

Weapon Enhancement Feats

BONDED WEAPON [QUEST]

You use and care for a weapon until it has become a part of you.

Prerequisites You must have found the weapon, or been given it by someone outside your party (purchased weapons do not count). It must be (only) a masterwork weapon. It should have some special significance to you (your deities favoured weapon, one found serendipitously, the weapon of a slain companion etc). Weapon Focus feat for this weapon. You must have used the weapon for 2 levels exclusively (if melee, use no other melee weapons, if ranged, no other ranged weapons). You must have struck the killing blow against an enemy that has 2 or more levels or 3 CRs higher than your level, or defeated an enemy with 1 or more levels or 2 or more CRs than your level singlehandedly.

Benefit The weapon gains a +1 enchantment modifier, useable only by yourself. In anyone else's hands, it reverts to a mere masterwork weapon.

Special This magical enhancement may not be added to or modified by use of the Craft Magic Arms and Armour feat.

GIFTED WEAPON [QUEST]

Through obsessive training and perseverance your life-force has merged into your bonded weapon.

Prerequisites Bonded Weapon, or an *Heirloom Weapon* (see below), Weapon Focus feat with the weapon. You must have used the weapon for 2 levels exclusively (if melee, use no other melee weapons, if ranged, no other ranged) since the Gifting or a previous Bonding. You must again have struck the killing blow against an enemy that has 2 or more levels or 3 CRs higher than your level, or defeated an enemy with 1 or more levels or 2 or more CRs than your level singlehandedly. You must also transfer 1 physical ability point permanently into your weapon (the ability point remains available to you as long as the weapon is in your possession).

Benefit The weapon gains an additional +1 modifier, useable only by yourself. In anyone else's hands, it reverts to a mere masterwork weapon. This bonus may be used for any enchantment of +1 value, or saved to stack with a future Bonding for a more powerful enchantment.

Special As long as the weapon is in your possession, any sacrificed ability points are still available to you: it is in all respects as if the points were never sacrificed.

Special If the weapon is lost or destroyed, or even temporarily out of your possession, you loses any ability points sacrificed to the weapon. If the weapon comes back your possession, the transferred ability points are again useable.

Special This magical enhancement may not be added to or modified by use of the Craft Magic Arms and Armour feat.

HEIRLOOM WEAPON [QUEST]

The legends of your exploits with your weapon have become a lasting legacy.

Prerequisites Gifted Weapon. You have performed deeds with your weapon so heroic that bards have told your tale.

Special The weapon remains magical even the hands of another (but only +1). Such a weapon may once again be "gifted" by its new owner.

Special This magical enhancement may not be added to or modified by use of the Craft Magic Arms and Armour feat.