

New Feats by Sammy Grimes (Grimes@mail.uark.edu)

Conversion From: 2nd edition AD&D (most feats), Dungeons & Dragons (Weapon Mastery), 1st Edition rules variants (Scope of Magic Feats)

Works Converted: Book of Magecraft (War spells), D&D Rules Cyclopeda (Weapon Mastery), DMs

Option: High Level Campaigns (High Level Skills), Combat & Tactics (Dirty Fighting, Steady Hand Proficiencies, Martial Arts Talents), Skills & Powers (Traits), Spells & Magic (Spell Point System Options), Planewalker's Handbook (Spell Recovery), "Maneuver for Victory" by Cory S. Kammer Dragon #165 pp. 74-80 January 1991, and White Wolf Magazine #9 (no date given, but probably 1987), "The Scope of Magic: Spell Prefixes" by Stewart Wieck pp. 39-40 (information is the property of White Wolf magazine and is used for fan use only, no infringement of copyright laws are intended, material appears without permission of owner, metamagic feats based on that source are indicated in the **Notice:** field).

Summary: This article attempts to turn several of the high powered proficiencies, traits, and special effects from 2nd edition into feats.

Updates: November 8, 2000 finally put the finishing touches on this thing, so, so wished I had a copy of Dragon #275 (started my subscription too late). November 13, 2000, corrected the spelling of rogue and added a few new feats.

Adaption [General]

This allows a character to ignore certain environmental conditions while in combat.

Requirements: Base Attack +10 or better; Intelligence Int 13+

Benefit: Everytime the character buys this feat he may ignore one type of terrain when it comes initiative or combat bonuses. If the environment includes special saving throws or ability checks due to special situations then the character gets +3 to those checks. This does not affect movement penalties, noncombat environmental factors, or conditions physically impossible to overcome. It has no effect on magical or penalties based on vision or lighting. For example: A fighter takes this for underwater fighting, he then suffers no initiative or combat penalties, but cannot use slashing or bludgeoning weapons without penalty and still have to find a way to breathe.

Special: A fighter may buy this as a bonus feat. A rogue may buy it as a special ability.

Affect Spell Immune Creature [Metamagic]

This allows a caster to prepare and cast a spell against a target that is normally resistant or immune to these effects.

Benefit: When this feat is used with a spell it ignores the normal immunities or resistances of the creature. For example, it allows a caster to use charm person on a construct or an undead or a fireball against a fire giant. It uses up a spell slot four levels higher than normal.

Notice: Base on the Affector spell Prefix from White Wolf Magazine #9 "The Scope of Magic: Spell Prefixes" by Stewart Wieck pp. 39-40.

Allure [General]

The character is more attractive than normal

Requirements: CH 15+

Benefit: The character has a +3 to NPC reactions with interacting with members of the opposite sex who are at least young adult in age. The character may also have a cohort of the opposite sex and at least young adult in age who tags along out of romantic interest (cf. Leadership feat).

Armor Specialization [General]

This allows the character to have better than normal mobility in armor

Requirements: Proficiency in one type of armor (light, medium, or heavy)

Benefit: The character picks one type of armor (plate, splint, etc.) in that suit the character suffers speed penalties as a group one less (for example full plate is treated as a medium armor). The character also gets to ignore the maximum dex bonus column and while he is wearing that one type of armor the character suffers no arcane spell failure checks.

Special: A fighter may buy this as a bonus feat.

Artistic Ability [General]

The character has a true spark of artistic genius.

Requirements: At least one craft skill rated +4 or better

Benefit: The character gets +2 to all his craft checks and any item he makes will cost 50% more than normal (including masterwork items).

Backwards Kick [General]

The character is able to lash out against a foe at his back.

Requirements: Dex 13+, Jump 6 or more ranks, Listen 6 or more ranks.

Benefit: The character can do standard kick damage to someone standing to his rear without provoking an attack of opportunity (unless the character turns his back in order to execute the maneuver), it uses one of his available actions.

Bravery [General]

This allows a character resistance against fear effects.

Requirements: 10th level, Wisdom 15+

Benefit: The character gets a + 4 + level resistance bonus to fear effects. Paladins may add this value to their level against turning attempts from evil clerics (which costs 2 points of bravery).

Special: A fighter may buy this as a bonus feat.

Note: This is the prerequisite for the captivate, frighten/challenge, and hardiness feats. Each time the character uses those three feats his bonus for Bravery decreases by two. Once bravery is reduced to zero, those three feats cannot be used that day.

Captivate [General]

This character has developed a strong personal presence that is attractive to members of their own races.

Requirements: Charisma 15+, 15th level, Bravery Feat

Benefit: Most of the time people pay attention to the character. Children, members of the opposite sex, and other members of the same or similar class who share one common element in alignment tend to be friendly to the character. By spending two bravery points (see bravery above) the character may plant a suggestion in a friendly NPC (they must be able to speak the same language) as long as it does not involve risk, loss, or potential embarrassment. The NPC gets a will saving throw against a DC equal to the character's bravery score, if the character does a small favor or gives a gift the save is made at +5 DC. Creatures with eight or more HD/Levels are immune to this effect.

People form attachments to the character if he stays in an area for an extended period of time. This may cause problems as they try to impress him (or others using the character's name), take things from him, or try to tag along with him.

Special: A fighter may buy this as a bonus feat.

Cast Free Magicks [Metamagic]

You can cast any spell from your spellbook (for wizards) or castable at your level (for divine spellcasters). Bards and Sorcerers cannot use this feat. This cannot be used with the signature spell feat.

Benefit: This feat has slightly different rules for wizards and for divine spellcasters.

Wizards: A wizard may chose a spell of the slot's level or lower at the time of casting from his spellbook instead of having to memorize it in advance (like a sorcerer or bard normally casts spells) or may apply metamagic feats to a lower level spell with the same casting time penalties as a sorcerer. The wizard must reserve a spell slot two levels higher than the level he wants to use for a free magick slot.

Divine Spell Casters: A divine spell caster may use this feat like a wizard. But they use this feat also to specifically memorize one spell from another divine spell casting list (or from a domain the character does not have), which itself is not a free magick (it must be chosen at the normal time of meditation or prayer). Both cases require that the caster memorize it as a spell two levels higher. A caster may also utilize a "Universal Free Magick" that will allow him to cast any divine spell of that level (chosen at the time of casting). This option requires that the character use one spell slot three levels higher.

Chain Spell [Metamagic]

This allows the caster cast a single spell multiple times.

Benefit: When this feat is used the victim of this spell instantly generates a weaker version of that spell that strikes at the next available target. This repeats itself until the spell is weakened to nonexistence. When it strikes a foe, the victim becomes the center of a new spell that hits a new target and does either one die less damage (or for spells that only do a single die of damage: -1 damage/target) or is -2 DC (for spells that don't do damage). This continues until the damage is reduced to zero or the save DC is reduced to zero. This uses a slot four levels higher.

Notice: Based on the Chain spell prefix from White Wolf Magazine #9 "The Scope of Magic: Spell Prefixes" by Stewart Wieck pp. 39-40.

Classify Traps [General]

The character becomes better at avoiding traps

Requirements: Rogue only; Search skill 14+, Intelligence 13+

Benefit: The rogue is able to make a successful search check of a trap without setting it off. If the character uses disable device he may make two checks taking the better of the two. The rogue will take no damage and half if he fails a save if the trap is accidentally triggered with a +2 to the saving throws (this is cumulative with the Uncanny Dodge ability). If the rogue takes the time to explain the trap to his companions then they will take half damage on a successful save if it is triggered.

Special; A rogue may buy this as a special ability.

Combine Spells [Metamagic]

This allows the caster cast two spells one after the other.

Benefit: When the caster uses this feat he must decide which two spells to link and in which order he wants to link them. When the first spell is cast, the second spell appears at the terminus of the first spell. For example: A caster combines a fireball and a lightning bolt. After the fireball explodes a lightning bolt appears from the center of the fireball's blast and arcs out. This requires the caster memorize both spells using a slot three levels higher.

Notice: Based on the Combine spell prefix from White Wolf Magazine #9 "The Scope of Magic: Spell Prefixes" by Stewart Wieck pp. 39-40.

Crushing Blow [General]

This allows the character to make blows that can break stone.

Requirements: Str 13+, Dex 13+, Wis 13+, Base Attack +12 or better, Concentration +2 ranks or more, Improved Unarmed Attack and Stunning Fist Feats

Benefit: At the cost of a full round action the character may break up to 1/2" thick wood or 1/4" thick stone per level, if the character uses this in combat it adds +1 damage per level.

Special: Monks only require the following requirements: Str 13+, Base Attack +12 or better, and Concentration +2 ranks or more.

Death Blow [General]

This allows the character to kill an opponent in a single blow

Prerequisites: Str 15+, Cleave, Great Cleave, Power Attack, Base Attack bonus +15 or better

Benefit: The character may instantly kill an opponent in a single blow as long as he fulfills the following conditions:

- * The opponent must have less HD/levels that the character
- * The opponent must make a fortitude check vs. DC 10 + character's base attack
- * The character must be able to damage the creature in normal combat
- * The character must forgo all other attacks that round except for attacks of opportunity

A death blow may be combined with cleave or great cleave.

Special: A fighter may buy this as a bonus feat.

Deflect Melee Attack [General]

This allows the character to deflect incoming melee attacks.

Prerequisites: Dex 15+, Base Attack +6 or better, Deflect Arrow, Dodge, Improved Unarmed Strike, Mobility, Weapon Focus, Proficiency in one of the following: Axe (Battle, Great), Club, Staff, Sword (any), Polearm (any)

Benefit: Once per round you may freely deflect one melee attack. It requires a reflex save v. DC 20.

Special: A fighter may buy this as a bonus feat.

Delay [General]

This allows the character to strike an opponent so that his cannot act quickly the next round.

Prerequisites: Dex 13+, proficiency in one of the following weapons: Battle Axe, Warhammer, bow (any), crossbow (any), sling. Base attack +6 or better.

Benefits: Anytime the character hits his opponent, that opponent must make a save v. fortitude DC 10 + character's base attack or have his initiative number set to "0" (the opposite of refocus) for the next round. If a missile weapon is used this can only be done at 30 feet or less.

Special: A fighter may buy this as a bonus feat.

Despair [General]

Your skill with your weapon is so great that your opponents flee in fear.

Prerequisite: Charisma 15+, Weapon Focus, Base Attack +6 or better

Benefit: Your opponents, if their individual HD are less than yours, must make a will save v. a DC equal to your base attack plus charisma bonus under one of the following conditions:

- * The weapon user inflicts a critical hit (or maximum normal damage)
- * The weapon user avoids all damage from his opponents
- * The weapon user disarms two or more opponents in the same round
- * The weapon user takes a round to display his weapon prowess

Your opponent's will flee from the battle or if forced to fight they suffer a -2 to hit. It can only be used once per fight.

Special: A fighter may buy this as a bonus feat.

Detect Deception [General]

The character has the ability to see through lies and evasions of the truth.

Prerequisite: 15th or higher level divine casting level, Eminence Feat

Benefit: The character spends two eminence points (which do not come back for a week) and gains the short lived ability to see through lies, evasions of the truth, and illusions. It lasts the character's level x 2 in rounds.

Dirty Fighting [General]

This allows a combatant to make an "unfair" attack in combat.

Prerequisites: Int 13+, Improved Unarmed Strike

Benefit: Once per combat the character perform a dirty trick. His opponent then takes +1 to hit and damage from the attack. If his opponent expect the character to fight honestly then he takes +2 to hit and damage. If his opponent has this feat then the attempt automatically fails.

Special: A fighter may buy this as a bonus feat.

Divine Voice [General]

The character's voice enralls those around him.

Requirements: Charisma 15+, 15th or higher divine casting level, Eminence Feat

Benefit: If the character spends two eminence points (these points do not come back for a week) he may enrall a crowd with 5 or less HD each and may speak a mass suggestion to that crowd. The character must speak for an hour to perform a mass suggestion.

Divine Will [General]

The character can resist any compulsion contrary to his faith.

Requirements: 10th or higher divine casting level, Eminence Feat, Wisdom 15+

Benefit: If the character is subject to an unnatural compulsion due to magic he may spend two Eminence points (which come back after one day) to shake off the effects and act normally. It is ineffective if the character's Eminence score is zero or less.

Double-jointed [General]

The character can contort his body in ways other people can not.

Benefit: The character has a +2 to his escape bonds checks. The character may also perform feats of contorsion and can fit in smaller spaces than other people (DM's judgement).

Drive [General]

The character may push her opponent back with a successful attack.

Requirements: Str 13+, Power Attack, Improved Bull Rush, Improved Trip

Benefit: The character may use a full round action to push her opponent back 1' per point of base attack (plus Str modifier). For each size class of the opponent above the character halve the distance. If the opponent is pushed back more than 3 feet, then he must make a Ref Save vs. DC 15 in order to stay on his feat, and if pushed more than 3 feet into a wall he will take 1 hp of extra damage.

Special: A fighter may buy this as a bonus feat.

Eminence [General]

The character constant goes around with an aura of holiness

Requirements: 10th or higher divine casting level, Charisma 13+

Benefit: When the character activates his aura of eminence all creatures with 4 HD or less within 30 feet must make a DC 6 + character's level or flee in fear. At the same time the character gets a +4 reaction bonus to influencing NPC reactions if they are the same alignment or faith. Each time the character invokes this aura the DC for the next use of it goes down by two points for one week (the reaction bonus does not go down as long as the character can use eminence). Once it goes to zero the skill cannot be used.

Empathy [General]

The character can sense the emotional states of others.

Requirement: Sense Motive +2 or more ranks.

Benefit: The character can determine someone's emotional state at a glance with a successful sense motive check. The character also gets +2 to bluff and diplomacy checks.

Fall/Jump [General]

The character can break his falls.

Requirement: Climb 14+ ranks, tumble 14+ ranks

Benefit: The character can break a fall if he is close enough to a wall (surface distance) to do so, it is based on the character's tumble ranks:

Surface

Distance

Tumble Ranks	Distance	Fallen
14-16	1 feet	30 feet
17-19	2 feet	60 feet
20-21	3 feet	90 feet
22-24	5 feet	120 feet
25-27	7 feet	150 feet
28-30	9 feet	180 feet
31+	11 feet	210 feet

The character must make a successful tumble check vs. DC 20.

Special: A rogue may buy this as a special ability.

Note: Monks cannot buy this feat since they already have a much better ability.

Fast Healer [General]

The character heals faster than normal

Benefit: Once the character is wounded he will heal back 1 hit point one hour later. The character also adds +1 to his hit points healed per day.

Featherfoot

The character is able to walk over surfaces no normal person can.

Requirement: Move Silently ranks 14+

Benefit: By making a successful Move Silently (vs. DC 20) the character can move across a surface without leaving any tracks or setting off alarms (such as with squeaking floors) fairly quickly.

Move Silently Ranks	Surface	Distance*	Movement
14-17	Soft	30 feet	60 feet (40 feet for Size S rogues)
18-19	Very Soft	60 feet	75 feet (50 feet for Size S rogues)
20+	Liquid	120 feet	90 feet (60 feet for Size S rogues)

*The character must stop and make contact with the surface after moving this far.

Soft Surfaces: Mud, snow, sand, or other surfaces where normal humans would leave tracks

Very Soft Surfaces: Quicksand, fine dust, or other surfaces where normal beings would sink slowly.

Liquid Surfaces: Water or other surfaces where normal beings would sink immediately.

Special: A rogue may buy this as a special ability.

Feint [General]

The character makes a fake attack in order to throw his opponent off guard.

Prerequisites: Int 13+, Expertise

Benefit: The character adds his Int bonus to his attack bonus, he must give up the next attack after that one in order to do so.

Special: A fighter may buy this as a bonus feat.

Frighten/Challenge [Challenge]

Character's with this skill can turn their personal energies outward, producing an aura of fright that forces fairly weak creatures to flee. The skill also allows characters to issue challenges that draw powerful creatures into personal combat.

Prerequisites: 10th level or higher, Bravery, CH 15+

Benefits: To create an aura of fright, the character must shout and chase a group of creatures of 4 HD or less. He then spends two points of his bravery bonus. The creatures will flee unless they make a successful Will save vs. DC 10 + Bravery bonus. They will continue to run away as long as the character chases them plus 1d10 rounds. Undead and magically controlled creatures are immune. Creatures gain a

-5 to DC if they are within 30 feet of a friendly creature that is immune to this ability.

Creatures stronger than 4 HD may be challenged. The character spends two Bravery points and the creature gets a will save vs. DC 10 + Bravery bonus (+10 DC if the character makes no attempt to roleplay the encounter, +5 DC if he makes a feeble attempt to roleplay, -1 per companion with the challenging character, -1 if it has suffered any damage, -1 for ever 10% of hps lost, and -10 if the creature is a weak combatant). If the creature fails it will automatically seek combat with the character.

Special: A fighter may buy this as a bonus feat.

Glibness [General]

The character can talk himself out of any situation

Benefit: The character gets a +2 modifier to influencing NPC attitudes. In addition, the final reaction is always shifted over one place in the character's favor (hostile/threatening/indifferent/friendly).

Hardiness [General]

The character can temporarily delay the effects of hazards or harmful magic.

Requirements: Constitution 15+, 15th level or higher, Bravery or Eminence Skill

Benefit: When the character is affected by a harmful special effect (this does not include continuing damage, physical damage, or effects that are not directly harmful such as charms, entanglement or imprisonment) the character spends two Bravery or Eminence points and will not be affected for his level - 10 rounds (for example a mage casts *power word kill* on an injured 17th level fighter, the spell will not take effect for 7 rounds if he spends two bravery points).

If the effect has not been cured or expired by the end of that time the fighter lapses into unconsciousness as his body fights to resist. The time the character is unconscious depends on the effect:

Injury	Recovery Time
Minor	1 Day
Severe	1 Week
Extreme	1 Month

Minor: Impairing effects, such as antipathy, blindness/deafness, color spray, contagion, and holy word (and variants).

Severe: Incapacitating or transforming effects, such as Flesh to Stone, hold person, phantasmal killer, polymorph other, power word kill, power word stun.

Extreme: Effects that wretch the character's very being, such as energy drain or aging effects.

At the end of that time the character must make a fortitude save vs. the DC of the effect or suffer the effect upon awakening.

Secondly, it may be used to keep the character from dying. If he is reduced to less than zero hit points, the character may spend two bravery points to continue fighting even to -19 hit points or for as long as his normal delay effect (whichever comes first). The character is dead at -20 or less hit points. However, if the character is reduced to -20 or below while still within his delay time period, then he can be revived normally as if it were any other character at 0 to -9 hit points.

Special: A fighter may buy this as a bonus feat.

Hide Spell [Metamagic]

This allows the character to cast an invisible spell

Benefit: When this feat is used a spell becomes totally undetectable by the senses. It still has its normal effects (a fireball still explodes for damage, but the heat, sound, and light cannot be detected by normal means). A monk or rogue cannot evade this spell nor does a dexterity bonus affect saves against this spell. The character must memorize it using a slot 3 levels higher.

Notice: Based on the Hide Spell Prefix from White Wolf Magazine #9 "The Scope of Magic: Spell Prefixes" by Stewart Wieck pp. 39-40.

Hit Location [General]

This allows the character to attack for maximum effect.

Requirements: Base Attack +6 or better, Dex 13+

Benefit: The character may hit his opponent for maximum damage once per round, it does not affect extra damage from sneak attacks, magic, or critical hits.

Note: A fighter may buy this as a bonus feat.

Impersonation [General]

The character can imitate other people easily

Requirements: Disguise +4 or more ranks, Perform +4 or more ranks

Benefit: The character gets +2 to disguise and perform checks. Also the character may disguise himself with only one round of preparation (rather than the 1d3 x 10 minutes normally required).

Improvised Attack

The character may make a flashy move that will have one of several effects on his opponents.

Requirements: Base sneak attack of +8d6 or greater, base attack of +12 or greater

Benefit: This is actually a collection of feats, each feat is useable once per day per time the character buys it. Base Save DC is 10 + the opponent's base attack (unless noted).

Blind: The opponent must make a reflex save or be blinded. The blindfighting feat does not affect this since the character has put the victim in an awkward or painful position. It lasts until the opponent takes a full round action to clear its eyes.

Disarm: The opponent must make a reflex save or lose his weapon.

Immobilize: The opponent must make a reflex save or be unable to make any meaningful movement until he spends a full round action freeing himself.

Kill: The opponent must save or die. If the save is successful he may have to make a second save or be immobilized. For example: Jobare tries to kill a warrior by slamming a window on his neck, the warrior makes his save, but must save again or be immobilized by the window.

Stun: The opponent must save or be dazed for the next 2d4 rounds.

Trip: The opponent must save or be knocked prone and take 1d4 damage.

The character must make a normal sneak attack and describe the situation. If he does so the opponent takes effects on a failed save. If the character makes no attempt to roleplay the situation then his opponent gets a +6 to his saving throw. Those who have fallen prey to the rogue's trick and survived get a +6 to their saving throws against it.

Special: A rogue may buy this as a special ability.

Improved Deflection [General]

This makes the character impossible to hit in combat.

Prerequisites: Dex 15+, Int 14+, Wis 13+, Base Attack +10 or better, Deflect Arrow, Deflect Melee Attack, Dodge, Improved Unarmed Strike, Mobility, Weapon Focus, Proficiency in one of the following: Axe (Battle, Great), Club, Staff, Sword (any), Polearm (any)

Benefits: This allows the character to deflect one melee or missile attack per point of Wisdom bonus. The character must make a reflex save vs. DC 20. And the character may still make his normal number of attacks a round.

Special: A fighter may buy this as a bonus feat.

Improved Dodge [General]

You are even more adept at dodging blows

Prerequisite: Wisdom 13+, Intelligence 14+, Dexterity 15+, Dodge, Mobility, 6th level

Benefits: You get a bonus to your AC equal to your wisdom bonus against a number of opponents equal to your Intelligence bonus each round and may still attack normally in combat. This stacks with the standard dodge bonus.

Special: A monk cannot buy this feat as they already have a much better ability. A fighter may buy this as a bonus feat.

Improved Power Attack [General]

You may make exceptionally powerful melee attacks with much better accuracy.

Prerequisite: Str 15+, Power Attack, Base Attack +12 or better

Benefit: For every +1 point the character lowers his base attack by he gets +4 to damage (the character still cannot do more damage than his base attack bonus).

Special: This feat may be bought as a fighter's bonus feat.

Improved Weapon Specialization [Special]

The character does more damage with his chosen weapon. Only fighters may take this feat.

Prerequisite: Fighter level 8th+, weapon specialization, weapon focus (all in the same weapon).

Benefit: The fighter gets +3 attack bonus and +3 damage with his chose weapon. If it is a ranged weapon the damage bonus only applies at 30 feet or less.

Special: This feat may be bought as a fighter bonus feat.

Inherent Immunity [General]

The character is nearly immune to a hazard.

Benefit: The character picks one item below, he gets +2 to his saves/checks against this hazard and also gets an additional benefit depending on the item.

Charms: The character will also know that someone has attempted to use charm magic on him and is aware that he is charmed even if he fails his save. This also applies to sleep magics.

Cold: The character may dress less warmly than others, reducing his encumbrance class by one.

Disease: The character is sick half the time and suffers half the normal effects.

Energy Drain: The character only gets the save bonus against energy drain, he does not gain any other special effects.

Heat: The character only has to make checks half as often as other characters and takes 5 less points of damage.

Lightning: The character takes 5 less points of damage from lightning attacks.

Magic: The character only gets the save bonus against magic, he does not gain any other special abilities.

Poison: The character only takes 5 less points of normal or half ability damage and is affected for half the normal time.

Sound: The character can recover from sound effects in half the normal time.

Instant Stand [General]

The character can get to his feet as a free action

Requirements: Balance 6 ranks or more, Tumble 6 ranks or more

Benefit: If the character makes a successful tumble check against DC 15 he may get to his feet from a prone position as a free action.

Inner Focus [General]

This allows the character to increase one of his ability scores temporarily at the cost of two others.

Prerequisite: Wisdom 13+, 10th level or higher

Benefit: Everytime this is bought the character gets the bonus for three ability scores. The character must concentrate for one round. Once he has done so one of his ability scores is boosted at the cost of another two. Two of the character's ability scores (chosen at the time of concentration) are decreased by two points apiece. The character will get the following bonus to his ability score:

Level	Improved score
10-14	+1
15-19	+2
20-24	+3
25-29	+4
30+	+5

The duration is one round per character level and only one ability score may be boosted at one time. Spellcasters do not gain bonus spells from these increased abilities.

Special: A fighter may buy this as a bonus feat, but can only apply it to Strength, Dexterity, or Constitution. To apply it to any other ability scores, the fighter must buy it as a general feat. A wizard may buy it for Intelligence, Wisdom, and Dexterity as a bonus feat. To apply it to any other ability scores, the wizard must buy it as a general feat. A rogue may buy this as a special ability for Dexterity, Intelligence, or Constitution. Otherwise, they must buy it as a general feat.

Ironskin [General]

The character may toughen his skin to be as hard as iron.

Prerequisite: Str 13+

Benefit: The character must take a full round action to concentrate for one round. When he does this he may add his Str modifier to his armor class for the duration of combat. The character cannot wear armor.

Special: A fighter may buy this as a bonus feat.

Keen Sense [General]

The character's senses are sharper than others of his race.

Benefit: The character picks one sense, when using this sense he gets +2 to search, spot, or listen checks with this sense. The character gains an additional benefit based on the sense:

Hearing: The character is not affected by background noises when making listen checks.

Sight: The character is +1 to hit with missile weapons at 2 or more range increments (this does not give a bonus, just eliminates penalties). All sight ranges are improved by one.

Smell: The character may automatically make a normal spot check to detect poison (as if he were actively searching for it) if it comes within a few feet of him, also the character gets +2 to wilderness lore when hunting or tracking.

Touch: The character gets +2 to Open Locks and Pick Pockets checks, the character can ID items by feel (i.e. can tell the difference between a copper and gold piece by weight).

Light Sleeper [General]

The character awakes with the slightest stimulus.

Requirement: Listen +2 or more ranks.

Benefit: The character can make listen checks at anytime when he is asleep. The character will awake instantly and will be ready for combat.

Loan [General]

This allows a character to give some of his vitality to another person.

Requirements: Eminence Feat, Wisdom 15+, 15th or higher level divine casting ability.

Benefit: The character can give his hit points to another person almost just like the Aid spell (except these are taken away from the character). The character can also borrow those hit points from someone else (an unwilling victim has to be hit in combat via touch).

Priest Level	Amount of Loan
15-19	1d8+2
20-24	2d6+4
25-29	3d6+6
30+	4d6+8

The character must spend two points on his eminence DC for one week in order to use this feat. Once the score falls below zero, this cannot be used.

Lucky [General]

Good things happen to the character.

Benefit: This does not have any real mechanics benefits. Its just that once an adventure something good happens to the character. For example: If the character is about to swim across a river he finds a boat hidden in the reeds.

Magic Sigil [Metamagic]

This allows a mage to personalize his magic

Benefit: When a caster uses this on his spells, it allows him to personalize the various sensory effects of his spells. A wizard could color all his spells green, a sorcerer could accompany all his spells with the smell of roses, a bard could chime a small tune with all his magics. It is up to the caster how he wants to change his spell as long as the effects have no game effect. Unlike other metamagic feats, this feat does not increase the level of the spell.

Notice: Based on the Color spell Prefix from White Wolf Magazine #9 "The Scope of Magic: Spell Prefixes" by Stewart Wieck pp. 39-40.

Multiply Spell [Metamagic]

This converts other spells into the spell the caster just cast.

Benefit: When a spell using this feat is cast, all the spells of the original spell's level or higher are converted into this spell (without feats) and are fired one after another once per round to the same target until the caster runs out of spells of that level or higher or voluntarily ends the effect. It requires the wizard memorize the spell 4 levels higher than normal. For example: A 9th level wizard

uses this feat to memorize a magic missile, he has 4-4-3-2 spells of levels 1-4 (using the 5th level spell for this feat). He can cast magic missile as a 5th level spell with this feat. If he does so then he may fire 13 magic missile spells one after the other in a row. It starts with the 4-1st levels spells and then moves up the spell level chart until the wizard ends the effect.

Notice: Based on the Multiple spell prefix from White Wolf Magazine #9 "The Scope of Magic: Spell Prefixes" by Stewart Wieck pp. 39-40.

Musical Ability [General]

The character has superior voice or ability with instruments.

Benefit: The character gets +2 to all perform checks and has some measure of fame in the local area, and can generate the same amount of fame when they perform in another area (and can generate greater than normal revenue).

Nondetection

The character gains the supernatural ability to avoid detection.

Requirements: Hide ranks 19 or better

Benefit: When the character makes a successful hide check he is shielded as if he used the 3rd level arcane *nondetection* spell.

Special: A rogue may buy this as a special ability.

Obscure Knowledge [General]

The character is a medieval equivalent of a trivia buff.

Requirement: One knowledge skill at +4 or better ranks.

Benefit: The character gets +2 to all his knowledge checks and can pull up the strangest pieces of trivia that very few people even specialized in that field may know.

Precise Memory [General]

The character never forgets.

Benefit: If the character takes 1d4 rounds to memorize something he will never forget it unless he wills himself to do so. This does not apply to arcane or divine spell casting.

Prone Fighting [General]

The character may fight to his full capacity even when lying on the ground.

Requirements: Tumble 6 or more ranks

Benefit: The character may attack normally even after being tripped and is not treated as if his is in an inferior position.

Special: A fighter may buy this as a bonus feat.

Recoverable Spell [Metamagic]

This allows the character to not cast a spell that is impossible to cast.

Benefit: Popular among casters who travel the planes, this feat allows the caster to recover the use of a spell that was impossible to cast due to environmental conditions (fire spells underwater, for example). The character cannot recover a spell cast at a target that is immune to that type of spell nor does it allow the recovery of a spell that is reduced in power because of environmental conditions. It uses a spell slot one level higher than normal.

Reduce Spell Level [Metamagic]

An arcane spell caster may cast a spell one or two levels lower than normal.

Requirements: Arcane spell casters (Bard, Sorcerer, and Wizard) only. A sorcerer or wizard must be 2nd level or higher, a bard must be 4th level or higher. The character must also have attempted to learn a spell of one or two levels higher than he can normally cast. For a spell one level higher than a caster can normally cast the DC is 20 + level of spell, and for a spell two levels higher than a caster can normally cast the DC is 25 + level of spell.

Benefit: The character must choose a restriction from the list below, the character may use up to two restrictions (the spell is reduced by one spell level per limitation, spells cannot be reduced more than 2 levels below normal casting level), but cannot reduce the spell level below 0 (cantrip). In addition this cannot be stacked with the signature spell feat.

1) Increase casting time as per below (note: this option cannot be combined with Quicken Spell)

1 action -> 1 round per spell level

1 or more rounds -> same number of minutes

1 or more minutes -> same number of hours

1 or more hours -> same number of days

1 or more days -> same number of weeks

...and so on.

2) Reduce Casting level (the character must be at least 5th level to use this option and the spell must have some factor that can be reduced, this also affects maximum values, and this cannot be stacked with empower, extend, enlarge, heighten, or maximize spell)

-4 to caster level (this also affects minimum values)

3) Special condition (This requires that the wizard have a clear character concept and choose no more than two conditions that he can place on his spells, if one condition is restrictive enough then it can be considered two restrictions and both restrictions can be applied to the same spell).

Possible conditions include: Chosen enemy, ranged spell requiring touch, must know target's name, or must converse with target at least an hour, spell can only be cast a certain time of month or in a certain place, spell may fail against a certain color, or anything the character can think of, pending DM's approval (if it is not really a limitation the caster should not get anything for it).

Reduce Spell Area [Metamagic]

This allows the caster to cast a spell in smaller area

Benefit: When this feat is used a spell can have its area of effect reduced by up to 25% of original volume. This is not as much a disadvantage as it seems when firing fireballs in a 10' x 10' corridor. A reduced spell uses up a slot one level higher than normal.

Notice: Based on the Area Change spell prefix from White Wolf Magazine #9 "The Scope of Magic: Spell Prefixes" by Stewart Wieck pp. 39-40.

Riposte [General]

This allows the character to make an attack while defending.

Requirements: Dodge, Combat Reflexes

Benefit: When the character chooses the Total Defense Action (pg. 127 of the PH) he may make a partial attack action and will retain the AC bonus, but he cannot move during this time.

Special: A fighter may buy this as a bonus feat.

Sense Danger [General]

This gives a character an ability similar to a rogue's uncanny dodge.

Requirements: Listen 9+, Spot 9+, Blindfighting feat

Benefits: This is really several feats with the same prerequisites. Each requires the character make a successful spot check against the opponent's Hide or Move Silently skill (whichever is appropriate).

Ambushes: With a successful spot check, once per turn the character can scan an area up to 200 yards away. On a successful check she can tell how many creatures are hiding and their approximate size.

Attack Readiness: With a successful spot check, the character can tell how ready his opponent is to fight. He can tell what, where, and how many hidden weapons his foe has, and can tell his opponent's favored attack modes.

Hidden Enemies: The character can automatically sense all astral, invisible, ethereal, out of phase, or hidden creatures within a 30 foot radius, he doesn't know how they are hidden, but he knows their exact location and does not have to guess. The character must take a four count delay for every round he uses this ability.

Size Up Opponent: The character can get a general idea of his opponent's attack capabilities or hit points on a successful roll. The DM will give the character a one word description on a successful roll.

Low: The opponent's hit points or 20% or less of the character's, its attack bonus is 15 or more points less, and its AC is 10 or more points lower.

Moderate: The opponent's hit points are 21% to 50% of the character's, its attack bonus is 10 or more points less, and its AC is five or more points lower.

Significant: The opponent's hit points are 51% to 70% of the character's, its attack bonus is 5 or more points less, and its AC is lower.

Challenging: The opponent's hit points are 71% to 100% of the character's and its attack bonus and AC are less than or equal to the character's.

Tough: The opponent's hit points are 1% to 25% greater than the character's and its attack bonus is greater than the character's.

Deadly: The opponent's total hit points are 26%-50% greater than the character's and its attack bonus is 5 or more points greater.

Dangerous: The opponent's total hit points are 51%-100% greater than the character's, its attack bonus is 10 or more points greater, and its AC is 5 or more points higher.

Nearly Impossible: The opponent's total hit points are over twice that of the character's, its attack bonus is 15 or more points greater, and its AC is 10 or more points higher.

The character does not gain an indication of its supernatural or extraordinary abilities.

Sneak Attacks: The character automatically gets a listen check against a sneak attack and with a success the character gets the benefits of an uncanny dodge against sneak attacks. The base DC is 15 for a rogue of equal or less level +5 DC for each level the rogue is above the character's or their base Hide or Move Silently Skill (whichever is higher).

Shadow Flight [General]

The character gets the limited ability to fly while in the shadows.

Requirements: Hide Ranks 24 or more, Shadow Travel

Benefit: When the character makes a successful hide roll he may take flight in shadows as follows (see shadow travel below for the quality of shadow):

Amount of Shadow	Rate/Manuverability
-------------------------	----------------------------

None	Normal*
Weak	35 feet/Poor
Strong	45 feet/Average
Very	60 feet/Good**

* Flight is not possible

** Once an hour, the character can instantly move up to 360 yards as a dimension door spell, as long as the destination is at least as shadowy as the character's current position.

A rogue must be lightly or less encumbered to do this.

Special: A rogue may buy this as a special ability.

Shadow Travel [General]

The character can rapidly travel while he is in shadow

Requirements: Hide 20 or more ranks

Benefits: The character has the following movement rates in the shadows (he can be spotted when moving, but is hidden when he stops). The movement is not silent, but the character may make a move silently roll and still move at his accelerated rate. The character still suffers the normal movement rate penalties for armor and encumbrance.

Amount of Shadow	Movement Rate
No Shadows	Normal
Weak Shadows	35 feet (25 feet for size S characters)
Strong Shadows	45 feet (30 feet for size S characters)
Very Shadowy	60 feet (40 feet for size S characters)

No Shadows: The character is surrounded by multiple light sources, within a magical light or darkness spell, or in the open on a bright, clear day.

Weak Shadows: Outdoors at dawn or twilight, in a woods on a bright day, average indoor light, or outdoors on a moonless or overcast night.

Strong Shadows: The character is outdoors at night or in dim indoor light.

Very Shadowy: Most areas of near-darkness apply for this condition, including: in the woods at twilight; in a windowless room with a single, flickering light source such as a torch, candle, or fire; outdoors at night along the edges of the circle of light thrown by an artificial light source.

Special: A rogue may buy this as a special ability.

Shield Specialization [General]

This allows the character to use a shield more effectively

Requirements: Shield Proficiency, +4 base attack

Benefits: The character gets +1 to his AC over his shield bonus when he specializes in one type of shield and may still use the shield as part of an attack.

Special: This feat may be bought as a fighter bonus feat.

Shield Mastery [General]

This builds on shield specialization

Requirements: Shield Proficiency, Shield Specialization, +8 base attack

Benefits: The character gets +2 to his AC over his shield bonus when he masters one type of shield and may still use the shield as part of an attack.

Special: This feat may be bought as a fighter bonus feat. Only fighters may buy this feat.

Shield Grand Mastery [General]

The character has reached the pinnacle of defense with a shield

Requirement: Shield Proficiency, Shield Specialization, Shield Mastery, +12 base attack

Benefits: The character gets +3 to his AC over his shield bonus when he grand masters one type of shield and may still use the shield as part of an attack.

Special: This feat may be bought as a fighter bonus feat. Only fighters may buy this feat.

Signature Item [General]

The character designates an item that is nearly impossible to lose.

Requirements: 10th level or higher, Wisdom 15+

Benefits: The character must pick an item that he has owned for an extended period of time and uses regularly (it cannot belong to someone else). The character must have it personalized. Once this is done the item gains special abilities. First, it makes all saving throws as if it were the wielder, if they are better than those for the item. Secondly, if the item is ever stolen the character may make a wisdom check vs. DC 25 to get a vision once per day of where the item is. Finally, if the item is ever destroyed (deliberate destruction, carelessness, and giving away the item do not count) then the character can buy a normal version of the item, have it made to look like the original and (if it is a magic item) spend the XPs as if the character created it and it will slowly gain the powers of the original (unless it is an artifact). The character may have one weapon, one piece of armor, one shield, and one miscellaneous magic item designated as a signature item, each requires a feat in order to buy. If the character has multiple version of an item (for example, two Frost Brands) then and only then can the character a second item from those categories.

Special: A wizard may buy this as a bonus feat for a magic item. A fighter may buy this as a bonus feat.

Signature Mount [General]

The character links with a chosen mount much like the link between paladins and their mounts.

Requirements: Ride +13 ranks or more, Handle Animal +13 ranks or more, Wisdom 15+

Benefit: The character must capture and tame a mount of no more than 10 Hit Dice and must give something to the mount that personalizes it (such as a new saddle). The mount gains +1 HD for every four levels of its master (rounded down). It has the improved evasion and share saving throws abilities of a paladin's mount (page 43 of the [Player's Handbook](#)). If the character loses his special mount he can make a wisdom check vs. DC 25 once a month to find a new one. The character is given vague information (generally general location, the fact it is on another plane, and if it is magically hidden) but no specifics. It will have all the same characteristics and will willingly let the character ride it. The character may buy this feat once for each type of terrain on which he uses his mount (such as a flying mount, a swimming mount, a desert mount, and/or a subterranean mount).

Special: A fighter may buy this as a bonus feat.

Note: A paladin cannot buy this ability for his special mount since it is already inferior his standard ability. However, the Paladin may use it to buy extra mounts as above.

Signature Spell [Metamagic]

This allows the character to basically "specialize" in the casting of a specific spell.

Requirements: This feat is only open to wizards and the wizard must start with a 1st level spell and work upwards. Specialists may also buy this feat, but they must buy the spell from their specialty school.

Benefits: The character may only buy this feat once per spell level the character can cast (except 0-level spells). The wizard chooses one spell from that level to be a signature spell. The wizard gains one extra spell slot per spell level for use with that spell. That spell slot cannot be used for anything else (i.e. metamagic feats) and he cannot leave it open for later. The wizard may apply a number of casting levels worth of metamagic feats to the spell equal to his Int bonus or his highest casting level - the signature spell casting level (whichever is greater, so a 20th level wizard with a 19 intelligence may add 8 casting levels worth of metamagic feats to a 1st level spell). It is not compatible with the Cast Free Magicks or Reduce Spell Level feats.

Special: A wizard with a signature spell often becomes notorious for his use of the spell. Everyone recalls stories of the transmuter who *polymorphed* folks into frogs, or the fire mage who threw *fireballs* left and right. The DM should encourage the player to develop his character's motivations for becoming so skilled with one particular enchantment.

Skewer [General]

This allows the character to stick a thrusting weapon into a foe and keep it there.

Prerequisite: Base attack +6 or better, proficiency in a thrusting weapon, Cleave feat

Benefit: If an opponent has equal or less hit dice than the character he may attack and then twist the weapon so that it stays stuck in his foe. The weapon will do normal damage (with no strength or critical damage bonuses) each round for 1d4+4 rounds after which it will be dislodged. The victim cannot dislodge it himself.

Special: A fighter may buy this as a bonus feat.

Slam [General]

The character may throw his opponent off balance.

Prerequisite: Improved Bull Rush, Str 13+

Benefit: When the character slams his foe, that person will take the character's Str modifier as a penalty to his attack roll on his next attack and will have his initiative delayed by the same amount.

Special: A fighter may buy this as a bonus feat.

Smite [General]

This allows the character to injure enemies of his faith.

Requirements: 18th divine casting level or higher, Eminence skill

Benefit: When the character activates this power the DM chooses from the list below to determine the exact effects of the smite. It can only be used against those who have wronged the character's deity or his servant (the character). Allies, innocent bystanders, and those in good standing in the character's faith are immune.

This reduces the character's Eminence skill by two points for one week. If Eminence is reduced to zero or below then this skill cannot be used.

The effect fires in a cone 5' in diameter in front of the priest and 30' diameter at its terminus. The length of the cone is determined by the character's level.

Level	Cone Length
18-20	30'
21-23	50'
24-26	70'
27-29	90'
30+	110'

The character has no control over the precise effects, the DM chooses from the list below:

Awestruck: This the default effect if the deity does not feel that she has been offended. Creatures must make a DC 20 will save or stand in awe for 1d8 rounds + 1 round per level of the character (Creatures with less than 10 HD do not get a save). If the save is made they are still awestruck for 1 round (immunities do not apply). The character can take no action.

Blinded: A deity uses this effect when he finds the targets offensive, but not particularly dangerous. Creatures with 12 or more HD can make a will save vs. DC 20 to avoid. Creatures with less than 12 HD do not get a save.

Burned: This effect is granted if the targets pose an immediate threat to the character, a holy site of the friends of the character. It does 1d6 damage per two levels of the priest. Creatures may make a reflex save vs. DC 20 to avoid. Those who die in the flames are turned into piles of ash. Equipment must make its own saves or also be turned into ash.

Deafened: This effect occurs when the targets have not greatly offended the character or when the character is no in immediate peril. Only creatures with 12 or more HD are allowed a will save vs. DC 20 to avoid.

Death: Deities only use this effect if they have been greatly offended or the character is in great peril. All creatures with 4 or less HD are immediately turned to dust. Other enemies suffer 1d6 damage per level of the priest, with the same side effects as *Burned* above.

Immobilized: Deities commonly grant this effect if the targets are genuinely dangerous or offensive. Creatures of 6 or less HD do not get a save. Creatures with more HD get a fortitude save vs. DC 20 to avoid. If they fail they turn into crystalline stone for 1d6 x 10 minutes. The character and his party may then attack these statues. They have a 50% chance of shattering with each hit, killing the creature.

Plagued: The deity grants this effect when the targets are offensive, but do not genuinely pose a threat to the deity's interests. They are infected by one nonsupernatural disease from page 75 of the DMG.

Slowed: This effect is granted when the deity is offended but the creatures pose no threat at all. This is like arcane spell slow, but creatures of 8 or less HD do not get a save. This lasts 1d6 x 10 minutes.

Speed [General]

The character can push himself into faster action.

Requirements: Con 13+, Wis 13+

Benefit: The character gains +1 partial action (as per the haste spell, but does not age) once per day, it lasts 3 + Con modifier in rounds. The character must rest for 10 minutes afterwards or be staggered (only partial actions allowed) for the next 1-4 rounds, and then be unable to act until he rests.

Special: A fighter may buy this as a bonus feat.

Spring [General]

The character is able to make jumps in combat with blinding speed.

Requirements: Dex 13+, Jump 6 or more ranks, Tumble 6 or more ranks

Benefit: The character can make a normal jump in combat at the cost of a partial action and land with any facing she wishes. It requires a successful jump roll vs. DC 15. If the character does a running jump with this feat then it costs a full action.

Steady Hand [General]

This allows the character to aim a shot.

Requirements: Base attack of +6 or better, proficiency in a missile weapon

Benefit: For one full round action the character aims his shot he eliminates the range penalties. For every attack the character can make a round he may eliminate -2 range increment penalty. This does not give the character a bonus, it simply eliminates penalties. So a 20th level fighter with an attack bonus +20/+15/+10/+5 could aim a bow to get no penalty for the first five range increments (the automatic first one and the next four). If the character uses a crossbow, it must be loaded before he can aim.

Special: A fighter may buy this as a bonus feat.

Stun [General]

This allows the character to stun his opponent.

Requirement: Base attack +6 or better, Power Attack, Str 13+

Benefit: The character may hit his opponent who must make a save vs. DC 15 or be staggered for the next round (partial actions only allowed). If a missile weapon is used instead, the character may only stun his opponent at a range of 30 feet or less.

Special: A fighter may buy this as a bonus feat.

Substitute Material Component [Metamagic]

This allows the caster to use other items as spell components

Benefit: When this feat is used it allows the caster to use any similar item if his spell component is not available. It requires the caster use a spell slot one level higher than normal.

Target Spell [Metamagic]

This allows a caster to cast spells around corners

Benefit: When the caster uses this feat he may cast a spell at a target he cannot normally see. The target must still be in range with no obstructions (this eliminates bonuses due to cover or concealment). The spell goes around corners to seek out its target. This requires the caster memorize this with a slot two levels higher than normal.

Notice: Based on the Target spell Prefix from White Wolf Magazine #9 "The Scope of Magic: Spell Prefixes" by Stewart Wieck

Throw Rarely Thrown Weapon [General]

The character may throw a weapon that is not normally thrown

Prerequisite: Weapon Focus

Benefit: This allows the character to throw a weapon that has no range increment with a 10 foot range increment. A tiny weapon may be thrown up to 5 range increments, a small up to 4, a medium up to 3, and a Large weapon up to two.

Special: A fighter may buy this as a bonus feat.

Unbreakable Concentration [Metamagic]

The character may cast a spell without the chance of breaking his concentration

Prerequisite: Concentration ranks of 4 or more

Benefit: When the caster uses this feat to memorize a spell, when he casts the spell his concentration cannot be broken short of death, immobilization, or silence (though the last two can be defeated by still and silent spell respectively). It requires a spell slot of 3 levels higher than normal.

Notice: Based on the Concentration spell Prefix from White Wolf Magazine #9 "The Scope of Magic: Spell Prefixes" by Stewart Wieck pp. 39-40.

War Spell [Metamagic]

The character may turn spell that normally affects a single person into a spell that will affect a unit.

Prerequisite: If the spell has material components, the caster must have 100 times that amount. If the spell requires a focus, the caster must have 10 times the normal amount. Spellcasting is slowed as per the Reduced Casting Level feat (under option #1).

Benefit: When the caster casts a spell it affects a military unit (10 beings) rather than a single person. Each person in the unit is affected individually, so if it is used against less than 10 beings then the extra effects are lost (so if charm person is turned into charm unit and is used against a party of 8 gnolls, each gnoll is hit once with the spell, the extra two uses are lost, no gnoll is charmed twice). This requires the caster memorize the spell two levels higher.

Note: This feat can only be used on spells that affect individuals, it cannot be used on spells that effect an area. This feat cannot be used with Quicken Spell.

Weapon Breaker [General]

The character may break his opponent's weapon no matter what its break DC is.

Prerequisite: +8 or better base attack, power attack, improved disarm, expertise, Int 13+

Benefit: The character may attempt to break his opponent's weapon once in a round. He may add his base attack to his break chance.

Special: A fighter may buy this as a bonus feat.

Weapon Catch [General]

The character may catch his opponent's weapon and make an attack.

Prerequisite: Improved Disarm

Benefit: The character may catch his opponent's weapon (which is unuseable until the opponent makes a successful contested Str check or drops the weapon) and while the weapon is caught the character may make attack his foe as if he were flatfooted (no sneak attacks allowed). However, anyone outside the combat may use an attack of opportunity against the character.

Special: A fighter may buy this as a bonus feat.

Weapon Mastery [Special]

This greatly improves the fighter's skill in his chose weapon. This is a fighter only feat.

Prerequisite: Fighter level 12+, weapon focus, weapon specialization, improved weapon specialization (all in the same weapon).

Benefit: The fighter gets a +4 attack bonus and does one extra die of damage with his chosen weapon (so a long sword does 2d8 damage). If this is in a missile weapon the extra die only applies within 30 feet, however the character gets +2 damage from 31 to (range increment x 2) range.

Special: This feat may be bought as a fighter's bonus feat.

Weapon High Mastery [Special]

Prerequisite: Fighter level 16+, weapon focus, weapon specialization, improved weapon specialization, weapon mastery (all in the same weapon).

Benefit: The fighter gets a +6 attack bonus and does one extra die plus 2 points of damage with his chosen weapon (so a long sword does 2d8+2 damage). If this is in a missile weapon the extra damage only applies within 30 feet, however the character gets +3 damage from 31 to (range increment x 2) feet.

Special: This feat may be bought as a fighter's bonus feat.

Weapon Grand Mastery [Special]

Prerequisite: Fighter level 20+, weapon focus, weapon specialization, improved weapon specialization, weapon mastery (all in the same weapon).

Benefit: The fighter gets a +8 attack bonus and does two extra dice of damage with his chosen weapon (so a long sword does 3d8 damage). If this is a missile weapon the extra damage only applies within 30 feet, however the character gets one extra die of damage from 31 to (range increment x 2) feet, and +2 damage from there to maximum range.

Special: This feat may be bought as a fighter's bonus feat.