

Chapter Five

Feats

Athasian characters may gain a wide variety of feats, though some standard feats have changed slightly in order to be better adapted for the DARK SUN setting.

The following lists all the feats that are not available in a DARK SUN campaign, or those that are modified to adjust to the setting, and the reference they were taken from. Note however, that only feats taken from the following references are allowed in a DARK SUN campaign

Player's Handbook v3.5

Diehard (modified)
Eschew Materials
Greater Weapon Focus (modified)
Greater Weapon Specialization (modified)
Martial Weapon Proficiency
Quicken Spell (modified)
Simple Weapon Proficiency
Weapon Specialization (modified)

Complete Warrior

Axiomatic Strike (modified)

Expanded Psionics Handbook

Wild Talent (modified)

Miniatures Handbook

All sudden metamagic feats

Monstrous Manual v3.5

Control Shape

Unearthed Arcana

Weapon Group (Druid Weapons)
Weapon Group (Monk Weapons)
All Craft feats

Acquiring Feats

In addition to regular means of acquiring feats, all athasian PCs gain a bonus feat at character creation. This feat must be spent to gain a regional feat or the Wild Talent feat. NPCs do not gain this benefit.

Prerequisites

Note that in order to reduce the length of prerequisites for each feat, the list of prerequisites will include only the last feats of feat chains.

Types of Feats

Certain types of feats are treated somewhat differently in a dark sun campaign.

Item Creation Feats

Item Cost: The cost for crafting magical or psionic items is unchanged. However, there are no places where magical items can be readily bought as in standard D&D settings. As such, magical items bought illegally can fetch twice the standard price of the item, expressed in cps. See Chapter 7: Equipment for more details.

Metamagic Feats

Since all athasian spellcasters cast spells spontaneously, applying a metamagic feat to a spell increases the casting time accordingly. However, the Quicken Spell feat may still be used by spellcasters (see the Quicken Spell feat for more details).

Regional Feats

Athasian PCs may select a regional feat at 1st level as a bonus feat. This regional feat may only come from that character's region. Regional feats may only be selected at character creation, and a character can only have one regional feat.

However, if your race is not favored in your chosen region, you cannot select a regional feat unless you take at least 2 ranks in the appropriate Knowledge (local) skill (you may still select the Wild Talent feat, however).

Table 5-1: Athasian Feats

General Feats	Prerequisites	Benefit
Ancient History	-	+5 on Knowledge(history) and Bardic Secrets or Kreen Knowledge when the DC of the check is 20 or higher
Chatkcha Catching	BAB 1+, proficient with the chatkcha	Catch a returning chatkcha as a free action; +4 to check
Combination Casting	Divine Spellcaster level 3+, elemental patron	Combine casting with another elemental spellcaster to cast a spell from another element.
Deceiving Gestures	-	Somatic concealment does not increase casting time. +4 to Bluff check for somatic concealment.
Declare for Honor	Dwarf race	Focus on an adversary once per encounter and gain a +2 morale bonus on attack rolls against her.
Elvencraft	Knowledge(elf) 2 ranks or Elven Tribe, Craft(weaponcarving) 4 ranks.	Craft elven weapons
Heat Protection	Survival 1+ rank	Double Survival bonus on saves against severe heat, or gain +2 bonus while moving at normal speed.
Literacy	-	Read and write
Nobility	Born into or elevated to nobility, DM's permission	+2 on Diplomacy and Intimidate and +1 to leadership score where status is recognised. Immunities to secular authority.
Painful Defiling	Defiling	Deal subdual damage to creatures caught within your defiling radius
Path Dexter	-	+1 caster level on certain abjuration and divination spells; +2 on Spellcraft checks for spells of those schools
Path Sinister	Defiling	+1 caster level on certain conjuration and necromancy spells; +2 on Spellcraft checks for spells of those schools
Power Conjunction	-	Increase caster level by 1 for certain spells and 1 free metamagic per day when in contact with power conjunction.
Power of the Storm	Cha 13+	Use other power source for spells with special benefits.
Reach into the Grey	Con 13+	Use other power source for spells with special benefits.
Rush of Power	Defiling	+1 morale bonus on certain rolls after defiling.
Secret of Steel	Craft(blacksmithing) 4 ranks and Knowledge(dwarf) 2 ranks	Craft steel items
Sphere Focus	Divine Spellcaster level 1+	+1 to DC for spells from one elemental sphere.
Greater Sphere Focus	Sphere Focus	+1 to DC for spells from one elemental sphere.
Tactics	BAB 2+, Wis 13+	Study an adversary to gain a +2 bonus on attack rolls
Tap into the Black	Wis 13+	Use other power source for spells with special benefits.
Wastelander	-	+2 on Survival; +1 on Fortitude saves
Water Find	Survival 1 rank	Foraging for water is considered one step easier
Divine		
Channel	Ability to Turn or Rebuke Undead	Increase turning level by 1 and use greater turning once per day when in contact with power conjunction.
Power Conjunction		
Metamagic		
Prerequisites		
Craft Orb	Arcane caster level 5 th	Create magic orbs and lenses
Enchant Fruit	Caster level 3 rd	Create magic potion fruits
Botanical Enchantment	Enchant Fruit, Caster level 5 th , cannot be a defiler.	Use magic potion fruits to make magical fruit trees

Table 5-2: Regional Feats

Regional Feats	Regions	Benefit
Ancestral Memories	Jeral, To'ksa	+3 on Kreen knowledge; +2 on Survival
Arcane Prodigy	Any (human)	Intelligence score considered 2 points higher for magic
Arcane Schooling	Kurn, Silvaarak	Use spell trigger magic items from wizard spell list
Artisan	Nibenay, Raam, Slave, Urik	+3 on all Craft and Concentration
Artist	Balic, Elf	+2 on Perform and one Craft; +3 uses of Bardic Music
Astrologer	Draj, Nibenay	<i>augury</i> once per night; +4 to Survival to keep from getting lost at night
Blooded	Draj, Elf, Feral Halfling	+2 on Initiative and Spot; cannot be shaken
Child of Nature	Feral Halfling, Gulg, Pterran, Rhul-thaun	+2 on Handle Animal, Knowledge(nature) and Survival
Cosmopolitan	Balic, Raam, Nibeany, Tyr, Urik	+2 on Bluff, Gather Information and Sense Motive
Clutchmates	Jeral, To'ksa	+2 on Charisma related checks with Kreen, 5 clutchmates
Discipline	Dwarf, Urik	+2 on Concentration and Will saves
Elven Tribe	Elf	Raised by one elven tribe. +1 on attack with elven weapons from your tribe, and gain the benefits of one other feat.
Explorer	Jeral, Silvaarak, Tyr	+4 on Knowledge(geography) and Survival checks to keep from getting lost.
Fearful	Eldaarich, Slave	+2 on Hide, Listen, Move Silently, Spot and Sense Motive checks. -4 to saves against fear effects.
Fearless	Draj, Dwarf, Urik	Immune to fear effects.
Forester	Feral Halfling, Gulg	+1 on Hide, Listen, Move Silently, Spot; +3 in forest terrain
Freedom	Elf, Feral Halfling, Kurn, Rhul-thaun, Silvaarak, Slave, Tyr	Take an additional standard action once per day
Happiness	Kurn, Saragar	+2 on Diplomacy and Perform; +1 on Will saves
Hunter	Feral Halfling, Gulg, Jeral, To'ksa	Gain Favored Enemy animals
Interior Adaptation	Silvaarak	No longer shaken by being indoors
Kiltektek	Jeral	+2 on 2 Knowledge; all Knowledge skills are class skills
Laborer	Dwarf, Slave, Urik	+2 on all Craft checks and Profession checks; +4 on certain checks against fatigue
Luck of Heroes	Rhul-thaun, Tyr	+1 luck bonus on saves and AC
Low Profile	Eldaarich, Kurn, Saragar	+2 on Disguise, Hide and Move Silently
Market Veteran	Balic, Elf, Nibenay, Raam, Tyr	+2 on Appraise, Bargain and Gather Information
Militia	Dwarf, Nibenay, Urik	Gain a Weapon Group and participate in formation
Psionic Inhibition	Rhul-thaun	+3 on saves against all power and psi-like effects
Resist Poison	Dwarf, Feral Halfling	+4 on saves against poison
Silt Skimmer	Balic	+2 on Balance, Profession(sailor) and Spot
Smooth Talk	Balic, Kurn, Pterran	+2 on Diplomacy; -5 on rushed diplomacy instead of -10
Street Smart	Balic, Nibenay, Raam, Urik, Tyr	+2 on Gather Information, Intimidate and Knowledge(local)
Surefooted	Rhul-thaun	+2 on Climb and Jump; ignore movement penalty of slopes
Swift and Silent	Elf, Feral halfling	No penalty when using Hide or Move Silently at full speed
Telepathic Prodigy	Pterran	+1 to DC and power penetration for powers from the telepathic discipline
Thug	Draj, Raam	+2 on Initiative, Bluff and Intimidate
Windrider	Rhul-thaun	+2 to Balance and Ride; Mounted combat with aerial mounts
Xenophobia	Eldaarich, Elf, Saragar	+4 to Sense Motive and saves against charm or compulsion effects against humanoids not from your region

Feat Descriptions

All athasian feats which are modified or presented in this chapter are detailed below. Feats not appearing here and taken from the references above are unchanged.

Ancestral Memories [Regional]

Your ancestral memories are more vivid for you than other kreen.

Prerequisites: Jeral and To'ksa, kreen race

Benefit: You gain a +3 bonus to your Kreen knowledge checks. You also gain a +2 to all Survival checks.

Ancient History [General]

You have learned some of the deepest and most terrible secrets of Athas's past.

Benefit: You gain a +5 bonus on Knowledge(history) checks when the DC is equal to 20 or higher. Also, you gain this bonus on Bardic Secrets or Kreen Knowledge checks in similar conditions.

Arcane Prodigy [Regional]

Of all the races of the Rebirth, humans bring forth the most gifted arcane spellcasters.

Prerequisites: Any, human race

Benefit: Your Intelligence score is considered 4 points higher for the purposes of determining bonus arcane spells.

Arcane Schooling [Regional]

You have received some arcane tutelage by the preservers of Oronis of Kurn.

Prerequisites: Kurn, Silvaarak

Benefit: You can activate spell trigger magic items as if you had 1 level in the wizard class. Wizard also becomes an additional favored class for you.

Artisan [Regional]

You come from a culture known for their artisans and have an eye for detail and the ability to focus on the task at hand.

Prerequisites: Dwarf, Nibenay, Raam, Slave, Urik

Benefit: You gain a +3 bonus to all Craft and Concentration checks.

Artist [Regional]

Your people are renowned for their artistic talents.

Prerequisites: Balic, Elf

Benefit: You gain a +2 bonus on all Perform checks and to one Craft skill involving art. Additionally, if you have the Bardic Music or Elemental Song abilities, you may use them 3 additional times per day.

Astrologer [Regional]

Your culture looks to the stars for guidance

Prerequisites: Draji, Nibenay

Benefit: Once per night, when you can see the stars, you may make a Wisdom checks with a DC of 15 to learn the possible outcome of an action. This ability mimics the *augury* spell, with a 70% chance of success.

Also, you gain a +4 bonus to Survival checks made to keep from getting lost if you travel at night.

Axiomatic Strike [General]

As *Complete Warrior*, except as follows:

Prerequisites: Psionic Strike (lawful)

Blooded [Regional]

You know what it means to fight for your life, and have developed a quick wit and quicker reactions when blades are bared.

Prerequisites: Draji, Elf, Feral Halfling

Benefit: You gain a +2 bonus on Initiative and Spot checks. Additionally, you cannot become shaken, though you may still be frightened or panicked.

Botanical Enchantment [Item Creation]

You can use magic potion fruits to grow magical fruit tree, yielding additional potion fruits.

Prerequisites: Enchant Fruit, Caster level 5th, cannot be a defiler

Benefit: See Chapter 8: Magic for rules on how to create botanical enchantments.

Chatkcha Catching [General]

You have become adept at catching the returning throwing wedges of the thri-kreen.

Prerequisites: BAB 1+, proficient with chatkcha

Benefit: You gain a +4 bonus on your roll to catch a returning chatkcha. Also, catching a returning chatkcha is a free action for you.

Normal: Catching a returning chatkcha is a move action.

Channel Power Conjunction [Divine]

You have learned to channel the energy of your power conjunction against undead.

Prerequisites: ability Turn or Rebuke undead

Benefit: Whenever you are in contact with a power conjunction of your patron, your level is considered one level higher for turning or rebuking.

Additionally, while you are in contact with your power conjunction, you may use Greater Turning once per day, destroying or bringing under your control any undead you successfully turn or rebuke.

Special: See the Power Conjunction feat.

Child of Nature [Regional]

Your people has a very strong bond with the environment it lives in.

Prerequisites: Feral Halfling, Gulg, Pterran, Rhul-Thaun

Benefit: You gain a +2 bonus on all Handle Animal, Knowledge(nature) and Survival checks.

Combination Casting [General]

You can combine your elemental magic with that of a cleric from another patron to cast spells from a median spell list.

Prerequisites: Divine Spellcaster level 3+, elemental patron

Benefit: You an another elemental cleric with different patron than yours can combine your magic in order to cast a spell from a median spell list. For example, clerics of earth and fire may use this ability to cast a magma spell.

In order to do so, both clerics must possess this feat, and both must be in physical contact at the moment of the casting. Both casters expend a common spell slot, and can then select a spell of the same level from the median spell list to cast. Both casters must perform the verbal and somatic components of the spell, and they must have access to the material components and the divine focus of the spell, if any. In this case, the divine focus can be either the element associated with the spell, or both of the elements associated with the two clerics patron. Finally, the casting of the spell increases to a full round action if it is a 1 action spell, or by 1 full round action for longer casting times.

If the clerics are of unequal level, the specifics of the spell are chosen by the highest level cleric, but the caster level of the spell is equal to the lowest caster level of both clerics.

Only elemental clerics or paraelemental clerics of whose patrons are not opposed may benefit from this feat.

Cosmopolitan [Regional]

You are intimately familiar with the double talk of the disreputable quarters of the City-States.

Prerequisites: Balic, Nibenay, Raam, Tyr, Urik

Benefit: You gain a +2 bonus on all Bluff, Gather Information and Sense Motive checks.

Clutchmates [Regional]

You have formed a very close bond with members of your clutch.

Prerequisites: Jeral, To'ksa

Benefit: Select up to 5 individuals you know very well and frequent very often. You can now make a Wisdom check DC 12 to know the particular direction of one of these individuals. You can make one such check per individual per hour.

Additionally, you gain a +2 bonus on all Charisma related checks made against kreen.

Craft Orb [Item Creation]

You can craft magical orbs and lenses to use a power conduits for your spells.

Prerequisites: Arcane caster level 5th.

Benefit: See Chapter 8: Magic for rules on how to create magical orbs.

Deceiving Gestures [General]

You are adept at hiding the somatics of your spells.

Benefit: You gain a +4 bonus to use somatic concealment (see Bluff skill). Also, using somatic concealment no longer increases casting time for you.

Normal: Using somatic concealment increases the casting time to a full round action, or by 1 round for spells with longer casting times.

Declare for Honor [General]

You can choose defeating an opponent in combat as your focus.

Prerequisites: Dwarf race

Benefit: Once per encounter, you can choose to focus on an opponent instead of your regular focus. When you do so, you gain a +2 morale bonus on all attack rolls against that opponent, in addition to all other focus bonus, until the opponent is defeated.

However, when declaring for honor, you cannot disengage or flee from combat, and you must fight to the death, no matter what the odds are. If unable to do so, you cannot change your focus until either you or your foe are defeated.

Normal: A dwarf's focus grants you a +2 morale bonus on skill checks, ability checks and saves.

Special: A dwarf who dies before completing her focus incurs a chance of raising in undeath as a banshee.

Die Hard [General]

You are exceptionally hard to kill.

Benefit: You gain a +4 bonus on Fortitude saves made to remain conscious and keep from dying when you reach 0 hit points.

Discipline [Regional]

Your people are known for their determination, self-control and clarity of purpose.

Region: Dwarf, Urlik

Benefit: You gain a +2 bonus on all Concentration checks and all Will saves.

Elvencraft [General]

You have learn the art of crafting the lithe weapons of the elves.

Prerequisites: Knowledge(elf) 2 ranks or Elven Tribe, Craft(weaponcarving) 4 ranks.

Benefit: You can craft elven weapons. For the price of a Masterwork weapon (or the masterwork component of the crafted weapon), you can choose to craft longsword, shortspears or spears as elven weapons. Elven weapons are exotic elven weapons, and allow you to use the weapon finesse feat with them.

Also, all weapons you craft bear the signature of your tribe, which allows characters with the Elven Tribe feat to benefit from them (See Elven Tribe feat).

Elven Tribe [Regional]

You embody the traits of your elven tribe.

Region: Elf

Benefit: Choose one elven tribe and clan (if any). You gain a +1 circumstance bonus when wielding elven swords or bows crafted by your tribe (See Elvencraft feat). Also, you gain a +2 bonus on the following skills, depending on your tribe and your clan.

Tribe and Clan	Skill Bonus
Clearwater Tribe	Bargain and Diplomacy
Night Runners Tribe	Hide
Lone Moon clan	Sleight of Hand
Dark Moon clan	Move Silently
Full Moons clan	Tumble
Half Moon clan	Use Magic Device
Quarter Moon clan	Intimidate
New Moon clan	Gather Information
Silt Stalkers Tribe	Intimidate
Fire Bow clan	Survival
Fire Dagger clan	Hide
Fire Sword clan	Jump
Silver Hands Tribe	Appraise and Bluff
Sky Singers Tribe	Bargain
Dawnchasers clan	Handle animal
Dayjumpers clan	Diplomacy
Twilightcatchers clan	Use Magic Device
Sun Runners Tribe	Intimidate and Sense Motive
Water Hunters Tribe	Survival
Lakesingers clan	Move Silently
Poolrunners clan	Handle Animal
Raindancers clan	Intimidate
Wind Dancers Tribe	Survival
Airhunters clan	Heal
Breezechasers clan	Intimidate

Enchant Fruit [Item Creation]

You can enchant fruits to act a potion fruits.

Prerequisites: Caster level 3rd

Benefit: See Chapter 8: Magic for rules on how to create magic potion fruits.

Explorer [Regional]

Your people is known for their adventurous individuals.

Region: Jeral, Silvaarak, Tyr

Benefit: You gain a +4 bonus on all Knowledge(geography) and on Survival checks to keep from getting lost.

Fearful [Regional]

You have lived all your life under a reign of fear and have learned to be wary of others.

Region: Eldaarich, Slave

Benefit: You gain a +2 bonus on all Hide, Listen, Move Silently, Spot and Sense Motive checks, but you suffer a -4 penalty on all saves against fear effects.

Fearless [Regional]

Your people are known to be without fear.

Region: Draj, Dwarf, Urik

Benefit: You are immune to fear effects.

Forester [Regional]

Your people are learned in the skills of woodcraft.

Region: Feral Halfling, Gulg

Benefit: You gain a +1 bonus on all Hide, Listen, Move Silently and Spot checks. These bonuses increase to +3 when you are on forest terrain.

Freedom [Regional]

You can perform great deeds to win your freedom, and remain free.

Region: Elf, Feral Halfling, Kurn, Rhul-Thaun, Silvaarak, Slave, Tyr

Benefit: Once per day, you can perform an extra partial action, on your turn.

Special: Characters who gain the Slave flaw automatically receive the benefits of this feat in return. These benefits stack, but you can only take one extra partial action per turn.

Greater Sphere Focus [General]

Spells from an elemental sphere that you cast are even more potent than normal.

Prerequisites: Sphere Focus

Benefit: Add an additional +1 to the DC of spells you cast from the sphere you have your focus in.

Special: You can gain this feat multiple times. Each time it applies to a new sphere.

Happiness [Regional]

Your culture offers some of the last remnants of true happiness.

Region: Kurn, Saragar

Benefit: You gain a +2 bonus on Diplomacy and Perform checks and you gain a +1 bonus on Will saves.

Heat Protection [General]

You have learned how to keep yourself protected from the ravages of the crimson sun.

Prerequisites: Survival 1+ rank

Benefit: When using the Survival skill to protect yourself against severe heat, you gain double the listed bonus on your Fortitude save. You can also gain a +2 bonus on fortitude saves against the heat, even when moving at your full speed. You can extend this bonus to others as well, as per the Survival skill.

Hunter [Regional]

Your culture places great emphasis on the hunt.

Region: Feral Halfling, Gulg, Jeral, To'ksa

Benefit: You gain the Favored Enemy ability with animals, granting you a +2 bonus on Bluff, Listen, Sense Motive, Spot and Survival checks when using these skills against animals. Likewise, you gain a +2 bonus on your weapon damage rolls against animals. These bonuses stack with other favored enemy bonuses.

Interior Adaptation [Regional]

You have learned how to master your claustrophobia and have lived indoors for some time.

Region: Silvaarak, Aarakocra race

Benefit: You no longer become shaken by entering an enclosed space.

Normal: All aarakocras automatically become shaken when they enter an enclosed space.

Kiltektek [Regional]

You are part of a small group of Kreen who hunt for knowledge instead of game.

Region: Jeral, To'ksa

Benefit: You gain a +2 bonus on any two Knowledge skills of your choice. Also, all Knowledge skills become class skills for you.

Laborer [Regional]

Your people are known to be hard working and industrious.

Region: Dwarf, Slave, Urik

Benefit: You gain a +2 bonus on all Craft and Profession checks. Also, you gain a +4 bonus on Constitution checks against fatigue caused by forced march or prolonged activity.

Literacy [General]

You have learned how to read and write.

Benefit: You can read and write any language you are trained in, with one alphabet of your choice. You can learn additional alphabets by taking 1 rank in the appropriate language (that rank does not grant you any other benefit than learning the alphabet). You can now also use the Decipher Script and Forgery skills.

Normal: All athasian characters are illiterate until they gain this feat. Until they do so, they cannot read, write or use the Decipher Script and Forgery skills.

Special: Templars and aristocrats receive this feat for free at 1st level.

Luck of Heroes [Regional]

Your culture has brought forth great heroes.

Region: Rhul-Thaun, Tyr

Benefit: You gain a +1 luck bonus on all saves and on armor class.

Low Profile [Regional]

Your people have learned to avoid drawing attention to themselves.

Region: Eldaarich, Kurn, Saragar

Benefit: You gain a +2 bonus on all Disguise, Hide and Move Silently checks.

Market Veteran [Regional]

You are a regular visitor of the crowded markets of the city-states.

Region: Balic, Elf, Nibenay, Raam, Tyr, Urik

Benefit: You gain a +2 bonus on all Appraise, Bargain and Gather Information checks.

Militia [Regional]

Your culture places great emphasis on military service and training for war.

Region: Dwarf, Nibenay, Urik

Benefit: If you are from the dwarf region, you gain the Weapon Group (Axe) feat. If you are from the Nibenay or Urik regions, you gain the Weapon Group (Polearms) feat. Additionally, you can benefit of the formations ability of a fighter when (and only when) fighting alongside her, or when fighting alongside a character with the Formation Expert feat.

Nobility [General]

You have inherited or gained a noble status.

Prerequisites: Born into or elevated to nobility, DM's permission.

Benefit: You are part of the nobility of a specific region. When your noble status is recognised, you gain a +2 bonus on Diplomacy and Intimidate checks. You also gain a +1 bonus on your leadership score (if any). Finally, a noble status grants you certain immunities against the Secular Authority of templars (see Chapter 3: Classes for more details).

A noble's outfit is the typical mark of nobility, but characters who are not part of the nobility (who do not have this feat) do not gain these benefits while wearing one (although good uses of the Bluff and Disguise skills might grant you similar benefits).

Special: Aristocrats receive this feat for free at 1st level. Also, PCs who are not noble, or do not appear to be, receive a -2 penalty on all Charisma related checks against NPCs who have this feat. Finally, the social benefits of nobility are many, and are subject to the DM's approval.

Painful Defiling [General]

You physically hurt those within the area you defile.

Prerequisites: Defiling

Benefit: When you cast a spell through defiling, those caught within the area of your defiling must make a fortitude save against the same DC of your spell (or the DC it would have if the spell has no save). If the save fails, the character takes 1 points of nonlethal damage per level of the spell plus the number of defiler taint points gained by the defiler.

Path Dexter [General]

You have learn how to make better use of certain spells with preserving energies.

Benefit: You gain a +2 bonus on Spellcraft checks made with arcane spells from the Abjuration and Divination schools. Also, you gain +1 caster level when casting certain spells from these schools, but only when using preserving energies.

0 – *Detect Poison, Resistance*; 1 – *Detect Undead, Detect Secret Doors, Endure Elements, Protection from Chaos/Evil/Good/Law*; 2 – *Detect Thoughts, Locate Object, Protection from Arrows, Resist Elements*; 3 – *Clairaudiance/Clairvoyance, Magic Circle against Chaos/Evil/Good/Law, Protection from Elements*; 4 – *Detect Scrying, Locate Creature, Minor Globe of Invulnerability, Scrying*; 5 – *Dismissal, Telepathic Bond*; 6 – *Globe of Invulnerability, Guards and Wards, True Seeing*; 7 – *Banishment, Greater Scrying, Spell Turning*; 8 – *Discern Location, Prismatic Wall, Protection from Spells*; 9 – *Prismatic Sphere, Foresight*

Path Sinister [General]

You have learned how to make better use of certain spells with defiling energies.

Prerequisites: Defiling

Benefit: You gain a +2 bonus on Spellcraft checks made with arcane spells from the Conjuration and Necromancy schools. Also, you gain +1 caster level when casting certain spells from these schools, but only when using defiling energies. This bonus caster level also allows you to exceed by 1 level the normal maximum damage of a spell.

0 – *Disrupt Undead, Ray of Frost*; 1 – *Chill Touch, Grease, Ray of enfeeblement*; 2 – *Acid Arrow, Ghoul Touch, Web*; 3 – *Flame Arrow, Vampiric Touch*; 4 – *Black Tentacles, Enervation*; 5 – *Cloudkill*; 6 – *Acid Fog, Circle of Death*; 7 – *Power Word: Stun, Finger of Death*; 8 – *Horrid Wilting, Incendiary Cloud, Power Word: Blind*; 9 – *Energy Drain, Power Word: Kill*

Power Conjunction [General]

Your spells are empowered when you have a strong connection with your patron.

Benefit: You gain a +1 to your caster level on certain divine spells when in contact with a power conjunction of your patron.

If you are a cleric, you gain this bonus on all spells from your patron element's spell list.

If you are a druid, you gain this bonus on all spells from the druid spell list.

If you are a templar, you gain this bonus on all your assigned spells.

Additionally, once per day, when in contact with a power conjunction, you may use any metamagic feat you know without using a higher spell slot or increasing casting time.

Special: The conditions which allow you to contact a power conjunction depends on your patron.

Air clerics are in contact when in a wind of at least strong force.

Earth clerics are in contact when standing on abundant or lush terrains.

Fire clerics are in contact when within 30 feet of a large fire (at least 10 feet by 10 feet).

Magma clerics are in contact when within 60 feet of liquid magma.

Rain clerics are in contact when in rain.

Silt clerics are in contact when knee deep in a large basin of silt (at least 10 feet by 10 feet).

Sun clerics are in contact when in the sun between 10 am and 2 pm.

Water clerics are in contact when knee deep in a large pool of water (at least 10 feet by 10 feet).

Druids are in contact when on their guarded lands.

Templars are in contact when within their patron's city-state, or within sight of her patron if she leaves.

Power of the Storm [General]

You have learned to use the elemental powers of the Cerulean Storm to power your arcane spells.

Prerequisites: Cha 13+

Benefit: You have learned to use cerulean energy to power your arcane spells instead of plant life. You must be under open skies in order to do so. If you cannot power your spells from cerulean energy, you may still use normal means, but your caster level is reduced by one when doing so. Those who take this feat at first level do not learn how to use plant life to power their spells until they gain a level.

Using cerulean energies to power arcane spells has several effects. First of all, the elemental power shows through all of the spells you cast. Your spells have a blue electricity thematic, which changes their appearance and increases the DC to identify these spells by 5 for those who do not possess this feat.

Also, all of your illusion spells are affected by this thematic, which grant all those who see your illusions an immediate Will (disbelief) save with a +2 bonus to realise that the illusion is not real.

Additionally, spells powered by cerulean energy automatically benefit from the Energy Adaptation feat with the electricity descriptor.

Finally, all of your evocation spells receive a +1 bonus to their DCs and you gain a +1 bonus on caster level checks to overcome spell resistance with them when using cerulean energy to power them.

Psionic Inhibition [Regional]

Your people have learned to repress their psionic abilities, and have grown highly resistant to psionics.

Region: Rhul-Thaun

Benefit: You gain a +4 resistance bonus on all saves against powers and psi-like abilities.

Special: You cannot take or use this feat if you have the ability to use powers (if you have a power point reserve or psi-like abilities).

Quicken Spell [Metamagic]

As *PHB*, except as follows:

Special: Since athasian spellcasters are spontaneous spellcasters, applying a metamagic feat to a spell increases the casting time of that spell. As such, spellcasters cannot spontaneously quicken spells under normal circumstances.

However, all spellcasters may gather energy for a spell before the actual casting takes place. Energy gathered in preparation of casting a spell may allow the spellcaster to use the Quicken spell feat.

Also, spellcasters who use defiling energies to use metamagic feats with their spells may Quicken spells normally.

Reach into the Grey [General]

You have learned to use the dead energies of the Gray to power your arcane spells.

Prerequisites: Con 13+

Benefit: You have learned to use gray energy to power your arcane spells instead of plant life. You must be within 60 feet of a dying, dead or undead creature of at least tiny size, burial grounds or place of death. If you cannot power your spells from gray energy, you may still use normal means, but your caster level is reduced by one when doing so. Those who take this feat at first level do not learn how to use plant life to power their spells until they gain a level.

Using gray energies to power arcane spells has several effects. First of all, dead energies do not lend themselves well to the enchantment of items or minds of material and living things. You cannot use any enchantment spells with energies from the gray.

Also, all of the spells you cast with an energy descriptor have half of their energy damage dealt be treated as profane damage, which works as damage dealt from an inflict wound spell in every way. Profane damage ignores other normal energy resistances, but since it is negative energy, it heals undead for as much damage as it harms them. As such, gray energy cannot be used to damage undead.

Finally, all of your necromancy spells receive a +1 bonus to their DCs and you gain a +1 bonus on caster level checks to overcome spell resistance with them when using gray energy to power them.

Resist Poison [Regional]

Your people are especially resistant to poison.

Region: Dwarf, Feral Halfling

Benefit: You gain a +4 resistance bonus on all saves against poison.

Rush of Power [General]

You are stimulated by the feeling of life energy filling your body.

Prerequisites: Defiling

Benefit: Whenever you defile, you gain a +1 morale bonus to attack rolls, ability checks, skill checks and saves until the end of your next action, and for one additional round per defiler point you gain. Defiling multiple times does not grant you additional benefits.

Secret of Steel [General]

You have learned the greatest secret of the dwarven smiths of old: The making of steel.

Prerequisites: Craft(blacksmithing) 4 ranks, Knowledge(dwarf) 2 ranks.

Benefit: You can craft any metal items with steel. Steel items have their craft DCs increased by 2 and cost 600 cps more than iron items.

Steel items have a hardness of 12 and have 25 hp per inch of thickness. Their break DC is 2 points higher than iron items.

Steel weapons are always treated as masterwork, and receive a +1 enhancement bonus on attack rolls. Also, steel bypasses the damage reduction of some athasian creatures.

Steel armor are always treated as masterwork, and have their armor check penalty reduced by one. Also, a full suit of steel armor increases the Armor Class bonus by 1.

Silt Skimmer [Regional]

You have travelled the endless Sea of Silt on the silt skimmers of Balic

Region: Balic

Benefit: You gain a +2 bonus on all Balance, Profession(sailor) and Spot checks.

Smooth Talk [Regional]

Your people usually do not draw weapons to deal with others, and talk their way out of difficult situations.

Region: Balic, Kurn, Pterran

Benefit: You gain a +2 bonus on all Diplomacy checks. Also, you can make rushed Diplomacy checks at a -10 penalty instead of -20.

Sphere Focus [General]

Spells from an elemental sphere that you cast are more potent than normal.

Benefit: Choose one elemental sphere. Add +1 to the DC of spells you cast from that sphere.

Special: You can gain this feat multiple times. Each time it applies to a new sphere.

Street Smart [Regional]

You are no stranger to the talk of the dark alleys of the city-states.

Region: Balic, Nibenay, Raam, Urik, Tyr

Benefit: You gain a +2 bonus on all Gather Information and Intimidate checks, and on Knowledge(local) checks for your region.

Surefooted [Regional]

You are accustomed to moving quickly on slopes.

Region: Rhul-Thaun

Benefit: You gain a +2 bonus on all Climb and Jump checks. Also, you suffer no movement penalty when moving across a steep slope.

Swift and Silent [Regional]

Your people are renowned for being very stealthy.

Region: Elf, Feral Halfling

Benefit: You can move up to your normal speed while using the Hide and Move Silently skills at no penalty.

Normal: You suffer a -5 penalty to Hide and Move Silently checks if you use them while moving faster than half your speed.

Tactics [General]

You have been trained in many combat tactics and have learned to recognise and take advantage of them.

Prerequisites: BAB 2+, Wis 13+

Benefit: When facing an opponent in combat for 3 rounds or more, you can make a Sense Motive check as a free action against your opponent's Bluff check, but in this case, your opponent adds his Base Attack Bonus as a modifier to his check. If your Sense Motive check is successful, you gain a +2 insight bonus on attack rolls or armor class against that opponent for the rest of the encounter. You can choose how to distribute this bonus between attack rolls and armor class each round as a free action on your turn. You can only use this ability once per opponent per encounter, no matter if the attempt succeeds or fails.

Special: A gladiator's Arena Guile bonuses apply to this feat, or to resist it.

Tap into the Black [General]

You have learned to use the dark energies of the Black to power your arcane spells.

Prerequisites: Wis 13+

Benefit: You have learned to use black energy to power your arcane spells instead of plant life. You must be within 10 feet of a shadow of at least small size in order to access black energies. Note that in complete darkness, there are no shadows, and thus you cannot access the Black. If you cannot power your spells from black energy, you may still use normal means, but your caster level is reduced by one when doing so. Those who take this feat at first level do not learn how to use plant life to power their spells until they gain a level.

Using black energies to power arcane spells has several effects. First of all, the insubstantial and shadowy energies of the Black have a harder time affecting matter and substance, and you cannot use Black energy to cast transmutation spells.

However, you gain a +1 to the DC of any divination or illusion spells you cast, as well as all spells with the light descriptor. You also gain a +1 bonus on caster level checks to overcome spell resistance with these spells when using black energy to power them.

Finally, as the black is a place utterly devoid of heat, all spells powered by the black automatically benefit from the Energy Adaptation feat with the cold descriptor.

Telepathic Prodigy [Regional]

Your people are exceptionally gifted with telepathy.

Region: Pterran

Benefit: You gain a +1 bonus to the DC of all powers from the telepathy discipline that you manifest. You also gain a +1 bonus on manifester level checks to overcome power resistance with those powers. You do not need to expend your psionic focus to benefit from this feat.

Thug [Regional]

You have learned how to push your way through life.

Region: Draji, Raam

Benefit: You gain a +2 bonus on Initiative checks and all Bluff and Intimidate checks.

Wastelander [General]

You are adept at surviving the harshness of Athas.

Benefit: You gain a +2 bonus on Survival checks and a +1 bonus on Fortitude saves.

Water Find [General]

You know where to look to find water anywhere.

Prerequisites: Survival 1+ rank

Benefit: When using the Survival skill to forage, finding water is considered one step easier for you. Foraging water on the Sea of Silt or the Obsidian Plains is still impossible, however.

Wild Talent[General]

As the *XpsiHB* Hidden Talent variant feat, except as follows.

Special: You may select this feat and manifest any power you select no matter what your Charisma score is. However, if you have a negative Charisma modifier, you still apply it to your power DC.

Windrider [Regional]

You are trained in riding the airborne mounts of the jagged cliffs.

Region: Rhul-Thaun

Benefit: You gain a +2 bonus on all Balance and Ride checks. Also, when riding an aerial mount, you gain the benefits of the Mounted Combat feat.

Xenophobia [Regional]

Your people is extremely distrustful of outsiders.

Region: Eldaarich, Elf, Saragar

Benefit: You gain a +4 bonus on Sense Motive checks made against humanoids who are not from your region. Also, you gain a +4 bonus on saves against charm and compulsion effects from those individuals.

DARK SUN, ATHAS, DEFENDERS OF THE FAITH, SWORD AND FIST, TOME AND BLOOD, MASTERS OF THE WILD, SONG AND SILENCE, MIND'S EYE, KINGDOMS OF KALAMAR, FORGOTTEN REALMS, MAGIC OF FAERUN, RACES OF FAERUN, UNEARTHED ARCANA, **DUNGEONS & DRAGONS, D&D, ADVANCED DUNGEONS & DRAGONS, AD&D**, the D&D logo, the AD&D logo, the d20 System logo and **d20** are trademarks owned by Wizards of the Coast, Inc., a subsidiary of Hasbro, Inc., and are used with permission. All titles, and all proper nouns, including character names, locations, and named items are considered Product Identity per Section 1 of the Open Game License v1.0a and are exclusively owned by Wizards of the Coast, Inc.

©2002 Wizards of the Coast, Inc.

Compliance of Conversion Policy, Open Game License and the **d20** System Trademark License:

Use of WIZARDS OF THE COAST[®] Product Identity including proper names and product titles is hereby permitted exclusively via this ESD Conversion Agreement. A current version of this policy can be obtained at: (<http://www.wizards.com/d20/conversionpolicy.asp>).

The distributor of this document accepts full responsibility for ensuring the materials contained within comply with the most recently published version of that policy, and with the Open Game License, and with the **d20** System Trademark License. If you wish to redistribute any portion of this document containing Wizards Product Identity, you must also agree to the terms of the current ESD Conversion Agreement.

To obtain a digital copy of the original source material this conversion is derived from, please link to: <http://svgames.com/downloads-wotc-adnddksun.html>

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a)"Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b)"Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d)"Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10 Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12 Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13 Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14 Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15 COPYRIGHT NOTICE

Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.

Dark Sun Expanded and Revised Campaign Setting Copyright 1995, Wizards of the Coast, Inc.

Feats Copyright 2005, Sébastien Jalbert