

Special: The Combat Intuition feat (see page 106) grants a +4 bonus on Sense Motive checks made to assess opponents. It also enables you to narrow your assessment of your opponent's combat capabilities to a single category. Finally, it allows you to accomplish this task as a free action.

An opponent that is particularly vulnerable to your typical attack routine (for example, a vampire facing a high-level cleric of Pelor) registers as one category less challenging; one who is resistant to your typical attack routine (for example, a golem opposing a rogue who relies heavily on sneak attacks) registers as one category more challenging.

Try Again: You can use this skill on a different opponent each round.

SURVIVAL (WIS)

You can blaze a trail through the wilderness, improving your and your allies' overland speed.

Trailblazing: When traveling in poor conditions or difficult terrain, you can attempt a Survival check to hasten your group's progress.

On a check result of 15 or better, you increase the movement modifier for overland movement by 1/4, to a maximum of $\times 1$ (see Table 9-5: Terrain and Overland Movement, page 164 of the *Player's Handbook*). For example, you could increase your movement rate through trackless jungle from $\times 1/4$ to $\times 1/2$ your normal overland movement rate. With a result of 25 or higher, you can increase the movement modifier by 1/2 (and thus could travel through trackless jungle at $\times 3/4$ your normal rate). In either case the $\times 1$ maximum still applies—that is, you can improve up to but not exceed your normal movement rate by this means.

You can guide a group of up to four individuals (including yourself) at no penalty. However, for each three additional people (rounded up) in the group being guided, apply a -2 penalty to the trailblazing attempt. Thus, a group of five to seven (yourself and four to six others) would incur a -2 penalty, a group of eight to ten a -4 penalty, and so forth.

This ability applies only to long-distance overland movement—it has no effect on tactical movement.

SWIM (STR; ARMOR CHECK PENALTY)

You can swim more quickly than normal.

Accelerated Swimming: You try to swim more quickly than normal. By accepting a -10 penalty on your Swim check, you can swim at up to your speed as a full-round action (rather than half your speed or

at half your speed as a move action (rather than one-quarter).

TUMBLE (DEX; ARMOR CHECK PENALTY)

You can fall from significant heights without taking damage, stand up more quickly than normal, or tumble at a full sprint.

Free Stand: With a DC 35 Tumble check result, you can stand up from prone as a free action (instead of as a move action). This use of the skill still provokes attacks of opportunity as normal.

Ignore Falling Damage: For every 15 points of your Tumble check result, you can treat a fall as if it were 10 feet shorter than it really is when determining damage. A check result of 15–29 treats a fall as 10 feet shorter than it is, 30–44 as 20 feet shorter, 45–59 as 30 feet shorter, and so forth.

Sprinting Tumble: You can try to tumble past or through an opponent's space while running by accepting a -20 penalty on your Tumble check.

USE ROPE (DEX)

You can tie knots more quickly than normal.

Quick Knot-Tying: You can try to tie a knot, a special knot, or a rope around yourself more quickly than normal. By accepting a -10 penalty on your Use Rope check, you can accomplish any one of these tasks as a move action (rather than a full-round action).

FEATS

Feats are the cornerstone of any adventurer's abilities. They define an adventurer's abilities by providing new uses for skills, enhancing class features, or providing entirely new combat options. The feats in this section stress skill use, provide options for multiclass characters, open up new options for the bardic music ability, and accentuate the abilities of highly skilled characters such as rogues, bards, rangers, scouts, spellthieves, and ninjas.

APPRAISE MAGIC VALUE

Your ability to determine an item's worth and your knowledge of magic allow you to determine the exact properties of a magic item without the use of the *identify* spell or similar magic.

Prerequisites: Appraise 5 ranks, Knowledge (arcana) 5 ranks, Spellcraft 5 ranks.

Benefit: If you know that an item is magical, you can

TABLE 3-2: FEATS

General Feats	Prerequisites	Benefit
Appraise Magic Value	Appraise 5 ranks, Knowledge (arcana) 5 ranks, Spellcraft 5 ranks	Use Appraise to determine magic item properties
Ascetic Hunter	Improved Unarmed Strike, favored enemy	Monk and ranger levels stack for unarmed strike damage, favored enemy bonus improves stunning DC
Ascetic Knight	Improved Unarmed Strike, smite evil	Monk and paladin levels stack for unarmed strike and smite evil damage
Ascetic Mage	Improved Unarmed Strike, spontaneous 2nd-level arcane spells	Monk and sorcerer levels stack for AC bonus (Cha-based), sacrifice spell to gain bonus on unarmed strike
Ascetic Rogue	Improved Unarmed Strike, sneak attack	Monk and rogue levels stack for sneak attack damage, unarmed strike sneak attack gains improved stunning DC
Brachiation	Climb 4 ranks, Jump 4 ranks	Swing through trees at normal land speed
Brutal Throw ^a	—	Use Str rather than Dex to attack rolls with thrown weapons
Power Throw ^a	Str 13, Brutal Throw, Power Attack	Power Attack with thrown weapons
Combat Intuition ^a	Sense Motive 4 ranks, base attack bonus +5	+1 to attack opponent you engaged in the preceding round
Danger Sense	Improved Initiative	Reroll initiative once per day
Death Blow	Improved Initiative, base attack bonus +2	Coup de grace as a standard action
Deft Opportunist	Dex 15, Combat Reflexes	+4 bonus on attack rolls on attacks of opportunity
Deft Strike	Int 13, Spot 10 ranks, Combat Expertise, sneak attack	Ignore armor and natural armor
Devoted Inquisitor	Smite evil, sneak attack	Use smite evil and sneak attack together to daze a foe
Devoted Performer	Bardic music, smite evil	Paladin and bard levels stack for smite evil and bardic music
Devoted Tracker	Track, smite evil, wild empathy	Special mount becomes animal companion, and paladin and ranger levels stack for smite evil and wild empathy
Disguise Spell	Perform 9 ranks, bardic music	Cast spells unobtrusively as part of a performance
Dive for Cover	Base Reflex save +4	Make one retry on failed Reflex save, but end up prone
Dual Strike ^a	Improved Two-Weapon Fighting, Two-Weapon Fighting	Attack once with each hand as a standard action
Expert Tactician	Dex 13, Combat Reflexes, base attack bonus +2	All allies gain +2 attack and damage bonus for a round against a target you've hit with an attack of opportunity
Extra Music	Bardic music	Gain four extra uses per day of bardic music
Extraordinary Concentration	Concentration 15 ranks	Concentrate on a spell as a move action or swift action
Extraordinary Spell Aim	Spellcraft 15 ranks	Exclude one creature from spell area
Force of Personality	Cha 13	Add Cha modifier, rather than Wis modifier, to Will saves
Goad ^b	Cha 13, base attack bonus +1	Cause target to attack only you
Green Ear	Perform 10 ranks, bardic music	Affect plants with your bardic music ability
Hear the Unseen	Listen 5 ranks, Blind-Fight	Pinpoint a target's location by sound, not sight
Improved Diversion ^a	Bluff 4 ranks	Use Bluff to create a diversion, then Hide as a move action
Improved Flight	Ability to fly	Flight maneuverability improves by one step
Improved Swimming	Swim 6 ranks	Double your swimming speed
Insightful Reflexes	—	Add Int modifier, rather than Dex modifier, to Reflex saves
Jack of All Trades	Int 13	Use any skill, even "Trained Only" ones
Leap Attack	Jump 8 ranks, Power Attack	Doubles damage by Power Attack on successful charge
Lingering Song	Bardic music	Extend the duration of your bardic music effects
Mobile Spellcasting	Concentration 8 ranks	Cast a spell and move at the same time
Natural Bond	Animal companion	Add +3 to effective druid level when determining animal companion's abilities
Obscure Lore	Bardic music or lore	Gain +4 bonus on bardic knowledge or lore checks
Open Minded	—	Immediately gain 5 skill points
Oversized Two-Weapon Fighting ^a	Str 13, Two-Weapon Fighting	Treat one-handed weapon in off hand as if light weapon
Quick Reconnoiter	Listen 5 ranks, Spot 5 ranks	Spot and Listen as free actions, +2 on initiative checks
Razing Strike	Ability to cast 3rd-level arcane or divine spells, sneak attack	Spend a spell use to gain attack and damage bonuses against constructs or undead
Staggering Strike	Base attack bonus +6, sneak attack	Limit target to a single action for 1 round
Subsonics	Perform 10 ranks, Bardic music	Produce bardic music effects very softly
Tactile Trapsmith	—	Add Dex modifier, rather than Int modifier, to Search and Disable Device checks
Versatile Performer	Perform 5 ranks	Treat number of Perform skills as if they had ranks equal to your highest Perform rank

TABLE 3-2: FEATS (CONT.)

Bardic Music Feats	Prerequisites	Benefit
Chant of Fortitude	Bardic music, Concentration 8 ranks, Perform 8 ranks	Bardic music keeps allies conscious at negative hit points
Ironskin Chant	Bardic music, Concentration 12 ranks, Perform 12 ranks	Use bardic music to gain DR 5/—
Lyric Spell	Bardic music, arcane spellcaster level 6th, Perform 9 ranks	Spend bardic music uses to cast extra spells

Wild Feats	Prerequisites	Benefit
Blindsense	Wild shape, Listen 4 ranks	Spend wild shape use to gain blindsense 30 ft.
Climb Like an Ape	Wild shape	Spend wild shape use to gain climb movement mode
Cougar's Vision	Wild shape, Spot 2 ranks	Spend wild shape use to gain low-light vision
Hawk's Vision	Wild shape, Spot 4 ranks	Spend wild shape use to gain +8 to Spot checks and cut range increment penalties in half
Savage Grapple	Wild shape, sneak attack	Deal sneak attack damage when grappling in wild shape
Scent	Wild shape	Spend wild shape use to gain scent

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

use the Appraise skill to identify the item's properties. This use of the Appraise skill requires 8 hours of uninterrupted work and consumes 25 gp worth of special materials. The DC of the Appraise check is 10 + the caster level of the item.

ASCETIC HUNTER

You have gone beyond the bounds of your monastic training to incorporate new modes of bringing the unlawful to justice. Although many of your fellow monks frown on your methods, none can doubt that your diverse training has added to your ability to strike precisely and bring down your foes quickly.

Prerequisites: Improved Unarmed Strike, favored enemy.

Benefit: When you use an unarmed strike to deliver a stunning attack against a favored enemy, you can add one-half your favored enemy bonus on damage rolls to the DC of your stunning attempt.

If you have levels in ranger and monk, those levels stack for the purpose of determining your unarmed strike damage. For example, a human 7th-level ranger/1st-level monk would deal 1d10 points of damage with her unarmed strike.

In addition, you can multiclass freely between the monk and ranger classes. You must still remain lawful in order to retain your monk abilities and take monk levels. You still face the normal XP penalties for having multiple classes more than one level apart.

ASCETIC KNIGHT

You belong to a special order of religious monks that teaches its adherents that self-enlightenment and honorable service grow from the same well of purity. As a student of this philosophy, you have blended your

training as a paladin and as a monk into one seamless whole.

Prerequisite: Improved Unarmed Strike, ability to smite evil.

Benefit: Your paladin and monk levels stack for the purpose of determining your unarmed strike damage. For example, a human 3rd-level paladin/1st-level monk would deal 1d8 points of damage with her unarmed strike.

Your paladin and monk levels also stack when determining the extra damage dealt by your smite evil ability.

In addition, you can multiclass freely between the paladin and monk classes. You must still remain lawful good in order to retain your paladin abilities and take paladin levels, and you must remain lawful in order to continue advancing as a monk. You still face the normal XP penalties for having multiple classes more than one level apart.

ASCETIC MAGE

You practice an unusual martial art that mixes self-taught spellcasting and melee attacks to great effect.

Prerequisites: Improved Unarmed Strike, ability to spontaneously cast 2nd-level arcane spells.

Benefit: As a swift action that doesn't provoke attacks of opportunity, you can sacrifice one of your daily allotment of spells to add a bonus to your unarmed strike attack rolls and damage rolls for 1 round. The bonus is equal to the level of the spell sacrificed. The spell is lost as if you had cast it.

If you have levels in sorcerer and monk, those levels stack for the purpose of determining your AC bonus. For example, a human 4th-level sorcerer/1st-level monk would have a +1 bonus to AC as if she were a 5th-level monk. If you would normally be allowed to add your Wisdom

bonus to AC (such as for a unarmored, unencumbered monk), you instead add your Charisma bonus (if any) to your AC.

In addition, you can multiclass freely between the sorcerer and monk classes. You must still remain lawful in order to continue advancing as a monk. You still face the normal XP penalties for having multiple classes more than one level apart.

ASCETIC ROGUE

You have gone beyond the bounds of your monastic training to incorporate new modes of stealthy combat. Although your fellow monks may frown on your methods, none can doubt that your diverse training has improved your ability to strike precisely and bring down your foes quickly.

Prerequisites: Improved Unarmed Strike, sneak attack.

Benefit: When you use an unarmed strike with a sneak attack to deliver a stunning attack, you add 2 to the DC of your stunning attempt.

If you have levels in rogue and monk, those levels stack for the purpose of determining your unarmed strike damage. For example, a human 5th-level rogue/1st-level monk would deal 1d8 points of damage with her unarmed strike.

In addition, you can multiclass freely between the monk and rogue classes. You must still remain lawful in order to retain your monk abilities and take monk levels. You still face the normal XP penalties for having multiple classes more than one level apart.

BRACHIATION

You can swing through trees like a monkey.

Prerequisites: Climb 4 ranks, Jump 4 ranks.

Benefit: You can move through wooded areas at your base land speed, ignoring any effects on movement due to terrain. You must be at least 20 feet from the ground to use this ability. This ability works only in medium and dense forests (see page 87 of the *Dungeon Master's Guide*).

BRUTAL THROW

You have learned how to hurl weapons to deadly effect.

Benefit: You can add your Strength modifier (instead of your Dexterity modifier) to attack rolls with thrown weapons.

Normal: A character attacking with a ranged weapon adds his Dexterity modifier to the attack roll.

Special: A fighter may select Brutal Throw as one of his fighter bonus feats.

COMBAT INTUITION

Your keen understanding of your opponent's moves and your instinctive feel for the flow of combat enable you to shrewdly assess your opponent's combat capabilities.

Prerequisites: Sense Motive 4 ranks, base attack bonus +5.

Benefit: As a free action, you can use Sense Motive to assess the challenge presented by a single opponent in relationship to your own level/Hit Dice (see the assess opponent option under the Sense Motive skill, page 102). You gain a +4 bonus on such checks and narrow the result to a single category.

In addition, whenever you make a melee attack against a creature that you made a melee attack against during the previous round, you gain a +1 insight bonus on your melee attack rolls against that creature.

Special: A fighter may select Combat Intuition as one of his fighter bonus feats.

DANGER SENSE

You are one twitchy individual.

Prerequisite: Improved Initiative.

Benefit: Once per day, you can reroll an initiative check you have just made. You use the better of your two rolls. You must decide to reroll before the round starts.

DEATH BLOW

You waste no time in dealing with downed foes.

Prerequisites: Improved Initiative, base attack bonus +2.

Benefit: You can perform a coup de grace attack against a helpless defender as a standard action. Doing this still provokes attacks of opportunity as normal.

Normal: Performing a coup de grace is a full-round action.

DEFT OPPORTUNIST

You are prepared for the unexpected.

Prerequisites: Dex 15, Combat Reflexes.

Benefit: You get a +4 bonus on attack rolls when making attacks of opportunity.

DEFT STRIKE

You can place attacks at weak points in your opponent's defenses.

Prerequisites: Int 13, Combat Expertise, Spot 10 ranks, sneak attack.

Benefit: As a standard action, you can attempt to find a weak point in a visible target's armor. This requires a Spot check against a DC equal to your target's Armor Class. If you succeed, your next attack against that target (which must be made no later than your next turn) ignores the target's armor bonus and natural armor bonus to AC (including any enhancement bonuses to armor or natural armor). Other AC bonuses still apply normally.

If you use a ranged weapon to deliver the attack, your opponent must be within 30 feet of you in order for you to benefit from this feat.

DEVOTED INQUISITOR

Your faithful service to your patron deity involves training and methods that many paladins consider questionable. By using the unconventional methods of rogues and assassins, you have learned to deliver devastating sneak attacks against evil foes.

Prerequisite: Smite evil, sneak attack.

Benefit: When you successfully use your sneak attack ability and your smite evil ability against the same foe in a single attack, you can potentially daze your foe. An opponent affected by both abilities must make a Will saving throw (DC $10 + 1/2$ your character level + your Cha modifier) or be dazed for 1 round.

In addition, you can multiclass freely between the paladin and rogue classes. You must still remain lawful good in order to retain your

paladin abilities and take paladin levels. You still face the normal XP penalties for having multiple classes more than one level apart.

DEVOTED PERFORMER

You have foregone the pursuit of frivolous musical talents, instead entering religious training in service of honor and justice.

Prerequisite: Bardic music, smite evil.

Benefit: If you have levels in paladin and bard, those levels stack for the purpose of determining the bonus damage dealt by your smite evil ability and determining the number of times per day that you can use your bardic music. This feat does not allow additional daily uses of smite evil or bardic music abilities beyond what your class levels would normally allow.

In addition, you can multiclass freely between the paladin and bard classes and may even gain additional bard levels regardless of your lawful alignment. You must still remain lawful good in order to retain your paladin abilities and take paladin levels. You still face the normal XP penalties for having multiple classes more than one level apart.

Combat Intuition helps this paladin overcome an orc



DEVOTED TRACKER

You have found a balance between your woodland training and your devotion to religious training, blending these two aspects into one seamless whole.

Prerequisite: Track, smite evil, wild empathy.

Benefit: If you have levels in paladin and ranger, those levels stack for the purposes of determining the extra damage dealt by your smite evil ability and determining the bonus for your wild empathy class feature. This feat does not allow additional daily uses of smite evil.

If you have both the special mount and animal companion class features, you can designate your special mount as your animal companion. The mount gains all the benefits of being both your special mount and your animal companion. For instance, a 5th-level paladin/6th-level ranger's special mount would have 4 bonus Hit Dice, a +6 natural armor adjustment, +2 Strength, +1 Dexterity, two bonus tricks, and Intelligence 6, as well as the empathic link, improved evasion, share spells, share saving throws, and link special abilities.

In addition, you can multiclass freely between the paladin and ranger classes. You must still remain lawful good in order to retain your paladin abilities and take paladin levels. You still face the normal XP penalties for having multiple classes more than one level apart.

DISGUISE SPELL

You can cast spells without observers noticing.

Prerequisite: Perform (any) 9 ranks, bardic music.

Benefit: You can cast spells unobtrusively, mingling verbal and somatic components into your performances. To disguise a spell, make a Perform check as part of the action used to cast the spell. Onlookers must match or exceed your check result with a Spot check to detect that you're casting a spell (your performance is obvious to everyone in the vicinity, but the fact that you are casting a spell isn't). Unless the spell visibly emanates from you, or observers have some other means of determining its source, they don't know where the effect came from.

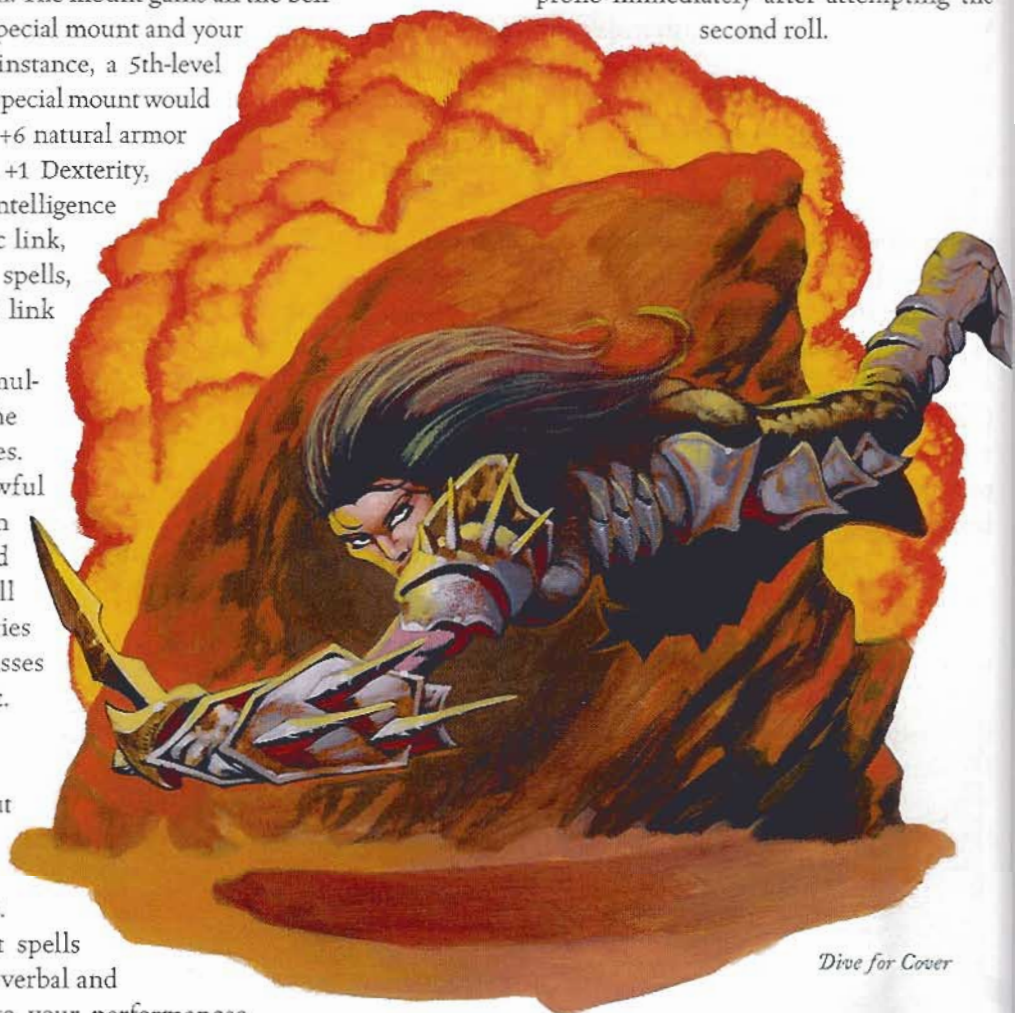
A disguised spell can't be identified with a Spellcraft check, even by someone who realizes you're casting a spell. The act of casting still provokes attacks of opportunity as normal.

DIVE FOR COVER

You can dive behind cover or drop to the ground quickly enough to avoid many area effects.

Prerequisite: Base Reflex save bonus +4.

Benefit: If you fail a Reflex saving throw, you can immediately attempt the saving throw again. You must take the second result, whether it succeeds or fails. You become prone immediately after attempting the second roll.



Dive for Cover

DUAL STRIKE

You are an expert skirmisher skilled at fighting with two weapons. Your extensive training with two weapons allows you to attack with both while moving through a chaotic combat or fighting a running battle.

Prerequisites: Improved Two-Weapon Fighting, Two-Weapon Fighting.

Benefit: As a standard action, you can make a melee attack with your primary weapon and your off-hand weapon. Both attacks use the same attack roll to determine success, using the worse of the two weapons' attack modifiers. If you are using a one-handed or light weapon in your primary hand and a light weapon in your off hand, you take a -4 penalty on this attack roll; otherwise you take a -10 penalty.

Each weapon deals its normal damage. Damage reduction and other resistances apply separately against each weapon attack.

Special: When you make this attack, you apply precision-based damage (such as from sneak attack) only once. If you score a critical hit, only the weapon in your primary hand deals extra critical hit damage; your off-hand weapon deals regular damage.

A fighter may select Dual Strike as one of his fighter bonus feats.

EXPERT TACTICIAN

Your tactical skills work to your advantage.

Prerequisites: Dex 13, Combat Reflexes, base attack bonus +2.

Benefit: If you hit a creature with an attack of opportunity, you and all your allies gain a +2 circumstance bonus on melee attack rolls and damage rolls against that creature for 1 round.

EXTRA MUSIC

You can use your bardic music more often than you otherwise could.

Prerequisite: Bardic music.

Benefit: You can use your bardic music four extra times per day.

Normal: Bards without the Extra Music feat can use bardic music once per day per bard level.

Special: You can gain this feat multiple times. Its effects stack.

EXTRAORDINARY CONCENTRATION

Your mind is so focused that you can cast spells even while concentrating on another spell.

Prerequisite: Concentration 15 ranks.

Benefit: When concentrating to maintain a spell, you can make a Concentration check (DC 25 + spell level) to maintain concentration with just a move action. If you beat the DC by 10 or more, you can maintain concentration on the spell as a swift action (see Swift Actions and Immediate Actions, page 137). Using this ability is a free action, but if you fail the Concentration check, you

lose concentration on the maintained spell and its effect ends. This feat does not give you the ability to maintain concentration on more than one spell at a time.

Normal: Concentrating on a spell is a standard action.

EXTRAORDINARY SPELL AIM

You can shape a spell's area to exclude one creature from its effects.

Prerequisite: Spellcraft 15 ranks.

Benefit: Whenever you cast a spell with an area, you can attempt to shape the spell's area so that one creature within the area is unaffected by the spell. To accomplish this, you must succeed on a Spellcraft check (DC 25 + spell level).

Casting a spell affected by the Extraordinary Spell Aim feat requires a full-round action unless the spell's normal casting time is longer, in which case the casting time is unchanged.

FORCE OF PERSONALITY

You have cultivated an unshakable belief in your self-worth. Your sense of self and purpose are so strong that they bolster your willpower.

Prerequisite: Cha 13.

Benefit: You add your Charisma modifier (instead of your Wisdom modifier) to Will saves against mind-affecting spells and abilities.

GOAD

You are skilled at inducing opponents to attack you.

Prerequisites: Cha 13, base attack bonus +1.

Benefit: As a move action, you can goad an opponent that threatens you, has line of sight to you, can hear you, and has an Intelligence of 3 or higher. (The goad 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.

GREEN EAR

Your bardic music can affect plant creatures.

Prerequisite: Perform (any) 10 ranks, bardic music.

Benefit: You can alter any of your mind-affecting bardic music abilities (or similar Perform-based abilities from other classes) so that they influence only plant creatures instead of other creatures. However, plants receive a +5 bonus on Will saves against any of these effects.

Normal: Plants are normally immune to all mind-affecting spells and abilities.

HEAR THE UNSEEN

Your sense of hearing is so acute that you can partially pinpoint an opponent's location by sound, allowing you to strike even if the opponent is concealed or displaced.

Prerequisites: Listen 5 ranks, Blind-Fight.

Benefit: As a move action that does not provoke attacks of opportunity, you can attempt a DC 25 Listen check. If successful, you can pinpoint the location of all foes within 30 feet, as long as you have line of effect to them. This benefit does not eliminate the normal miss chance for fighting foes with concealment, but it ensures that you can target the correct square with your attacks.

If you are deafened or within an area of *silence*, you can't use this feat. If an invisible or hidden opponent is attempting to move silently, your Listen check is opposed by your opponent's Move Silently check, but your opponent gains a +15 bonus on this check. This feat does not work against perfectly silent opponents, such as incorporeal creatures.

IMPROVED DIVERSION

You can create a diversion to hide quickly and with less effort.

Prerequisite: Bluff 4 ranks.

Benefit: You can use Bluff to create a diversion to hide (see page 68 of the *Player's Handbook*) as a move action. You gain a +4 bonus on Bluff checks made for this purpose.

Normal: Without this feat, creating a diversion to hide using the Bluff skill requires a standard action.

Special: A fighter may select Improved Diversion as one of his fighter bonus feats.

IMPROVED FLIGHT

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

Prerequisite: Ability to fly (naturally, magically, or through shapechanging).

Benefit: Your maneuverability class while flying improves by one step—clumsy to poor, poor to average, average to good, or good to perfect.

IMPROVED SWIMMING

You can swim faster than you normally could.

Prerequisite: Swim 6 ranks.

Benefit: You can swim half your speed as a move action or your speed as a full-round action.

Normal: You swim at one-quarter your speed as a move action or at half your speed as a full-round action.

INSIGHTFUL REFLEXES

Your keen intellect allows you an uncanny knack for evading dangerous effects.

Benefit: You add your Intelligence modifier (instead of your Dexterity modifier) to Reflex saves.

JACK OF ALL TRADES

You have picked up a smattering of even the most obscure skills.

Prerequisite: Int 13.

Benefit: You can use any skill as if you had 1/2 rank in that skill. This benefit allows you to attempt checks with skills that normally don't allow untrained skill checks (such as Decipher Script and Knowledge). If a skill doesn't allow skill checks (such as Speak Language), this feat has no effect.

Normal: Without this feat, you can't attempt some skill checks (Decipher Script, Disable Device, Handle Animal, Knowledge, Open Lock, Profession, Sleight of Hand, Speak Language, Spellcraft, Tumble, and Use Magic Device) unless you have ranks in the skill.

LEAP ATTACK

You can combine a powerful charge and a mighty leap into one devastating attack.

Prerequisites: Jump 8 ranks, Power Attack.

Benefit: You can combine a jump with a charge against an opponent. If you cover at least 10 feet of horizontal distance with your jump, and you end your jump in a square from which you threaten your target, you can double the extra damage dealt by your use of the Power Attack feat. If you use this tactic with a two-handed weapon, you instead triple the extra damage from Power Attack.

This attack must follow all the normal rules for using the Jump skill and for making a charge, except that you ignore rough terrain in any squares you jump over.

LINGERING SONG

Your inspirational bardic music stays with the listeners long after the last note has died away.

Prerequisite: Bardic music.

Benefit: If you use bardic music to inspire courage, inspire greatness, or inspire heroics, the effect lasts for 1 minute after an inspired ally stops hearing you play.

Normal: Inspire courage, inspire greatness, and inspire heroics last as long as an ally hears the bard sing plus an additional 5 rounds thereafter.

MOBILE SPELL-CASTING

Your focused concentration allows you to move while casting a spell.

Prerequisite: Concentration 8 ranks.

Benefit: You can make a special Concentration check (DC 20 + spell level) when casting a spell. If the check succeeds, you can cast the spell and move up to your speed as a single standard action. (You can't use this ability to cast a spell that takes longer than 1 standard action to cast.) If the check fails, you lose the spell and fail to cast it, just as if you had failed a Concentration check to cast the spell defensively.

You still provoke attacks of opportunity for casting spells from any creatures who threaten you at any point of your movement. You can cast defensively while using this feat, but doing so increases the Concentration DC to 25 + spell level.

NATURAL BOND

Your bond with your animal companion is exceptionally strong.

Prerequisite: Animal companion.

Benefit: Add three to your effective druid level for the purpose of determining the bonus Hit Dice, extra tricks, special abilities, and other bonuses that your animal companion receives (see page 36 of the *Player's Handbook*). This bonus can never make your effective druid level exceed your character level.

OBSCURE LORE

You are a treasure trove of little-known information.

Prerequisite: Bardic knowledge or lore class feature.

Benefit: You gain a +4 insight bonus on checks using your bardic knowledge or lore class feature.

OPEN MINDED

You are naturally able to reroute your memory and skill expertise.

Benefit: You immediately gain 5 skill points. Spend these skill points as normal. You cannot exceed the normal maximum ranks for your level in any skill.

Special: You can gain this feat multiple times. Each time, you immediately gain another 5 skill points.

OVERSIZED TWO-WEAPON FIGHTING

You are adept at wielding larger than normal weapons in your off hand.

Prerequisite: Str 13, Two-Weapon Fighting.

Benefit: When wielding a one-handed weapon in your off hand, you take penalties for fighting with two weapons as if you were wielding a light weapon in your off hand (see page 160 of the *Player's Handbook*).

Special: A fighter may select Oversized Two-Weapon Fighting as one of his fighter bonus feats.

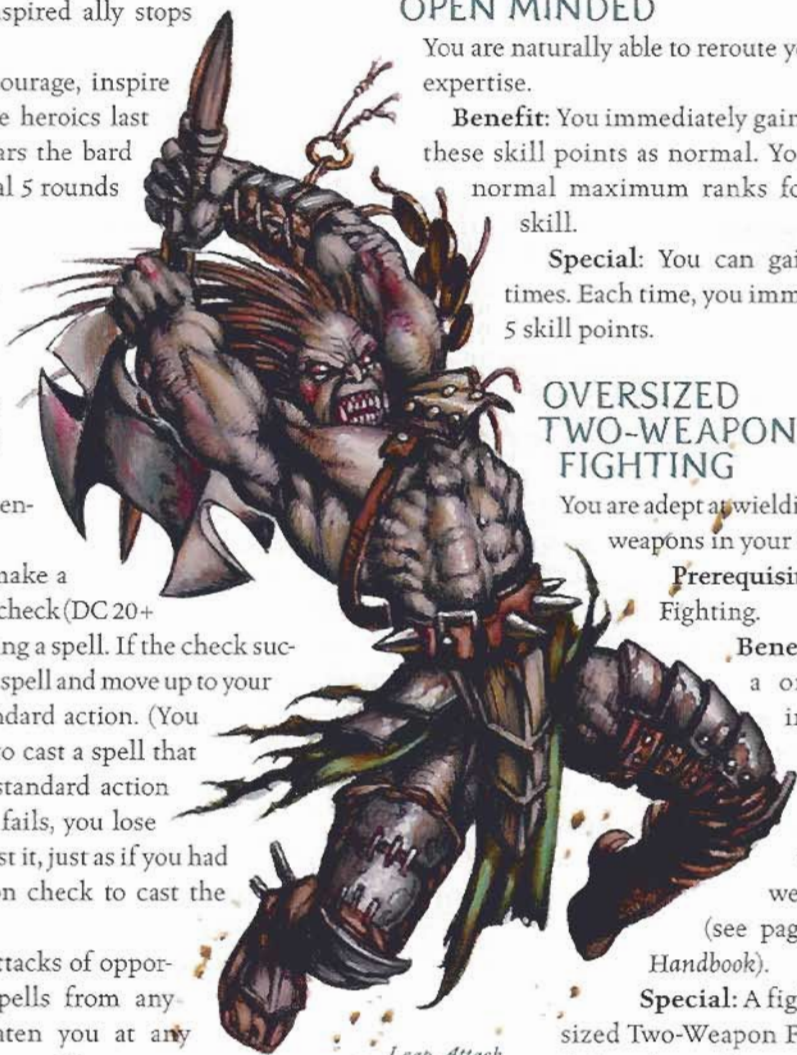
POWER THROW

You have learned how to hurl weapons to deadly effect.

Prerequisite: Str 13, Brutal Throw, Power Attack.

Benefit: On your turn, before making any attack rolls, you can choose to subtract a number from all thrown weapon attack rolls and add the same number to all thrown weapon damage rolls. This number may not exceed your base attack bonus. The penalty on attack rolls and the bonus on damage rolls applies until your next turn.

Special: A fighter may select Power Throw as one of his fighter bonus feats.



Leap Attack

QUICK RECONNOITER

You can learn a lot of information from just a quick scan of an area or object.

Prerequisite: Listen 5 ranks, Spot 5 ranks.

Benefit: You can make one Spot check and one Listen check each round as a free action.

You also gain a +2 bonus on initiative checks.

Normal: Using Spot or Listen in a reactive fashion is a free action, but actively trying to make a Spot check or Listen check requires a move action.

RAZING STRIKE

You have mastered the art of delivering precise strikes against nonliving creatures while channeling spell energy through your melee attacks.

Prerequisite: Sneak attack, caster level 5th.

Benefit: To activate this feat, you must sacrifice one of your daily allotment of spells (minimum spell level 1st). Doing this is a swift action that doesn't provoke attacks of opportunity.

In exchange, you gain an insight bonus on your melee attack rolls and damage rolls for 1 round. The bonus on attack rolls equals the level of the spell sacrificed. The bonus on damage rolls is 1d6 points per level of the spell sacrificed, plus any extra damage based on your sneak attack ability.

These bonuses apply against only one type of creature, depending on the type of spell sacrificed. If you sacrifice an arcane spell, they apply against constructs; if the sacrificed spell is divine, the bonuses apply against undead.

Example: A 5th-level wizard/1st-level rogue activates this feat, sacrificing a prepared *web* spell. She gains a +2 insight bonus on her melee attack rolls against constructs for 1 round, and also adds 3d6 points of damage to successful attacks against constructs during that round (2d6 for the 2nd-level spell, plus 1d6 for her sneak attack damage).

This feat does not allow you to deliver critical hits or sneak attacks against constructs or undead.

STAGGERING STRIKE

You can deliver a wound that hampers an opponent's movement.

Prerequisite: Base attack bonus +6, sneak attack.

Benefit: If you deal damage with a melee sneak attack, you can also deliver a wound that limits your foe's mobility. For 1 round (or until the target is the beneficiary of a DC 15 Heal check or any magical healing that restores at least 1 hit point, whichever comes

first), your target is treated as if it were staggered, even if its nonlethal damage doesn't exactly equal its current hit points. A target can resist this effect by making a successful Fortitude save (DC equal to damage dealt). Multiple staggering strikes on the same creature do not stack. This feat has no effect on creatures not subject to sneak attack damage.

SUBSONICS

Your music can affect even those who do not consciously hear it.

Prerequisite: Perform (any) 10 ranks, bardic music.

Benefit: You can produce music or poetics so subtly that opponents do not notice it, yet your allies still gain all the usual benefits from your bardic music. Similarly, you can affect opponents within range with your music, but unless they can see you performing or have some other means of discovering it, they cannot determine the source of the effect.

TACTILE TRAPSMITH

You can rely on your rapid reflexes and nimble fingers instead of your intellect when searching a room or when disabling a trap.

Benefit: You add your Dexterity bonus (rather than your Intelligence bonus) on all Search and Disable Device checks.

In addition, you receive no penalty on these checks for darkness or blindness.

VERSATILE PERFORMER

You are skilled at many kinds of performances.

Prerequisite: Perform (any) 5 ranks.

Benefit: Pick a number of Perform categories equal to your Intelligence bonus (minimum 1). For the purpose of making Perform checks, you are treated as having a number of ranks in those skills equal to the highest number of ranks you have in any Perform category. You cannot change these categories once you have picked them, but your score in them automatically increases if you later add additional ranks in your highest-ranked Perform category. You gain new categories of your choice if your Intelligence bonus permanently increases.

In addition, you gain a +2 bonus on a combined Perform check when using two or more forms of performance at the same time, such as a bard strumming a lyre while singing. In such cases, add the bonus to the higher of your two Perform skill modifiers.

BARDIC MUSIC FEATS

Bardic music feats, as the name suggests, require the bardic music ability and cost daily uses of the bardic music ability to activate. All bardic music feats require that the character be able to produce music to use the feat, even those that only require free actions and those that require no action at all.

Class features that resemble bardic music, such as the war chanter's war chanter music (see *Complete Warrior*) or a seeker of the song's seeker music abilities (see *Complete Arcane*) can be substituted for the bardic music prerequisite of a bardic music feat.

CHANT OF FORTITUDE [BARDIC MUSIC]

You can channel the power of your bardic music to sustain your allies, allowing them to function even after receiving wounds that would cause others to falter.

Prerequisites: Bardic music, Concentration 9 ranks, Perform 9 ranks.

Benefit: You can expend one daily use of your bardic music ability as an immediate action to provide all allies (including yourself) the benefit of the Diehard feat (see page 93 of the *Player's Handbook*) until the end of your next turn. You can use this feat multiple times consecutively to keep yourself and your allies conscious. Even while this feat is active, you or your allies die if reduced to -10 hit points or lower.

This feat does not function in an area of magical silence.

IRONSKIN CHANT [BARDIC MUSIC]

You can channel the power of your bardic music to enable yourself to ignore minor injuries.

Prerequisites: Bardic music, Concentration 12 ranks, Perform 12 ranks.

Benefit: As a swift action that does not provoke attacks of opportunity, you can expend one daily use of your bardic music ability to provide damage reduction of 5/— to yourself or to one ally within 30 feet who can hear you until the start of your next turn.

This feat does not function in an area of magical silence.

LYRIC SPELL [BARDIC MUSIC]

You can channel the power of your bardic music into your magic, allowing you to expend uses of your bardic music ability to cast spells.

Prerequisites: Bardic music, Perform 9 ranks, ability to spontaneously cast 2nd-level arcane spells.

Benefit: You can expend daily uses of your bardic music to cast any arcane spell that you know and can cast spontaneously. You must still use an action to cast the spell (following the normal rules for casting time), but using the Lyric Spell feat counts as part of the spellcasting action.

Casting a spell requires one use of your bardic music ability, plus one additional use per level of the spell. For example, casting a 3rd-level spell requires four daily uses of your bardic music ability.

Special: Any spell that you cast using the Lyric Spell feat gains your instrument as an additional arcane focus, if you use one.

You cannot use Lyric Spell to cast a spell improved by the Silent Spell metamagic feat.



Ironskin Chant

WILD FEATS

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

Each use of a wild feat generally costs you 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. Changing form with wild shape is a standard action (unless you have a special ability that says otherwise); these wild feats likewise take a standard action to activate unless otherwise noted. You can activate only one wild feat (or use the wild shape ability to change form once) per round, though overlapping durations may allow you the benefits of more than one wild feat at a time.

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.

BLINDSENSE [WILD]

You can sense creatures that you cannot see.

Prerequisites: Wild shape class feature, Listen 4 ranks.

Benefit: You can expend one daily use of wild shape to gain blindsense for 1 minute per Hit Die, enabling you to pinpoint the location of a creature within 30 feet if you have line of effect to that creature (see page 306 of the *Monster Manual*). You retain this benefit regardless of what form you are in.

CLIMB LIKE AN APE [WILD]

You can improve your climbing ability.

Prerequisites: Wild shape.

Benefit: You can expend one daily use of wild shape to gain a climb speed equal to your base land speed for 10 minutes per Hit Die. This feat also grants you a +8 racial bonus on Climb checks and allows you to take 10 on Climb checks, even if rushed or threatened.

COUGAR'S VISION [WILD]

You can see in the dark like a cat.

Prerequisites: Wild shape, Spot 2 ranks.

Benefit: You can expend one daily use of wild shape to gain low-light vision for 1 hour per Hit Die. In addition, you gain a +4 bonus on all Spot checks. You retain these benefits regardless of what form you are in.

HAWK'S VISION [WILD]

You can improve your visual acuity.

Prerequisites: Wild shape, Spot 4 ranks.

Benefit: You can expend one of your daily uses of wild shape to gain a +8 bonus on your Spot checks for 1 hour per Hit Die. While this benefit is in effect, you take only half the normal penalty for range increment (-1 on ranged attacks per range increment instead of -2), and you take a -1 penalty on Spot checks per 20 feet of distance (rather than

per 10 feet). You retain these benefits regardless of what form you are in.

SAVAGE GRAPPLE [WILD]

While transformed into the shape of a wild animal, you can savagely tear at any creature that you manage to grapple.

Prerequisites: Wild shape, sneak attack.

Benefit: While you are in a wild shape, any time you make a successful grapple check to damage a creature with which you are already grappling, you can add your sneak attack damage as well. Creatures not subject to sneak attacks don't take this extra damage.

SCENT [WILD]

You can sharpen your sense of smell.

Prerequisites: Wild shape.

Benefit: You can expend one daily use of wild shape to gain the scent ability (see page 314 of the *Monster Manual*) for 1 hour per Hit Die. While this benefit is in effect, you can detect opponents within 30 feet by sense of smell.

In addition, if you have the Track feat, you can track creatures by scent. You retain this benefit regardless of what form you are in.

Savage Grapple

