

TABLE 1-5: FEATS

General Feats	Prerequisite
Improved Shield Bash	Strength 13+ Power Attack
Shield Charge	Strength 13+ Power Attack Improved Shield Bash
Divine Feats	Prerequisite
Divine Cleansing	Ability to turn or rebuke undead Charisma 13+ Extra Turning
Divine Might	Ability to turn or rebuke undead Charisma 13+ Strength 13+ Power Attack
Divine Shield	Ability to turn or rebuke undead Charisma 13+ Strength 13+ Power Attack Improved Shield Bash
Divine Vengeance	Ability to turn undead Extra Turning
Divine Vigor	Ability to turn or rebuke undead Charisma 13+ Extra Turning
Metamagic Feats	Prerequisite
Reach Spell	—
Sacred Spell	—
Special Feats	Prerequisite
Extra Smiting	Class level 4+ smite feature
Extra Turning*	Cleric or paladin
Empower Turning	Cleric or paladin Charisma 13+ Extra Turning
Heighten Turning	Cleric or paladin Charisma 13+ Extra Turning
Quicken Turning	Cleric or paladin Charisma 13+ Extra Turning

* Described in the *Player's Handbook*.

NEW FEATS

Feats are an exciting new element of the D&D® game. This chapter presents new options, designed with paladins and clerics in mind (though anyone else who qualifies can take them, too).

Virtual Feats

If you effectively have a feat as a class feature or special ability, then you can use that virtual feat as a prerequisite for other feats. What does this mean? If you have, for example, some class feature or ability that says, "This is the same as Power Attack," then you are considered to have the Power Attack feat for the purposes of acquiring the Improved Shield Bash feat. If you ever lose the virtual prerequisite, you also lose access to any feats you acquired through its existence. Having access

to a feat as a class feature or special ability does not give you access to that feat's prerequisites.

Divine Feats

The feats in this new category share a few characteristics. First, they all have as a prerequisite the ability to turn (or, in most cases, rebuke) undead. Thus, they are open to clerics, paladins of 3rd level or higher, and any prestige class 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 the character one turn/rebuke attempt from his or her number of attempts each day. If you don't have any turn/rebuke attempts left, you can't use the feat. Since turning or rebuking is a standard action, activating any of these feats is also a standard action.

Third, you can't use the Quicken Turning feat to speed up the use of a divine feat.

Divine Cleansing [Divine]

You can channel energy to improve you and your allies' ability to resist poison and curses.

Prerequisite: Ability to turn or rebuke undead, Cha 13+, Extra Turning.

Benefit: Spend one of your turn/rebuke undead attempts to grant all allies within a 60-foot burst (including yourself) a +2 sacred bonus on Fortitude saving throws for a number of rounds equal to your Charisma modifier.

Divine Might [Divine]

You can channel energy to increase the damage you deal in combat.

Prerequisite: Ability to turn or rebuke undead, Cha 13+, Str 13+, Power Attack.

Benefit: Spend one of your turn/rebuke undead attempts to add your Charisma bonus to your weapon damage for a number of rounds equal to your Charisma bonus.

Divine Resistance [Divine]

You can channel energy to temporarily reduce damage you and your allies take from some sources.

Prerequisite: Ability to turn or rebuke undead, Extra Turning, Divine Cleansing.

Benefit: Spend one of your turn/rebuke undead attempts to imbue all allies within a 60-foot burst (including yourself) with resistance fire, cold, and electricity resistance 5. This resistance does not stack with similar resistances, such as those granted by spells or special abilities. The protection lasts until the end of your next turn.

Divine Shield [Divine]

You can channel energy to make your shield more effective for either offense or defense.

Prerequisites: Ability to turn or rebuke undead, Cha 13+, Str 13+, Power Attack, Improved Shield Bash.

Benefit: Spend one of your turn/rebuke undead attempts to channel energy into your shield, granting it an enhancement bonus equal to your Charisma modifier. This enhancement bonus applies both to the shield's attacks and defense, and lasts for a number of rounds equal to your Charisma modifier.

Divine Vengeance [Divine]

You can channel energy to deal additional damage against undead in melee.

Prerequisites: Ability to turn undead, Extra Turning.

Benefit: Spend one of your turn/rebuke undead attempts to add 2d6 points of sacred energy damage to all your successful melee attacks against undead until the end of your next action.

Divine Vigor [Divine]

You can channel energy to increase your speed and Constitution.

Prerequisites: Ability to turn or rebuke undead, Cha 13+, Extra Turning.

Benefit: Spend one of your turn/rebuke undead attempts to increase your base speed by 10 feet and gain a +2 enhancement bonus to your Constitution. These effects last a number of minutes equal to your Charisma modifier.

Empower Turning [Special]

You can turn or rebuke more undead with a single turning attempt.

Prerequisites: Ability to turn or rebuke undead, Charisma 13+, Extra Turning.

Benefit: You can turn or rebuke more undead than usual, but have a harder time affecting undead with a larger number of Hit Dice. If you take a -2 penalty on your turning check roll, you can add +2d6 to your turning damage roll.

Extra Smiting [Special]

You can make more smite attacks.

Prerequisites: Class level 4+, smite ability.

Benefit: When you take this feat, you gain one additional attempt to smite per day. Use whatever smite ability you have (for example, that of a paladin, a holy liberator, or a cleric with the Destruction domain). You can take this feat multiple times.

Heighten Turning [Special]

You can affect more powerful undead with your turning or rebuking attempts.

Prerequisites: Cha 13+, Extra Turning.

Benefit: When you turn or rebuke undead, you may choose a number no higher than your cleric level. Add that number to your turning check, while subtracting it from your turning damage roll.

If you're not a cleric, you may choose a number no higher than your effective cleric level (for instance, a paladin could choose a number up to two less than his paladin level). If a prestige class increases your effective turning level, use your effective turning level.

Improved Shield Bash [General]

You can push opponents back by bashing them with your shield.

Prerequisites: Power Attack.

Benefit: Any shield bash you make with a small or large shield also affects your opponent as if you had performed a bull rush. You don't actually move into your opponent's square or incur attacks of opportunity for the bash. You also can't move your opponent back more than 5 feet, nor can you move along with the defender. You can't use this feat with a buckler.

Quicken Turning [Special]

You can turn or rebuke undead with a moment's thought.

Prerequisites: Ability to turn or rebuke undead, Charisma 13+, Extra Turning.

Benefit: You can turn or rebuke undead as a free action, but with a -4 penalty on both your turning check and turning damage roll. You may still only make one turning attempt per round.

You may use this feat only when you actually attempt to turn or rebuke undead. You may not use it when you power a divine feat.

Reach Spell [Metamagic]

You can cast touch spells without touching the spell recipient.

Benefit: You may cast a spell that normally has a range of "touch" at any distance up to 30 feet. The spell effectively becomes a ray, so you must succeed at a ranged touch attack to bestow the spell upon the recipient. A reach spell uses up a spell slot two levels higher than the spell's actual level.

Sacred Spell [Metamagic]

Your damaging spells are imbued with divine power.

Benefit: Half of the damage dealt by a sacred spell results directly from divine power, and is therefore not subject to being reduced by *protection from elements* or similar magic. The other half of the damage dealt by the spell is as normal for the spell. A sacred spell uses up a spell slot two levels higher than the spell's actual level. Only divine spells can be cast as sacred spells.

Shield Charge [General]

You deal extra damage if you use your shield as a weapon when charging.

Prerequisites: Power Attack, Improved Shield Bash.

Benefits: When you attack with your shield as part of a charge action, you inflict double normal damage.