

CUSTOM FEATS BOOK

...Being feats I've adopted or developed from non-official sources for use in the game, compiled in one spot for easy access.

Feat Name	Prerequisites	Description
Ambidexterity*	Two weapon fighting, Dex 13+	Add full strength bonus to damage with off-hand weapons
Armored Stalking*	Dex 13+, Armor Proficiency	Armor check penalties for Hide and Move silently reduced by 1
Critical Strike*	Improved Critical	Increase critical severity and DC for a weapon.
Elemental Mastery	-	Reroll damage for a particular element, keep better result.
Enchanting	Cha 15+	Gain bonus to Charisma checks and Enchantment spell DCs vs. members of opposite sex.
Fatal Strike*	Base attack bonus +6	Threaten a critical automatically as a full round action.
Firearms Weapons Proficiency*	-	Gain proficiency with firearms.
Quick Firearms Reload*	Dex 13+, Firearms Weapons Proficiency	Reload a firearm in less time than usual.
Improved Blind-Fight*	Blind Fight, Wis 15+	You only suffer a 25% miss chance to hit attackers you cannot see.
Mental Resistance*	Iron Will	Get an additional save to resist Charms and Compulsion effects.
Monk Weapons Training	Flurry of blows, Proficiency with chosen weapon	Chosen weapon counts as a special monk weapon.
Poison Craft*	-	Suffer no poison chance when handling poisons.
Quick Lowering	Spell Resistance	Lowering your spell resistance is a free action.
Radiance Mage	Knowledge (arcana) 10 ranks, Spellcraft 10 ranks	You gain +2 bonus to all dispel checks.
Chronomancer	Radiance Mage, Sphere Focus (Time)	Cast divination spells at +2 caster level and DC, gain bonus divination spells
Energologist	Radiance Mage, Sphere Focus (Energy)	Cast evocation and abjuration spells at +1 caster level and DC, and deal additional fire damage.
Entropomancer	Radiance Mage, Sphere Focus (Entropy)	Cast necromancy spells at +1 caster level and DC, chance to ignore wards vs. necromancy spells.
Mentalist	Radiance Mage, Sphere Focus (Thought)	Cast enchantment and illusion effects at +1 caster level and DC; targets might not be aware of casting.
Morphologist	Radiance Mage, Sphere Focus (Matter)	Cast conjuration and transmutation spells at +1 caster level, ignore 5 hardness on all objects.
Item Creation Feats		
Collaborative Creation	Any two item creation feats	Create items faster and share cost of XP with others.
Scribe Tattoo	Caster or manifester level 5 th	You can create magical (or psionic) permanent tattoos.
Metamagic/Psionic Feats		
Prolong Spell	Extend Spell	Spell durations increase by one step.

Prolong Power	Extend Power	Power durations increase by one step.
Reactionary Spell	Quicken Spell	Cast prepared spell as an immediate action.
Reactionary Power	Quicken Power	Manifest a power as an immediate action.
Epic Feats		
Automatic Reactionary Spell	Automatic Quicken Spell, Reactionary Spell, Quicken Spell, Spellcraft 36 ranks	Automatically cast spells as reactionary spells without having to first prepare them.

*Denotes a feat a fighter can take as a Bonus Fighter Feat.

Ambidexterity [General]

You have fully developed both of your hands to the point where you don't have an off-hand.

Prerequisites: Two-Weapon Fighting, Dex 13+

Benefit: You can add your full bonus to Strength when dealing damage with a weapon in your off hand.

Normal: Weapons you wield in your off-hand add only ½ your Strength bonus to their damage.

Armored Stalking [General]

You are adept at stealth despite the hampering effects of armor.

Prerequisite: Dexterity 13+, proficiency in armor worn.

Benefit: The armor check penalty you suffer for wearing armor while moving silently or hiding is reduced by 1.

Chronomancer [General]

Your attention to the study of the Sphere of Time has granted you abilities beyond the ken of normal spellcasters.

Prerequisites: Radiance Mage, Sphere Focus (Time)

Benefits: All of your divination spells are cast at +2 caster level, and have a +2 bonus to their DC. Additionally, you gain an additional spell slot in order to cast one divination spell of any level up to the highest level spell you can cast.

Collaborative Creation [Item Creation]

You have learned how to work with others to create items.

Prerequisite: Any two item creation feats.

Benefit: This allows individual item creators to share the experience point drain for creating items, and pool their energies to work faster. The amount of XP needed to create an item increases by 20% per individual contributing to the project (a minimum of 40% for two people). However, this total cost is then split between the individuals creating the item. Furthermore, the time necessary to create the item is reduced by 10% by each extra person contributing beyond the first, to a maximum of a 40% reduction with a five-person team.

Critical Strike [General]

This potent skill allows warriors to strike blows of tremendous strength.

Prerequisite: Improved Critical

Benefit: Anytime you score a critical hit, the severity on the critical hit table is increased by +2. This feat also increases the threat DC of your criticals by 1.

Special: This feat can be taken multiple times with each feat going towards a different weapon.

Elemental Mastery [General]

Spellcasters may take this feat to represent their mastery over a particular magical energy form (ice, fire, acid, lightning, sonic).

Benefit: Whenever you cast a spell that has the Type of energy which you have taken for this feat, you can roll damage twice, taking the more beneficial result of the two rolls.

Special: This feat may be taken multiple times with each selection going towards a different element.

Enchanting [General]

You are extra persuasive against members of the opposite sex.

Prerequisites: Charisma 15+

Benefit: You gain a +2 circumstance bonus to Bluff, Diplomacy, Disguise, and Perform checks against members of the opposite sex. In addition, enchantment spells cast against susceptible targets add 2 to their DC. This bonus is halved (+1 bonus, +1 to DC) against members of the same type that are not of your same race (a human using it on an elf, for example) and negated altogether against members of a different type.

Special: The DM can ignore, at his prerogative, the negation of this effect. (For example, a human might still find a Lillend enchantingly beautiful enough for the effects of the feat to work.)

Energologist [General]

Your attention to the Sphere of Energy has granted you greater and easier access to the manipulation of magical energies.

Prerequisites: Radiance Mage, Sphere Focus (Energy)

Benefits: You cast all Evocation and Abjuration spells at +1 caster level. These spells also gain a +1 to DC when cast by you. Additionally, any spells with the Fire descriptor you cast that deal damage deal an additional amount of (fire) damage equal to the level of the spell. (Note that a spell that has been metamagicked, etc., to alter the Fire damage into something else loses the Fire descriptor; alternatively, any spells that are Metamagicked, etc., to deal Fire damage gain the Fire descriptor.)

Entropomancer [General]

Your attention to the Sphere of Entropy has given you a greater ability to wield the forces of Entropy.

Prerequisites: Radiance Mage, Sphere Focus (Entropy)

Benefits: You gain a +1 caster level to all Necromancy spells, and you gain a +1 bonus to your necromancy spell DCs. Additionally, if you cast a negative energy spell against a person who is warded by some form of positive-energy protection (*death ward*, *life's grace*, etc.), you do not automatically fail - you instead gain a caster level check (DC 11 + opposing spell's caster level); success means the spell goes through as if the creature were not warded, failure means your spell fails as normal.

Fatal Strike [General]

You know how to call shots and cause opponents massive wounds.

Prerequisite: Base attack +6 or higher

Benefit: As a full-attack action, the character may strike a vital region of his opponent and inflict tremendous damage. If the attack hits, it is automatically treated as a critical threat and resolved accordingly. You get to choose the location for the critical hit. Creatures immune to criticals are immune to this effect. Ranged attacks must be within 30' to use this feat. Using this feat is a full-attack action that provokes attacks of opportunity.

Firearms Weapons Proficiency [General]

You are trained in the use and handling of firearms.

Benefit: You can fire a firearm (be it an arquebus, blunderbuss, pistol, musket or rifle) without penalty.

Normal: A person without the Firearms Weapons Proficiency feat suffers a -4 penalty to his attacks with a firearm.

Improved Blind-Fight [General]

You are a master of fighting without the aid of your eyes.

Prerequisites: Blind-Fight, Wis 15+

Benefit: In addition to the standard re-roll chance for missing concealed foes, you halve the chance of that miss in the first place. Thus, an *invisible* foe would only impose a 25% miss chance, and even then you'd get to roll twice if you missed.

Mental Resistance [General]

The character is especially skilled and used to charms and compulsions of all kinds.

Prerequisites: Iron Will, Wis 13+

Benefit: Against charms and compulsion abilities, the character is able to make two saves (or one if none is normally allowed) to resist the enchantment.

Mentalist [General]

Your attention to the Sphere of Thought has made you adept at the manipulation of the intelligences around you.

Prerequisites: Radiance Mage, Sphere Focus (Thought)

Benefits: You cast all Enchantment and Illusion spells at +1 caster level, and these spells have a +1 bonus to their DCs when cast by you. Additionally, individuals who succeed on their saves against an enchantment spell you cast must make an Intelligence check (DC 11 + Spell level) to determine that someone attempted to manipulate their minds.

Normal: Beings who succeed on a save vs. enchantment automatically know that there is an intruding force in their minds.

Monk Weapons Training [General]

You have trained to blend your exotic martial arts style with unconventional weapons.

Prerequisites: Flurry of blows, Proficiency with chosen weapon

Benefit: Choose one weapon with which you are proficient that isn't a special monk weapon. That weapon is now considered a special monk weapon for you.

Normal: A monk has a limited number of weapons that are considered special monk weapons with which the monk may attack and flurry with.

Morphologist [General]

Your attention to the Sphere of Matter has led you to greater insight into how things are constructed.

Prerequisites: Radiance Mage, Sphere Focus (Matter)

Benefits: You cast Conjunction and Transmutation spells at +1 caster level. Additionally, spells of these two schools have a +1 bonus to their DC. Finally, you treat any object that you attack - physically or magically - as if its hardness were 5 points lower than it actually is.

Poison Craft [General]

You are adept at the use and creation of natural toxins.

Benefit: This allows you to handle them with no chance of exposing yourself to the poison. In addition, you gain a +2 bonus to the Craft (alchemy) skill when making or identifying poisons.

Prolong Spell [Metamagic]

Your mastery of the manipulation of your spell's durations have allowed you to increase the duration to a greater degree.

Prerequisites: Extend Spell

Benefit: You can prolong the duration of a spell you cast by one category. Spells that normally last 1 round per level last 1 minute per level, 1 minute per level to 10 minutes per level, and 10 minutes per level to 1 hour per level. Spells with durations of 1 hour per level or higher cannot be prolonged.

Only spells with variable durations can be prolonged (IE, *divine favor* cannot be prolonged for its duration is 1 minute).

Spells that cause damage can be prolonged as long as the condition that causes the damage does not decrease with time (IE – a *vitriolic sphere* cannot be prolonged because the damage dealt goes down every round).

A prolonged spell takes up a spell slot 3 levels higher than normal.

Special: This feat can be used along with Extend Spell. The spell's prolonged duration is not doubled, but instead the spell's original duration is added to the duration of the spell (IE, a prolonged/extended *Shield of Faith* would have a duration of 10 min./caster level + 1 min./caster level.)

Prolong Power [Metapsionic]

Your mastery of the manipulation of your powers' durations allow you to keep the durations going longer.

Prerequisites: Extend Power

Benefit: You can prolong the duration of a power you manifest by one category. Powers that normally have a duration of 1 round per manifester level now have a duration of 1 minute per manifester level. 1 minute per manifester level go to 10 minutes per manifester level, and 10 minutes per manifester level go to 1 hour per manifester level. You cannot apply this metapsionic feat to powers whose duration is fixed or have a duration of longer than 1 hour per level.

Powers that cause damage over a duration can be prolonged as long as the condition that causes the damage does not decrease as a result of the duration.

A prolonged power costs 4 power points more than the normal power. You must expend your psionic focus in order to manifest a prolonged power.

Quick Firearms Reload [General]

You are adept at quickly reloading and recharging a firearm.

Prerequisite: Dex 13+, Firearms Weapons Proficiency

Benefit: Reloading a firearm is a full round action, if reloading the firearm was 2 full round actions. If reloading a firearm was a full round action, it is now a standard action. If reloading the firearm was a standard action, it is now a move action for you.

Normal: Reloading takes a long time.

Quick Lowering [General]

You are adept at lowering your resistances quickly.

Prerequisites: Spell resistance from a natural source (IE, not a magic item or spell).

Benefit: You can lower and raise your spell resistance as a free action. You can only lower or raise your spell resistance on your turn, not as a reaction.

Radiance Mage [General]

You know how to manipulate the Radiance so as to easily cut through an opposing spellcaster's spells.

Prerequisites: Knowledge (Arcana) 10 ranks, Spellcraft 10 ranks

Benefits: You gain a +2 bonus to all of your dispel checks.

Special: The bonus of this feat stacks even if you have capped out the caster level check on your dispel check for the spell you are using.

Reactionary Spell [Metamagic]

You can cast spells in response to other's actions.

Prerequisites: Quicken Spell

Benefit: You can cast a spell you prepare as an immediate action. Immediate actions need not be taken on your turn, nor does one need to ready an action to take them. Immediate actions are resolved

immediately before the action that triggered them. In effect, this allows a spellcaster to put up, say, a *protection from fire* spell as a result of being sprayed by a dragon's fiery breath.

A spell that has a casting time greater than a full round action cannot be affected by reactionary spell. A reactionary spell takes up a slot 6 levels higher than the original. A reactionary spell counts as a quickened spell for the number of swift actions you can take in a round.

Reactionary Power [Metapsionic]

You can manifest a power in response to another's actions.

Prerequisites: Quicken Power

Benefit: You can manifest a power as an immediate action. Immediate actions need not be taken on your turn, nor do they require a readied action. Using this feat expends your psionic focus, and costs an additional 10 power points.

Scribe Tattoo [Item Creation]

You have learned the secrets of the ancient masters who were able to inscribe runes of magical power upon flesh, using special inks.

Prerequisites: Caster or Manifestor level 5th

Benefits: You can craft a magical or psionic tattoo (depending on whether you cast spells or manifest powers - if you can do both you must take the feat twice, one for magical and one for psionics.) It costs ½ the market price of the tattoo in materials (gold pieces) to create, 1/25th the market price in XP to the scribe, and 1 full day per 1,000 gp in the market price of the tattoo. Both the artist and the target of the tattoo must be present every day of the creation of the item.

Normal: There are other forms of magical tattoos that can be created using a variety of methods, but those tattoos are not permanent magic items.

Sphere Focus [General]

You have focused your attention to the study of one particular Sphere of magic.

Bonus: Choose one of the five spheres of magic: Matter, Time, Thought, Energy, or Entropy.

You gain a +3 bonus on spellcraft checks when dealing with spells of the schools associated with the Sphere (Matter: Conjuration/Transmutation, Time: Divination, Thought: Enchantment/Illusion, Energy: Abjuration/Evocation, Entropy: Necromancy), as well as a +1 bonus to your caster level checks when attempting to counterspell a spell of those schools.

Special: You can gain this feat more than once; each time you take this feat it applies to a new Sphere.

EPIC FEATS:

Automatic Reactionary Spell [Epic]

You know how to cast your spells in response to others' actions such that you are never caught unawares.

Prerequisites: Automatic Quicken Spell, Quicken Spell, Reactionary Spell, Spellcraft 36 ranks.

Benefits: You can cast all of your eligible 0th and 1st level spells as immediate actions, as if they were affected by the reactionary spell feat.

Normal: Casting your 0th and 1st level spells takes a standard action, on average.

Special: You can take this feat multiple times. Every time you take this feat, you can cast the next highest level of spells as immediate actions. For example, the second time you take this feat, you can cast up to your 2nd level spells as immediate actions.