

Chapter Five: Feats

Metamagic Feats

Divine spellcasters: Cleric and druids must prepare their spells in advance and choose which spells to prepare with metamagic at that time. However, clerics can learn to channel power conjunctions which allows them to use metamagic on elemental spells of their element as they cast them. This increases the casting time of the spell though.

Arcane spellcasters: Wizards must also memorize their spells in advance, but choose as they cast a spell if they use metamagic on it, drawing more power at the time of casting. Doing this may increase the casting time of a spell though, as described in Chapter 9: Magic.

Spontaneous Casting: Athasian clerics do not spontaneously cast any spells.

Psionic Feats

Psionic feats can only be taken by characters with at least one level in a psionic class (monk, psion or psiwarrior) or by wild talents (characters with the Wild Talent feat and Psionic template, see chapter 8: Psionics).

Virtual Feats

Some classes grant abilities or feats which apply only in some situations, but duplicate the exact effect of a feat. As such, whenever a character benefits from a Virtual feat, she is considered to have the feat for all mechanical purposes, including meeting prerequisite for another feat.

Feat Description

This section describes each addition, modification or omission of feats described in the *Player's Handbook* and *Psionics Handbook*. Unless otherwise noted, all feats are taken and used as in the *PHB* or the *PsiHB*.

Also, feats that are *italicised* are taken from the various class complement sourcebooks, namely *Sword and Fist*, *Defender of the Faith*, *Tome and Blood*, *Song and Silence*, and *Masters of the Wild*. Others are taken from various d20 and D&D sourcebooks and campaign settings. (*EQ*: *EverQuestRPG*, *FR*: *Forgotten Realms*, *Kok*: *Kingdoms of Kalamar*, *ME*: *Mind's Eye*, *MoF*: *Magic of Faerun*, *RoF*: *Races of Faerun*, *SoSt*: *Sovereign Stone*, *SS*: *Savage Species*, *WoT*: *Wheel of Time*). Finally, some are taken from the official conversion of DARK SUN by athas.org.

Prerequisites

Note that, in order to shorten the prerequisite lists, the prerequisite section of each feat do not show all the previous prerequisites, but those new to the feat.

Bonus and Virtual Feats

Fighters, gladiators, psiwarriors and wizards gain bonus feats as they rise in levels. Rangers gain virtual feats in the same manner. The feats which can be selected either as bonus or virtual feats are all marked here.

Table 5-1: Combat Feats

Feat	Prerequisite	Ftr	Gld	Psw	Rgr
<i>Ability Focus (SS)</i>	Special Attack	●	●		●
Ambidexterity	Dex 15+	●	●		●
Armor Proficiency (light)	-	1st	1st	1st	1st
Armor Proficiency (medium)	Armor Proficiency (light)	1st		1st	
Armor Proficiency (heavy)	Armor Proficiency (medium)	1st		1st	
Blind-Fight	-				
Chatkcha Catching	Proficient with Chatkcha				
Combat Reflexes	-	●	●		●
<i>Hold the Line</i>	BAB 2+, Combat Reflexes	●			●
<i>Close-Quarters Fighting</i>	BAB 3+		4th		
<i>Dirty Fighting</i>	BAB 2+		●		
Dodge	Dex 13+	●	●	●	●
<i>Cumbrous Dodge (SS)</i>	Dodge, 4+ ranks in Tumble	●	●		●
Mobility	Dodge	●	●		●
Spring Attack	BAB 4+, Mobility	●	●		●
<i>Dwarf's Toughness**</i>	Base Fort save bonus 5+				
<i>Dragon's Toughness**</i>	Base Fort save bonus 11+				
Exotic Weapon Proficiency*	BAB 1+	●	●		
Expertise	Int 13+	●	●		●
<i>Chink in the Armor</i>	Expertise	●	●		●
Improved Disarm	Expertise		●		●
<i>Snatch Weapon</i>	Improved Disarm		●		
Improved Trip	Expertise	●	●		
<i>Knockdown</i>	Str 15+, BAB 2+, Improved Trip	●	●		
<i>Targeted Attack (KoK)</i>	Expertise	●	●		●
Whirlwind Attack	Expertise, Spring Attack	●	●		●
<i>Eyes in the Back of your Head</i>	Wis 19+, BAB 3+				
<i>Feign Weakness</i>	BAB 2+, 5+ ranks in Bluff				
<i>Fleet of Foot</i>	Dex 15+, Run				
<i>Giant's Toughness**</i>	Base Fort save bonus 8+				
<i>Greater Resiliency</i>	Damage Reduction Ability				
Improved Critical*	BAB 8+, Weapon Proficiency in weapon	●	●		●
<i>Power Critical*</i>	BAB 12+, Improved Critical in weapon	●	●		
Improved Initiative	-	●	●		●
<i>Death Blow</i>	BAB 2+, Improved Initiative	●	●		
Improved Natural Armor	Racial natural armor				
Improved Unarmed Strike	-		1st		
Clever Wrestling	Improved Unarmed Strike, small or medium size		●		
Deflect Arrows	Dex 13+, Improved Unarmed Strike				
<i>Snatch Arrows</i>	Dex 15+, BAB 3+, Deflect Arrows				
<i>Circle Kick</i>	Dex 15+, BAB 3+, Improved Unarmed Strike				
<i>Eagle Claw Attack</i>	Dex 15+, BAB 2+, Improved Unarmed Strike, Sunder				
Stunning Fist	Dex 13+, Wis 13+, BAB 8+, Improved Unarmed Strike				
<i>Extra Stunning Attack</i>	BAB 2+, Stunning Fist				
<i>Pain Touch</i>	Wis 19+, BAB 2+, Stunning Fist				
<i>Instant Stand (KoK)</i>	Dex 13+				
<i>Lightning Fists</i>	Sensei level 4+, Dex 15+				
<i>Mantis Leap</i>	Sensei level 7+, 5+ ranks in Jump				
Martial Weapon Proficiency*	-	1st		1st	1st
Mounted Combat	1+ ranks in Ride	●			●
Mounted Archery	Mounted Combat	●			●
<i>Quick Dismount (KoK)</i>	Mounted Combat	●			●
Trample	Mounted Combat	●			●
Ride-By Attack	Mounted Combat	●			●
Spirited Charge	Ride-By Attack	●			●
Point Blank Shot	-	●		●	●

Far Shot	Point Blank Shot	●		●
Precise Shot	Point Blank Shot	●		●
<i>Sharp Shooting</i>	BAB 3+, Point Blank Shot, Precise Shot			●
Rapid Shot	Dex 13+, Point Blank Shot	●		●
Shot on the Run	Mobility, Point Blank Shot	●		●
Power Attack	Str 13+	●	●	●
Cleave	Power Attack	●	●	
Great Cleave	BAB 4+, Cleave	●	●	
Improved Bull Rush	Power Attack	●	●	
<i>Improved Shield Bash</i>	Power Attack	●	●	
<i>Shield Charge</i>	Improved Shield Bash	●	●	
<i>Knock Prone (KoK)</i>	Power Attack	●	●	
<i>Push (KoK)</i>	Power Attack	●	●	
<i>Reckless Offensive</i>	BAB 2+, Power Attack	●	●	
Sunder	Power Attack	●	●	●
<i>Power Lunge</i>	BAB 3+, Power Attack	●	●	
<i>Improved Sunder</i>	BAB 2+, Sunder	●	●	
<i>Improved Overrun</i>	Improved Bull Rush, ImprovedTrip	●	●	
<i>Ram (KoK)</i>	Improved Bull Rush, ImprovedTrip	●	●	
<i>Prone Attack</i>	Dex 15+, BAB 2+, Lightning Reflexes	●	●	
Pyro				
Quick Draw	-	●	●	●
<i>Flick of the Wrist</i>	Dex 17+, Quickdraw			●
<i>Quicker than the Eye</i>	Dex 19+			
Rapid Reload	BAB 2+, Weapon Proficiency with crossbow			
<i>Remain Conscious</i>	BAB 2+, Endurance, Iron Will, Toughness			
<i>Resistance to Energy</i>	Base Fort save bonus 8+			
Shield Proficiency	-	1st	1st	1st
<i>Shield Expert</i>	BAB 3+, Shield or Weapon Proficiency	●	●	
<i>Shield Specialization (KoK)</i>	Shield Proficiency	●	●	
Simple Weapon Proficiency	-	1st	1st	1st
Tactics (<i>KoK inspired</i>)	Wis 13+	●	●	
<i>Expert Tactician</i>	BAB 2+, Tactics	●	●	
<i>Throw Anything</i>	BAB 2+, Dex 15+			
Toughness**	-			
<i>Roll with it</i> (SS)	Con 20, Toughness			
Two-Weapon Fighting	-	●	●	●
<i>Twin Sword Style</i> (FR)	Two-Weapon Fighting		●	●
<i>Off-Hand Parry</i>	BAB 3+, Ambidexterity, Two-Weapon Fighting		●	●
<i>Pin Shield</i>	BAB 4+, Two-Weapon Fighting		●	●
Improved Two	BAB 9+, Ambidexterity, Two-Weapon Fighting	●	●	●
Weapon Fighting				
Greater Two	BAB 15+, Improved Two-Weapon Fighting		●	●
Weapon Fighting				
Weapon Finesse		●	●	●
Weapon Focus*		●	●	●
Zen Archery	BAB 3+, Wis 13+			●

Table 5-2: General Feats

Feat	Prerequisite	Rgr
<i>Acrobatic</i>	-	
Alertness	-	•
<i>Alluring</i>	Persuasive; Trustworthy	
<i>Animal Affinity</i> (WoT)	-	•
Animal Loyalty	Character Level 6+, <i>Animal Affinity</i> , 5+ ranks in Animal Empathy	•
<i>Athletic</i>	-	
Brutish (EQ inspired)	Str 13+	
<i>Charlatan</i>	-	
<i>Dash</i>	-	•
Drake's child (FR inspired)	-	
Education (FR inspired)	-	
Endurance	-	4th
Fast Talk	-	
<i>Faster Healing</i>	Base Fort save bonus 5+	
Great Fortitude	-	
<i>Cumbrous Fortitude</i> (SS)	Great Fortitude	
Heat Protection	1+ rank in Survival	•
Iron Will	-	
<i>Cumbrous Will</i> (SS)	Iron Will	
<i>Improved Swimming</i>	-	
<i>Jack of all Trades</i>	Character Level 8+	
Leadership	Character level 6+	
<i>Might makes right</i> (RoF)	Str 13+, Leadership	
Lightning Reflexes	-	
<i>Cumbrous Reflexes</i> (SS)	Lightning Reflexes	
Literacy	-	
<i>Luck of Heroes</i> (FR)	-	
Market Veteran (KoK inspired)	-	
<i>Mighty Leaping</i> (SS)	Str 21+, Dodge, Mobility, Jump 9 ranks or racial bonus to Jump	
Nobility	-	
<i>Nobody's fool</i> (RoF)	Wis 13+	
<i>Persuasive</i>	-	
Polyglot	-	
<i>Resist Disease</i>	-	•
<i>Resist Poison</i>	-	•
Run	-	
<i>Fleet of Foot</i>	Dex 15+, Run	
<i>Seductive</i> (WoT)	-	
<i>Shadow</i>	-	•
<i>Silver Palm</i> (FR)	-	
<i>Sharp-Eyed</i> (WoT)	-	
Skill Focus*	-	
<i>Skill Prodigy</i> (KoK)	-	
<i>Smooth Talk</i> (FR)	-	
<i>Stealthy</i> (FR)	-	
<i>Street Smart</i> (FR)	-	
<i>Survivor</i> (FR)	-	
<i>Thug</i> (FR)	-	
Track	-	1st
Treetopper (FR)	Meet Regional requirements	
<i>Brachiation</i>	Str 13+, Treetopper, 6+ ranks in Climb, 6+ ranks in Jump	
<i>Trustworthy</i>	-	
Water find	1+ rank in Survival	•
Wealthy	-	

Table 5-3: Regional Feats

Feat	Region
Ancestral Memory (<i>RoF inspired</i>)	Jeral, To'ksa
<i>Arcane Schooling</i> (FR)	Kurn, Silvaarak
Arctic Adaptation (<i>RoF inspired</i>)	Silvaarak
<i>Artist</i> (FR)	Elf, Nibenay, Raam
Artisan (<i>athas.org</i>)	Balic, Raam, Slave, Urik
Astrologer (<i>athas.org inspired</i>)	Draj, Nibenay
<i>Blooded</i> (FR)	Feral Halfling, To'ksa
Child of Nature	Feral Halfling, Gulg, Pterran, Rhul-Thaun Halfling
Clutchmates	Jeral, To'ksa
<i>Cosmopolitan</i> (FR)	Balic, Tyr, Saragar
<i>Discipline</i> (FR)	Dwarf, Slave, Urik
Dune Trader (<i>RoF inspired</i>)	Balic, Nibenay, Raam, Tyr
Elvencraft	Elf
Elven Tribe	Elf
Explorer (<i>KoK inspired</i>)	Feral Halfling, Pterran, Silvaarak, Tyr
Fearful	Eldaarich, Slave
Fearless	Draj, Dwarf, Urik
<i>Forester</i> (FR)	Feral Halfling, Gulg
Freedom (<i>WoT inspired</i>)	Elf, Kurn, Slave, Tyr
Happiness	Kurn, Saragar
Laborer (<i>WoT inspired</i>)	Dwarf, Slave
Low profile (<i>WoT inspired</i>)	Eldaaritch, Kurn, Saragar
<i>Luck of Heroes</i> (FR)	Rhul-Thaun, Tyr
<i>Mekillothead</i> (<i>athas.org</i>)	Dwarf, Draj
<i>Mercantile</i> (FR)	Balic, Nibenay, Pterran
Militia (<i>FR inspired</i>)	Draj, Nibenay, Urik
<i>Oral history</i> (<i>RoF</i>)	Elf, Jeral, Raam
Predator (<i>FR inspired</i>)	Gulg, Jeral, Tok'sa
Psionic Inhibition	Rhul-Thaun
Secret of Steel	Dwarf
Silt Skimmer (<i>WoT inspired</i>)	Balic
<i>Smooth Talk</i> (FR)	Balic, Kurn, Pterran, Saragar, Silvaarak
Stealthy (FR)	Eldaarich, Feral Halfling, Rhul-Thaun
<i>Street Smart</i> (FR)	Balic, Raam, Tyr
<i>Theocrat</i> (<i>RoF</i>)	Draj
<i>Thug</i> (FR)	Draj, Raam, Slave, Urik
<i>Treetopper</i> (FR)	Feral Halfling, Gulg
Telepathic Prodigy (<i>FR inspired</i>)	Pterran
Xenophobia	Eldaaritch, Elf, Saragar
Windrider	Rhul-Thaun

Table 5-4: Magic Feats

Feat	Prerequisite	Wiz
<i>Antimage (KoK)</i>	-	
<i>Augment Summoning</i>	Caster level 2+	
<i>Arcane Defense</i>	Spell Focus in the chosen school	
Combat Casting	-	
Decieving Gestures	-	
Energy Refinement	Arcane spellcaster 1+	
<i>Extra Slot</i>	Caster level 4+	
Extra Spell	Caster level 3+	
Painful Defiling	Arcane spellcaster 1+	
Path Dexter	Arcane spellcaster 1+, Preserver	
Path Sinister	Arcane spellcaster	
Power of the Storm	Arcane spellcaster, Int 13+	●
Power Conjunction	Divine spellcaster	
Preserver	Arcane spellcaster	●
Reach into the Gray	Arcane spellcaster, Con 13+	●
Reach Gathering	Arcane spellcaster	
Rush of Power	Arcane spellcaster	
<i>Spell Girding (MoF)</i>	-	
Spell Focus	-	
Greater Spell Focus	Spell Focus	
Sphere Focus	Divine spellcaster	
Greater Sphere Focus	Sphere Focus	
Spell Mastery	Wizard level 1+	
Spell Penetration	-	
Greater Spell Penetration	Spell Penetration	
<i>Spell Thematics (MoF)</i>	Can cast at least one illusion spell	
Arcane Prodigy (FR)	Human	
Tap into the Black	Wizard level 1+, Wis 13+	●
Metamagic Feats		
<i>Chain spell</i>	Any other metamagic feat	●
Cooperative spell	Any other metamagic feat	●
<i>Delay Spell</i>	Any other metamagic feat	●
Empower Spell	-	●
<i>Energy Substitution</i>	Any other metamagic feat, 5+ ranks in Knowledge(arcane)	●
<i>Energy Admixture</i>	Energy Substitution	●
Enlarge Spell	-	●
Extend Spell	-	●
<i>Persistent Spell</i>	-	●
Heighten Spell	-	●
Maximize Spell	-	●
Quicken Spell	-	●
<i>Innate Spell</i>	Quicken Spell, Silent Spell, Still Spell	●
<i>Reach Spell</i>	-	●
<i>Repeat Spell</i>	Any other metamagic feat	●
<i>Sacred Spell</i>	Divine spellcaster	
<i>Sculpt Spell</i>	Any other metamagic feat	●
Silent Spell	-	●
<i>Spell Specialization</i>	Spellcaster level 4+, Weapon Focus(ray)	●
<i>Split Ray</i>	Any other metamagic feat	●
Still Spell	-	●
<i>Subdual Substitution</i>	Any other metamagic feat, 5+ ranks in Knowledge(arcana)	●
<i>Twin Spell</i>	Any other metamagic feat	●
<i>Widen Spell</i>	-	●
Item Creation Feats		
Brew Potion	Caster level 3+	●
Craft Magic Arms and Armor	Caster level 5+	●
Craft Orb	Arcane spellcaster level 5+	●
Craft Rod	Caster level 9+	●
Craft Staff	Caster level 12+	●
Craft Wand	Caster level 5+	●

Craft Wonderous Item	Caster level 3+	●
Enchant Fruit	Divine spellcaster level 3+; or Arcane spellcaster 3+, Preserver	●
Botanical Enchantment	Divine spellcaster level 7+; or Arcane spellcaster 7+, Preserver	●
Forge Ring	Caster level 12+	●
Scribe Scroll	Caster level 1+, Literacy	●

Table 5-5: Psionic Feats

Feat	Prerequisite	PsW
Wild Talent	-	
<i>Augment Construction (ME)</i>	Manifester level 2+	
<i>Advanced Construction (ME)</i>	Augment Construction	
<i>Empower Construction (ME)</i>	Augment Construction	
<i>Ecto Manipulation (ME)</i>	Manifester level 3+, Augment Construction	
<i>Extended Construction (ME)</i>	Ecto Manipulation	
<i>Chain Link (ME)</i>	Manifester level 3+	
Combat Manifestation	-	●
<i>Empower Psicrystal (ME)</i>		
<i>Enhanced Construction (ME)</i>	Manifester level 6+	
<i>Extra Power (ME)</i>	Manifester level 3+	●
<i>Master Discipline (ME)</i>	Extra Power	
Great Sunder	Str 13+, Power Attack, Sunder, reserve power points 5+	●
Harbinger Boost	Con 13+, reserve power points 3+	
Harbinger Dodge	Dex 13+, reserve power points 3+	
Harbinger Focus	mBAB 1+	
Improved Psicrystal	-	
Inertial Armor (ME inspired)	Reserve power points 1+	●
<i>Infused Construction (ME)</i>	Manifester level 6+	
Inner Strength	-	●
Improved Harbinger	Inner Strenght	
<i>Inner Fortitude (ME)</i>	Inner Strenght	●
Talented	Inner Strenght	●
Body Fuel	Talented	●
Trigger Power	Talented, reserve power points n+	●
Mental Adversary	Str 13+	
Mental Awareness	Wis 13+, reserve power points 1+	
Mental Weaponry	Int 13+	
Mental Leap	Str 13+, 6+ ranks in Jump, reserve power points 3+	●
Metacreative	Any Item creation feat	
Open Mind	Cha 13+, reserve power points 5+	
<i>Power Specialization (WE)</i>	Manifester level 4+, Weapon Focus (ray)	●
Psionic Body	-	●
<i>Power Defense (WE)</i>	-	●
Psionic Fist	Str 13+	●
Power Touch	Psionic Fist	●
Unavoidable Strike	BAB 3+, Psionic Fist	●
Psionic Dodge	Dex 13+, Dodge, reserve power points 5+	●
Psionic Focus	-	
Greater Psionic Focus	Psionic Focus	
Psionic Shot	Dex 13+, Point Blank Shot	●
Fell Shot	BAB 3+, Psionic Shot	●
Return Shot	Psionic Shot, reserve power points 5+	●
Psionic Weapon	Str 13+, Power Attack	●
Deep Impact	Psionic Weapon, reserve power points 3+	●
Psychic Bastion	Power point reserve 1+	
Psychoanalyst	Cha 13+	
Psychic Inquisitor	Psychoanalyst	
Power Penetration	-	
Greater Power Penetration	Power Penetration	
Rapid Metabolism	Con 13+	●
Psionic Metabolism	Rapid Metabolism	●

Speed of Thought	Wis 13+, reserve power points 1+	●
Psionic Charge	Speed of Thought, reserve power points 3+	●
Up the Walls	Psionic Charge, reserve power points 5+	●
Run on Air (ME)	Wis 15+, Up the Walls, reserve power points 9+	●
Stand Still	Str 13+, reserve power points 1+	●
Trade-off (ME)	Manifester level 3+	●
Upgrade Power (ME)	Any other psionic feat	●
Item Creation		
Craft Crystal Capacitor	Manifester level 9+	
Craft Dorje	Manifester level 5+	
Craft Psionic Arms and Armor	Manifester level 5+	
Craft Universal Item	Manifester level 3+	
Encode Stone	Manifester level 1+	
Scribe Tattoo	Manifester level 3+	
Metapsionic		
Chain Power (ME)	Any other metapsionic feat	
Delay Power		
Enlarge Power		
Reach Power (ME)	Enlarge Power	
Extend Power		
Persistent Power	Extend Power	
Fortify Power (ME)		
Overpower (ME)		
Heighten Power		
Hide Power		
Master Dorje		
Maximise Power		
Psionic Energy Substitution (ME)	Any other metapsionic feat, 5+ ranks in Knowledge(psionics)	
Psionic Energy Admixture(ME)	Psionic Energy Substitution	
Quicken Power		
Repeat Power (ME)		
Sculpt Power (ME)		
Split Psionic Ray (ME)	Any one metapsionic feat	
Twin Power		
Widen Power (ME)	Any one metapsionic feat	

Table 5-6: Special Feats

Feat	Prerequisite	Ftr	Gld	Psw	Rgr
Bardic Knowledge					
Obscure Lore	Bardic Knowledge Ability				
Bardic Music					
Extra Music	Bardic Music Ability				
Green Ear	Bardic Music Ability, 12+ ranks in Perform				
Lingering Song	Bardic Music Ability				
Requiem	Bardic Music Ability, 12+ ranks in Perform				
Subsonics	Bardic Music Ability, 10+ ranks in Perform				
Combat					
Weapon Specialization		4th*	3rd*	6th*	
Warcraft					
Close-order fighting (SoSt)	BAB 3+	●			
Commander	Warcraft Ability	●			
Crossfire	BAB 2+, Point Blank Shot	●			
Concentrate Fire	BAB 2+	●			
Dual Strike	BAB 3+, Combat Reflexes	●			
Hold Formation	BAB 1+	●			
Improved Charge	BAB 3+, Power Attack	●			
Shield Wall	BAB 1+	●			
Team Fighting	BAB 1+	●			
Wall of Spears	BAB 1+	●			

Divine Feats

Channel Power Conjunction

Extra Turning

Divine Cleansing

Divine Resistance

Divine Might

Divine Shield

Divine Vengeance

Divine Vigor

Empower Turning

Gate Element

Heighten Turning

Quicken Turning

Favored Enemy

Enemy Critical

Enemy Critical Strike

Enemy Strike

Supernatural Blow

Familiar

Improved familiar

Monster Feats

Flyby Attack

Improved Flight

Multiattack

Improved Multiattack

Multitasking (SS)

Multidexterity

Multiweapon Fighting

Improved Multiweapon Fighting

Greater Multiweapon Fighting

Snatch

Wingover

Rage Feats

Destructive Rage

Extended Rage

Extra Rage

Instantaneous Rage

Intimidating Rage

Sneak Attack Feats

Arterial Strike

Hamstring

Staggering Strike (RoF)

Wild Feats

Blindsight

Extra Wild Shape

Fast Wild Shape

Natural Spell

Proportionate Wild Shape

Scent

Speaking Wild Shape

Cha 13+, Power Conjunction

Turn or Rebuke Undead Ability

Cha 13+, Extra Turning

Divine Cleansing

Str 13+, Cha 13+, Extra Turning, Power Attack

Str 13+, Cha 13+, Extra Turning, Power

Attack, *Improved Shield Bash*

Extra Turning

Cha 13+, Extra Turning

Cha 13+, Extra Turning

Wis 13+, Extra Turning

Cha 13+, Extra Turning

Cha 13+, Extra Turning

Favored Enemy Ability

Favored Enemy Ability

Favored Enemy Ability

Favored Enemy Ability

Familiar ability

Fly Speed (either naturally or magically)

Fly Speed (either naturally or magically)

Primary and secondary natural attacks

Multiattack

4+ arms, Dex Int 15+, Multiattack, Improved

Multiweapon Fighting

Dex 15+, 3+arms

3+ arms

Dex 15+, BAB 9+, Multidexterity,

Multiweapon-Fighting

Dex 19+, BAB 15+, Improved Two-Weapon

Fighting

Natural claw or bite attack

Fly Speed (either naturally or magically)

Rage Ability

Rage Ability

Rage Ability

Rage Ability

Rage Ability

Sneak Attack Ability, BAB 4+

Sneak Attack Ability, BAB 4+

Sneak Attack Ability, BAB 6+

Ability to Wild Shape with Blindsight

Wild Shape Ability

Wild Shape Ability

Wild Shape Ability, Wis 13+

Wild Shape Ability, natural size large+ or tiny-

Ability to Wild Shape with Scent, Wis 11+

Wild Shape Ability, Int 13+

* This is the minimum level for the given class to allow selection of this feat. This selection is not automatic.

Ancestral Memory [Regional: Jeral, To'ksa]

Your ancestral memories are more vivid for you than for most other Thri-Kreen.

Prerequisites: Thri-Kreen

Benefit: You gain a +2 bonus to all Knowledge(Kreen) and Survival checks.

Animal Loyalty [General, Ranger]

Animals tend to be fond of your company and help you in times of need.

Prerequisites: Character Level 6+, Animal Affinity, 5+ ranks in Animal Empathy.

Benefit: This feat functions as the Leadership feat, except it allows you to gain an animal cohort and animal followers. Their hit dice correspond to the levels of the cohort or followers that the character would otherwise have gained, minus the level adjustment of the animal, if any.

Normal: Without this feat, the character cannot gain cohorts or followers of any type. The Leadership feat can grant some, but not of the animal type.

Arcane Prodigy [Magic]

As Forgotten Realms Campaign Setting, except as follows.

Prerequisites: Human

Artic Adaptation [Regional: Silvaarak]

You are well adapted to the cold weather of Winter's Nest.

Benefit: You gain a +4 bonus to all Fortitude saves against cold dangers and cold effects.

Artisan [Regional: Balic, Raam, Slave, Urik]

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

Benefit: You gain a +2 bonus to one Craft skill of your choice and to all Concentration checks.

Astrologer [Regional: Draji, Nibenay]

Your culture has learn to look to the stars for guidance.

Benefit: As long as you can see the stars, you are considered have succeeded at an Intuit Direction check for all purposes of Intuit Direction or Survival checks to avoid getting lost.

Additionally, once per night, you can make a Knowledge(astronomy) check against DC 20 to know to possible outcome of a given action. If successful, you can receive an answer to one question as if you had cast the divine spell *augury*, with a 70% chance of success. This action requires one hour.

Botanical Enchantment [Magic, Wizard]

Your displays of force are very intimidating.

Prerequisites: Divine spellcaster level 3+; or Arcane spellcaster 3+, Preserver

Benefit: You can use enchanted fruits to create botanical enchantments, which are trees which yield additional enchanted fruits.

The cost, use and process to create botanical enchantments will be detailed in Chapter 8: Magic.

Brutish [General]

Your displays of force are very intimidating.

Benefit: You may use your Strength modifier instead of your Charisma modifier for Intimidate checks. Additionally, you add your size modifier to Strength based checks to your Intimidate checks.

Normal: You use your Charisma modifier for all Intimidate checks. Also, your size is irrelevant to your intimidate checks.

Chatkcha Catching [Combat]

You are well trained in catching the throwing wedges of the thri-kreen

Prerequisite: Proficient with the chatkcha

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

Normal: Catching a chatkcha is a move equivalent action.

Channel Power Conjunction [Special, Divine]

You have learned to channel the power conjunctions to turn or rebuke undead.

Prerequisite: Cha 13+, Power Conjunction

Benefit: Whenever you are in contact with a power conjunction of your elemental patron, you benefit from the Greater Turning ability. This means any successful turning or rebuking attempt automatically results in the destruction or the command of the undead creatures.

Normal: You only destroy or command undead creatures which have hit dice equalling half your level or less.

Child of Nature

[Regional: Feral Halfling, Gulg, Pterran, Rhul-Thaun Halfling]

You are one with nature and knowledgeable in its ways.

Benefit: You gain a +2 bonus to all Knowledge(nature) and Survival checks.

Clutchmates [Regional: Jeral, To'ksa]

You have formed a mental bond with your clutchmates.

Benefit: When you take this feat, you choose up to five individuals which you know very well and frequent very often. You can now make an Intuit Direction check against DC 15 to detect the direction of any one particular clutchmate, as long as she is alive and on the same plane. You cannot change or replace the individuals you have chosen, but you can gain this feat again and choose five new individuals to become your clutchmates.

Additionally, you gain a +2 bonus on all Charisma-based checks when dealing with Thri-Kreen.

Commander [Warcraft, Fighter]

You are naturally apt at commanding other on the battlefield

Prerequisites: Warcraft ability

Benefit: Your Charisma score is considered 2 points higher for all purposes of determining the effects of the Warcraft or Battlefield Leadership abilities of the fighter.

Craft Orb [Magic, Wizard]

You can craft magical orbs which store energy to power your spells.

Prerequisites: Wizard level 5+

Benefit: You can empower an obsidian orb with magical energies to power up your spells. You can only store in energy to power up spells equalling your wizard level. A spell requires a number of energy point equalling its (level x2) -1.

However, this energy does not grant additional spells to the wizard, only a plentiful source of energy to power up her spells. Energy gathered from an orb always grants its caster a +5 bonus on his caster level check, regardless of terrain.

The cost, use and process to create magical orbs will be detailed in Chapter 8: Magic.

Crossfire [Warcraft, Fighter]

You can use missile fire from different angles to maximum effect.

Prerequisites: BAB 2+, Point Blank Shot

Benefit: If both you and your ally have this feat and attack the same target with ranged attacks within 30 ft of the target, you both can flank your opponent with your range weapons, receiving a +2 circumstance bonus to your attack rolls.

Normal: You cannot flank an opponent with ranged weapons.

Concentrate Fire [Warcraft, Fighter]

You can concentrate the missile fire of many warriors on a single target to increase your chances of hitting that target.

Prerequisites: BAB 2+

Benefit: If both you and your allies have this feat and ready an attack against the same target so that you all attack at the same time, the simultaneous attacks gain a +2 circumstance bonus to attack.

Deceiving Gestures [Magic]

You are adept at masking the somatic part of your casting.

Benefit: You gain a +4 bonus to all Bluff checks made for somatic concealment. Also, using somatic concealment no longer increases your casting time.

Drake's Child [General]

You are what is known as a Drake's Child; an individual of exceptional strength of character.

Benefit: You gain a +1 bonus to Fortitude and Will saves. You also gain an additional +1 bonus on saves against energy draining and death effects.

Dune Trader [General]

You often travelled with the caravans on the trading routes of the Tyr region.

Benefit: You gain a +2 bonus to all Handle Animal and Knowledge (geography) checks.

Education [General]

You have received tutelage at a young age and are learned on many topics.

Benefit: At character creation, all Knowledge skills are considered class skills for you to distribute your free Knowledge skill ranks in (meaning you receive twice as many skill ranks to distribute among them).

Normal: At character creation, all Knowledge skills are considered cross class skills.

Special: You may only take this feat at 1st level.

Elvencraft [Regional: Elf]

You can craft the fine weapons of the elven tribes.

Prerequisites: Any Elven Tribe feat.

Benefit: For the same cost of crafting a Masterwork weapon, you can craft longswords, halfspears or shortspears which allow the user to use that weapon with the Weapon Finesse feat.

Additionally, any longsword or longbow you craft gains a tribal signature of the appropriate tribe which allows some elves from that tribe to gain a virtual Weapon Focus feat with those weapons. (See Chapter Two: Races)

Elven Tribe [Regional: Elf]

You are part of one of the elven tribes.

Prerequisites: Born into or accepted by the tribe.

Benefit: Choose one elven tribe. You receive a virtual Weapon Focus feat with Longswords and Longbows which have a tribal signature of your tribe. In addition, you gain the benefits of the following feats, depending on your tribe.

Sky Singers: You gain the Mercantile feat.

Wind Dancers: You gain the Survivor feat.

Silver Hands: You gain the Silver Palm feat.

Water Hunters: You gain the Blooded feat.

Silt Stalkers: You gain the Thug feat.

Night Runners: You gain the Stealthy feat.

Special: You may only belong to one elven tribe at a time. However, if you lose membership in one tribe, you do not lose the benefits of this feat.

Enchant Fruit [Magic]

You can enchant fruits with magical properties.

Prerequisite: Divine spellcaster level 3+; or Arcane spellcaster 3+, Preserver

Benefit: You can enchant a fruit with magical properties identical to a potion. The fruit must be eaten entirely for the magic to take effect. The fruit is also magically preserved and does not rot or otherwise become inedible.

Wizards may only enchant fruits with preserving energies.

The cost, use and process to enchant fruits will be detailed in Chapter 8: Magic.

Energy Refinement [Magic]

You have learned to maximize the use of energies drawn to power your spells.

Prerequisite: Arcane spellcaster

Benefit: Choose one energy gathering method (defiling, preserving, Cerulean, Black, Grey). You gain a +2 bonus on your caster level check when gathering energy with that method. Note that you must still have the appropriate feat to be able to gather energy by other means than defiling.

Explorer [Regional: Feral Halfling, Kurn, Silvaarak, Tyr]

Your culture has produces some of the finest adventurers and explorers.

Benefit: You gain a +2 bonus to all Knowledge(geography) and Intuit Direction checks.

Extra Spell [Magic]

You can memorize one more spell each day.

Prerequisite: spellcaster level 3+

Benefit: You receive one additional spell slot for your spells per day. This spell slot can be of any level up to one level lower than the highest level spell you can cast. Once selected, the spell slot never migrates up or down a level.

Fast Talk [General]

Your glib tongue aids you to persuade others.

Benefit: You gain a +2 bonus to all Bluff and Diplomacy checks.

Fearful [Regional: Eldaarich, Slave]

You have long lived under the grip of a tyrant who ruled by fear and have learned to be very cautious of others.

Benefit: You gain a +2 bonus to all Hide, Spot and Sense Motive. However, you have a -1 morale penalty on saves against fear effects.

Fearless [Regional: Draj, Dwarf, Urik]

Your people are known to be without fear.

Benefit: You gain a +4 bonus to all save against fear effects. Additionally, any NPC with this feat is treated as hostile to any Intimidation check against him.

Freedom [Regional: Elf, Kurn, Slave, Tyr]

Your love of freedom can bring you to accomplish great deeds in order to save your life and your freedom.

Benefit: Once per day, you can make one extra partial action on your turn either before or after your normal actions for that round.

Gate Element [Special, Divine]

You can channel your elemental power to open a small gate to an inner plane.

Prerequisites: Wis 13+, Extra Turning

Benefit: Instead of turning or rebuking undead, you may use one or more of your turn attempt to open a small gate to your patron element's plane and allow a small quantity of that element to seep in the Prime Material plane.

You may create this gate at any point within 60 ft. of you. You may gate up 1 cubic foot of matter per cleric level. The gated element is always in its purest form, and has the following properties and effect.

Air: You let in a powerful gust of wind which affects a 5ft. square area for 1 round as if in strong winds conditions. At 5th level, the wind effects is considered severe, at 10th level, it provides windstorm effect and a 15th or more, it reaches hurricane force winds. (See *DMG* for wind effects)

Earth: You let in dense and hard stone, such as granite. This stone remains in the Prime Material plane and can be carved or used in any way after it is gated, but you cannot choose the shape or the type of the stone which is gated. Gating earth costs 2 turn attempts.

Also, if you gate the stone directly above an opponent, it may injure her as it falls. The target need to make a Reflex save DC 10 + half your cleric level + your Charisma modifier or suffer damage as per the falling objects damage rule. Each cubic foot of stone weights approximately 20 lb.

Fire: You let in a gush of flame. This flame can light flammable materials. If gated on an opponent, the target needs to make a Reflex save DC 10 + half your cleric level + your Charisma modifier or suffer 1d6 point of damage for every

three cleric levels you have. Additionally, your target may catch fire (See the DMG for rules on catching fire) Gating fire costs 2 turn attempts.

Magma: You let in a small flow of magma. The magma can damage and melt objects or even damage creatures if it is gated on one. The target need to make a Reflex save DC 10 + half your cleric level + your Charisma modifier or suffer 2d6 points of damage, and additional damage for 1d3 rounds after the initial contact equalling half the initial damage dice (1d6 at first). The initial damage increases by 1d6 for every 4 cleric levels you have. Gating Magma costs 3 turn attempts

Rain: You create a short-lived but and very intense rain in a 5 foot square area. Creatures caught in that rain suffer from a -4 penalty to spot and search checks. Flame, ranged attacks and listen checks are affected as though there was a severe wind in that area. Also, the rain produces one gallon of clear water for each four cleric levels that you have.

Silt: You create a small silt storm into a 5 ft. square area. Creatures caught unaware in that area must succeed at a Fortitude save DC 10 + half your cleric level + your Charisma modifier or spend that round choking and coughing.

Also, creatures gain one level of concealment for every 5 level you have. (one-quarter at 5th level, one-half at 10th, and so on)

Sun: You create intense sunlight. This mimics the effect of a *daylight* spell, except it lasts only 1 round. Creatures caught in the 5 ft. square in which the gated sunlight is centred must succeed at a Fortitude save DC 10 + half your cleric level + your Charisma or become *dazzled* for one round.

Water: You gate an amount of pure water into the Prime Material Plane. The amount of water gated equals one gallon for each cleric level you have.

Happiness [Regional: Kurn]

Your culture is one of the few one on Athas which is based on the happiness of its people.

Benefit: You gain a +2 bonus to all Diplomacy checks and a +1 to all Will saves.

Harbinger Boost [Psionic]

Your harbingers move more quickly than normal.

Prerequisites: Con 13+, reserve power points 3+

Benefit: Your harbinger gains a +10 bonus to his speed.

Harbinger Dodge [Psionic]

Your harbingers are proficient in dodging attacks.

Prerequisites: Dex 13+, reserve power points 3+

Benefit: You gain a +1 dodge bonus to AC against one opponent that you designate. This feat functions exactly as psionic dodge, but for your harbinger.

Special: Note that psionic dodge never applies to a harbinger, since the effect is not carried to the mindscape.

Harbinger Focus [Psionic]

You are more adept at striking your foes in mental combat.

Benefit: You gain a +1 bonus to attack rolls with your harbinger. This does not stack with any weapon focus feat bonus you might have.

Heat Protection [General, Ranger]

You have learned to protect yourself well from the harsh elements of Athas.

Prerequisites: 1+ ranks in Survival.

Benefit: You gain a +4 bonus to all Fortitude save against heat dangers.

Hold Formation [Warcraft, Fighter]

You and your allies can hold your ground against the onslaught of enemies.

Prerequisites: BAB 1+

Benefit: If both you and your ally stand next to each other, you both receive a +4 bonus on your strength checks to avoid being bull rushed, tripped, or overran.

Improved Charge [Warcraft, Fighter]

You and your allies can hold your ground against the onslaught of enemies.

Prerequisites: BAB 3+, Power Attack

Benefit: If both you and your allies have this feat and ready a charge attack against the same target so that you all attack at the same time, the simultaneous charge attacks gain a +4 circumstance bonus to attack instead of +2.

Improved Harbinger [Psionic]

You have learned to better shape your harbinger.

Prerequisites: Inner Strength

Benefit: Choose either size or type. Your harbinger type progression and power point costs change as follows:

Type: A – animal, humanoid, monstrous humanoid, vermin; B – none; C – supernatural beast; D – giant; E – dragon.

Size: A – up to two size smaller; B – up to one size larger; C – up to three size smaller; D – up to two size larger; E – up to three size larger.

Special: If you do not have the Harbinger ability, you gain Harbinger A instead. Characters which have the harbinger ability can take this feat twice: once for type and once for size.

Inertial Armor [Psionic]

As *PsiHB*, except as noted below.

Benefit: You gain a +2 force armor bonus to your AC. You may take this feat multiple times, but each time, the reserve power points increase by 3.

Laborer [Regional: Dwarf, Slave]

Work has always been an important part of your life.

Benefit: You gain a +2 bonus to one Craft skill of your choice and one Profession skill of your choice.

Low Profile [Regional: Eldaarich, Kurn, Saragar]

Your people have learn to avoid drawing attention to themselves.

Benefit: You gain a +2 bonus to all Disguise and Hide checks.

Literacy [General]

You have learned how to read and write

Benefit: This feat allows you to read and write any language you have language skill ranks in using one given alphabet (Usually Draconic). You can choose to learn other alphabets at the cost of one skill rank in the appropriate Language skill.

Also, this feat is required for the use of the Decipher Script and Forgery skills.

Normal: Without this feat, the character cannot gain read or write messages of any kind, nor can she use the Decipher Script or Forgery skills.

Special: Wizards gain this feat for free at 1st level.

Market Veteran [General]

You have spent days trading in the crowded markets of the City-States.

Benefit: You gain a +2 bonus to all Bargain checks and a +4 bonus to Appraise checks made to appraise common items.

Mental Adversary [Psionic]

You can charge your harbinger with additional damage potential.

Prerequisites: Str 13+

Benefit: Your harbinger deals +1d4 points of bludgeoning damage when you pay the cost of 1 power point. You must decide whether or not to pay the cost prior to making the attack. Your harbinger remains “charged” for a maximum number of round equal to your Strength modifier +1, or until its next attack, whichever occurs first. If its attack misses, the power point expenditure is wasted.

Mental Awareness [Psionic]

Your senses are more attuned with the mindscape.

Prerequisites: Wis 13+, reserve power points 1+

Benefit: The penalties to listen and spot checks for having your consciousness in the wrong environment when in psionic combat are reduced to -2.

Also, you are no longer considered flanked when both you and you and your harbinger are in melee combat.

Mental Weaponry [Psionic]

You can equip your harbinger with weapons and armor commonly associated with his shape.

Prerequisites: Int 13+

Benefit: When summoning a harbinger, you may pay an additional 4 power points to grant him the any or all armor and weapons which are listed in the creature's entry, if any. However, you still have to be proficient in the armor or weapon, or you suffer the normal penalties associated with them.

Militia [Regional: Draji, Nibenay, Urik]

You have been trained in the rudiments of combat and warfare.

Benefit: This feat grants you the Warcraft ability, which allows you to benefit more quickly from the use of the Warcraft abilities of fighters, taking effect immediately after their turn for you.

Also, you become proficient in the following weapons, depending on your home region: In Draji, you gain proficiency with the light and heavy macahuitl and the shortbow. In Nibenay, you gain proficiency with the battleaxe and the gouge. In Urik, you gain proficiency with the longspears and the short sword.

Normal: Without this feat, the character can only benefit from the Warcraft ability of fighters after one full round.

Special: Fighters gain the benefits of this feat for free at 1st level.

Nobility [General]

You have either inherited or gained the status of the nobility in your locale.

Benefit: You gain a +2 bonus to all charisma related checks when you are in a context where your noble blood can be recognised.

Special: Aristocrats gain this feat for free at 1st level. Also, as there can be many social and economical advantages related to this feat, it must be approved by the DM.

Obscure Lore [Special]

You are a treasure trove of little known information.

Prerequisite: Bardic Knowledge ability

Benefit: You gain a +4 bonus on your Knowledge checks when the DC is 20 or more.

Open Mind [Psionic]

You have learned to take advantage of the weakened state of a mind after psionic combat.

Prerequisite: Mental adversary, reserve power points 5+

Benefit: Whenever you would normally knock your opponent unconscious as a result of your harbinger's attack, you may choose instead reduce her harbinger to 0 hp, effectively rendering your opponent staggered. Your opponent then has to make a Will save DC 10 + damage dealt by the attack + your Charisma modifier.

If the save fails, then the target's mind is considered "open", and she will automatically give up all Will saves until she is no longer staggered.

If the save is successful, the target suffers no ill effect (though she remains staggered) and cannot be affected by your ability for one day.

Painful Defiling [Magic]

You cause pain to those caught within range of your energy gathering.

Prerequisite: Arcane spellcaster

Benefit: Creatures who are caught in the area which you use to gather energy through defiling must make a Fortitude save against the DC of your spell or suffer 1 point of subdual damage for each level of the spell.

Path Dexter [Magic]

You have learned to better apply preserving energies to certain spells.

Prerequisite: Arcane spellcaster, Preserver

Benefit: You gain a +2 bonus to all Spellcraft checks concerning spells from the abjuration or divination schools. Also, you gain +1 caster level when casting certain spells of your those 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 – *Clairaudience/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 [Magic]

You have learned to better apply defiling energies to certain spells.

Prerequisite: Arcane spellcaster

Benefit: You gain a +2 bonus to all Spellcraft checks concerning spells from the conjuration or necromancy schools. Also, you gain +1 caster level when casting certain spells of your those 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*

Polyglot [General]

You have been raised in a milieu where many different cultures interacted.

Benefit: At character creation, all Bonus Languages are considered class skills for you to distribute your free Language skill ranks in.

Normal: At character creation, all Bonus Languages are considered cross class skills.

Special: You may only take this feat at 1st level.

Power Conjunction [Magic]

Your elemental spells are more powerful when you are in close to a power conjunction.

Prerequisite: Divine spellcaster

Benefit: Whenever you are in contact with a particularly strong presence of your patron element, you gain a +1 caster level when using spells from your elemental sphere. This bonus caster level also allows you to exceed by 1 level the normal maximum damage of a spell.

Additionally, you can apply any metamagic feats you know to spells of your elemental sphere as you cast them while in contact with a power conjunction of your patron element. You do not need to have prepared these spells with metamagic in advance. However, using this ability increases the casting time of the spell to one full round for one action spells, or by one full round for longer casting times.

The conditions in which you are in contact with a power conjunction depend on your chosen patron element.

Air: Whenever you are directly in a wind of at least strong force.

Earth: Whenever you are standing directly on abundant or lush terrain.

Fire: Whenever you are within 30 ft. of a large fire (10 ft. square).

Magma: Whenever you are within 30 ft. of a large open pool (10 ft. square).

Rain: Whenever you are directly in rain.

Silt: Whenever you are knee-deep in a large basin of silt (10 ft. square).

Sun: Whenever you are directly in the sunlight between 10 AM and 2 PM.

Water: Whenever you are knee-deep in a large basin of water (10 ft. square).

Power of the Storm [Magic, Wizard]

You have learned to tap into the raw power of the Cerulean Storm.

Prerequisite: Arcane spellcaster, Int 13+

Benefit: You can now draw power from the Cerulean Storm or the smaller Tyr Storms when casting spells instead of defiling the plant life around you. As such, you no longer turn plants to ash around you when gathering energy through this means.

When you gather energy, you make a caster level check against the spell's DC. You do not gain any special defiling bonus to that check.

Also, the terrain modifiers are replaced by modifiers which are related to your proximity to the Storm as follows:

Proximity to the Storm or to Tyr Storms	Caster level check modifier
Directly under	+5
Near the edge and in sight	+2
On the horizon	+0
None in line of sight	-1 per 20 miles from the Cerulean Storm

If you fail to gather enough energy as part of the casting action, you can still continue gathering energy for an additional move-equivalent action for one action spells, or for a full round for longer casting times. However, if you roll below 1 on your caster level check, the energy gathering fails and the spell is wasted.

Spell powered by energy gathered from the Storm automatically benefits, whether the spellcaster wants it or not, from the Spell Thematics feat, with a crackling blue energy theme.

Also, any illusion spell is accompanied by this crackling blue aura of energy, which immediately grants the targets a disbelief save with a +2 bonus.

However, any evocation spells powered by energy from the Storm has its DC and spell penetration bonus increased by +1.

Normal: The standard method of gathering energy is through defiling plantlife, leaving a circle of ash around you as you do. You cannot draw power from the Storm, or from other sources unless you have the required feats. Terrain affects your energy gathering, and you can continue gathering energy with additional actions.

Predator [Regional: Gulg, Jeral, To'ksa]

Your culture place great emphasis on hunting and killing certain prey.

Benefit: You gain a +1 competence bonus to damage rolls with melee and ranged weapons (up to a range of 30 ft) against your special prey. You also act as if you had the improved critical feat with the weapons you use against your special prey. This ability does not stack with the Improved Critical feat.

If you are from the Jeral or To'ksa region, your special preys are creatures of the Animal type. If you are from the Gulg region, your special preys are humans.

Preserver [Magic, Wizard]

You have chosen to preserve the plant life of Athas and follow the path of the preserver.

Prerequisite: Arcane spellcaster

Benefit: You can now preserve the plant life when casting spells instead of defiling it. As such, you no longer turn plants to ash around you when gathering energy.

When you gather energy, you automatically take 10 on your caster level check. However, you do not get the +5 defiling bonus to these checks.

Also, terrain modifiers to energy gathering checks are irrelevant when preserving. The wizard is always considered to be in fertile terrain (+0). However, you still need the same area to cast your spell as when you defile, and cannot cast spells in an area totally devoid of life.

If you fail to gather enough energy as part of the casting action, you can still continue gathering energy for an additional move-equivalent action for one action spells, or for a full round for longer casting times.

Note that a wizard who selects the Preserver feat can still defile if she wishes to, but risks losing the benefits of this feat permanently if she does so. See Chapter 8: Magic for more details.

Normal: The standard method of gathering energy is through defiling plantlife, leaving a circle of ash around you as you do. You cannot take 10 on your caster level check, although you do get a +5 defiling bonus to that check. Terrain affects your energy gathering, and you can continue gathering energy with additional actions.

Psionic Inhibition [Regional: Rhul-Thaun]

Your culture represses the use of psionic powers and have learned to defend themselves against them.

Benefit: You gain a +4 bonus on all saves against psionic effects. However, though you may still use psionic powers, your manifester level is effectively reduced by 1. Also, psion is no longer a favored class for you.

Psychic Bastion [Psionic]

Your harbinger is protected by mental field of energy.

Prerequisite: reserve power points 1+

Benefit: Your harbinger gains a +4 force armor bonus to AC. This functions as the Inertial Armor feat, but for your harbinger.

Reach Gathering [Magic]

You can reach out even further to gather the energies for your spells.

Prerequisite: Arcane spellcaster

Benefit: You can now gather energy from any point within medium range of you (100ft.+10ft./level). You may select this feat again to increase this to long range (400ft. +40ft./level).

Special: This feat has little effect when gathering energy by preserving. When gathering energy from the Cerulean Storm, you gain a +1 bonus to your caster level check instead each time you take this feat (for a maximum bonus of +2).

Reach into the Grey [Magic, Wizard]

You have learned to draw energy from the realm of the dead: the Grey.

Prerequisite: Arcane spellcaster, Con 13+

Benefit: You can now draw power from the Grey when casting spells instead of defiling the plant life around you. As such, you no longer turn plants to ash around you when gathering energy through this means.

When you gather energy, you make a caster level check against the spell's DC. You do not gain any special defiling bonus to that check.

Also, the terrain modifiers are replaced by modifiers which are related to your proximity to place and time of death, or to the proximity of undead.

Note that, for the purposes of this feat, creatures of the construct, plant or undead types do not "die", and their deaths cannot be used to power up the spells in this fashion.

Proximity to Death and the Grey	Caster level check modifier
Near the death of less than 1HD of creatures	-2
Near the death of 1-10 HD of creatures	+0
Near the death of 11-100 HD of creatures	+2
Near the death of 101-1000 HD of creatures	+4
Near the death of 1001+ HD of creatures	+6
Death occurred within the last hour	+2
Death occurred within the last day	+0
Death occurred within the last year	-2
Presence of undead	+0

If you are not near a corpse or an undead creature, you may still attempt to reach into the grey to power your spells, but you do so with a -5 penalty to your caster level check.

If you fail to gather enough energy as part of the casting action, you can still continue gathering energy for an additional move-equivalent action for one action spells, or for a full round for longer casting times. However, if you roll below 1 on your caster level check, the energy gathering fails and the spell is wasted.

Necromantic spells powered by energy gathered from the Grey has its DC and spell penetration bonus increased by +1. However, spells from the enchantment school are cast as if the caster was one caster level lower than she actually is.

Also, the wizard who gains this feat automatically gains a variant of the Sacred Spell feat, even though this feat usually only works for divine spells, as long as the spells used in conjunction with that feat are powered by the Grey. The

“sacred” damage does not come from a divine source, but from the negative energies of the Grey. As such, the negative half of the damage dealt by the spell is treated, in all respect, as damage dealt by an *inflict wound* spell. This effect does not increase the level of the spell however, but this effect applies to all spells cast with energies from the grey, whether the caster wants it or not.

Normal: The standard method of gathering energy is through defiling plantlife, leaving a circle of ash around you as you do. You cannot draw power from the Grey, or from other sources unless you have the required feats. Terrain affects your energy gathering, and you can continue gathering energy with additional actions.

Rush of Power [Magic]

You are stimulated when flooding your body with life energies from defiling.

Prerequisite: Wizard level 1+

Benefit: When you beat your DC to gather energy for a given spell by 10 or more, you gain a +1 morale bonus to all attacks, saves and checks for 1 round. Only energy gathered through defiling can be used in this fashion.

Secret of Steel [Regional: Dwarf]

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

Prerequisites: 1+ ranks in Craft(metalworking)

Benefit: You can now choose to craft any items which can be made with iron with steel instead. Doing so heightens the DC of the crafting check by 2. Also, you must pay 110% the normal cost of raw materials.

Steel items have their Hardness increased to 12 instead of 10, though their rigidity makes them somewhat less supple (25 hit points per inch of thickness instead of 30). The Break DC for weapon made of steel is also increased by 2.

Silt Skimmer [Regional: Balic]

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

Benefit: You gain a +2 bonus on all Balance and Intuit Direction checks.

Shield Wall [Warcraft, Fighter]

You and your ally have learned to best protect yourselves using your shields.

Prerequisites: BAB 1+

Benefit: If both you and your ally both have this feat and are standing next to each other with large shields, you gain the benefits of one quarter cover (+2 to AC and +1 to reflex saves) against attacks coming from a chosen side instead of your normal shield bonus.

If you and you allies set you shields using a standard action, you gain the benefits of one half cover instead (+4 to AC and +2 to reflex saves)

Sphere Focus [Magic]

Spells from your chosen elemental sphere are harder to resist.

Prerequisite: Divine spellcaster

Benefit: Choose an element or paraelement. All spells which are on that elemental or paraelemental spell list that you cast have a +2 to their DCs.

Tactics [Combat, Fighter, Gladiator]

You can study an opponent's fighting style and take advantage of weaknesses.

Prerequisites: Wis 13+

Benefit: After 3 rounds of combat against a single opponent, you can make a Sense Motive against a DC of 10 + your opponent's Bluff bonus. If you are successful, you gain a +2 circumstance bonus to attack rolls against that opponent for the remainder of the combat.

Special: A gladiator's Arena Guile bonus applies to both the Sense Motive check and the Bluff bonus (to set the DC).

Tap into the Black [Magic, Wizard]

You have learned to draw on the dark powers of the Black to cast your spells.

Prerequisite: Wizard level 1+, Wis 13+

Benefit: You can now draw power from the Black when casting spells instead of defiling the plant life around you. As such, you no longer turn plants to ash around you when gathering energy through this means.

When you gather energy, you make a caster level check against the spell's DC. You do not gain any special defiling bonus to that check.

Also, the terrain modifiers are replaced by modifiers which are related to the size of the shadow the caster is gathering from

Shadows present	Caster level check modifier
Gargantuan (20ft.x20ft.) or more	+4
Huge (15ft.x15ft)	+2
Large (10ft.x 10ft.)	0
Medium-size (5ft.x5ft.)	-2
Caster's shadow only	-4
No shadow, Total Darkness	Cannot tap into the Black

If you fail to gather enough energy as part of the casting action, you can still continue gathering energy for an additional move-equivalent action for one action spells, or for a full round for longer casting times. However, if you roll below 1 on your caster level check, the energy gathering fails and the spell is wasted.

Spell of the divination and illusion schools, as well as spells with the light or darkness descriptors, when powered by energy from the Black, have their DCs and spell penetration bonuses raised by +1.

On the other hand, evocation or transmutation (except those with the light or darkness descriptors) spells powered by energy from the Black are cast as if the caster was one caster level lower than she actually is.

Additionally, any evocation spell powered by energy from the Black automatically benefits, whether the caster wants it or not, from the Energy Substitution (cold) feat.

Normal: The standard method of gathering energy is through defiling plantlife, leaving a circle of ash around you as you do. You cannot draw power from the Black, or from other sources unless you have the required feats. Terrain affects your energy gathering, and you can continue gathering energy with additional actions.

Team Fighting [Warcraft, Fighter]

You and your allies have learned to value teamwork in combat

Prerequisites: BAB 1+

Benefit: If both you and your ally have this feat, you may aid each other in combat as a move equivalent action.

Normal: Aiding another in combat is a standard action.

Telepathic Prodigy [Regional: Pterran]

Your people have an natural talent at using telepathic powers

Benefit: Your Charisma score is considered 2 points higher for the purpose of determining power points and power DCs for powers of the telepath class and power list.

Water Find [General, Ranger]

You have mastered the valuable skill of finding water in the wild.

Prerequisites: 1+ ranks in Survival.

Benefit: You gain a +4 bonus to all Survival checks for finding water when foraging. You do not find food, however, if your check succeeds by 3 or less.

Wall of Spears [Warcraft, Fighter]

You and your allies can create an impassable wall of spears

Prerequisites: BAB 1+

Benefit: If both you and your allies have this feat and are standing next to each other with spears and ready an attack, your reach increases by 5 ft.

Additionally, if you set yourself against a charge action and successfully hit the charging opponent with an attack, you halt the charge movement of your opponent.

Wealthy [General]

You come from a wealthy family.

Benefit: At character creation, your starting money is determined as if you were one level higher than you actually are.

Special: You may only select this feat at first level.

Wild Talent [General]

You have awoken your innate psionic potential.

Benefit: You gain the Psionic Template. You receive 1 psionic power of up to 3rd level which you can manifest a certain number of times per day, depending on its level.

Power level	Number of uses
0-level (Talent)	5 per day
1 st level	3 per day
2 nd level	2 per day
3 rd level	1 per day

You can manifest your chosen power as a 3rd level psion.

You do not receive telepathy, nor any power resistance. However, you may now select psionic feats and gain their benefits.

Special: The choice of the power is subjected to the approval of the DM, which may rule out certain powers which might seem overly powerful.

Windrider [Regional: Rhul-Thaun]

Your people have learned to ride the winds using huge airborne creatures.

Benefit: You gain a +2 bonus to Ride checks and you are considered to have the Mounted Combat feat with aerial mounts.

Xenophobia [Regional: Eldaarich, Elf]

Your people are extremely distrustful of outsiders.

Benefit: You gain a +4 bonus to Sense Motive checks against races which are not from your home Region.

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, **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.

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