 38 of the *Player's Handbook*).

NATURAL TRICKSTER [RACIAL]

You have greater natural access to your race's powers of illusion.

Prerequisites: Gnome, Cha 13.

Benefit: You gain the ability to use one of the following spells once per day as a spell-like ability: *disguise self*, *silent image*, or *ventriloquism*. Caster level 1st; save DC 10 + your Cha modifier + spell level.

Special: This feat can be taken as many as three times. Each time, you select a different spell and gain one daily use of that spell.

PIERCE THE DARKNESS [DIVINE]

You can channel positive energy to temporarily increase the range of your darkvision.

Prerequisites: Ability to turn undead, darkvision.

Benefit: As a standard action, spend one of your turn undead attempts to double the range of your darkvision. This increase lasts for a number of minutes equal to your character level.

PIERCING SIGHT [RACIAL]

Your fundamental familiarity with illusions allows you to better recognize them.

Prerequisite: Gnome.

Benefit: You gain a +4 bonus on saving throws made to disbelieve illusions (any illusion spell or effect with "disbelief" in the saving throw entry).

POWERFUL WILD SHAPE [WILD]

You retain your powerful build while in wild shape form.

Prerequisites: Wild shape, powerful build racial trait.

Benefit: As a standard action, you can spend one of your uses of wild shape to assume a powerfully built version of a creature you can normally wild shape into. While in this form, you retain the benefits of your powerful build racial ability and are considered one size category larger than normal for many effects (see the goliath racial traits on page 56 for details on powerful build).

While using Powerful Wild Shape, you deal damage with your natural attacks as if you were one size category large (see the Improved Natural Attack feat on page 304 of the *Monster Manual*).

RAMPAGING BULL RUSH [GENERAL]

You can use brute force to slam into and knock down your enemies.

Prerequisites: Improved Bull Rush, rage ability, size Large or larger (goliaths qualify by virtue of their powerful build racial trait).

Benefit: While in a rage, you can attempt to knock down any creature that you successfully bull rush (that is, that you push back at least 5 feet with a bull rush attempt). You take a -4 penalty on your Strength check to bull rush the opponent, but if you win, the opponent is knocked prone at the end of the bull rush. Bull rush rules can be found on page 154 of the *Player's Handbook*.

RECKLESS RAGE [GENERAL]

You are considered extreme even among other barbaric warriors, and you enter a deeper state of rage than others. Goliath barbarians favor this feat.

Prerequisites: Con 13, rage ability.

Benefit: Whenever you activate your rage ability, you take an additional -2 penalty to your Armor Class, but you gain an additional +2 bonus to Strength and Constitution. These bonuses and penalties stack with the effects of rage, greater rage, and mighty rage.

ROCK HURLING [GENERAL]

You can throw rocks like a giant can.

Prerequisites: Str 19, size Large or larger (goliaths qualify by virtue of their powerful build racial trait).

Benefit: You can hurl rocks weighing 40 to 50 pounds (Small objects) with a range increment of 15 feet. The rocks deal 2d6 points of damage plus your Strength modifier. Rocks have a maximum range of five range increments.

Normal: As an improvised weapon, a 40- to 50-pound rock deals 2d6 points of damage with a range increment of 5 feet, and such a rock can be thrown only as a full-round action. A character without the Rock Hurling feat is considered to be nonproficient, taking a -4 penalty on the attack roll.

ROOTS OF THE MOUNTAIN [DIVINE]

You can channel energy to make yourself immovable.

Prerequisites: Ability to rebuke earth creatures, stability racial trait.

Benefit: As a standard action, spend one of your rebuke earth creatures attempts to root yourself to the spot where you stand. You automatically win an opposed Strength check when an opponent attempts to bull rush or trip you. A creature with the improved grab ability must move into your space to grapple you, since it cannot pull you into its space. If you are grappling, you automatically win an opposed grapple check when an opponent tries to move you. No spell or other effect can force you to

move. If you become frightened or panicked, you experience the full effect of the fear but do not run away. You cannot move, even to make a 5-foot step, while this ability is in effect. This ability lasts for a number of rounds equal to your character level, but you can end it at any time as a free action.

Special: You must be touching the ground to use this feat.

SHIELDED AXE [STYLE]

You have mastered the style of fighting with a dwarven waraxe and a handaxe while keeping a buckler strapped to your off hand, and you have learned to use this unusual combination of weapons and buckler to protect yourself while wielding both axes effectively.

Prerequisites: Proficiency with dwarven waraxe, proficiency with handaxe, Shield Proficiency, Two-Weapon Fighting.

Benefit: When you make a full attack with your dwarven waraxe in your main hand and your handaxe in your off hand, you can still gain the shield bonus for a buckler strapped to your off hand. In addition you do not take the usual -1 penalty to attack rolls when using a buckler.

SHIELDED CASTING [GENERAL]

You are skilled at covering yourself with your shield when casting spells in combat.

Prerequisites: Concentration 5 ranks, Combat Casting, Shield Proficiency.

Benefit: As long as you have a light shield, heavy shield, or tower shield ready, you do not provoke attacks of opportunity for casting spells in combat.

SHIELDED MANIFESTING [GENERAL]

You are skilled at covering yourself with your shield when manifesting psionic powers in combat.

Prerequisites: Concentration 5 ranks, Combat Manifesting, Shield Proficiency.

Benefit: As long as you have a light, heavy, or tower shield ready, you do not provoke attacks of opportunity for manifesting psionic powers in combat.

SILENCING STRIKE [RACIAL]

You can infuse your sneak attacks with the magical essence of silence.

Prerequisites: Whisper gnome, sneak attack ability.

Benefit: You can use one of the daily uses of your *silence* spell-like ability to turn a sneak attack into a silencing strike. You must declare the use of this feat before you make your attack roll. If you hit your target with a melee attack and successfully deal sneak attack damage, a field of supernatural silence also surrounds the target. The effect of this field of silence is identical to that of the spell of the same name, except that there is no saving throw to resist this effect. The silence lasts for a number of rounds equal to your character level.

You can dismiss the field as a standard action.

SPELLRAZOR [STYLE]

You have mastered the style of combining a gnome quickrazor with spellcasting.

Prerequisites: Concentration 5 ranks, Combat Casting, Exotic Weapon Proficiency (gnome quickrazor), Two-Weapon Fighting.

Benefit: As a full-round action, you can cast a melee touch attack spell, attack with the spell, and make an off-hand attack with your gnome quickrazor.

STEADY CONCENTRATION [GENERAL]

You are an expert at avoiding distractions and focusing your mind, and you can concentrate clearly even in the most stressful conditions.

Prerequisite: Concentration 8 ranks.

Benefit: You can always take 10 on Concentration checks, even when conditions would not normally allow you to do so.

Normal: A character cannot take 10 on any skill check if distracted or threatened, such as during combat.

STEADY MOUNTAINEER [GENERAL]

You are so good at climbing cliffs and leaping across crevasses that distractions don't affect you.

Prerequisite: Goliath, or Climb 8 ranks and Jump 8 ranks.

Benefit: You can always take 10 on Climb and Jump checks, even when conditions would not normally allow you to do so.

Normal: A character cannot take 10 on any skill check if distracted or threatened, such as during combat.

STONE RAGE [GENERAL]

Your bond with the earth and tough hide makes it easier for you to shrug off blows while you are raging.

Prerequisites: Con 13, Wis 13, Earth Sense, rage ability.

Benefit: As long as you are touching the ground when you begin your rage, you gain a +1 enhancement bonus to natural armor for the duration of the rage.

STONEBACK [GENERAL]

You have studied the techniques of fighting underground, and you can protect yourself from the dangers of multiple attackers whenever you can put your back to a solid wall.

Prerequisites: Shield Proficiency, Tunnel Fighting.

Benefit: If you have a ready shield with which you are proficient and one side of your space is entirely in contact with a solid wall, you cannot be flanked.

Special: A fighter may select Stoneback as one of his fighter bonus feats (see page 38 of the *Player's Handbook*).

STONE FORM [WILD]

You can use wild shape to assume a rocklike form.

Prerequisites: Con 13, wild shape ability.

Benefit: As a standard action, you can spend one of your uses of wild shape to assume a stony and rocklike form. While

in this form, you gain a +4 bonus on Fortitude saves against poison. Your natural armor bonus becomes +4 (replacing any natural armor bonus you normally have, though you retain any enhancement bonus to natural armor).

You also gain a slam attack that deals bludgeoning damage equal to a morningstar appropriate to your size (2d6 points for Large characters, 1d8 points for Medium characters, 1d6 points for Small characters).

Normal: Without this feat, a druid can only use wild shape to assume the form of an animal, plant, or elemental.

TITAN FIGHTING [RACIAL]

You have been trained to fight larger creatures, and you are adept at dodging their attacks.

Prerequisites: Dodge, racial dodge bonus to Armor Class against monsters of the giant type.

Benefit: When you designate a creature at least one size category larger than you as the target of your Dodge feat, you apply your racial dodge bonus to Armor Class against monsters of the giant type against attacks from that opponent (regardless of its creature type) instead of the +1 bonus granted by the Dodge feat.

Special: A fighter may select Titan Fighting as one of his fighter bonus feats (see page 38 of the *Player's Handbook*).

TRIVIAL KNOWLEDGE [RACIAL]

You have the ability to dredge up obscure knowledge in appropriate situations.

Prerequisites: Gnome, Int 13.

Benefit: Whenever you make a Knowledge check or a bardic knowledge check, roll twice and use the better of the two results.

TUNNEL FIGHTING [GENERAL]

You are adept at maneuvering and fighting in tight spaces and underground passages.

Prerequisites: Base attack bonus +1.

Benefit: You do not take a penalty on your attack rolls or to Armor Class when squeezing into or through a tight space.

Normal: Each movement into or through a narrow space counts as if it were 2 squares, and while squeezed in a narrow space a character takes a –4 penalty on attack rolls and a –4 penalty to AC. See page 148 of the *Player's Handbook* for more information on squeezing through tight spaces.

Special: A fighter may select Tunnel Fighting as one of his fighter bonus feats (see page 38 of the *Player's Handbook*).

TUNNEL RIDING [GENERAL]

You are particularly adept at maneuvering mounts through tight spaces and underground passages.

Prerequisites: Mounted Combat, Tunnel Fighting.

Benefit: You and your mount do not take penalties on attack rolls or to Armor Class when squeezing into or through tight spaces. You can fight in any space large enough for the mount to squeeze through. See page 148 of the *Player's Handbook* for more information on squeezing through tight spaces. Your having this feat does not allow a

mount to squeeze through a space it would not normally be able to pass through.

TURTLE DART [STYLE]

You have mastered the style of fighting with a short sword while wearing extremely heavy armor and carrying a large shield.

Prerequisites: Exotic Armor Proficiency (battle plate or mountain plate), Exotic Shield Proficiency (extreme shield) or Tower Shield Proficiency, Weapon Focus (short sword).

Benefit: To gain the benefit of this feat, you must be wearing exotic heavy armor and carrying an extreme shield or tower shield. When using this style, you do not provoke attacks of opportunity for moving away from any creature that you attack with your short sword in the same round.

RACIAL SUBSTITUTION LEVELS

A fighter is a fighter is a fighter, right? Not if your campaign uses the racial substitution levels presented here, which allow you to flavor your class levels based on your character's race.

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 for a racial substitution level, you must be of the proper race. For instance, to select a racial substitution level of dwarf fighter, you must be a dwarf (or be considered a dwarf; see the stoneblessed prestige class in Chapter 5 for an example of what this means).

The three races featured in this book—dwarf, gnome, and goliath—each have racial substitution levels for three classes. Essentially, each set of substitution levels presents a racially flavored variant base class for your game. The DM can add more racial substitution level options (such as for dwarf paladins or gnome barbarians) as he desires, using the ones presented here as guidelines.

For each class with racial substitution levels, you can select each substitution level only at a specified class level. When you take a substitution level for your class at a given level, you give up the benefits gained at that level for the standard class, and you get the substitution level benefits instead. You can't go back and gain the benefits 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. For instance, if you are a 7th-level fighter and take the dwarf fighter substitution level for 8th level, you forever lose the benefits normally provided to a standard 8th-level fighter (gaining instead the racial substitution benefits for an 8th-level dwarf fighter). When you gain another level in fighter, you gain the 9th-level benefits of the standard fighter class.