

FEATS

On the battlefield, combatants continually vie to develop new techniques that will give them a decisive edge over their opponents.

These feats deal mostly with tactical combat.

SUDDEN METAMAGIC FEATS

Sudden metamagic feats are a new kind of metamagic feat. You choose whether to apply a sudden metamagic feat to a spell as you cast the spell. You can apply a sudden metamagic feat to a spell of any level, and it does not affect the spell's level for the purpose of determining which spell slot it occupies.

You can apply a sudden metamagic feat to a spell that has already been enhanced by a regular metamagic feat. However, the sudden metamagic feat cannot be of the same type as the regular metamagic feat (for instance, you can't use Sudden Extend on a spell that has already been extended).

A sudden metamagic feat doesn't require a full-round action from casters who choose spells as they cast them, such as sorcerers and bards.

FEAT DESCRIPTIONS

These feat descriptions follow the standard format.

Battlefield Inspiration [General]

You inspire courage in your allies.

Prerequisite: Cha 13.

Benefit: As a free action, you can inspire courage in your allies. Each ally within 30 feet of you (not including you) that can hear you and has an Intelligence of 3 or higher gains a +2 circumstance bonus on saving throws against fear effects.

Special: You may select this feat multiple times. Its effects stack. Each time you take the feat, your bonus increases by +2.

Danger Sense [General]

You are one twitchy mother goose.

Prerequisite: Improved Initiative.

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

Dash [General]

You can move faster than normal.

Benefit: If you are wearing light armor or no armor and are carrying a light load, your speed is 5 feet faster.

Daunting Presence [General]

You are skilled at inducing fear in your opponents.

Prerequisites: Cha 13, base attack bonus +1.

Benefit: You may take a standard action to overawe an opponent. The opponent must be within 30 feet, have line of sight to you, and have an Intelligence score. If the opponent fails a Will saving throw (DC 10 + 1/2 your character level + your Cha modifier), the opponent is shaken for 10 minutes. This feat has no effect on a creature that is already shaken.

Special: A fighter may select Daunting Presence as one of his fighter bonus feats.

Deft Opportunist [General]

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.



Human Wanderer

Distracting Attack [General]

You are skilled at interfering with opponents in melee.

Prerequisite: Base attack bonus +1.

Benefit: When you make a melee attack against a creature, whether you are successful or not, all other creatures get a +1 circumstance bonus on attack rolls against that creature until the start of your next turn.

Special: A fighter may select Distracting Attack as one of his fighter bonus feats.

Double Hit [General]

You can react with your off hand to make an additional attack along with an attack of opportunity.

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

Benefit: When making an attack of opportunity, you may make an attack with your off hand against the same target at the same time. You must decide before your first attack roll whether you want to also use your off hand. If you do, both attacks take the standard penalties for fighting with two weapons.

Special: A fighter may select Double Hit as one of his fighter bonus feats.

Energy Affinity [Metamagic]

You can modify a spell that uses one type of energy to use another type (acid, cold, electricity, or fire) instead.

Prerequisites: Knowledge (arcana) 5 ranks, able to cast at least one spell of each of these energy types: acid, cold, electricity, and fire.

Benefit: Choose acid, cold, electricity, or fire. You can modify any spell with an energy descriptor to use the chosen type of energy instead. A spell so modified works normally in all respects except the type of damage dealt.

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

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

TABLE 1–14: FEATS

General Feats	Prerequisites	Benefit
Battlefield Inspiration	Cha 13	Allies get +2 bonus on saves against fear effects
Danger Sense	Improved Initiative	Reroll initiative once per day
Dash	—	Speed increases by 5 feet
Daunting Presence	Cha 13, base attack bonus +1	Overawe enemy to make it shaken
Deft Opportunist	Dex 15, Combat Reflexes	+4 on attack roll when making attack of opportunity
Distracting Attack	Base attack bonus +1	Your attack gives +1 bonus on other creatures' attacks against same target
Double Hit	Combat Reflexes, Improved Two-Weapon Fighting, Two-Weapon Fighting	Gain off-hand attack when making attack of opportunity
Extra Domain Spell	Wis 15, access to one domain spell	Cast one of your domain spells an extra time
Foe Specialist	Base attack bonus +4, sneak attack +1d6	+1d6 sneak attack damage against one creature type
Goad	Cha 13, base attack bonus +1	Goad enemy to make melee attacks only against you
Hurling Charge	Quick Draw, base attack bonus +6	Throw a weapon as part of a charge
Mage Slayer	Spellcraft 2 ranks, base attack bonus +3	+1 bonus on Will saves; spellcasters you threaten cannot cast defensively
Martial Throw	Dex 17, Improved Unarmed Strike	Special grapple to switch places with enemy
Mounted Casting	Ride 1 rank, Mounted Combat	+10 on Concentration checks to cast while mounted
Powerful Charge	Medium or larger, base attack bonus +1	Extra damage when you charge
Greater Powerful Charge	Medium or larger, Powerful Charge, base attack bonus +4	Additional extra damage when you charge
Pushback	Str 17, Improved Bull Rush, Power Attack	Push enemy back after melee attack
Reckless Charge	Base attack bonus +1	Charges get +4 on attack rolls, but –4 penalty to AC
Second Wind	—	Heal hit points equal to Con modifier 1/day
Shieldmate	Base attack bonus +1	Your shield grants shield bonus to adjacent allies
Improved Shieldmate	Shieldmate, base attack bonus +4	Bonus from Shieldmate increases by +1
Sidestep	Dex 15, Tumble 8 ranks, Dodge, Mobility	Gain 5-foot step after making attack of opportunity
Metamagic Feats	Prerequisites	Benefit
Energy Affinity	Knowledge (arcana) 5 ranks, ability to cast at least one spell each of acid, cold, electricity, and fire energy types	Change the energy type of a spell
Sudden Empower	Any metamagic feat	Empower spell without special preparation 1/day
Sudden Energy Affinity	Energy Affinity	Substitute spell energy without special preparation 1/day
Sudden Enlarge	—	Enlarge spell without special preparation 1/day
Sudden Extend	—	Extend spell without special preparation 1/day
Sudden Maximize	Any metamagic feat	Maximize spell without special preparation 1/day
Sudden Quicken	Quicken Spell, Sudden Empower,, Sudden Extend, Sudden Maximize, Sudden Silent, Sudden Still	Quicken spell without special preparation 1/day
Sudden Silent	—	Silence spell without special preparation 1/day
Sudden Still	—	Still spell without special preparation 1/day
Sudden Widen	—	Widen spell without special preparation 1/day

Extra Domain Spell [General]

You have chosen to be more specialized in a particular domain.

Prerequisite: Wis 15, access to one domain spell.

Benefit: Choose one domain spell that you can cast. You may cast this spell one extra time each day. Once this spell is chosen, it may not be changed.

Special: You may take this feat multiple times. Each time you choose this feat, you select a different domain spell to which it applies.

Foe Specialist [General]

You are trained at how to damage a particular type of foe.

Prerequisites: Sneak attack +1d6, base attack bonus +4.

Benefit: Choose a type of creature from Table 3–14: Ranger Favored Enemies, page 47 of the *Player's Handbook*. You deal an extra 1d6 points of damage on successful sneak attacks against that type of creature. (The selected type cannot be construct, elemental, ooze, plant, or undead, since those types are not subject to critical hits.)

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new creature type from among those that remain eligible.

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 goad is a mind-affecting effect.) 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 may 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.

Greater Powerful Charge [General]

You can charge with extra force.

Prerequisites: Medium or larger, Powerful Charge, base attack bonus +4.

Benefit: As Powerful Charge, but treat yourself as one size category larger than you are. For Colossal creatures, the extra 6d6 points of damage bonus becomes 8d6.

Special: A fighter may select Greater Powerful Charge as one of his fighter bonus feats.

Hurling Charge [General]

You are trained in using thrown weapons as part of a charge attack.

Prerequisites: Quick Draw, base attack bonus +6.

Benefit: If you charge an opponent, you may make a ranged attack with a thrown weapon as well as a melee attack with another weapon that you draw during the charge. You may use this feat only if you have a throwing weapon in hand at the start of your turn. Both attacks must be made at the same opponent, and both receive the bonus on attack rolls for making a charge. (If you kill the enemy you're charging with the thrown weapon, you complete the charge but don't get a melee attack.) You must also follow all the requirements of making a charge. If you have the ability to make multiple attacks on a charge, you may make only one attack in addition to the thrown weapon attack. You still take the normal -2 penalty to Armor Class for making a charge attack.

Special: A fighter may select Hurling Charge as one of his fighter bonus feats.

Improved Shieldmate [General]

You have an outstanding ability to protect those near you with your shield.

Prerequisites: Shieldmate, base attack bonus +4.

Benefit: As Shieldmate, except that the bonus is +2, or +3 if you are using a tower shield.

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

Mage Slayer [General]

You have studied the ways and weaknesses of spellcasters and can time your attacks and defenses against them expertly.

Prerequisites: Spellcraft 2 ranks, base attack bonus +3.

Benefit: You gain a +1 bonus on all Will saving throws. Spellcasters you threaten may not cast defensively. (They automatically fail Concentration checks to do so.)

Martial Throw [General]

You can switch positions with an opponent you hit in melee by throwing that opponent.

Prerequisites: Dex 17, Improved Unarmed Strike.

Benefit: When you are adjacent to an opponent of your size category or smaller and you hit that opponent with an unarmed strike, you may immediately make a special opposed grapple check against that opponent. Make a grapple check using your Dexterity modifier instead of your Strength modifier. The opponent uses its Strength modifier as normal. If you succeed, you and your opponent are not grappling, but you switch positions with the foe. (If either combatant occupies more than one square, both must end up adjacent to each other after the throw, each must occupy at least one square the other formerly occupied, and neither can be located in a square occupied by any obstacle or other creature. If both combatants can't meet these conditions, you can't execute the throw.)

Switching positions in this fashion does not provoke attacks of opportunity.

You can use this feat on allies as well as enemies. If the other character is willing, your attack roll and grapple check are automatically successful, and you deal unarmed strike damage to your ally normally. (This move is a hard, violent throw, and you can't pull it off without actually striking the subject of the throw.)

This feat can be used only once per round.

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

Mounted Casting [General]

You are skilled at casting spells while riding a mount.

Prerequisites: Ride 1 rank, Mounted Combat.

Benefit: You gain a +10 bonus on Concentration checks to cast spells while mounted.

Powerful Charge [General]

You can charge with extra force.

Prerequisites: Medium or larger, base attack bonus +1.

Benefit: When you charge, if your melee attack hits, it deals an extra 1d8 points of damage (if you're Medium). For Large creatures, the extra damage is 2d6; for Huge, 3d6; for Gargantuan, 4d6; and for Colossal, 6d6.

This feat works only when you make a charge. It does not work when you're mounted. If you have the ability to make multiple attacks on a charge, you may apply this extra damage to only one of those attacks in a round.

Special: A fighter may select Powerful Charge as one of his fighter bonus feats.

Pushback [General]

You can knock opponents back when you hit them in melee.

Prerequisites: Str 17, Improved Bull Rush, Power Attack.

Benefit: When you are adjacent to an opponent of your size category or smaller and you hit that opponent with a melee attack, you may immediately make a special bull rush attempt against that opponent. If you succeed, you push the opponent back 5 feet (only) and move into the square (or one of the squares) previously occupied by that opponent. You choose whether the opponent moves one square straight back, one square diagonally back to the right, or one square diagonally back to the left.

You can't push an opponent back through (or into) solid obstacles or otherwise occupied squares.

If, after making the bull rush attempt, you would not be able to move into a square previously occupied by the opponent, you can't push that opponent back.

This feat can be used once per round.

The movement caused by the use of this feat does not provoke attacks of opportunity.

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

Reckless Charge [General]

You can charge with wild abandon.

Prerequisite: Base attack bonus +1.

Benefit: When you charge, before making your attack roll, you may choose to take a -4 penalty to Armor Class until the start of your next turn to gain a +4 bonus on your attack roll.

Normal: Without this feat, a charging character gains a +2 bonus on his attack roll and a -2 penalty to Armor Class until the start of his next turn.

Special: A fighter may select Reckless Charge as one of his fighter bonus feats.

Second Wind [General]

You can shrug off minor wounds with ease.

Benefit: Once per day, as a free action, you can heal yourself of a number of points of damage equal to your Constitution modifier (minimum 1).

Shieldmate [General]

You can protect those near you with your shield.

Prerequisite: Base attack bonus +1.

Benefit: When you are using a shield with which you are proficient, friendly creatures adjacent to you get a +1 shield bonus to their Armor Class. If you are using a tower shield, those creatures get a +2 shield bonus.

The creatures lose the bonus if they are no longer adjacent to you, if you're grappling, or if you're stunned, paralyzed, or otherwise unable to take actions.

This shield bonus doesn't stack with other shield bonuses the allied creatures may have.

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

Sidestep [General]

You can move nimbly around the battlefield.

Prerequisites: Dex 15, Tumble 8 ranks, Dodge, Mobility.

Benefit: Once per round, when you make an attack of opportunity, you may take a 5-foot step after you attack. This 5-foot step doesn't count against your limit of one 5-foot step per round or against any movement you take on your turn.

Sudden Empower [Metamagic]

You can cast one spell per day to greater effect without special preparation.

Prerequisite: Any metamagic feat.

Benefit: Once per day, you may apply the Empower Spell feat to any spell you cast, without increasing the level of the spell or specially preparing it ahead of time. You may still use the Empower Spell feat normally, if you have it.

Sudden Energy Affinity [Metamagic]

You can modify a spell's energy type once per day without special preparation.

Prerequisite: Energy Affinity.

Benefit: Once per day, you may apply the Energy Affinity feat to any spell you cast, without increasing the level of the spell or specially preparing it ahead of time. You may still use the Energy Affinity feat normally.

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

Sudden Enlarge [Metamagic]

You may cast one spell per day with a greater range than normal without special preparation.

Benefit: Once per day, you may apply the Enlarge Spell feat to any spell you cast, without increasing the level of the spell or specially preparing it ahead of time. You may still use the Enlarge Spell feat normally, if you have it.

Sudden Extend [Metamagic]

You can cast one spell per day with a longer duration than normal without special preparation.

Benefit: Once per day, you may apply the Extend Spell feat to any spell you cast, without increasing the level of the spell or specially preparing it ahead of time. You may still use the Extend Spell feat normally, if you have it.

Sudden Maximize [Metamagic]

Once per day you can cast a spell to maximum effect without special preparation.

Prerequisite: Any metamagic feat.

Benefit: Once per day, you may apply the Maximize Spell feat to any spell you cast, without increasing the level of the spell or specially preparing it ahead of time. You may still use the Maximize Spell feat normally, if you have it.

Sudden Quicken [Metamagic]

Once per day you can cast a spell with a moment's thought without special preparation.

Prerequisites: Quicken Spell, Sudden Empower, Sudden Extend, Sudden Maximize, Sudden Silent, Sudden Still.

Benefit: Once per day, you may apply the Quicken Spell feat to any spell you cast, without increasing the level of the spell or specially preparing it ahead of time. You may still use the Quicken Spell feat normally.

Sudden Silent [Metamagic]

Once per day you can cast a spell silently without special preparation.

Benefit: Once per day, you may apply the Silent Spell feat to any spell you cast, without increasing the level of the spell or specially preparing it ahead of time. You may still use the Silent Spell feat normally, if you have it.

Sudden Still [Metamagic]

Once per day you can cast a spell without gestures without special preparation.

Benefit: Once per day, you may apply the Still Spell feat to any spell you cast, without increasing the level of the spell or specially preparing it ahead of time. You may still use the Still Spell feat normally, if you have it.

Sudden Widen [Metamagic]

Once per day you can increase the area of a spell without special preparation.

Benefit: Once per day, you may apply the Widen Spell feat to any spell you cast, without increasing the level of the spell or specially preparing it ahead of time. You may still use the Widen Spell feat normally, if you have it.

