



Classes are the templates from which D&D characters are created, but it's the player's choice of feats, skills, domains, spells, and other supplemental rules that define and differentiate each PC. This chapter provides many new such options for the players of martial characters.

FEATS

The following collections of feats supplement those found in the *Player's Handbook* and other DUNGEONS & DRAGONS game products. When creating or advancing a character, you can choose to use these feats in addition to those presented elsewhere. Most of the feats presented here have prerequisites that must be met before you can choose them. The prerequisites can be met through options available in this book or the *Player's Handbook*.

In keeping with the theme of this book, these feats are oriented toward improving your character's combat abilities. They are not, however, only options for fighter characters but, rather, expand on the combat options of all the classes. Many of the feats here require class features or abilities not available to a character with levels in the fighter class only. Look

for options that make your character's sneak attack, turning ability, stunning attacks, or other class features and skills more powerful or versatile.

CHOOSING FEATS

The DUNGEONS & DRAGONS game gives you a plethora of options for customizing your character. When designing or advancing a fighter-type character, you depend on feats to distinguish your character from others, and the fighter character class, as well as many fighter-oriented prestige classes.

You can adopt any number of strategies when choosing feats for your fighter-type character, and it would be impossible for the designers to anticipate them all. Still, here are a few suggestions.

Plan Ahead

You might not know at character creation, or even later on in your character's career, what path you want the PC to take. Whether you want your character to stay single-class, or experiment with multiclassing, or even head toward one of the many prestige classes presented here or elsewhere isn't a decision you have to make right away. However, you should always plan at least a level or two ahead to take advantage of the choices that are out there. Look at easy-entry feats (feats that have only one or two

prerequisites, or prerequisites that follow the sort of character concept you want). Power Attack, for example, is a feat almost all fighter-types qualify for right away, and it leads to a group of other feats—Cleave, Great Cleave, Improved Sunder, and so on. If you want to be a “damage machine” character, you’ll probably want to take Power Attack at some point.

Benefit Now

Power Attack, on the other hand, is also a great example of a feat you might want to wait at least a little while before taking. The feat is limited by your base attack bonus, and at low levels, that’s a significant limit. Indeed, if you take Power Attack at 1st level and you don’t have a phenomenal Strength score, you’re mathematically hurting yourself. A good attack bonus does more for you at low levels than extra damage, since that extra damage does you no good if you don’t hit your target.

That’s where feats such as Weapon Focus come in. If you know you’re going to be happy using a greatsword for a good part of your career, a +1 bonus on attack rolls at low levels is huge. Even if you’re not sure you will always use a greatsword, if you plan on being in a fighter-oriented class for long, you have the feats to spare to make one or two wrong calls. Choose feats that you can use to good effect right

away, and you shouldn’t be too disappointed if you change direction later.

Don’t Pin Yourself Down

Once you have selected a feat, you can’t undo that choice. Think about the repercussions to your character over the next few levels if you choose a feat that limits your options. Once you have decided you want to head in a particular direction, you can make a few adjustments and work your way there, as long as you haven’t made too many contradictory choices. Building your character for two-weapon fighting and then deciding you really like some of the shield-using feats we put in this book leaves you with wasted choices.

Become Familiar with Class Abilities

The classes in the *Player’s Handbook*, as well as prestige classes in the *Dungeon Master’s Guide*, this book, and other books, often feature direct paths to quick, specific results. The cavalier (see Chapter 1 of this book), for example, is one of the best “knight in shining armor” mounted combat experts you’re going to find. The master thrower makes thrown weapons a great choice, particularly for a dexterous, mobile character. The Order of the Bow ini-



Success in negotiation is all about give and take.

TABLE 3-1: GENERAL FEATS

Feat	Prerequisites	Benefit
Arcane Strike	Ability to cast 3rd-level arcane spells, base attack bonus +4	Sacrifice a spell for +1 on attacks and +1d4 damage per level of the spell
Arterial Strike	Sneak attack ability, base attack bonus +4	Trade 1d6 sneak attack damage for 1 point of damage per round
Axiomatic Strike	<i>Ki</i> strike (lawful), Stunning Fist	+2d6 unarmed damage against chaotic opponent
Clever Wrestling	Small or Medium size, Improved Unarmed Strike	Gain circumstance bonus to escape grapple or pin
Close-Quarters Fighting ¹	Base attack bonus +3	Use counterattack to resist grapple
Dash	—	Speed +5 feet in light or no armor
Defensive Strike ¹	Dex 13, Int 13, Combat Expertise, Dodge	+4 bonus on attack roll after successful total defense
Defensive Throw	Dex 13, Combat Reflexes, Dodge, Improved Trip, Improved Unarmed Strike	Trip attempt after foe's attack misses
Destructive Rage	Rage or frenzy ability	+8 bonus on Strength checks to break objects
Earth's Embrace	Str 15, Improved Grapple or improved grab, Improved Unarmed Strike	Extra damage while pinning an opponent
Eagle Claw Attack	Wis 13, Improved Sunder, Improved Unarmed Strike	Add Wis modifier to damage against objects
Extend Rage ³	Rage or frenzy ability	Rage lasts +5 rounds
Extra Rage ³	Rage or frenzy ability	Number of rages per day increased by two
Extra Smiting ³	Smite ability, base attack bonus +4	Number of smite attempts per day increased by two
Extra Stunning ³	Stunning Fist, base attack bonus +2	Number of stunning attacks per day increased by three
Eyes in the Back of Your Head	Wis 13, base attack bonus +1	Opponents do not gain flanking benefit
Faster Healing	Base Fortitude save bonus +5	Heal hit points and ability damage faster than normal
Favored Power Attack	Favored enemy ability, Power Attack, base attack bonus +4	Trade attack bonus for damage at greater rate against favored enemies.
Fists of Iron	Improved Unarmed Strike, Stunning Fist, base attack bonus +2	+1d6 damage on unarmed attacks
Fleet of Foot	Dex 15, Run	Make one direction change during a run or charge
Flick of the Wrist	Dex 17, Sleight of Hand 5 ranks, Quick Draw	Cause opponent to be flat-footed for one attack
Flying Kick	Str 13, Jump 4 ranks, Improved Unarmed Strike, Power Attack	+1d12 damage on unarmed attacks when charging
Freezing the Lifeblood ¹	Wis 17, Improved Unarmed Strike, Stunning Fist, base attack bonus +10	Paralyze opponent with unarmed strike
Greater Resiliency	Damage reduction ability	Increase damage reduction by +1
Greater Two-Weapon Defense ¹	Dex 19, Improved Two-Weapon Fighting, Two-Weapon Defense, Two-Weapon Fighting, base attack bonus +11	Gain shield bonus when fighting with two weapons
Hamstring	Sneak attack ability, base attack bonus +4	Trade 2d6 sneak attack damage to cut opponent's speed in half
Hold the Line	Combat Reflexes, base attack bonus +2	Make attack of opportunity against charging foe
Improved Buckler Defense ¹	Shield Proficiency	Apply buckler's shield bonus to AC while using off-hand weapon
Improved Combat Expertise ¹	Int 13, Combat Expertise, base attack bonus +6	Reduce your attack bonus to improve your AC
Improved Familiar	Ability to acquire a new familiar, compatible alignment, sufficient arcane spellcaster level and base attack bonus	Gain a more combat-oriented familiar
Improved Favored Enemy	Favored enemy ability, base attack bonus +5	+3 bonus on damage against favored enemies
Improved Mounted Archery ¹	Ride 1 rank, Mounted Archery, Mounted Combat	Reduce or eliminate attack penalties with ranged weapon while mounted
Improved Rapid Shot ¹	Manyshot, Point Blank Shot, Rapid Shot	Ignore -2 penalty when using Rapid Shot
Improved Toughness ¹	Base Fortitude save bonus +2	Gain hp equal to your current HD
Improved Two-Weapon Defense ¹	Dex 17, Two-Weapon Defense, Two-Weapon Fighting, base attack bonus +6	Gain shield bonus when fighting with two weapons
Improved Weapon Familiarity ¹	Base attack bonus +1	Racial weapons are martial, not exotic
Instantaneous Rage	Rage or frenzy ability	Rage even when it isn't your turn
Intimidating Rage	Rage or frenzy ability	Cause single foe within 30 feet to become shaken
Karmic Strike	Dex 13, Combat Expertise, Dodge	Take -4 penalty to AC to make attack of opportunity against melee opponent that hits you

Kiai Shout	Cha 13, base attack bonus +1	Affected opponents become shaken for 1d6 rounds
Greater Kiai Shout	Cha 13, Kiai Shout, base attack bonus +9	Foes who hear your shout may panic
Monkey Grip	Base attack bonus +1	Use larger melee weapons at -2 penalty
Pain Touch	Wis 15, Stunning Fist, base attack bonus +2	Stunned opponents become nauseated for 1 round
Phalanx Fighting ¹	Proficiency with a heavy shield, base attack bonus +1	Bonus to AC and Reflex saves while fighting in shield wall
Pin Shield	Two-Weapon Fighting, base attack bonus +4	Render opponent's shield useless temporarily
Power Critical ^{1,4}	Weapon Focus with weapon, base attack bonus +4	+4 bonus to confirm critical with one weapon
Prone Attack ¹	Dex 15, Lightning Reflexes, base attack bonus +2	Attack while prone at no penalty and stand up
Ranged Disarm ^{1,2}	Dex 15, Point Blank Shot, Precise Shot, base attack bonus +5	Use ranged weapon to disarm foe within 30 feet
Ranged Pin ¹	Dex 15, Point Blank Shot, Precise Shot, base attack bonus +5	Use ranged weapon to grapple foe within 30 feet
Ranged Sunder ¹	Str 13, Point Blank Shot, Precise Shot, Ranged Pin, base attack bonus +5	Use ranged weapon to Sunder foe's weapon at reduced damage penalty
Rapid Stunning ^{1,3}	Combat Reflexes, Stunning Fist, base attack bonus +6	Use one additional stunning attack per round
Roundabout Kick	Str 15, Improved Unarmed Strike, Power Attack	Additional unarmed attack against opponent on which you have just scored a critical hit
Sharp-Shooting ¹	Point Blank Shot, Precise Shot, base attack bonus +3	Halve opponent's cover bonus
Shield Charge ¹	Improved Shield Bash, base attack bonus +3	Free trip attack with shield during charge
Shield Slam ¹	Improved Shield Bash, Shield Charge, base attack bonus +6	Use shield to daze opponent
Swarmfighting	Small size, Dex 13, base attack bonus +1	Occupy same square as other swarmfighting ally, gain +1 morale bonus per ally (up to Dex bonus)
Throw Anything	Dex 15, proficiency with weapon, base attack bonus +2	Throw melee weapon with no penalty
Weakening Touch ¹	Wis 17, Improved Unarmed Strike, Stunning Fist, base attack bonus +2	Cause foe's Strength to drop by 6 for 1 minute
Zen Archery	Wis 13, base attack bonus +1	Use Wis instead of Dex for ranged attacks

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

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

3 You can take this feat multiple times. Its effects stack.

4 You can take this feat multiple times. Its effects stack if you take the feat more than once for the same weapon.

tiate is a devastating archer, and the frenzied berserker takes barbarian rage to the next level. (All three of these prestige classes are among those described in Chapter 2 of this book.)

If you're interested in a specific character ideal—even if you may change your mind later—look at prestige classes that might serve that purpose. Some of them give you the feats you want as class abilities, while others have requirements that suggest feats you might want to select. Even if you decide, for example, not to be an Order of the Bow initiate, it's hard to argue that its prerequisite feats—Point Blank Shot, Precise Shot, Rapid Shot, and Weapon Focus (longbow, shortbow, or the composite version of either)—don't make good choices for any sort of archery-oriented character.

Utilize "free feats" (those that your PC gets regardless of whether he meets the prerequisites) and bonus feat lists when you can. If you create a character with many bonus feats on the lists of classes your character will take, use the feats every character gets at 1st, 3rd, 6th, and subsequent levels to fill out other needs. There are plenty of feats a fighter might want that don't appear on his list of bonus feats.

Observe Your DM

Every Dungeon Master has a tendency to run a certain type of campaign. If your DM likes to theme his campaign around particular types of villains—such as marauding giants, a cabal of evil wizards, or an unholy alliance between a lich lord and its blackguard henchmen—you should find out which feats (and which class choices) work best in that campaign. If you're going to be fighting a lot of giants, for example, worry less about accuracy than damage potential (giants tend to have low ACs relative to their Challenge Ratings, but lots of hit points).

Also, check how your DM runs combat. Some DMs can't help but play even the dumbest monsters "smart." They avoid giving player characters attacks of opportunity, for example, making the selection of the Combat Reflexes feat a less satisfying choice. On the other hand, feats that allow the player to take advantage of the higher number of attacks of opportunity provided by the Combat Reflexes feat—feats such as Defensive Throw or Hold the Line may turn an unsatisfying choice into an advantageous one. This isn't about "tricking" your DM, but rather about coming up with strategies that make the game fun and challenging for both of you.

GENERAL FEATS

The feats described in the following section supplement the general feats in the *Player's Handbook*. Table 3–1 summarizes the prerequisites and benefits of all these feats and indicates which ones can be taken as bonus feats by a fighter.

ARCANE STRIKE [GENERAL]

You can channel arcane energy into your melee attacks.

Prerequisites: Ability to cast 3rd-level arcane spells, base attack bonus +4.

Benefit: When you activate this feat (a free action that does not provoke an attack of opportunity), you can channel arcane energy into a melee weapon, your unarmed strike, or natural weapons. You must sacrifice one of your spells for the day (of 1st level or higher) to do this, but you gain a bonus on all your attack rolls for 1 round equal to the level of the spell sacrificed, as well as extra damage equal to $1d4$ points \times the level of the spell sacrificed. The bonus you add to your attack rolls from this feat cannot be greater than your base attack bonus.

For example, Yarren the bladesinger has a base attack bonus of +11 and the ability to cast 4th-level arcane spells. On his turn, he chooses to sacrifice one of his 4th-level spells for the day, marking it off as if he had cast it. Until his next turn, Yarren gains an extra +4 bonus on his attack rolls and an extra $4d4$ points of damage with a single melee weapon of his choice (his rapier).

ARTERIAL STRIKE [GENERAL]

Your sneak attacks target large blood vessels, leaving wounds that cause massive blood loss.

Prerequisites: Sneak attack ability, base attack bonus +4.

Benefit: If you hit with a sneak attack, you may choose to forgo $+1d6$ of extra sneak attack damage to deliver a wound that won't stop bleeding. Each wound caused in this manner saps an extra 1 point of damage per round from the victim, until the victim receives the benefit of a DC 15 Heal check or any *cure* spell or other magical healing. Wounds from multiple arterial strikes result in cumulative bleeding loss (two successful arterial strikes cause an extra 2 points of damage per round until healed). You may deliver only one bleeding wound per successful sneak attack.

AXIOMATIC STRIKE [GENERAL]

You can turn your fist into an instrument of law.

Prerequisites: Ki strike (lawful), Stunning Fist.

Benefit: Against a chaotic opponent, you can make an unarmed attack that does an extra $2d6$ points of damage. You must declare that you are using this feat before you make your attack roll (thus, a failed attack ruins the attempt). Each attempt counts as one of your uses of the Stunning Fist feat for the day. Creatures immune to stunning can be affected by this extra damage.



An elf uses the Arcane Strike feat to deal extra damage to an otyugh.

CLEVER WRESTLING [GENERAL]

You have a better than normal chance to escape or wriggle free from a big creature's grapple or pin.

Prerequisites: Small or Medium size, Improved Unarmed Strike.

Benefit: When your opponent is larger than Medium, you gain a circumstance bonus on your grapple check to escape a grapple or pin. The size of the bonus depends on your opponent's size, according to the following table.

Opponent Size	Bonus
Large	+2
Huge	+4
Gargantuan	+6
Colossal	+8

CLOSE-QUARTERS FIGHTING [GENERAL]

You are skilled at fighting at close range and resisting grapple attempts.

Prerequisites: Base attack bonus +3.

Benefit: You gain an attack of opportunity whenever an enemy attempts to grapple you, even if the enemy has a feat or special ability that would normally bypass the attack. If you deal damage with this attack, the enemy fails to start the grapple unless it has the Improved Grapple feat or a special ability such as improved grab. If the enemy has such an ability, you may add the damage you deal as a bonus on your opposed check to resist being grappled. This feat does not give you extra attacks of opportunity during a round or allow you to make an attack of opportunity when you would be denied one for being surprised, helpless, or in a similar situation.

For example, an ogre attempts to grapple Tordek. Tordek gains an attack of opportunity, hits, and causes damage. Since the ogre does not have any sort of grappling special ability or feat, it fails to start a grapple. Then an ankheg—a creature with the improved grab special ability—attempts to grapple Tordek. He takes an attack of opportunity, hits, and deals 10 points of damage to the creature. Tordek then adds +10 to his opposed check to resist being grappled.

Normal: Creatures with Improved Grapple, improved grab, or similar feats or special abilities do not provoke attacks of opportunity when they attempt to start a grapple.

Special: A fighter may select Close-Quarters Fighting as one of his fighter bonus feats.

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.

DEFENSIVE STRIKE [GENERAL]

You can turn a strong defense into a powerful offense.

Prerequisites: Dex 13, Int 13, Combat Expertise, Dodge.

Benefit: If an opponent attacks you and misses while you are using the total defense action, you can attack that opponent on your next turn with a +4 bonus on your attack roll. You gain no bonus against an opponent that does not attack you or against an opponent that attacks and hits you.

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

DEFENSIVE THROW [GENERAL]

You can use your opponent's weight, strength, and momentum against her, deflecting her attack and throwing her to the ground.

Prerequisites: Dex 13, Combat Reflexes, Dodge, Improved Trip, Improved Unarmed Strike.

Benefit: If the opponent you have chosen to use your Dodge feat against attacks you and misses, you can make an immediate trip attack against that opponent. This attempt counts against your allowed attacks of opportunity in the round.

DESTRUCTIVE RAGE [GENERAL]

You can shatter barriers and objects when enraged.

Prerequisites: Rage or frenzy ability.

Benefit: While you are in a rage or frenzy, you gain a +8 bonus on any Strength checks you make to break down doors or break inanimate, immobile objects.

EARTH'S EMBRACE [GENERAL]

You can crush opponents when you grapple them.

Prerequisites: Str 15, Improved Grapple or improved grab, Improved Unarmed Strike.

Benefit: While grappling, if you pin your opponent, you deal an extra 1d12 points of damage in each round that you maintain the pin. You must hold your opponent immobile as normal (with an opposed grapple check), but you must also remain immobile, giving opponents (other than the one you're pinning) a +4 bonus on attack rolls against you (but you are not helpless). You do not gain this extra damage against creatures that are immune to critical hits.

Normal: You may deal normal damage to a pinned opponent by making a successful grapple check.

EAGLE CLAW ATTACK [GENERAL]

Your superior insight allows you to strike objects with impressive force.

Prerequisites: Wis 13, Improved Sunder, Improved Unarmed Strike.

Benefit: When you make an unarmed strike against an object, you may add your Wisdom bonus to the damage dealt to the object.

EXTEND RAGE [GENERAL]

You are able to maintain your rage longer than most.

Prerequisites: Rage or frenzy ability.

Benefit: Each of the uses of your rage or frenzy ability lasts an additional 5 rounds beyond its normal duration.

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

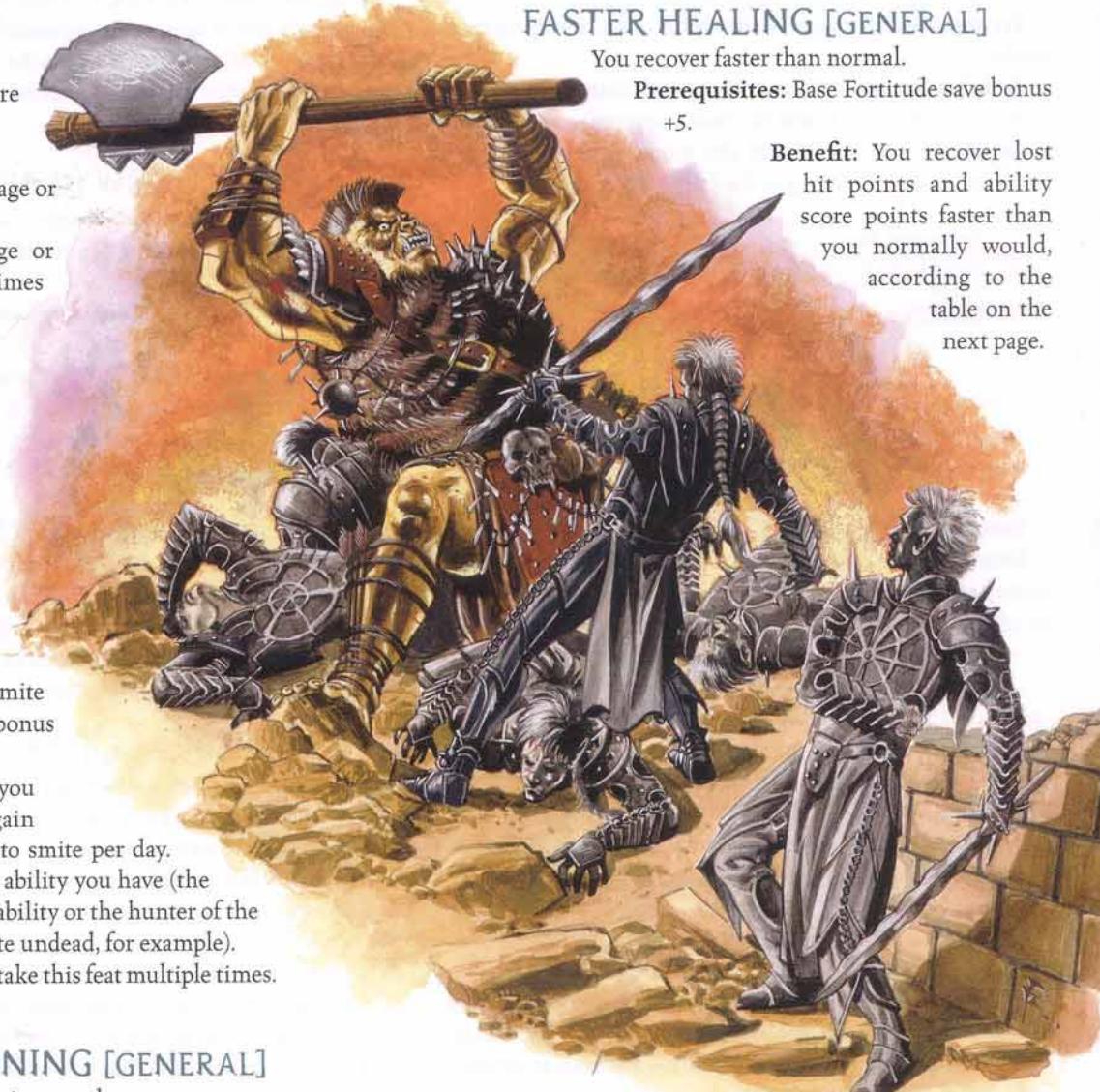
EXTRA RAGE [GENERAL]

You may rage more frequently than normal.

Prerequisites: Rage or frenzy ability.

Benefit: You rage or frenzy two more times per day than you otherwise could.

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



Normal: When you are flanked, the flanking opponents receive a +2 bonus on their attack rolls against you.

FASTER HEALING [GENERAL]

You recover faster than normal.

Prerequisites: Base Fortitude save bonus +5.

Benefit: You recover lost hit points and ability score points faster than you normally would, according to the table on the next page.

EXTRA SMITING [GENERAL]

You can make more smite attacks.

Prerequisites: Smite ability, base attack bonus +4.

Benefit: When you take this feat, you gain two extra attempts to smite per day. Use whatever smite ability you have (the paladin's smite evil ability or the hunter of the dead's ability to smite undead, for example).

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

EXTRA STUNNING [GENERAL]

You gain extra stunning attacks.

Prerequisites: Stunning Fist, base attack bonus +2.

Benefit: You gain the ability to make three extra stunning attacks per day.

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

EYES IN THE BACK OF YOUR HEAD [GENERAL]

Your superior battle sense helps minimize the threat of flanking attacks.

Prerequisites: Wis 13, base attack bonus +1.

Benefit: Attackers do not gain the usual +2 bonus on their attack rolls when flanking you. This feat grants no effect whenever you are attacked without benefit of your Dexterity modifier to Armor Class, such as when you are flat-footed. You may still be sneak attacked when flanked.

Thanks to the Extend Rage feat, this barbarian is almost invincible.

FAVORED POWER ATTACK [GENERAL]

You are able to deal more damage against your favored enemies.

Prerequisites: Favored enemy ability, Power Attack, base attack bonus +4.

Benefit: When you use the Power Attack feat against a favored enemy, you may subtract a number from your melee attack rolls and add twice that number to your melee damage rolls. If you attack with a weapon in two hands, add three times the number. The normal restrictions of the Power Attack feat apply.

FISTS OF IRON [GENERAL]

You have learned the secrets of imbuing your unarmed attacks with extra force.

Prerequisites: Improved Unarmed Strike, Stunning Fist, base attack bonus +2.

Benefit: Declare that you are using this feat before you make your attack roll (thus, a missed attack roll ruins the attempt). You deal an extra 1d6 points of damage when you make a successful unarmed attack. Each attempt counts as one of your uses of the Stunning Fist feat for the day.

FLEET OF FOOT [GENERAL]

You run nimbly, able to turn corners without losing momentum.

Prerequisites: Dex 15, Run.

Benefit: When running or charging, you can make a single direction change of 90 degrees or less. You can't use this feat in medium or heavy armor, or if you're carrying a medium or heavier load. If you are charging, you must move in a straight line for 10 feet (2 squares) after the turn to maintain the charge.

Normal: Without this feat you can run or charge only in a straight line.

FLICK OF THE WRIST [GENERAL]

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

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

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

FLYING KICK [GENERAL]

You literally leap into battle, dealing devastating damage.

Prerequisites: Str 13, Jump 4 ranks, Improved Unarmed Strike, Power Attack.

Benefit: When fighting unarmed and using the charge action, you deal an extra 1d12 points of damage with your unarmed attack.

FREEZING THE LIFELOOD [GENERAL]

You can paralyze a humanoid opponent with an unarmed attack.

Prerequisites: Wis 17, Improved Unarmed Strike, Stunning Fist, base attack bonus +10.

Benefit: Declare that you are using this feat before you make your attack roll (thus, a missed attack roll ruins the attempt). Against a humanoid opponent, you can make an unarmed attack that deals no damage but has a chance of paralyzing your target. If your attack is successful, your target must attempt a Fortitude saving throw (DC 10 + 1/2 your character level + your Wis modifier). If the target fails this saving throw, it is paralyzed for 1d4+1 rounds. Each attempt to paralyze an opponent counts as one of your uses of the Stunning Fist feat for the day. Creatures immune to stunning cannot be paralyzed in this manner.

Special: A fighter may select Freezing the Lifeblood as one of his fighter bonus feats.

GREATER KIAI SHOUT [GENERAL]

Your kiai shout can panic your opponents.

Prerequisites: Cha 13, Kiai Shout, base attack bonus +9.

Benefit: When you make a kiai shout, your opponents are panicked for 2d6 rounds unless they succeed on Will saves (DC 10 + 1/2 your character level + your Cha modifier). The kiai shout affects only opponents with fewer Hit Dice or levels than you have.

GREATER RESILIENCY [GENERAL]

Your extraordinary resilience to damage increases.

Prerequisites: Damage reduction as a class feature or innate ability.

Benefit: Your damage reduction increases by 1. If it would normally rise thereafter with level, it does so at its previous rate, adding the +1 normally. For example, a 13th-level barbarian has damage reduction 3/-. By taking this feat, he raises it to 4/-. When he reaches 16th level, his damage reduction becomes 5/- and at 19th level, it becomes 6/-. You may not take this feat more than once. This feat has no effect on the type of weapon or damage that overcomes your damage reduction. If you have more than one form of damage reduction, choose which to increase when you take this feat.

HIT POINTS RECOVERED PER CHARACTER LEVEL PER DAY

	With Faster Healing	With Faster Healing and Long-Term Care from a Successful Heal Check	Normal	Normal and Long-Term Care from a Successful Heal Check
Strenuous activity	1	2	0	0
Light activity	1.5	3	1	2
Complete bed rest	2	4	1.5	3

ABILITY SCORE POINTS RECOVERED PER DAY

	With Faster Healing	With Faster Healing and Long-Term Care from a Successful Heal Check	Normal	Normal and Long-Term Care from a Successful Heal Check
Strenuous activity	2	3	0	0
Light activity	2	3	1	2
Complete bed rest	2	3	2	4

GREATER TWO-WEAPON DEFENSE [GENERAL]

When fighting with two weapons, your defenses are extraordinarily strong.

Prerequisites: Dex 19, Improved Two-Weapon Defense, Two-Weapon Defense, Two-Weapon Fighting, base attack bonus +11.

Benefit: When wielding two weapons (not including natural weapons or unarmed strikes), you gain a +3 shield bonus to your AC.

When you are fighting defensively or using the total defense action, this shield bonus increases to +6.

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

HAMSTRING [GENERAL]

You can wound your opponents' legs, hampering their movement.

Prerequisites: Sneak attack ability, base attack bonus +4.

Benefit: If you hit with a melee sneak attack, you may choose to forgo 2d6 points of extra sneak attack damage to reduce your opponent's base speed by half. This speed reduction ends after 24 hours have passed or a successful DC 15 Heal check or the application of any *cure* spell or other magical healing is made. Creatures immune to sneak attack damage and creatures with no legs or more than four legs can't be slowed down with a hamstring attack. It takes two successful hamstring attacks to affect quadrupeds. Other speeds (fly, burrow, and so on) aren't affected. You may use this ability once per round.

HOLD THE LINE [GENERAL]

You are trained in defensive techniques against charging opponents.

Prerequisites: Combat Reflexes, base attack bonus +2.

Benefit: You may make an attack of opportunity against a charging opponent who enters an area you threaten. Your attack of opportunity happens immediately before the charge attack is resolved.

Normal: You only get an attack of opportunity against a character that exits a square you threaten.

IMPROVED BUCKLER DEFENSE [GENERAL]

You can attack with an off-hand weapon while retaining a buckler's shield bonus to your Armor Class.

Prerequisite: Shield Proficiency.

Benefit: When you attack with a weapon in your off hand, you may still apply your buckler's shield bonus to your Armor Class.

Normal: Without this feat, a character wielding a buckler who attacks with an off-hand weapon loses the buckler's shield bonus to AC until his or her next turn.

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

IMPROVED COMBAT EXPERTISE [GENERAL]

You have mastered the art of defense in combat.

Prerequisites: Int 13, Combat Expertise, base attack bonus +6.

Benefit: When you use the Combat Expertise feat to improve your Armor Class, the number you subtract from your attack roll and add to your AC can be any number that does not exceed your base attack bonus.

Normal: With Combat Expertise, the number can be no greater than +5.

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

IMPROVED FAMILIAR [GENERAL]

This feat allows spellcasters to acquire a new familiar from a nonstandard list, but only when they could normally acquire a new familiar (see Familiars, page 52 of the *Player's Handbook*). This feat was originally presented on page 200 of the *Dungeon Master's Guide*; the description here provides new alternatives for arcane spellcasters who want familiars to stand beside them in battle.

Prerequisite: Ability to acquire a new familiar, compatible alignment, sufficiently high arcane spellcaster level, and base attack bonus.

Benefit: When choosing a familiar, the creatures listed below are also available to the spellcaster. The spellcaster may choose a familiar with an alignment up to one step away on each of the alignment axes (lawful through chaotic, good through evil). For example, a chaotic good spellcaster could acquire a neutral familiar. A lawful neutral spellcaster could acquire a neutral good familiar. The spellcaster must have at least the arcane spellcaster level and base attack bonus indicated below in order to acquire the familiar.

Arcane Spellcaster Level	Base Attack Bonus		
Familiar	Alignment	Level	Bonus
Krenshar	Neutral	3rd	+3
Worg	Neutral evil	3rd	+3
Blink dog	Lawful good	5th	+5
Hell hound	Lawful evil	5th	+5
Hippogriff	Neutral	7th	+7
Howler	Chaotic evil	7th	+7
Winter wolf	Neutral evil	7th	+7

Improved familiars otherwise use the rules presented on pages 52 and 53 of the *Player's Handbook*.

Granted Abilities: In addition to their own special qualities, all familiars grant their masters the Alertness feat, the benefit of an empathic link, and the ability to share spells with the familiar.

Improved Evasion (Ex): If a familiar is exposed to any effect that normally allows it to attempt a Reflex saving throw for half damage, it takes no damage with a successful saving throw and only half damage on a failed save.

IMPROVED FAVORED ENEMY [GENERAL]

You know how to hit your favored enemies where it hurts.

Prerequisites: Favored enemy ability, base attack bonus +5.

Benefit: You deal an extra 3 points of damage to your favored enemies. This benefit stacks with any existing favored enemy bonus gained from another class.

IMPROVED MOUNTED ARCHERY [GENERAL]

You can make ranged attacks from a mount almost as well as you can from the ground.

Prerequisites: Ride 1 rank, Mounted Archery, Mounted Combat.

Benefit: The penalty you take when using a ranged weapon if your mount is taking a double move is eliminated, and the penalty for using a ranged weapon when your mount is running is lessened from -4 to -2. You can attack at any time during your mount's move.

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

IMPROVED RAPID SHOT [GENERAL]

You are an expert at firing weapons with exceptional speed.

Prerequisites: Manyshot, Point Blank Shot, Rapid Shot.

Benefit: When using the Rapid Shot feat, you may ignore the -2 penalty on all your ranged attack rolls.

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



IMPROVED TOUGHNESS [GENERAL]

You are significantly tougher than normal.

Prerequisite: Base Fortitude save bonus +2.

Benefit: You gain a number of hit points equal to your current Hit Dice. Each time you gain a HD (such as by gaining a level), you gain 1 additional hit point. If you lose a HD (such as by losing a level), you lose 1 hit point permanently.

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

IMPROVED TWO-WEAPON DEFENSE [GENERAL]

You gain a significant defensive advantage while fighting with two weapons.

Prerequisites: Dex 17, Two-Weapon Defense, Two-Weapon Fighting, base attack bonus +6.

Benefit: When wielding two weapons (not including natural weapons or unarmed strikes), you gain a +2 shield bonus to your Armor Class.

When you are fighting defensively or using the total defense action, this shield bonus increases to +4.

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

IMPROVED WEAPON FAMILIARITY [GENERAL]

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

Prerequisite: Base attack bonus +1.

Benefit: You can 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 elven thinblade (see Chapter 4 of this book) or the dwarven urgrosch.

Normal: Without this feat, you must select the Exotic Weapon Proficiency feat (or have the appropriate weapon

*Ambush!!!*

familiarity as a racial trait) to eliminate the nonproficiency penalty you take when wielding an exotic weapon associated with your race.

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

INSTANTANEOUS RAGE [GENERAL]

You activate your rage instantly.

Prerequisites: Rage or frenzy ability.

Benefit: Your rage begins at any time you wish, even when it's not your turn or when you're surprised. You can activate your rage as a free action in response to another's action. Thus, you can gain the benefits of rage in time to prevent or ameliorate an undesirable event. For example, you can choose to enter a rage when an enemy attacks you, or casts a spell at you (to gain the benefits of a higher Constitution or your bonus on Will saves) before you know the results of the attack. You must be aware of the attack, but you may be flat-footed.

Normal: You enter a rage only during your turn.

INTIMIDATING RAGE [GENERAL]

Your rage engenders fear in your opponents.

Prerequisites: Rage or frenzy ability.

Benefit: While you are raging, you designate a single foe within 30 feet of you that you can attempt to demoralize as a free action (see the Intimidate skill, page 76 of the Player's Handbook). A foe that you successfully demoralize remains

shaken for as long as you continue to rage. You may only use this feat against a single foe in any particular encounter.

KARMIC STRIKE [GENERAL]

You have learned to strike when your opponent is most vulnerable—the same instant your opponent strikes you.

Prerequisites: Dex 13, Combat Expertise, Dodge.

Benefit: You can make an attack of opportunity against an opponent that hits you in melee. On your action, you choose to take a -4 penalty to your Armor Class in exchange for the ability to make an attack of opportunity against any creature that makes a successful melee attack or melee touch attack against you. The opponent that hits you must be in your threatened area, and this feat does not grant you more attacks of opportunity than you are normally allowed in a round. You specify on your turn that you are activating this feat, and the change to your Armor Class and your ability to make these special attacks of opportunity last until your next turn.

KIAI SHOUT [GENERAL]

You can bellow forth a shout that strikes terror into your enemies.

Prerequisites: Cha 13, base attack bonus +1.

Benefit: Making a kiai shout is a standard action. Opponents who can hear your shout and who are within 30 feet of you may become shaken for 1d6 rounds. The kiai shout

affects only opponents with fewer Hit Dice or levels than you have. An opponent in the affected area can resist the effect with a successful Will save (DC 10 + 1/2 your character level + your Cha modifier). You can use the benefit of this feat three times per day.

MONKEY GRIP [GENERAL]

You are able to use a larger weapon than other people your size.

Prerequisite: Base attack bonus +1.

Benefit: You can use melee weapons one size category larger than you are with a -2 penalty on the attack roll, but the amount of effort it takes you to use the weapon does not change. For instance, a Large longsword (a one-handed weapon for a Large creature) is considered a two-handed weapon for a Medium creature that does not have this feat. For a Medium creature that has this feat, it is still considered a one-handed weapon. You can wield a larger light weapon as a light weapon, or a larger two-handed weapon in two hands. You cannot wield a larger weapon in your off hand, and you cannot use this feat with a double weapon.

Normal: You can use a melee weapon one size category larger than you are with a -2 penalty on the attack roll, and the amount of effort it takes to use the weapon increases. A larger light weapon is considered a one-handed weapon, a larger one-handed weapon is considered a two-handed weapon, and you cannot use a larger two-handed weapon at all.

PAIN TOUCH [GENERAL]

You cause intense pain in an opponent with a successful stunning attack.

Prerequisites: Wis 15, Stunning Fist, base attack bonus +2.

Benefit: Victims of a successful stunning attack are subject to such debilitating pain that they are nauseated for 1 round following the round they are stunned. Creatures that are immune to stunning attacks are also immune to the effect of this feat, as are any creatures that are more than one size category larger than the feat user.

PHALANX FIGHTING [GENERAL]

You are trained in fighting in close formation with your allies.

Prerequisites: Proficiency with a heavy shield, base attack bonus +1.

Benefit: If you are using a heavy shield and a light weapon, you gain a +1 bonus to your Armor Class. In addition, if you are within 5 feet of an ally who is also using a heavy shield and light weapon and who also has this feat, you may form a shield wall. A shield wall provides an extra +2 bonus to AC and a +1 bonus on Reflex saves to all eligible characters participating in the shield wall. For example, a single character with this feat gains a +1 bonus to his AC. If two or more characters who all know this feat are adjacent, they each gain an extra +2 bonus to AC (for a total of +3) and a +1 bonus on Reflex saves.

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

PIN SHIELD [GENERAL]

You know how to get inside your opponent's guard by pinning his shield out of the way.

Prerequisites: Two-Weapon Fighting, base attack bonus +4.

Benefit: This feat can be used only when fighting against an opponent who is using a shield and who is your size or one size category bigger or smaller than you. When making a full attack action, you may give up all your off-hand attacks. If you do, you momentarily pin your opponent's shield with your off-hand weapon, and all your remaining attacks during the round are made with your primary weapon (with the normal penalties for fighting with two weapons), and your foe gains no Armor Class benefit from her shield until the end of your action. You cannot use this feat if you are fighting with only one weapon.

POWER CRITICAL [GENERAL]

Choose one weapon, such as a longsword or a greataxe. With that weapon, you know how to hit where it hurts.

Prerequisites: Weapon Focus with weapon, base attack bonus +4.

Benefit: When using the weapon you selected, you gain a +4 bonus on the roll to confirm a threat.

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

You can gain Power Critical multiple times. Each time you take the feat, it may be with a different weapon or the same weapon. If you take it with the same weapon, the effects of the feats stack.

PRONE ATTACK [GENERAL]

You can attack from a prone position without penalty.

Prerequisites: Dex 15, Lightning Reflexes, base attack bonus +2.

Benefit: You can make an attack from the prone position and take no penalty on your attack roll. If your attack roll is successful, you may regain your feet immediately as a free action. Opponents gain no bonus on melee attacks against you while you are prone.

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

RANGED DISARM [GENERAL]

You can disarm a foe from a distance.

Prerequisites: Dex 15, Point Blank Shot, Precise Shot, base attack bonus +5.

Benefit: Choose one type of ranged weapon with which you are proficient. You can make a disarm attempt with this weapon as long as your target is within 30 feet.

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

You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new ranged weapon.

When using this feat, a character gains no benefit from the Improved Disarm feat.

RANGED PIN [GENERAL]

You can perform a ranged grapple attempt against an opponent not adjacent to you.

Prerequisites: Dex 15, Point Blank Shot, Precise Shot, base attack bonus +5.

Benefit: You can perform a ranged grapple attempt against an opponent by pinning a bit of its clothing to a nearby surface. The target must be within 5 feet of a wall, tree, or other surface in which a thrown weapon or projectile can be stuck and must be wearing some sort of clothing, armor, or other accoutrement. You must succeed on a ranged attack (not a ranged touch attack) and then win an opposed grapple check (your size modifier and the target's size modifiers still apply). To break free, the victim must make a DC 15 Strength check or a DC 15 Escape Artist check as a standard action.

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

When using this feat, a character gains no benefit from the Improved Grapple feat.

RANGED SUNDER [GENERAL]

You can attack an opponent's weapon from a distance.

Prerequisites: Str 13, Point Blank Shot, Precise Shot, base attack bonus +5.

Benefit: When attacking objects, you deal full damage (instead of half damage) with slashing or bludgeoning ranged weapons. You can make ranged sunder attempts with piercing weapons, such as arrows, but you only deal half damage; divide the damage dealt by 2 before applying the object's hardness. (See the sunder special attack on page 158 of the Player's Handbook, as well as page 166 for the hardness of common substances and items.) You must be within 30 feet of your opponent to make a ranged sunder attempt.

Normal: Objects take half damage from ranged weapons (other than siege engines and the like). You can only sunder with a melee attack using a slashing or bludgeoning weapon.

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

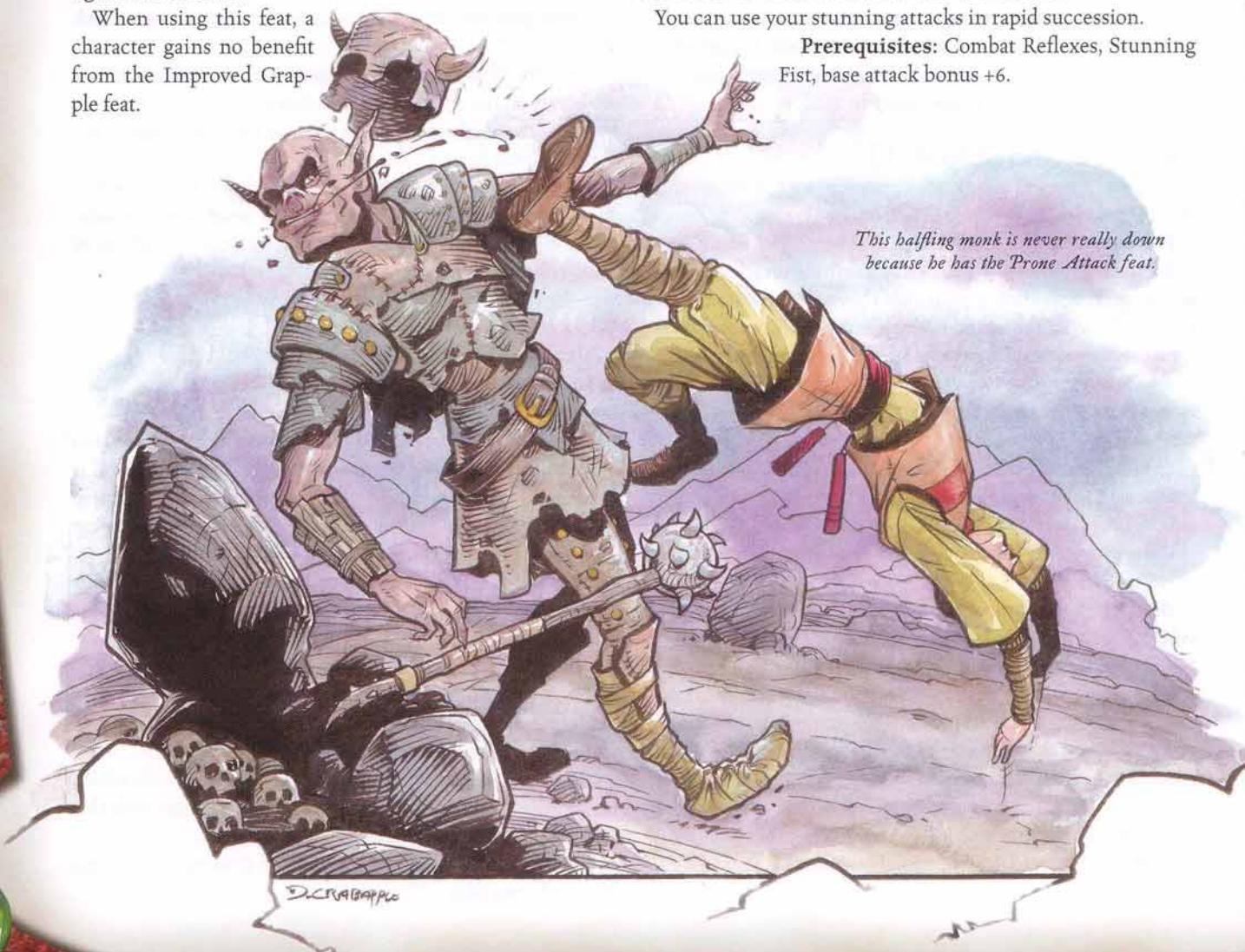
When using this feat, a character gains no benefit from the Improved Sunder feat.

RAPID STUNNING [GENERAL]

You can use your stunning attacks in rapid succession.

Prerequisites: Combat Reflexes, Stunning Fist, base attack bonus +6.

This halfling monk is never really down because he has the Prone Attack feat.



Benefit: You may use one additional stunning attack (or other special attack that counts against your daily limit of stunning attacks) per round.

Normal: You may only attempt a stunning attack (or any other special attack that counts against your daily limit of stunning attacks) once per round.

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

A character can take this feat multiple times. Its effects stack.

ROUNABOUT KICK [GENERAL]

You can follow up on a particularly powerful unarmed attack with a mighty kick, spinning in a complete circle before landing the kick.

Prerequisites: Str 15, Improved Unarmed Strike, Power Attack.

Benefit: If you score a critical hit on an unarmed attack, you can immediately make an additional unarmed attack against the same opponent, using the same attack bonus that you used for the critical hit roll. For example,

Ember the 15th-level monk can make three unarmed attacks in a round, at base attack bonuses of +11, +6, and +1. If she scores a critical hit on her second attack, she can make an additional attack using her +6 base attack bonus. She then makes her third attack (at +1) as normal.



SHARP-SHOOTING [GENERAL]

Your skill with ranged weapons lets you score hits others would miss due to an opponent's cover.

Prerequisites: Point Blank Shot, Precise Shot, base attack bonus +3.

Benefit: Your targets only receive a +2 bonus to Armor Class due to cover. This feat has no effect against foes with no cover or total cover.

Normal: Cover normally gives a +4 bonus to AC.

Special: A fighter may select Sharp-Shooting as one of his fighter bonus feats.

SHIELD CHARGE [GENERAL]

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

Prerequisites: Improved Shield Bash, base attack bonus +3.

Benefit: If you hit an opponent with your shield as part of a charge action, in addition to dealing damage normally, you may make a trip attack without provoking an attack of opportunity. If you lose, the defender does not get to try to trip you in return.

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

SHIELD SLAM [GENERAL]

You can use your shield to daze your opponent.

Prerequisites: Improved Shield Bash, Shield Charge, base attack bonus +6.

Benefit: As a full-round action or as a charge action, you may make an attack with your shield against an opponent. If you hit, you force the target damaged by this attack to make a Fortitude saving throw (DC 10 + 1/2 your character level + your Str modifier) addition to dealing damage normally. A defender who fails this saving throw is dazed for 1 round (until just before your next action). Constructs, oozes, plants, undead, incorporeal creatures, and creatures immune to critical hits cannot be dazed.

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

SWARMFIGHTING [GENERAL]

You and allies with this feat can coordinate melee attacks against a single target and are adept at fighting side by side in close quarters.

Prerequisites: Small size, Dex 13, base attack bonus +1.

Benefit: You can occupy the same 5-foot square in combat with any other allied Small creature that also possesses the Swarmfighting feat at no penalty. When you engage a Medium or larger creature in melee, and at least one other ally with the Swarmfighting feat threatens the target, you gain a +1 morale bonus on the attack roll. This bonus increases by +1 for each additional ally beyond the first with the Swarmfighting feat that threatens the same target. The total morale bonus imparted to your attack roll cannot exceed your Dexterity bonus.

THROW ANYTHING [GENERAL]

In your hands, any weapon becomes a deadly ranged weapon.

Prerequisites: Dex 15, proficiency with weapon, base attack bonus +2.

Benefit: You can throw a melee weapon you are proficient with as if it were a ranged weapon. The range increment of weapons used in conjunction with this feat is 10 feet.

Normal: You can't throw a melee weapon without taking a -4 penalty unless it has a range increment (such as a hand axe or a dagger).

WEAKENING TOUCH [GENERAL]

You can temporarily weaken an opponent with your unarmed strike.

Prerequisites: Wis 17, Improved Unarmed Strike, Stunning Fist, base attack bonus +2.

Benefit: Declare that you are using this feat before you make your attack roll (thus, a missed attack roll ruins the attempt). You can make an unarmed attack that deals no damage, but instead applies a -6 penalty to the target's Strength score for 1 minute. Multiple weakening touches delivered on the same target are not cumulative. Each attempt to deliver a weakening touch counts as one of your Stunning Fist attacks for the day. Creatures with immunity to stun effects cannot be affected by this feat.

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

ZEN ARCHERY [GENERAL]

Your intuition guides your hand when you use a ranged weapon.

Prerequisites: Wis 13, base attack bonus +1.

Benefit: You can use your Wisdom modifier instead of your Dexterity modifier when making a ranged attack roll.

DIVINE FEATS

In keeping with the idea of expanding the options of all classes, the feats in this category share characteristics that make them unavailable to single-class fighters. 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 may require other types of actions as specified. Regardless, you may activate only one divine feat (or use the ability to turn or rebuke undead once) per round, though overlapping durations may 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 an attack of opportunity and counts as an attack. Activating a divine feat is also a supernatural ability and does not provoke an attack 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. Sacred Vengeance, for example, adds 2d6 points of damage to all your melee attacks, but does not directly deal damage to an opponent upon its activation. It is not itself an attack.

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 rebuking undead.

DIVINE CLEANSING [DIVINE]

You can channel energy to improve your allies' ability to resist attacks against their vitality and health.

Prerequisites: Turn or rebuke undead ability.

Benefit: As a standard action, you can spend one of your turn or rebuke undead attempts to grant all allies (including yourself) within a 60-foot burst 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.

Prerequisites: Str 13, turn or rebuke undead ability, Power Attack.

Benefit: As a free action, spend one of your turn or rebuke undead attempts to add your Charisma bonus to your weapon damage for 1 full round.

DIVINE RESISTANCE [DIVINE]

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

Prerequisites: Turn or rebuke undead ability, Divine Cleansing.

Benefit: As a standard action, spend one of your turn or rebuke undead attempts to imbue all allies within a 60-foot burst (including yourself) with resistance to cold 5, electricity 5, and fire 5. This resistance does not stack with similar resistances, such as those granted by spells or special abilities. The protection lasts for a number of rounds equal to your Charisma modifier.

DIVINE SHIELD [DIVINE]

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

Prerequisites: Turn or rebuke undead ability, proficiency with a shield.



This paladin's Divine Resistance feat partially protects her and her allies from fire damage.

TABLE 3-2: DIVINE FEATS

Feat	Prerequisites	Benefit
Divine Cleansing	Turn or rebuke undead ability	Gain +2 sacred bonus on Fortitude saves
Divine Resistance	Turn or rebuke undead ability, Divine Cleansing	Gain resistance to cold 5, electricity 5, and fire 5
Divine Might	Str 13, turn or rebuke undead ability, Power Attack	Add Cha bonus to weapon damage
Divine Shield	Turn or rebuke undead ability, proficiency with a shield	Add Cha bonus as sacred bonus to your shield's defense
Divine Vigor	Turn or rebuke undead ability	Increase base speed by 10 ft., gain +2 hp/level
Sacred Vengeance	Turn or rebuke undead ability	+2d6 points of damage on melee attacks against undead

Benefit: As a standard action, spend one of your turn/rebuke undead attempts to channel energy into your shield, granting it a bonus equal to your Charisma modifier. This bonus applies to the shield's bonus to Armor Class and lasts for a number of rounds equal to half your character level.

DIVINE VIGOR [DIVINE]

You can channel energy to increase your speed and durability.

Prerequisites: Turn or rebuke undead ability.

Benefit: As a standard action, spend one of your turn or rebuke undead attempts to increase your base speed by 10 feet and gain +2 temporary hit points per character level. These effects last a number of minutes equal to your Charisma modifier.

SACRED VENGEANCE [DIVINE]

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

Prerequisites: Turn or rebuke undead ability.

Benefit: As a free action, spend one of your turn undead attempts to add 2d6 points of damage to all your successful melee attacks against undead until the end of the current round.

BEHIND THE CURTAIN: TACTICAL FEATS

Tactical feats are more complicated than most other feats, because they cover multiple situations and often require some setup on the part of the player character. So why bother?

Tactical feats are a good way to offer bonuses for situations that don't come up often enough to warrant regular feats. Players understand that their characters only get a precious few feats over the course of their careers, and they want to make sure every feat counts. A fighter can count on his Weapon Focus feat making a difference in almost every combat. A feat that requires you to fight defensively for several rounds in a row might not matter—and players probably won't choose such a feat because they know it's too situational. However, by combining three situational advantages in a single tactical feat, you make the package deal a more compelling choice. You provide big rewards for unusual

TACTICAL FEATS

Feats with the tactical descriptor allow characters to perform a number of powerful attacks.

If you're playing a character who has a tactical feat, it's your responsibility to keep track of the actions you're performing as you set up the maneuver that the feat enables you to perform. It's also a good idea to briefly mention to the DM that you're working toward performing a tactical maneuver; a remark along the lines of "I attack the troll, using Combat Expertise to the maximum, and that's the first step in a tactical maneuver" is appropriate.

Some of the tactical feats refer to the first round, second round, and so on. These terms refer to the timing of the maneuver, not the battle as a whole. You don't have to use Combat Expertise in the first round of combat to begin a tactical maneuver, for example; the round in which you use Combat Expertise is considered the first round of the maneuver.

CAVALRY CHARGER [TACTICAL]

Fighting from the back of a steed is second nature to you.

Prerequisites: Mounted Combat, Spirited Charge, Trample, base attack bonus +6.

Benefit: The Cavalry Charger feat enables the use of three tactical maneuvers.

Unhorse: To use this maneuver, you must be mounted and charge a mounted foe. If your charge attack hits, you may

situations rather than a smaller reward for a common situation.

A second, related reason to employ tactical feats is to encourage a broader range of combat maneuvers. Combat in the D&D game can sometimes devolve into a ceaseless litany of "I try to hit him again." Tactical feats, on the other hand, often involve movement, bull rushes, power attacks, and other special activities. They reward clever play and teamwork as players think strategically, setting up the situations that grant them big bonuses. But there's an element of risk involved, because the bad guys (intentionally or not) often thwart such plans.

If you design your own tactical feats, take care to keep them somewhat rare in your game. In general, characters shouldn't have more than two or three tactical feats, because six to nine special situations are a lot to keep track of. Tactical feats should be spice—they shouldn't be the main course.

This knight uses the Cavalry Charger feat to make a fell trample against a squad of orcs.



TABLE 3-3: TACTICAL FEATS

Feat	Prerequisites	Benefit
Cavalry Charger ¹	Mounted Combat, Spirited Charge, Trample, base attack bonus +6	See feat description
Combat Brute ¹	Improved Sunder, Power Attack, base attack bonus +6	See feat description
Elusive Target	Dodge, Mobility, base attack bonus +6	See feat description
Formation Expert ¹	Base attack bonus +6	See feat description
Giantbane ¹	Medium or smaller size, Tumble 5 ranks, base attack bonus +6	See feat description
Raptor School	Wis 13, Jump 5 ranks, base attack bonus +6	See feat description
Shock Trooper ¹	Improved Bull Rush, Power Attack, base attack bonus +6	See feat description
Sun School	Flurry of blows ability, base attack bonus +4	See feat description

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

make a free bull rush attempt. If the bull rush attempt succeeds, you move your foe normally, but his mount remains where it was.

Leaping Charge: To use this maneuver, you must be mounted and charge a foe at least one size category smaller than your mount. Make a Ride check at the conclusion of the move portion of the charge action. Prior to making the roll, determine the DC of the check: either DC 10 for a chance to deal 2 extra points of damage or DC 20 for a chance to deal 4 extra points of damage. If you fail this Ride check, you miss your target (no attack roll) and if you fail this Ride check by 5 or more, you miss your target and fall off your mount, landing in a square adjacent to the mount's space.

Fell Trample: You can make mounted overrun attempts against more than one foe, resolving each attempt according to the rules on page 157 and 158 of the *Player's Handbook*. Your mount gets a hoof attack against each foe you successfully overrun.

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

COMBAT BRUTE [TACTICAL]

You employ strength and leverage to great effect in battle.

Prerequisites: Improved Sunder, Power Attack, base attack bonus +6.

Benefit: The Combat Brute feat enables the use of three tactical maneuvers.

Advancing Blows: To use this maneuver, you must make a successful bull rush attempt against a foe. During the next round, all your attacks against that foe gain a +1 bonus on attack and damage rolls for each square your bull rush moved that foe. For example, if you pushed an orc back 10 (2 squares) feet with a bull rush, you would gain a +2 bonus on attack and damage rolls against that orc on the following round.

Sundering Cleave: To use this maneuver, you must destroy a foe's weapon or shield with a successful sunder attempt (see page 158 of the *Player's Handbook*). If you do so, you gain an immediate additional melee attack against the foe. The additional attack is with the same weapon and at the same attack bonus as the attack that destroyed the weapon or shield.

Momentum Swing: To use this maneuver, you must charge a foe in the first round, and you must make an attack using your Power Attack feat in the second round. The penalty you

take on your attack roll must be -5 or worse. Your attacks during the second round gain a bonus equal to your attack roll penalty \times 1-1/2, or \times 3 if you're using a two-handed weapon or a one-handed weapon wielded in two hands. For instance, if you choose to take a -6 penalty on your attack roll, you can deal an extra 9 points of damage, or an extra 18 points if you're using a two-handed weapon or a one-handed weapon wielded in two hands.

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

ELUSIVE TARGET [TACTICAL]

Trying to land a blow against you can be a maddening experience.

Prerequisites: Dodge, Mobility, base attack bonus +6.

Benefit: The Elusive Target feat enables the use of three tactical maneuvers.

Negate Power Attack: To use this maneuver, you must designate a specific foe to be affected by your Dodge feat. If that foe uses the Power Attack feat against you, the foe gains no bonus on the damage roll but still takes the corresponding penalty on the attack roll.

Diverting Defense: To use this maneuver, you must be flanked and you must designate one of the flanking attackers to be affected by your Dodge feat. The first attack of the round from the designated attacker automatically misses you and may strike the other flanking foe instead; the attacking creature makes an attack roll normally, and its ally is considered flat-footed. If the designated attacker is making a full attack against you, its second and subsequent attacks function normally.

Cause Overreach: To use this maneuver, you must provoke an attack of opportunity from a foe by moving out of a threatened square. If the foe misses you, you can make a free trip attempt against this foe, and the foe does not get a chance to trip you if your attempt fails.

FORMATION EXPERT [TACTICAL]

You are trained at fighting in ranks and files.

Prerequisites: Base attack bonus +6.

Benefit: The Formation Expert feat enables the use of three tactical maneuvers. You gain the benefit of the feat even if you are fighting in formation with allies that do not have this feat.

Lock Shields: To use this maneuver, you must have a ready shield, and adjacent allies on opposite sides of you must have ready shields. You gain a +1 bonus to Armor Class.

Step into the Breach: To use this maneuver, you must be within a single move of an ally who falls in combat, and an ally must occupy every square between you and the fallen comrade. You can immediately take a single move action (as if you had readied an action to do so) to move into the square the fallen ally occupies.

Wall of Polearms: To use this maneuver, you must be wielding a shortspear, longspear, trident, glaive, guisarme, halberd, or ranseur, and you must have adjacent allies wielding weapons identical to yours on opposite sides of you. You gain a +2 bonus on attack rolls.

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



GIANTBANE [TACTICAL]

You are trained in fighting foes larger than you are.

Prerequisites: Medium or smaller size, Tumble 5 ranks, base attack bonus +6.

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

Duck Underneath: To use this maneuver, you must have taken a total defense action, then have been attacked by a foe at least two size categories larger than you. You gain a +4 dodge bonus to your Armor Class, which stacks with the bonus for total defense. If that foe misses you, on your next turn, as a free action, you may make a DC 15 Tumble check. If the check succeeds, you move immediately to any unoccupied square on the opposite side of the foe (having success-

fully ducked underneath your foe). If there is no unoccupied square on the opposite side of the foe or you fail the Tumble check, you remain in the square you are in and have failed to duck underneath your foe.

Death from Below: To use this maneuver, you must have successfully used the duck underneath maneuver. You may make an immediate single attack against the foe you ducked underneath. That foe is treated as flat-footed, and you gain a +4 bonus on your attack roll.

Climb Aboard: To use this maneuver, you must move adjacent to a foe at least two size categories larger than you. In the following round, you may make a DC 10

Climb check as a free action to clamber onto the creature's back or limbs (you move into one of the squares the creature occupies). The creature

you're standing on takes a -4 penalty on attack rolls

against you, because it can strike at you only awkwardly. If the creature moves during its action, you move along with it. The

A pair of half-orcs thwart the spellcasting plans of their night bag opponent.

creature can try to shake you off by making a grapple check opposed by your Climb check. If the creature succeeds, you wind up in a random adjacent square.

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

RAPTOR SCHOOL [TACTICAL]

You know martial arts techniques inspired by hunting birds.

Prerequisites: Wis 13, Jump 5 ranks, base attack bonus +6.

Benefit: The Raptor School feat enables the use of three tactical maneuvers.

Eagle's Swoop: To use this maneuver, you must charge a foe or jump down on your enemy from at least 10 feet up (see

page 77 of the Player's Handbook). Make a Jump check as a free action immediately before your next attack. Prior to making the roll, determine the DC of the check: either DC 15 for a chance to deal 2 extra points of damage or DC 25 for a chance to deal 4 extra points of damage. If you fail this Jump check, you miss your target, and if you fail this Jump check by 5 or more, you fall prone in an adjacent square.

Falcon's Feathers: To use this maneuver, you must be wearing a cloak. As a standard action, you can whip the cloak around you in a distracting fashion. Make an attempt to feint in combat (see page 68 of the Player's Handbook), using your base attack bonus instead of your Bluff modifier. If you succeed, your target is treated as flat-footed for the next melee attack you make against it.

Hawk's Eye: To use this maneuver, you must spend at least 1 full round observing your foe. While doing so, you can take no other actions. The next melee attack you make against your foe gains a +2 bonus on the attack and damage rolls for every round you have just spent observing the foe, to a maximum bonus of +6 (for 3 consecutive full rounds of observation). If the target of your observation attacks you while you're observing, or if you don't make the melee attack within 3 rounds of the end of your observation, you don't get the benefit of the feat.

SHOCK TROOPER [TACTICAL]

You are adept at breaking up formations of soldiers when you rush into battle.

Prerequisites: Improved Bull Rush, Power Attack, base attack bonus +6.

Benefit: The Shock Trooper feat enables the use of three tactical maneuvers.

Directed Bull Rush: To use this maneuver, you must make a successful bull rush attempt as part of a charge. For every square you push your foe back, you may also push that foe one square to the left or right.

Domino Rush: To use this maneuver, you must make a successful bull rush attempt that forces a foe into the same square as another foe. You may make a free trip attempt against both foes at the same time, and neither foe gets a chance to trip you if your attempt fails.

Headless Charge: To use this maneuver, you must charge and make the attack at the end of the charge using your Power Attack feat. The penalty you take on your attack roll must be -5 or worse. In addition to normal charge modifiers (which give you a -2 penalty to AC and a +2 bonus on the attack roll), you can assign any portion of the attack roll penalty from Power Attack to your Armor Class instead, up to a maximum equal to your base attack bonus.

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

SUN SCHOOL [TACTICAL]

You have learned a number of esoteric martial arts techniques inspired by the sun.

Prerequisites: Flurry of blows ability, base attack bonus +4.

Benefit: The Sun School feat enables the use of three tactical maneuvers.

Inexorable Progress of Dawn: To use this maneuver, you must hit the same foe with the first two unarmed attacks from a flurry of blows. If you do, your foe must move back 5 feet, and you may move 5 feet forward if you wish. This movement does not provoke an attack of opportunity for either character.

Blinding Sun of Noon: To use this maneuver, you must successfully stun the same foe with an unarmed attack two rounds in a row. In addition to being stunned, that enemy is confused for 1d4 rounds thereafter.

Flash of Sunset: To use this maneuver, you must move adjacent to a foe instantaneously, as with a dimension door spell or the monk's abundant step class feature. If you do so, you can immediately make a single attack at your highest attack bonus against that foe.

WEAPON STYLE FEATS

The most famous martial characters are renowned for their distinctive styles, combinations of favored weapons and exotic maneuvers that are as unique as a signature. Many fighters discover how to use their strength to best effect by learning Power Attack, Cleave, and Improved Sunder, or study the pure art of swordsmanship by learning Combat Expertise and Improved Disarm—but in all the kingdom, there may be only a single master of the Crescent Moon technique.

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

ANVIL OF THUNDER [STYLE]

You have mastered the style of fighting with hammer and axe at the same time, and have learned to deal thunderous blows with this unique pairing of weapons.

Prerequisites: Str 13, Improved Sunder, Power Attack, Two-Weapon Fighting, Weapon Focus (warhammer or light hammer), Weapon Focus (battleaxe, handaxe, or dwarven waraxe).

Benefit: If you hit the same creature with both your axe and your hammer in the same round, it must make a Fortitude saving throw (DC $10 + 1/2$ your character level + your Str modifier) or be dazed for 1 round.

BEAR FANG [STYLE]

You have mastered the fierce style of fighting with axe and dagger at the same time. You can bring the fight to close quarters in the blink of an eye.

Prerequisites: Str 15, Power Attack, Two-Weapon Fighting, Weapon Focus (dagger), Weapon Focus (battleaxe, handaxe, or dwarven waraxe).

TABLE 3-4: WEAPON STYLE FEATS

Feat	Prerequisites	Benefit
Anvil of Thunder	Str 13, Improved Sunder, Power Attack, Two-Weapon Fighting, Weapon Focus (warhammer or light hammer), Weapon Focus (battleaxe, handaxe, or dwarven waraxe)	Target hit with both axe and hammer becomes dazed if it fails Fortitude save
Bear Fang	Str 15, Power Attack, Two-Weapon Fighting, Weapon Focus (dagger), Weapon Focus (battleaxe, handaxe, or dwarven waraxe)	Free grapple attempt against target hit with both dagger and axe
Crescent Moon	Improved Disarm, Improved Two-Weapon Fighting, Two-Weapon Fighting, Weapon Focus (dagger), Weapon Focus (bastard sword, longsword, scimitar, or short sword)	Free disarm attempt against target hit with both dagger and sword
Hammer's Edge	Str 15, Improved Bull Rush, Two-Weapon Fighting, Weapon Focus (bastard sword, longsword, or scimitar), Weapon Focus (warhammer or light hammer)	Target hit with both sword and hammer falls prone if it fails Fortitude save
High Sword Low Axe	Improved Trip, Two-Weapon Fighting, Weapon Focus (bastard sword, longsword, scimitar, or short sword), Weapon Focus (battleaxe, handaxe, or dwarven waraxe)	Free trip attempt against target hit with both sword and axe
Lightning Mace	Combat Reflexes, Two-Weapon Fighting, Weapon Focus (light mace)	Gain extra attack after scoring threat while wielding two light maces
Net and Trident	Dex 15, Exotic Weapon Proficiency (net), Two-Weapon Fighting, Weapon Focus (trident)	Make combined attack with net and trident
Quick Staff	Combat Expertise, Dodge, Two-Weapon Fighting, Weapon Focus (quarterstaff)	Gain extra dodge bonus when wielding quarterstaff
Spinning Halberd	Combat Reflexes, Two-Weapon Fighting, Weapon Focus (halberd)	Gain dodge bonus and extra attack when making full attack with halberd
Three Mountains	Str 13, Cleave, Improved Bull Rush, Power Attack, Weapon Focus (heavy mace, morningstar, or greatclub)	Target hit twice with mace, morningstar, or greatclub becomes nauseated if it fails Fortitude save

Benefit: If you hit a creature with both your axe and your dagger in the same round, you deal normal damage with both weapons, and you can choose to immediately attempt to start a grapple as a free action without provoking an attack of opportunity, as if you had the improved grab ability. No initial touch attack is required.

If you succeed on your grapple attempt, you drop your axe, but you immediately gain an additional attack against your grappled foe with your dagger at your highest base attack bonus (with the normal -4 penalty for attacking in a grapple). In subsequent rounds, you can use the dagger to attack while grappling at the normal penalty.

CRESCENT MOON [STYLE]

You have mastered the style of fighting with sword and dagger. You know how to twist an opponent's weapons from its grasp with a single graceful motion while using your two weapons together.

Prerequisites: Improved Disarm, Improved Two-Weapon Fighting, Two-Weapon Fighting, Weapon Focus (dagger), Weapon Focus (bastard sword, longsword, scimitar, or short sword).

Benefit: If you hit the same creature with both your sword and your dagger in the same round, you may make an immediate disarm attempt as a free action.

HAMMER'S EDGE [STYLE]

You are a master of the style of fighting with a hammer and sword at the same time, and have learned to hammer your foes into the ground with your tremendous blows.

Prerequisites: Str 15, Improved Bull Rush, Two-Weapon Fighting, Weapon Focus (bastard sword, longsword, or scimitar), Weapon Focus (warhammer or light hammer).

Benefit: If you hit the same creature with both your sword and your hammer in the same round, it must make a Fortitude saving throw (DC 10 + 1/2 your character level + your Str modifier) or fall prone.

HIGH SWORD LOW AXE [STYLE]

You have mastered the style of fighting with sword and axe at the same time, and have learned to use this unusual pairing of weapons to pull your opponents off their feet.

Prerequisites: Improved Trip, Two-Weapon Fighting, Weapon Focus (bastard sword, longsword, scimitar or shortsword), Weapon Focus (battleaxe, handaxe, or dwarven waraxe).

Benefit: If you hit the same creature with both your sword and your axe in the same round, you may make a free trip attempt against that foe. (If you succeed, you may immediately use your Improved Trip feat to gain an additional attack against your foe.)

LIGHTNING MACE [STYLE]

You are a master of fighting with two maces at the same time, and have learned to strike your foes with lightning speed.

Prerequisites: Combat Reflexes, Two-Weapon Fighting, Weapon Focus (light mace).

Benefit: Whenever you roll a threat on an attack roll while using a light mace in each hand, you gain an additional attack at that same attack bonus.

NET AND TRIDENT [STYLE]

You are a master of fighting with the net and the trident, and have learned to quickly follow up a successful net throw with a deadly jab of the trident.

Prerequisites: Dex 15, Exotic Weapon Proficiency (net), Two-Weapon Fighting, Weapon Focus (trident).

Benefit: As a full-round action, you can make a combined attack with your net and trident. First, you throw your net; if you hit and successfully control your foe by winning the opposed Strength check, you may immediately take a 5-foot step toward your opponent and make a full attack with your trident.

QUICK STAFF [STYLE]

You have mastered the style of fighting with a quarterstaff, and have learned special maneuvers that complement this unique weapon.

Prerequisites: Combat Expertise, Dodge, Two-Weapon Fighting, Weapon Focus (quarterstaff).

Benefit: When you use Combat Expertise to gain a dodge bonus while wielding a quarterstaff, you gain a dodge bonus 2 points higher than the penalty you take on your attack rolls. For example, if you take a -1 penalty on your attack rolls, you gain a +3 dodge bonus to your AC.

SPINNING HALBERD [STYLE]

You have mastered the style of fighting with a halberd, and can use all parts of the weapon—blade, spike, hook, or butt—to strike devastating blows.

Prerequisites: Combat Reflexes, Two-Weapon Fighting, Weapon Focus (halberd).

Benefit: When you make a full attack with your halberd, you gain a +1 dodge bonus to your Armor Class as well as an additional attack with the weapon at a -5 penalty. This attack deals points of bludgeoning damage equal to $1d6 + 1/2$ your Strength modifier.

THREE MOUNTAINS [STYLE]

You are a master of fighting with powerful bludgeoning weapons.

Prerequisites: Str 13, Cleave, Improved Bull Rush, Power Attack, Weapon Focus (heavy mace, morningstar, or greatclub).

Benefit: If you strike the same creature twice in the same round with your heavy mace, morningstar, or greatclub, it must make a Fortitude saving throw (DC $10 + 1/2$ your character level + your Str modifier) or be nauseated by the pain for 1 round.

NEW SPELLS

This section contains descriptions of new domains mentioned in Chapter 4 (see The Warrior Pantheon) and a selection of new divine spells and new hexblade spells (for the hexblade character class detailed in Chapter 1).

All the new divine spells detailed here—*cloak of bravery*, *greater cloak of bravery*, *lion's roar*, and *valiant fury*—are domain spells of the Courage domain (described above). *Cloak of bravery* is also a new spell for clerics and paladins.

Of the new hexblade spells detailed here, *augment familiar* is also a new spell for sorcerers and wizards; *cursed blade* is also a new spell for assassins; and *phantom threat* is also a new spell for bards.

NEW DOMAINS

Each domain described below includes notes on how to add it to the pantheon of deities presented in the *Player's Handbook* if the DM so chooses.

Courage Domain

Deities: Valkar. At the DM's option, this domain may also be available to the following deities from the *Player's Handbook*: Heironeous, Yondalla.

Granted Power: You radiate an aura of courage that grants all allies within 10 feet (including yourself) a +4 morale bonus on saving throws against fear effects. This supernatural ability functions while you are conscious, but not if you are unconscious or dead.

Courage Domain Spells

- Remove Fear:** Suppresses fear or gives +4 on saves against fear for one subject + one per four levels.
- Aid:** +1 on attack rolls and saves against fear, 1d8 temporary hp +1/level (max. +10).
- Cloak of Bravery***: You and your allies gain a bonus on saves against fear.
- Heroism**: Gives +2 bonus on attack rolls, saves, skill checks.
- Valiant Fury***: +4 Str, Con; +2 Will saves; extra attack; cures 1d8 hp +1/level (max. +20).
- Heroes' Feast**: Food for one creature/level cures and grants combat bonuses.
- Heroism, Greater**: Gives +4 bonus on attack rolls, saves, skill checks; immunity to fear; temporary hp.
- Lion's Roar***: Deals 1d8 points of damage per two levels to enemies; allies get +1 on attacks and saves against fear, plus temporary hp.
- Cloak of Bravery, Greater***: You and your allies become immune to fear and get +2 bonus on attacks.

* New spell described later in this chapter.

Fate Domain

Deities: Lyris. At the DM's option, this domain may also be available to the following deities from the *Player's Handbook*: Nerull, Obad-Hai.

Granted Power: You gain the uncanny dodge ability, allowing you to retain your Dexterity bonus to AC (if any) even if caught flat-footed or struck by an invisible attacker. However, you still lose your Dexterity bonus to AC if immobilized. If you have another class that gives uncanny