



## CLASS ABILITIES

Class abilities are not skills but are similar to powers or special feats which allow each player to customize their character even further. In concert with skills, weapon proficiencies, etc., it should help to improve the dynamics of character building. This will allow, for instance, two single classed warriors to be radically different applications of the warrior class. Characters in Al'Akwannon will now have a selection of these abilities to choose from via Ability Slots. Each slot is worth either one major ability or two minor abilities assuming Prerequisites are met. Each character will begin with three ability slots and rules follow below:

**Single Class Characters** – will start at 1<sup>st</sup> level with three Ability Slots. Two of these slots must be spent on abilities selected from any of pools listed under the single class character's chosen class although not necessarily the same pool (i.e. – may pick one ability from Power/Rage and another from Tactics/Training; alternately the two ability slots could be spent on one minor ability from each of the four ability pools within the warrior class) or abilities from the “general” pool. The third slot may be selected from ANY class's pool (i.e. – a warrior may select a priest feat provided the character meets any Prerequisites.) Keep in mind that several feats will make no sense for a character, concept is still king, so selections should make sense and be discussed with the DM)

**Dual Class Characters** – will start at 1<sup>st</sup> level with three Ability Slots. At least one Ability Slot must be spent on abilities from each of their selected class pools (i.e. – a Warrior/Wizard must spend one slot on Warrior abilities and another on Wizard abilities) or the “general” pool. The third slot may be selected from either of their two class' pools (but not any class; thus the Warrior/Wizard cannot spend his 3<sup>rd</sup> slot on either priest or rogue abilities) or the “general” pool

**Triple Class Characters** – will start at 1<sup>st</sup> level with one Ability Slot from each of their classes or the “general” pool

### ADVANCEMENT

**Single Class Warriors and Rogues** gain one additional Ability Slot every level. Every fourth level (L4, L8, L12, etc.) the character may select that level's abilities from ANY class pool (including Wizard and Priest) if desired. Every fifth level (L5, L10, L15, etc.) the single class character gains one bonus ability slot that can only be selected from one of their own class pools (i.e. – a single class warrior may select a bonus ability from any of the four warrior pools.) Keep in mind you must meet the Prerequisites for any ability no matter which class it is selected from

**Single Class Priests and Wizards** gain one additional ability slot on every even level (L2, L4, L6, etc.) along with their new order or school powers. Every fourth level (L4, L8, L12, etc.) the character may select that level's abilities from ANY class pool if desired. Every fifth level (L5, L10, L15, etc.) the single class character gains one bonus ability slot that can only be selected from their own class pools. As with warriors and rogues you must meet the Prerequisites for any desired ability

**Multi Class Warriors and Rogues** gain one additional ability slot for every level of rogue OR warrior gained (thus a L5 Warrior/L3 Rogue would have gained 6 ability slots in addition to their starting 3.) Every fourth level (L4, L8, L12, etc.) the character may select that level's abilities from ANY class pool if desired. Multi class characters do not gain a bonus ability slot at any time

**Multi Class Priests and Wizards** gain one additional ability slot for every even level (L2, L4, L6, etc.) or priest OR wizard they gain (thus a L6 Priest/L4 Wizard would have gained 3 ability slots in addition to their starting 3.) Every fourth level (L4, L8, L12, etc.) the character may select that level's abilities from ANY class pool if desired. Multi class characters do not gain a bonus ability slot at any time

*\*\*When combining a non-magic class with a magic class in multi classing, the rules remain the same as above, thus a L4 Warrior/L4 Wizard would gain 3 new abilities from warrior and 2 from wizard (in addition to the three starting abilities)*

# WARRIOR

## Power/Rage Pools

### Minor Power/Rage Abilities (8)

- *Animal Fury Lesser*: You are savage and ferocious and may use a bite attack in place of any of your normal attacks at 1d6 +Muscle bonus to damage. This attack can be made when you are grappled, pinned, etc. Prerequisites: Lore: Animal/Insect: Your animal inspiration type
- *Clear Mind*: A warrior may reroll a failed Will save. This power is used as an immediate action after the save is failed. Prerequisites: Will 12+
- *Intimidating Glare*: You can make an intimidation attempt in combat vs any new foe. They must make a Will save at DC10+ your level.. If they fail, they are shaken and operate at -2 DEF, to hit, saves and -10% on skill checks for 2d6 melees. Prerequisites: Intimidation proficiency (if your skill is @ you must make a successful skill roll to activate this, at standard this is automatic, at specialized the foe takes a -4 on his save)
- *Knockback*: 3/day any hit by the warrior's melee attacks the selected melee round is pushed back one hex and out of non-reach range. Prerequisites: Muscle 12+
- *Power Lifter*: You are exceptionally strong and capable of lifting and maneuvering great weight, double your effective Muscle weights for the purposes of dealing with heavy objects. Prerequisites: Strength Surge ability (below)
- *Strength Surge*: Once per day the warrior may add her level on one Strength check or her level x5% to a strength based skill and simultaneously gain the equivalent of a +4 surge to strength for purposes of lifting, pushing, bending, etc (DM); Prerequisites: None
- *Cleave Lesser*: If a hit is successful, the warrior gains another immediate attack against another opponent within reach (cannot hit the same one twice) Prerequisites: L5; Weapon of Choice or better with appropriate weapon
- *Damage Absorption Lesser*: Allows the warrior to make a Fort save DC 15 against any attack causing 5hp damage or less. If the save is successful, no damage is taken (effect should be appropriate; i.e. blade turned by armor, etc) Prerequisites: L5; Armor specialization OR racial armor (Half-Ogre, Scaloid, etc.; DM)

### Major Power/Rage Abilities (8)

- *Diehard*: You may continue to fight until you are reduced to a negative value equal to your 1<sup>st</sup> level hit points and will live until twice that amount (a normal character is unconscious at 0 HP and dies at -10); Prerequisites: Health 14+
- *Increased Damage Reduction*: The warrior may gain damage reduction of 1 hp/level against one attack per melee round; Prerequisites: Armor specialization or appropriate ability or justification (DM)
- *Increased Hit Die*: The warrior gains d12 hit points each level rather than d10; Prerequisites: None
- *Toughness*: You have enhanced physical stamina and gain +3 hit points plus 1 hit point per Hit Die. Every time you gain a new warrior level you gain +1 hit points; Prerequisites: CON 12+
- *Overpower Magic*: The warrior gains 3%/level in magic resistance; Prerequisites: None; cannot be dual classed w/wizard or priest (DM)
- *Rage*: Once per day the warrior may psyche himself up with an adrenaline boost that gives him various benefits until the end of a specific combat (DM) For the duration, he gains a bonus of +10 hit points, +2 to hit, +2 to damage, immunity to fear, charm and similar mind affecting spells and a +2 vs all other saving throws. At the end of the combat, the warrior will begin to come down and will have to sleep for one hour shortly thereafter to recover. A warrior can only resist this for one minute per point of Health; Prerequisites: Harness Subconscious Proficiency (if rudimentary, must make successful roll to initiate berserker rage)
- *Renewed Vigor*: Once per day, the warrior may effectively heal 1d8 points of damage +Constitution modifier. Prerequisites: L6, CON 13+
- *Power Attack Lesser*: You can make exceptionally deadly melee attacks by sacrificing accuracy for strength. Add an amount equal to your Strength modifier (or your base attack bonus, whichever is lower) to your melee damage rolls for one round (in addition to the normal damage modifier from a high Strength score). Subtract the same amount from your melee attack rolls for that round. Prerequisites: L7; Muscle 12+

## Agility/Speed Pools

### Minor Agility/Speed Abilities (7)

- *Combat Reflexes*: You are quick and act before others, you gain a -4 initia adjustment and may roll your own initiative even in party initia situations and choose the better of the two; Prerequisites: DEX 12+
- *Defense Bonus*: The warrior's quickness provides him with an additional +2 DEF/AC. This bonus is lost if flatfooted/surprised; Prerequisites: None
- *Snatch Arrow*: When using the Deflect Missiles feat you may catch the weapon instead of just deflecting it. Thrown weapons can immediately be thrown back at the original attacker (even if it isn't your turn) or kept for later use. You must have at least one hand free (holding nothing) to use this feat. Prerequisites: DEX 14+, Deflect Missiles Lesser
- *Swift Foot*: The warrior gains a +2 hex combat move enhancement to speed for 1 melee per level. This ability may be taken multiple times to a maximum of double normal movement; Prerequisite: None
- *Weapon Finesse*: With a light weapon (rapier, short sword, dagger, etc) or natural weapon (claws, fists, etc) you may use your Aim modifier instead of your Strength bonus for attack and damage bonuses. Prerequisites: Aim 13+, Weapon Specialization or greater with appropriate weapon
- *Deflect Missiles Lesser*: Allows the warrior to expend parries against normal missile attacks (arrows, knives, etc.) Prerequisites: L5; Quickness Proficiency
- *Spring Attack*: When attacking with a melee weapon, you can move both before and after the attack (normally you can only move before or after an attack, this works like a "drive by") provided that your total distance moved is not greater than your normal combat move allotment. Prerequisites: DEX 12+, L5, Swift Foot or comparable ability (DM)

### **Major Agility/Speed Abilities (8)**

- *Dodge Lesser*: The warrior gains one free dodge attempt per melee at 1d6 +Balance bonus +BAB +1 per two warrior levels; Prerequisites: None
- *Rolling Dodge*: The warrior gains a dodge bonus to her Armor Class equal to 1/2 her warrior level against ranged attacks; Prerequisites: None
- *Quick Riposte Lesser*: Once per melee, this allows the warrior to take a -4 to a parry attempt and if successful to immediately respond with a quick return attack without taking up one of his own attacks (some weapons may not be able to perform this; DM.) Prerequisites: L3; Close Quarters Fighting Proficiency
- *Whirlwind Attack*: You can give up your regular attacks and instead make one whirlwind attack at your full attack bonus against each opponent within reach. When you use the Whirlwind Attack feat, you also forfeit any bonus or extra attacks granted by other spells or abilities. Prerequisites: DEX 13+, INT 12+, L5
- *Quick Reflexes*: 3/day the warrior can make an additional attack above their normal limit per round. Prerequisites: L7; Quickness Proficiency
- *Amazing Parry Lesser*: The warrior gains one free parry for each of his normal attacks per round (not for ones provided by other feats) and gains 3 parries for each attack expended (normally 2 parries per expended attack are gained.) If the warrior goes to full defensive mode all parries gain a +4 bonus in addition to normal bonuses. Prerequisites: L9
- *Dodge Greater*: The warrior gains one additional free dodge per melee and may apply this dodge to avoiding minor sphere AOE spell effects (fireball, stinking cloud, etc.) as well as ranged missile attacks. Prerequisites: L9; Dodge Lesser
- *Deflect Missiles Greater*: You are able to perform parries against large missiles (ballistae, spear throwers, etc.) enchanted weapons (magic arrows, knives, etc.) and minor sphere single target spells (magic missile, ray of enfeeblement, lightning bolt, etc.) Prerequisites: L12; Deflect Missiles Lesser

### **Tactics/Training Pools**

#### **Minor Tactics/Training Abilities (8)**

- *Hand to Hand Training*: Your unarmed attacks are more effective than others and cause one higher die for damage (i.e. – d4 becomes d6) Prerequisites: Specialization in a HTH form
- *Shield Mastery*: You expertly trained in the use of a shield and gain +2 DEF above and beyond normal shield bonuses. Prerequisites: Shield Specialization
- *Surprise Accuracy Minor*: The warrior may add his warrior level as a to hit bonus on one attack roll per combat. Prerequisites: None
- *Two Weapon Defense*: You gain the equivalent of a shield bonus when dual wielding weapons (+2 DEF) Prerequisites: DEX 12+
- *War Machines*: The warrior is familiar with the use of all war machines (catapults, trebuchet, battering ram, etc.) Prerequisites: None
- *Improved Disarm*: the warrior gains +4 to disarm attempts. Prerequisites: L5
- *Maneuver Training*: the warrior may add half his level to offset penalties for special combat maneuvers. Prerequisites: L5
- *Broad Weapon Familiarity*: Allows the warrior to use anything he picks up as a proficient weapon. Prerequisites: L7

#### **Major Tactics/Training Abilities (8)**

- *Bleeding Attack*: 3/day a warrior with this ability can cause living opponents to bleed when hitting them with a successful attack. This attack causes the target to take 1 additional point of damage/2 warrior levels each round after the initial strike. The bleeding can be stopped by a successful First Aid or Healing check or the application of any effect that heals hit point damage. Prerequisites: Identify Weakness Proficiency
- *Weapon Prowess*: The warrior gains a +1 to hit with any and all weapons. Prerequisites: None
- *Deft Shield*: You are skilled at striking your foes with your shield while still protecting yourself. You do not lose your shield bonus to your AC if you hit with a shield bash. You lose your shield bonus to AC if your shield attack misses (you normally lose your shield bonus if you use your shield to attack.) Prerequisites: Shield Proficiency, Weapon and Shield Style Specialization, Two-Weapon Fighting
- *Guarded Stance*: The warrior gains a dodge bonus to her Armor Class equal to 1/2 her warrior level against melee attacks. Prerequisites: None
- *Deadly Hands*: You are trained to strike people in vital points. 3/day you may add your warrior level to your damage for one strike. Prerequisites: Specialization in a HTH form; L4
- *Stunning Attack Lesser*: a warrior with this ability can strike an opponent in a way that sends them reeling. A warrior can only make a single attack in a round where a stun attack is attempted. Victims must make a DC15 Fort save or be unable to attack and -4 to DEF and parry attempts for 1d4 melees. Prerequisites: L7, Identify Weakness Proficiency
- *Surprise Accuracy Major*: The warrior may add his warrior level to one attack roll per new opponent (elite opponents can counter this with a successful tactics roll.) Prerequisites: L9; Surprise Accuracy Minor
- *Weapon Expertise*: The warrior is treated as specialized (+2/+2) with any weapon used. Prerequisites: L12

### **Ranged Pools**

#### **Minor Ranged Abilities (7)**

- *Far Shot*: When you use a projectile weapon (bow/crossbow,) its range increment increases by one-half (multiply by 1.5) When you use a thrown weapon, its range increment is doubled. Prerequisites: None
- *Fast Reload*: You are exceptionally fast at reloading a crossbow or similar missile apparatus. Your reload is a free action and does not impact your rate of fire. Prerequisites: DEX 13, Fast Draw Proficiency
- *Mounted Archer*: You are skilled in using a bow, crossbow, javelin or other mounted missile weapon and gain +1 to hit and damage when attacking from a mount. Prerequisites: Appropriate Riding Proficiency (DM) and WOC or better weapon proficiency
- *Point Blank Shot*: You gain +1 to hit and damage for any attack within 30ft or less. Prerequisites: None
- *Shot on the Run*: You can move, fire a ranged weapon or throw a weapon, and move again before your foes can react (normally you cannot move both before and after an attack.) You can insert your attack(s) at any point you wish during your movement. Prerequisites: L3, DEX 13
- *Ricochet*: You are skilled in performing ricochet shots with missile or thrown weapons and take no penalties to hit with such shots. You can generally gain a free attack against someone who has just ducked out of sight (DM) by using your ricochet. Prerequisites: L5, Side Show Talent Proficiency
- *Exact Targeting*: Your aim is such that you can hit nearly any visible part of a target. Select one target per melee. You do not suffer any miss chance due to concealment when attacking that target this round and the target gains no bonus to its armor class from cover. You cannot select a target with total cover or concealment. You do not gain the benefit of this feat if you move during the round. Prerequisites: L5, Distance Determination Proficiency

### **Major Ranged Abilities (8)**

- *Deadly Aim*: You can make exceptionally deadly ranged attacks by pinpointing a target's weak spot, at the expense of making the attack less likely to succeed. You may choose to add an amount equal to your Dexterity modifier (or your base attack bonus, whichever is higher) to your ranged damage rolls (in addition to the normal damage modifier from a high Strength score, if applicable) Subtract the same amount from your ranged attack rolls. Prerequisites: Dex 13, base attack bonus +1, Identify Weakness Proficiency
- *Disrupting Strike*: You can make an attacked timed to disrupt a skill attempt, spell casting or similar activity requiring concentration by your target. You roll to hit as a called shot (-4 to hit) and your target must make a saving throw (Will or Fort; DM) to resist the distraction or receive a -5%/point you beat the "to hit" roll by to the attempted skill. Prerequisites: Exact Targeting
- *Rapid Shot*: You can get one extra attack per round with a ranged weapon at full bonus. Prerequisites: Dex 13
- *Many Shot*: 3/day you can shoot two arrows (or bolts if using an over/under crossbow) at the same target within point blank range with one attack. Roll one to hit roll, if it hits, both arrows hit and do normal damage. Prerequisites: Aim 15, L5
- *Sniper Shot*: You may expend all attacks to make an aimed, long or extreme range attack at no penalty and causing double damage. Prerequisites: L7, Far Shot, Distance Determination Proficiency
- *Vital Strike*: By making a successful anatomy roll, the warrior may hit an enemy in a particularly damaging spot causing full damage and causing temporary 1d6 damage to a physical stat (STR, DEX, CON; these recover at 1pt/hour.) Prerequisites: L9, Deadly Aim
- *Penetrating Shot*: You may sacrifice two attacks to make one attack designed to penetrate heavy armor or thick hides. Such an attack bypasses all but 2 DEF provided by armor (does not affect DEX) including minor sphere protection spells. Prerequisites: L9, Exact Targeting, Identify Weakness Proficiency
- *Kill Shot*: You may expend all attacks in one melee to hit an opponent with deadly strike that reduces them to zero hit points and begins the bleed out process. The target must make a save at DC 8 +your level or be incapacitated. Prerequisites: L12, Vital Strike

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## **ROGUE**

### **Physical Pools**

#### **Minor Physical Skills (9)**

- *Acrobatic*: You are skilled at leaping, jumping, and climbing and get a +25% bonus on all related skill checks (tumbling, jumping, climbing, etc.) If your first skill attempt fails you may automatically gain a second attempt to recover. Prerequisites: Tumbling Proficiency
- *Ambidextrous*: You are equally skilled with either side of your body, including writing, fighting, lock picking and any other feat of manual dexterity. Prerequisites: None
- *Defense Bonus*: The rogue's quickness provides him with an additional +2 DEF/AC. Prerequisites: None
- *Defensive Roll*: Once per day, when the rogue would be reduced to 0 or fewer hit points by damage in combat (from a weapon or other blow, not a spell or special ability,) the rogue can attempt to roll with the damage. To use this ability, the rogue must attempt a Reflex saving throw (DC = damage dealt or 20, whichever is lower.) If the save succeeds, she takes only half damage from the blow (minimum left with one HP); if it fails, she takes full damage. She must be aware of the attack and able to react to it in order to execute her defensive roll. Prerequisites: Evasion
- *Deft Hands*: You are skilled at feats of manual dexterity and get a +25% bonus on all related skill checks (sleight of hand, open locks, set/remove traps, etc.) If your first skill attempt fails you may automatically gain a second attempt to recover. Prerequisites: None
- *High Jump*: A rogue may double his jumping distance for running and standing vertical jumps and horizontal jumps. Prerequisites: Jumping Proficiency
- *Ledge Walker*: This ability allows a rogue to move along narrow surfaces, tight ropes an similar tight, balance oriented spots at full speed and additionally grants a +25% bonus to all related skill attempts (DM) Prerequisites: Fine Balance Proficiency
- *Swift Foot*: The rogue gains a +2 hex combat move enhancement to speed for 1 melee per level. Prerequisites: None
- *Slow Fall*: a rogue within arm's reach of a wall can use it to slow his descent. When using this ability, he takes damage as if the fall were 20 feet shorter than it actually is (thus no damage for 20ft or less) and gains an additional 20ft per level until 10<sup>th</sup> when he can use a nearby wall to slow his descent and fall any distance without harm. Prerequisites: L4

#### **Major Physical Skills (8)**

- *On Guard*: You are never caught off guard or surprised and always retain your DEX bonus to DEF even if flatfooted, attacked by an invisible opponent or shot by a sniper or sneak attack. Prerequisites: Alertness Proficiency or Danger Sense Proficiency
- *Sneak Attack*: If a rogue can catch an opponent when he is unable to defend himself effectively (DM) from her attack, she can strike a vital spot for extra damage. This extra damage is 1d6 at 1<sup>st</sup> level, and it increases by 1d6 every two rogue levels thereafter. Prerequisites: Ambush Proficiency
- *Stealthy*: You are good at avoiding attention and slipping out of bonds. You get a +25% bonus on all related skills (move silent, escape artist, hiding, etc) and may move at full movement speed while remaining stealthy with no penalty. Prerequisites: None
- *Surprise Strike*: You may surprise any new opponent if you have an opportunity to use stealth, eliminating all of their DEX, Dodge and other related bonuses unless they have specific skills designed to counter. Prerequisites: L3, Hide in Shadows Proficiency, Move Silent Proficiency
- *Evasion*: A rogue can avoid even magical and unusual attacks with great agility. If she makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. Evasion can be used only if the rogue is wearing light armor or no armor. A helpless rogue does not gain the benefit of evasion. Prerequisites: L3
- *Disorienting Strike*: Your sneak attacks force a Fort save at DC 8 +your level or the victim loses half their attacks for 1d4 melees. Prerequisites: L5, Sneak Attack
- *Assassin Strike*: You may expend all attacks in one melee to hit a non-elite opponent with deadly strike that reduces them to zero hit points and begins the bleed out process. The target must make a Fort save at DC 8 +your level or be incapacitated. Prerequisites: L7, Sneak Attack, Find Weakness Proficiency
- *Improved Evasion*: This ability works like evasion, except that while the rogue still takes no damage on a successful Reflex saving throw against attacks or spells, she takes only half damage on a failed save. A helpless rogue does not gain the benefit of improved evasion. Prerequisites: Evasion, L9

## **Sage/Mystic Pools**

### **Minor Sage/Mystic Abilities (8)**

- *Diligent*: You are meticulous and careful about your studies and research and get a +25% bonus on all related skill checks (research, appraise, lore: ancient runes, etc.) If your first skill attempt fails you may automatically gain a second attempt to recover. Prerequisites: None
- *Minor Magic*: A rogue with this talent gains the ability to cast a single 1<sup>st</sup> level spell from the generic wizard spell list. This spell can be cast 2/day as a spell-like ability. The caster level for this ability is equal to half her rogue level. This ability may be taken multiple times. Prerequisites: Appropriate proficiencies for the character concept (DM)
- *Magic Sight*: A rogue with this talent can see into the magic spectrum just like spell casting classes (60 feet) Prerequisites: Detect Magic Proficiency
- *Spell Resistance Minor*: You gain a +2 bonus to save vs any spell. Prerequisites: None
- *Spell Touched*: You have extensively studied and/or been affected by a number of a certain class of spells and have exceptional resistance to them. Select an appropriate type of spell group (i.e. – fire attack spells, charm spells, slow/hold attacks, etc.) You gain +6 to save against these specific types of spells. Prerequisites: Appropriate character concept or in game experience (DM)
- *Obtain Familiar*: A rogue with this talent may gain a familiar just like the wizard spell. Prerequisites: L3
- *Alter Fate: Lesser*: A rogue with alter fate can immediately reroll a failed die roll, including such rolls as random encounter rolls, but more commonly saving throws and the like. This ability may be used once per day. Prerequisites: L3; LUK 13+
- *Break Enchantment*: Once per day a mystic can spend a turn to attempt to dispel magic, as the spell. Her caster level for this effect is equal to her rogue level. Prerequisites: Minor Magic, L5

### **Major Sage/Mystic Abilities (8)**

- *Precise Memory*: You rarely forget anything you learn or even see. Such rogues can memorize a map in minutes, redraw sigils seen at a glance and recall things read in books in years past to the letter (DM)
- *Improved Magic Sight*: The rogue's magic sight improves allowing her to read magic auras to a level which confers the effects of the Identify spell to her. While the level of detail and such is not quite as elaborate as the spell, it can be done at any time and takes anywhere from a few minutes to several hours of studying (DM) Prerequisites: L5, Magic Sight
- *Major Magic*: A rogue with this talent gains the ability to cast either three 1<sup>st</sup> level spells, two 2<sup>nd</sup> level spells or one 3<sup>rd</sup> level spells from the generic wizard spell list. Each spell can be cast 2/day as a spell-like ability. The caster level for this ability is equal to half her rogue level. Prerequisites: L5, *minor magic* rogue ability
- *Skill Mastery*: The rogue becomes so perfect in the use of certain skills that she can use them reliably even under adverse conditions. Upon gaining this ability, she selects ½ her rogue level + Knowledge modifier worth of standard or rudimentary skills. When making a skill check with one of these skills, she may treat that skill as 99%. A rogue may gain this special ability multiple times, selecting additional skills for it to apply to each time. Prerequisites: L7
- *Spell Resistance Major*: You have a natural innate resistance to magic and are a natural ground for such energies. Gain a base 10% magic resistance and +5% per level (maximum 50%.) Prerequisites: L7, Spell Resistance Minor, Spell Touched
- *Alter Fate: Greater*: A rogue with greater alter fate can perform in one of two ways, she may either invoke a “soft” alteration of fate which will act for a scene (such as gambling for the evening, networking at a social event, etc.) or she may invoke a “hard” alteration of fate which will automatically reverse any failed situation or alternately modify a roll by + or – 5, whichever serves her purpose better (DM) Prerequisites: L7, Alter Fate: Lesser
- *Wizard Slayer*: A rogue with this talent has studied the ways of wizards and spell casting in order to become their bane. If within attacking distance (either ranged or personal) the rogue may give up one of her attacks every round to disrupt any spell casting attempted by the targeted wizard. This automatically neutralizes any rudimentary Combat Spellcasting use and causes a -50% penalty to standard Combat Spellcasting rolls, effectively neutralizing most spell casters. Prerequisites: L9, Surprise Strike, Magic Sight
- *Dispelling Strike*: A rogue with this talent has studied the matrices of magical power as they bind with creatures and may strike at a location on an enemy which will disrupt innate magic. The rogue must declare this as part of her attack before striking and must succeed on a strike at -4 (basic called shot penalty.) A success causes the victim to both take damage and be affected by a Dispel Magic. Prerequisites: L9, Sneak Attack, Magic Sight

## **People Pools**

### **Minor People Skills Abilities (8)**

- *Alert*: You are highly alert and perceptive and get a +25% bonus on all related skill checks (alertness, light sleeping, observation, etc.) If your first attempt fails you may automatically gain a second attempt to recover. Prerequisites: PER 13
- *Allure*: You are skilled at gaining romantic attention from NPCs and gain a +25% bonus on all related skill checks (carousing, etiquette, etc.) If your first attempt fails you may automatically gain a second attempt to recover. Prerequisites: CHA 12+
- *Impersonation*: You are skilled at deceiving and convincing others you are someone other than yourself and gain a +25% bonus on all related skill checks (acting, disguise, voice mimicry, etc) If your first attempt fails you may automatically gain a second attempt to recover. Prerequisites: None
- *Inquisitor*: You are excellent at getting people to back down tell you the truth. You get a +25% bonus on all related skill checks (interrogation, intimidation, etc) and people trying to intimidate or deceive you receive a -25% on their skills. Your abilities may penetrate minor sphere magic (i.e. – charm person, etc) and if your first attempt fails you may automatically gain a second attempt to recover. Prerequisites: None
- *Investigator*: You are excellent at tracking down leads and locating clues. You get a +25% bonus on all related skill checks (gather info, forensics, etc.) If your first attempt fails you may automatically gain a second attempt to recover. Prerequisites: None
- *Persuasive*: You have a very persuasive personality and get a +25% bonus on all related skill checks (diplomacy, fast talk, crowd working, etc.) If your first skill attempt fails you may automatically gain a second attempt to recover. Prerequisites: None
- *Social Butterfly*: You are likeable and make friends easily. Given an appropriate social setting (i.e. – a bar, a party, a trader's bazaar, etc) you gain +4 Charisma for the purposes of making friends, getting deals and laying ground work for contacts. This ability does not affect individuals who are guarded, hiding something or secretly opposed to you, but will affect anyone who is indifferent to begin with. Prerequisites: None
- *Aura of Clarity*: you can talk people out of anything. All allies within 30ft gain +2 vs all charm and possession effects. Prerequisites: Leadership Proficiency, Charm Resistance, L3

### **Major People Skills Abilities (7)**

- *Slippery Mind*: You are able to wriggle free from magical effects that would otherwise control or compel you. If a rogue with slippery mind is affected by a charm spell or effect and fails her saving throw, she can attempt it again immediately and every round thereafter. Additionally, the rogue gains a save attempt against such spells without any save (DM)
- *Contacts*: You meet people easily and gain their trust. Gain your 1+Charisma bonus (minimum 2) worth of contacts every Rogue level
- *Director*: You are excellent at managing a group's disguises and behavior for mass impersonation minimizing the chances that someone else in your group will cause your failure. Your skill may be used in place of another's to avoid detection as necessary. Prerequisites: Impersonation, Disguise Proficiency, Acting Proficiency
- *Bardic Encouragement*: You are highly skilled at raising morale and spirits of those around you with your positive speaking, singing or even through instrumental music. Once per 4 levels per day, the rogue may encourage all of her allies by spending one melee to talk, sing or play her inspiration. All allies gain +1 to hit, damage, save and +5% to any skill attempted for as long as the rogue keeps up her encouragement plus 3 melees +1 melee/rogue level after she stops. Prerequisites: at least one appropriate skill (i.e. – oratory, chanting, musical ability, etc)
- *Cohort*: People trust you to make their lives better and want to join your cause. Gain one trusted NPC cohort at starting level 1 +Leadership bonus (maximum ½ your level; cohort gains 10% of your experience) Prerequisites: Leadership Proficiency, L6. This feat can be taken multiple times to a maximum number of cohorts = to your Leadership bonus
- *The Fixer*: You are highly skilled at putting together the right team of individuals to get the job done. When you assemble a team or have at least one day to review plans, tactics and strategy with a team, all members of the team gain +1/+5% on all actions taken for the cause (DM) These effects can last up to one week (DM) Prerequisites: L7, Persuasive, Aura of Clarity
- *Force of Personality*: Your charisma affects everything you do. You may add half of your charisma bonus to anything plausible you attempt to do (frustrating an opponent to gain a bonus to hit, using charisma to improve the effect of any interactive skill, etc.) At level 12 you may add your full CHA bonus. Prerequisites: L7, at least 3 minor people skills, CHA 14

### **Scout Pools**

#### **Minor Scout Abilities (8)**

- *Favored Terrain*: A scout may select a type of terrain from among those given on the Favored Terrain Table. The scout gains a +25% bonus on all related appropriate skills in that terrain (survival, alertness, lores, etc; DM) Knowledge (geography) Additionally he affords himself and those traveling with him a +4 bonus on initiative checks when in this terrain. A scout gains one additional terrain at 5<sup>th</sup> and every 5 levels after that (L10, L15, etc)
- *Self-Sufficient*: You are skilled at living off the land and being a survivor. You get a +25% bonus on all related skill checks (survival, foraging, hunting, etc.) If your first attempt fails you may automatically gain a second attempt to recover
- *Wild Empathy*: A scout can improve the attitude of a wild or domestic animal with a successful Animal Handling skill check adding +5%/rogue level. The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly. To use wild empathy, the ranger and the animal must be able to study each other, which means that they must be within 30 feet of one another under normal visibility conditions. The scout can also attempt this ability a monstrous beasts (dinosaurs, dire wolf, etc; DM) but takes a –25% penalty on the check. Prerequisites: Animal Handling Standard
- *Animal Companion Lesser*: A scout forms a close bond with an animal companion and selects from the following list: badger, camel, dire rat, dog, riding dog, eagle, hawk, horse (light or heavy), owl, pony, snake (Small or Medium viper), or wolf (other related options are available at the DMs discretion) This animal is a loyal companion
- *Swift Tracker*: A scout may follow tracks while moving at full movement with no penalty. Prerequisites: Tracking proficiency, L3
- *Hunter's Bond*: A scout forms a bond with those he hunts with allowing him to grant half his favored enemy bonus against a single target to all allies within 30 feet who can see or hear him. Prerequisites: L4
- *Woodland Stride*: The scout may move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at normal speed and without taking damage or suffering any other impairment. Thorns, briars, and overgrown areas that are enchanted or magically manipulated to impede motion, however, still affect him. Prerequisites: L5
- *Trackless Step*: The scout may travel without leaving any traceable tracks. This ability automatically foils rudimentary tracking and -50% to standard tracking. A successful specialized tracking roll will pick up the tracks. Prerequisites: L5

#### **Major Scout Abilities (7)**

- *Favored Enemy*: A scout may select a class of creatures from among those given on the Favored Enemies Table. The scout gains a +25% bonus on any skill used in association with detecting, fighting or tricking these creatures as well as gaining a +2 to hit and +2 damage while fighting such creatures. At 5th level and every five levels thereafter (L10, L15, etc) the scout may select an additional favored enemy from those given on the table. In addition, the bonuses against any one favored enemy increase by +2. Prerequisites: Concept viability (DM)
- *Greater Companion's Bond*: A scout's bond with his companion becomes supernatural in nature. The companion gains +50% movement, shares full saving throw bonuses of the scout as well as a 20% spell resistance and may exert command (DM) over animals of the same type (i.e. – a horse can affect ponies, mules, warhorses, etc.) Prerequisites: Animal Companion (Lesser or Greater); L5
- *Evade Critical Strike*: A scout knows the way of the sniper, has a bit of luck on their side and won't go down to a lucky shot. Once per day a scout may automatically cause a single critical hit to miss. Prerequisites: L7, Evasion
- *Animal Companion Greater*: A scout forms a close bond with an animal companion either a greater mundane creature (i.e. – war elephant, battle bear, T-Rex, etc; DM) or a special creature (something along the lines of a supernatural familiar; DM) The scout will develop special connections and abilities with certain creatures depending on the nature of the creature and the relationship. Prerequisites: L7
- *Quarry*: A scout can denote one target within his line of sight as his quarry. Whenever he is tracking, trailing, observing his quarry he is automatically successful on his skill checks (unless the quarry possesses specialized stealth or evasion skills. In this case the scout gains a roll when normally he would not.) In addition, he receives a +2 bonus to hit on attack rolls made against his quarry. A scout can have no more than one quarry at a time. Prerequisites: Tracking Proficiency, L7
- *Improved Quarry*: A scout's ability to hunt his quarry improves. He can now flawlessly track creatures of 3 or more levels or HD below his own level (unless there is no possible way to track such a creature; i.e. – plane shift; DM) His bonus to hit on attack rolls increases to +4. Prerequisites: Quarry, L12

- *Master Hunter*: A master hunter has perfected his methods of hunting his favored enemies allowing him to track them while moving at full speed (able to move full day move rates while tracking quarry) and additionally may sacrifice all additional attacks for one melee round while attacking a favored enemy to perform a kill shot. If this attack hits, it does normal damage, but requires the target to make a Fort sv at DC20 plus the characters Intuition bonus or is instantly killed. The master hunter may optionally deal a non-lethal attack of the same nature to take his prey alive. Prerequisites: Favored Enemy, Improved Quarry, L15

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## PRIEST

### Healing/Attunement Pools

#### Minor Healing/Attunement Abilities (10)

- *Master Healer*: you are exceptionally well trained in natural healing arts as well as the use of healing magic and gain +25% on all related skill checks (healing, herbalist, veterinary, etc.) If your first attempt fails you may automatically gain a second attempt to recover
- *Augment Healing*: your healing spells are more effective adding +2HP per die to any healing spells (does not affect feats or powers) Prerequisites: Healing spells
- *Imbued Healing*: your healing spells are attuned with another of your domains and confer an additional minor, related bonus (DM) for 1 turn/level (i.e. – Travel domain grants +2 mph travel speed; Fire domain grants +2 saves vs fire/heat; Knowledge domain grants +10% knowledge skill bonus; etc.) Prerequisites: Primary priest domains other than healing
- *Divine Health*: you are highly resistant to all forms of disease, including magical diseases (DM) Prerequisites: L3
- *Aura of Clarity*: your inner calmness exudes to those around you. All allies within 30ft gain +2 vs all charm and possession effects. Prerequisites: Charm Resistance, L3
- *Cleanse the Blood*: a priest can perform neutralize poison as the spell once per day. Prerequisites: Healing Proficiency, Herbalist Proficiency, L5
- *Remove Disease*: a priest can perform remove disease as the spell once per day. Prerequisites: Healing Proficiency, L5
- *Vigilant Healing*: Once per day the priest may focus on a healing spell to cause it to not bring on the normal healing sleep, keeping the recipient vigilant and awake. Prerequisites: L7, Healing Proficiency, any healing spell
- *Faultless Tongue*: After touching a willing creature for a few seconds the priest can “speak” with any living creature. Prerequisites: L9
- *Timeless Body*: A priest no longer appears to age and cannot be magically aged nor can he accrue any age based penalties to stats and such. The monk still dies of old age when his time is up, though this will likely extend life to a certain extent as well (DM) Prerequisites: L14

#### Major Healing/Attunement Abilities (10)

- *Lay On Hands*: A priest can heal wounds (his own or those of others) by touch. Each day he can use this ability a number of times equal to 1/2 his priest level to heal one target a number of hit points equal to his level
- *Spiritual Counter*: A priest can hold actions to counter spells and powers of a diametrically opposed priest (i.e. – good vs evil, law vs chaos, fire vs ice, etc/DM) When an opposing priest attempts a spell or power, the spiritual counter may expend raw theurgy at the appropriate level to counter the spell or power (2 theurgy for 2<sup>nd</sup> level spell or power, etc.) Prerequisites: Harness Subconscious proficiency, Religion (own deity)
- *Woodland Friend*: you are attuned to forests and nature and are fully at home in your environment. You gain a +25% bonus to any related skill checks (DM) and a +2 adjustment to any DCs, saves or related rolls regarding woodland/forest spells and powers (DM) This skill may alternately apply to a different landscape (arctic, aquatic, desert, etc; DM) Prerequisites: Appropriate Survival and Area Knowledge skills
- *Channel Healing Energy*: Once per day a priest can exude a healing energy in a radius, healing all living creatures (including enemies if applicable) by 2d6 with no chance of “heal sleep” unless this comprises 90% or more of the subject’s hit points. Prerequisites: Lay on Hands, Healing Proficiency, L7
- *Heal*: Once per day a priest can instantly heal all hit points on a wounded creature instantly putting them to sleep for a solid eight hours. Severe bone and ligament damage still must be treated normally or victims run serious risks in permanent damage. Prerequisites: Channel Healing Energy, L12
- *Empty Body*: The priest gains the ability to assume an astrally projected state for 1 round/level allowing his spirit to leave his body and move through material barriers (DM) Prerequisites: L9, Lore: Planar, Harness Subconscious
- *Across the Veil*: The priest has studied the aspects of bordering planes and may cause their spells to affect creatures across the veil (DM) Prerequisites: L7, Lore: Planar, Spellcraft
- *Attune Weapon*: The priest gains the ability to attune his weapon to his deity allowing a number of attacks equal to half his priest level per day to gain bonus damage of 2d6 holy or unholy damage or optionally an appropriate alternate energy (DM) Prerequisites: L7, Lore: Foci, Lore: Planar, Weapon Focus: Median
- *True Oracle*: Anytime the priest uses any sort of divinatory magic which requires any roll (i.e. – opposed rolls for Augury, etc.) the priest may roll twice and take the better of the two rolls. Prerequisites: L3, Lore: Divination
- *Maximize Healing*: The priest has total mastery of his healing magic and causes all of his healing spells to function at maximum effectiveness (i.e. – Cure Moderate does a base 4d4 healing...this would automatically be 16HP.) Additionally, the priest may limit an appropriate healing spell to cure the maximum amount possible without putting the target to sleep (i.e. – a 50 HP warrior has taken 25pts of damage, normally any healing over 20% (10 HP) will put the warrior to sleep...a maximized Cure Light might heal 13 HP, but with this ability, the priest automatically stops the healing threshold at 10 HP.) Prerequisites: L9, Standard 1<sup>st</sup> Aid Proficiency, Standard (or better) Healing Proficiency, Healing spells of one type or another

### Smiting Pools

#### Minor Smiting Abilities (6)

- *Divine Grace*: A priest gains a +2 bonus on all saving throws
- *Detect Supernatural*: The priest can detect supernatural creatures within a 60ft radius by concentration
- *Energy Drain Resistance*: The priest gains +4 to save vs energy, strength and soul draining attacks (DM; common with undead and demons)
- *Empowered Turning: Lesser*: The priest can turn double the normal number of creatures. Prerequisites: L3, a turning ability, Lore: Undead
- *Aura of Courage*: The priest exudes a radius of fearlessness which causes all allies within 30ft to gain +2 vs all fear effects. Prerequisites: Fearless, L3



- *Turning Smite*: The priest can make a normal attack on a creature and automatically imbue a turn attempt on the attack. If the attack hits, it does normal damage and immediately invokes a turn attempt on the target creature. A failed save causes the creature to flee or be destroyed depending on the turn effect. Prerequisites: L5, a turning ability, Lore: appropriate creature type

### **Major Smiting Abilities (8)**

- *Increased Hit Die*: Gain d10 for hp/level instead of d8
- *Exalted Turning*: Your turning attempts also cause 2d6 damage to the affected undead creatures. Prerequisites: a turning ability, Lore: Undead
- *Smite Evil*: Once per day, a priest may attempt to smite evil with one normal melee attack. He adds his Charisma or Willpower bonus (if any) to his attack roll and deals 2 extra points of damage per priest level. If the priest accidentally smites a creature that is not evil, the smite has no effect, but the ability is still used up for that day. At 4<sup>th</sup> level, and at every even level thereafter, the priest may smite evil one additional time per day (if this is an evil campaign, Smite Good can be taken) Prerequisites: L3 priest
- *Divine Mount*: Once per day, as a full-round action, a priest may magically call her mount from the celestial realms in which it resides. The mount immediately appears adjacent to the priest and remains until dismissed. The mount is the same creature each time it is summoned, though the priest may release a particular mount from service. Each time the mount is called, it appears in full health, regardless of any damage it may have taken previously and appears wearing or carrying any gear it had when it was last dismissed. Should the mount die a replacement cannot be summoned for 30 days or until she gains a priest level, whichever comes first. During this 30-day period, the priest takes a -1 penalty on attack and weapon damage rolls. Prerequisites: L5 priest
- *Divine Weapon*: Once per day a priest may invoke the divine bond with her weapon causing it to glow an appropriate color for up to 1 turn/priest level. At 5<sup>th</sup> level and every 5 levels after (L10, L15, etc.) the weapon gains a +1 bonus to hit and damage and gains the ability to hit supernatural creatures. Additionally the weapon gains +1d6 of an appropriate elemental type damage associated with the deity. Prerequisites: L5
- *Empowered Turning: Greater*: The priest's turning attempts destroy creatures successfully turned and turn half the number of creatures automatically even on a failed attempt. Prerequisites: L7, Empowered Turning: Lesser
- *Great Smite*: Smite strikes provide double the bonus damage (+4/priest level) Prerequisites: L7, Smite Evil feat
- *Aura of Justice*: Once per day, the priest may grant her smite ability to all allies within a 20ft radius of her, using her bonuses. Allies must use this smite ability with their next action or it fades for that individual (DM) At 9<sup>th</sup> level this ability may be used one additional time per day and at 14<sup>th</sup> level three times per day (if this is an evil campaign, Aura of Malfesance can be taken) Prerequisites: Smite Evil, L7

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## **WIZARD**

### **Battle Mage Pools**

#### **Minor Battle Mage Abilities (7)**

- *Arcane Armor Training*: You have learned how to cast spells while wearing armor. Prerequisites: Armor Specialization with appropriate armor, caster level 3<sup>rd</sup>
- *One Handed Spell Casting*: You have learned how to actuate spells with one hand (normally spell casting requires both hands free) leaving your alternate hand available for off hand uses including one handed weapons
- *Specialist Bloodline: Lesser*: Your body is naturally attuned to your specialty school of spells giving you a natural resistance. You gain a +3 to all saving throws originating from your own specialty. Prerequisites: Specialty magic school
- *Extraordinary Aim*: You are well practiced in your execution of ranged and AOE spells. When casting AOE spells into an area of mixed combat, you will not cause damage to allies in the radius of effect. Prerequisites: Distance Determination skill, Spellcraft skill
- *Detect Supernatural*: The wizard can detect supernatural creatures within a 60ft radius by concentration
- *Counterspell Lesser*: You have been trained in countering spells of opposing mages with similar spells. If you make a successful Spellcraft roll (somatic concealment can foil this) and have the same spell, an appropriate opposite spell or a spell of the same school of two or more spell levels higher, you may counter the enemy's spell (DM) Prerequisites: L5 mage, Spellcraft, appropriate spell (DM)
- *Still Spell*: You have learned how to actuate spells without any somatic gesturing, allowing you to use both hands for weaponry or other things. Prerequisites: L7 mage, One Handed Spell Casting, Meditation Proficiency

#### **Major Battle Mage Abilities (6)**

- *Arcane Strike: Lesser*: You draw upon your raw arcane power to enhance your weapons. Prerequisites: Ability to cast arcane spells. Benefit: Your weapons deal +1 damage and are treated as magic for the purpose of hitting supernatural creatures
- *Elemental Surge*: By spending one mana, the mage may cause one attack to be enhanced with +1d6 elemental energy damage. Prerequisites: Minor or Major elemental focus as part of your school
- *Increased Hit Die*: Gain d8 for hp/level instead of d4
- *Scholarly Devotion*: Your study of creatures of various types and origins aids in your ability to damage them. If you have the appropriate knowledge skill (DM), target creatures take a -1 to saving throws and an additional point of damage from damage dealing spells. If your skill is standard, a successful skill roll improves this to a -2 on saves and +3 to damage. If a specialized skill, a successful roll improves the save penalty to -4 and damage bonus to +6. Prerequisites: Spell Potency, appropriate skills (DM)
- *Weapon Focus*: You may cast a spell through your weapon while attacking. Prerequisites: Lore Foci Weapons, Combat Spellcasting, L5
- *Spell Potency*: You can spend a single mana point to increase spell damage by +1/die. Prerequisites: L7

### **Pure Caster Pools**

#### **Minor Pure Caster Abilities (6)**

- *Augment Summoning*: Each creature you conjure with any *summon* spell gains a +4 enhancement bonus to Strength, Constitution and has a minimum of 75% hit points for the duration of the spell that summoned it
- *Faster Casting*: All spells you cast go off one segment faster than normal (minimum 1 segment)
- *Spell Resistance*: You gain a +2 bonus to save vs any spell
- *Spell Strength*: You have an affinity to magic which intensifies the effects causing your spells to gain a +2 bonus to their DC
- *Magical Aptitude*: You are naturally attuned to magic and get a +25% bonus on all related skill checks (spellcraft, lore: foci, lore: alternate magics, etc.) If your first attempt fails you may automatically gain a second attempt to recover
- *Spell Penetration*: Your spells effectively reduce magic resistance of victims by 10%. Prerequisites: L7



### **Major Pure Caster Abilities (7)**

- *Extend Spell*: You can spend a single mana point to double a spell's range
- *Dilate Spell*: You can spend a single mana point to double a spell's AOE
- *Spell Endurance*: You can spend a single mana point to double a spell's duration
- *Intense Magic*: All of your spell DCs are increased by 2
- *Silent Spell*: You may cast spells without using verbal components (normally all spells except where noted in the spell description, require verbal actuation)
- *Arcane Thesis: Lesser*: Your devotion to the mastery of a specific spell has paid dividends. With a single chosen Minor Sphere spell (DM) you have gained a handful of improvements; saves against your spell are at -4, all variables are improved by +1 (i.e. – damage of d6/level gains +1 per die up to maximum, duration of 2d4 rounds gains +1 round per die up to maximum, etc.) Prerequisites: L7, standard level Spellcraft skill specified for spell in question
- *Extra Spell*: You are more attuned to magic and gain an extra spell per spell level. This does not provide additional mana and normal spell restrictions apply (DM) Prerequisites: None

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## **GENERAL FEATS**

### *Minor General Abilities*

- *Poison Resistance*: Gain +4 vs all poisons and toxins
- *Charm Resistance*: Gain +4 vs all charm and mind affecting magic and skills
- *Fearless*: Gain +4 vs all fear related effects (DM)
- *Iron Will*: Gain +2 on all Will saves
- *Lightning Reflexes*: Gain +2 on all Reflex saves
- *Great Fortitude*: Gain +2 on all Fort saves
- *Skill Focus*: Select three related skills and gain a +25% bonus on them, this feat may be taken multiple times
- *Run*: You run much faster than normal people, non-combat sprinting speed is base +4 +Dexterity bonus in MPH (normal "hero" speed is 20mph sprint for 1 melee/pt of CON; the fastest human foot speed ever recorded is appx 30 MPH)

### *Major General Abilities*

- *Highly Skilled*: May select an additional 10PP worth of skills, each purchased with an automatic 10% starting bonus. Prerequisites: None; this ability may be taken multiple times
- *Completely Fearless*: Immunity to all fear related effects (DM) Prerequisites: Fearless, L7

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**Quivering Palm (Su):** Starting at 15th level, a monk can set up vibrations within the body of another creature that can thereafter be fatal if the monk so desires. He can use this quivering palm attack once a week, and he must announce his intent before making his attack roll. Creatures immune to critical hits cannot be affected. Otherwise, if the monk strikes successfully and the target takes damage from the blow, the quivering palm attack succeeds. Thereafter, the monk can try to slay the victim at any later time, as long as the attempt is made within a number of days equal to his monk level. To make such an attempt, the monk merely wills the target to die (a free action), and unless the target makes a Fortitude saving throw (DC 10 + 1/2 the monk's level + the monk's Wis modifier), it dies. If the saving throw is successful, the target is no longer in danger from that particular quivering palm attack, but it may still be affected by another one at a later time.

**Perfect Self:** At 20th level, a monk becomes a magical creature. He is forevermore treated as an outsider rather than as a humanoid (or whatever the monk's creature type was) for the purpose of spells and magical effects. Additionally, the monk gains damage reduction 10/magic, which allows him to ignore the first 10 points of damage from any attack made by a nonmagical weapon or by any natural attack made by a creature that doesn't have similar damage reduction. Unlike other outsiders, the monk can still be brought back from the dead as if he were a member of his previous creature type.

**Combat Style Feat (Ex):** At 2nd level, a ranger must select one of two combat styles to pursue: archery or two-weapon combat. This choice affects the character's class features but does not restrict his selection of feats gained through normal advancement. He can choose these feats, even if he does not have the normal Prerequisites. If the ranger selects archery, he can choose from the following list whenever he gains a combat style feat: Careful Targeting, Point Blank Shot, Precise Shot, and Rapid Shot. At 6th level, he adds the following feats to his list: Exact Targeting and Many Shot. At 11th level, he adds the following feats to his list: Pinpoint Targeting and Shot on the Run. If the ranger selects two-weapon combat, he can choose from the following list whenever he gains a combat style feat: Deft Shield, Double Slice, Two-Weapon Defense, and Two-Weapon Fighting. At 6th level, he adds the following feats to his list: Improved Two-Weapon Fighting and Weapon Swap. At 11th level, he adds the following feats to his list: Greater Two-Weapon Fighting and Two-Weapon Rend. The benefits of the ranger's chosen style feats apply only when he wears light or no armor. He loses all benefits of his combat style feats when wearing medium or heavy armor.

**Table: Ranger Favored Terrains**

Cold (ice, glaciers, snow, and tundra)  
Desert (sand and wastelands)  
Forest (coniferous and deciduous)  
Jungle  
Mountain (including hills)  
Plains  
Planes (pick one, other than Material)  
Swamp  
Underground (caves)  
Underground (dungeons)  
Urban (buildings, streets, and sewers)  
Water (on boats and other craft)  
Underwater

**Hide in Plain Sight (Ex):** While in any sort of natural terrain, a ranger of 17th level or higher can use the Stealth skill even while being observed.

**Crippling Strike (Ex):** A rogue with this ability can sneak attack opponents with such precision that her blows weaken and hamper them. An opponent damaged by one of her sneak attacks also takes 2 points of Strength damage. Ability points lost to damage return on their own at the rate of 1 point per day for each damaged ability.

**Master Strike (Ex):** Upon reaching 20th level, a rogue becomes incredibly deadly when dealing sneak attack damage. This can have one of three effects. The target can be put to sleep for 1d4 hours, paralyzed for 2d6 rounds, or slain. Regardless of the effect chosen, the target receives a Fortitude save to resist with a DC equal to 20 plus the rogue's Intelligence modifier. Once a creature has been the target of a master strike, regardless of whether or not the save is made, that creature is immune to that rogue's master strike for 24 hours. Creatures that are immune to sneak attack damage are also immune to this ability.

**Improved Grapple**

You are skilled at grappling opponents. Prerequisites: Dex 13, Improved Unarmed Strike. Benefit: You do not provoke an attack of opportunity when performing a grapple combat maneuver. In addition, you receive a +2 bonus on checks made to grapple a foe. Normal: You provoke an attack of opportunity when performing a grapple combat maneuver.

**Improved Overrun**

You are skilled at running down your foes. Prerequisites: Str 13. Benefit: You do not provoke an attack of opportunity when performing an overrun combat maneuver. In addition, you receive a +2 bonus on checks made to overrun a foe. Normal: You provoke an attack of opportunity when performing an overrun combat maneuver.

**Improved Sunder**

You are skilled at damaging your foes' weapons and armor. Prerequisites: Str 13. Benefit: You do not provoke an attack of opportunity when performing a sunder combat maneuver. In addition, you receive a +2 bonus on checks made to sunder an item. Normal: You provoke an attack of opportunity when performing a sunder combat maneuver.

**Improved Trip**

You are skilled at sending your opponents to the ground. Prerequisites: Int 13. Benefit: You do not provoke an attack of opportunity when performing a trip combat maneuver. In addition, you receive a +2 bonus on checks made to trip a foe. Normal: You provoke an attack of opportunity when performing a trip combat maneuver.

**Turn Elemental (other creature type turning)**

Choose one elemental subtype, such as air, earth, fire, or water. You can channel your divine energy to harm elemental creatures. Prerequisites: Ability to channel energy. Benefit: You can choose to have your ability to channel energy to affect elementals and outsiders of your chosen elemental subtype as if they were undead. You must make this choice each time you use your ability to channel energy. This ability does not cause outsiders or elementals to flee or fall under your command. Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new elemental subtype.

#### Backswing (Combat)

You are skilled at using your return swing to damage your foes.

Prerequisites: Overhand Chop, base attack bonus +6.

Benefit: When making a full-attack action with a two-handed melee weapon, you may make one additional attack at your highest bonus if the first attack made this round is a hit. If you hit with this additional attack, add only 1/2 your Strength bonus to the damage roll.

#### Deadly Stroke (Combat)

With one well-placed strike, you can bring an end to most foes.

Prerequisites: Dazzling Display, Greater Weapon Focus, Stunned Defense, Weapon Focus, base attack bonus +11.

Benefit: As a standard action, make a single attack with the weapon for which you have Greater Weapon Focus against a stunned or flat-footed opponent. If you hit, you deal double the normal damage and the target takes 1 point of Constitution bleed.

#### Devastating Blow (Combat)

Having worked yourself into a fury, your strike hits with devastating accuracy.

Prerequisites: Backswing, Overhand Chop, base attack bonus +11.

Benefit: As a standard action, make a single melee attack. If you hit, you score a critical hit. Special weapon abilities that activate only on a critical hit, such as vorpal and flaming burst, do not activate.

#### Double Slice (Combat)

When wielding two weapons, your off-hand weapon can be used with great effectiveness.

Prerequisites: Dex 15, Two-Weapon Fighting.

Benefit: You gain a +2 circumstance bonus on attack rolls made with one light weapon while attacking with two weapons.

#### Gorgon's Fist (Combat)

With one well-placed blow, you can leave your target reeling.

Prerequisites: Improved Unarmed Strike, Scorpion Style, base attack bonus +6.

Benefit: As a standard action, make a single unarmed melee attack. If the attack hits, you deal damage normally and the target is staggered until the end of your next turn. This feat has no effect on targets that are staggered.

#### Great Cleave (Combat)

You can strike a number of adjacent foes with a single swing.

Prerequisites: Str 13, Cleave, Power Attack, base attack bonus +4.

Benefit: As a full-round action, make a single melee attack against a foe within reach. If you hit, you deal damage normally and can make an additional attack (at the same bonus) against a foe that is adjacent to the previous foe and within reach. If you hit, you can continue to make attacks against foes adjacent to the previous foe, so long as they are within your reach. You cannot attack an individual foe more than once in a round with this feat.

#### Improved Vital Strike (Combat)

By taking two less attacks, you can deal a great deal of additional damage.

Prerequisites: Vital Strike, base attack bonus +16.

Benefit: When performing a full-attack action, you get two fewer attacks (usually the two at your lowest bonus). Any other attacks that hit as part of this full-attack action deal additional damage. Roll the damage dice for all such attacks three times, but do not multiply damage bonuses from Strength, weapon abilities, such as flaming, or precision-based damage, such as sneak attack. This bonus damage is not multiplied on a critical hit.

#### Lightning Stance (Combat)

The speed at which you move makes it nearly impossible for opponents to strike you.

Prerequisites: Dex 17, Dodge, Wind Stance, base attack bonus +11.

Benefit: If you take two actions to move or a withdraw action this turn, you gain 50% concealment for 1 round.

#### Medusa's Wrath (Combat)

You can take advantage of your opponent's confusion, delivering multiple blows.

Prerequisites: Improved Unarmed Strike, Gorgon's Fist, Scorpion Style, base attack bonus +11.

Benefit: Make two additional unarmed strikes as part of your full attack action at your highest base attack bonus. All of your unarmed strikes must be made against a dazed, flat-footed, staggered, or stunned foe.

#### Overhand Chop (Combat)

When wielding a two-handed melee weapon, you can deliver a devastating blow.

Benefit: As a full-round action, make a single attack with a two-handed melee weapon. If you hit, roll damage normally but add double your Strength bonus to the damage roll. Normal: You normally add 1-1/2 times your Strength modifier to damage rolls with a two-handed weapon.

#### Pinpoint Targeting (Combat)

You can target the weak points in your opponent's armor.

Prerequisites: Careful Targeting, Exact Targeting, base attack bonus +11.

**Benefit:** As a full-round action, make a single attack. You do not suffer any miss chance due to concealment and the target gains no bonus to its armor class from cover. The target does not gain any armor, natural armor, or shield bonuses to its armor class. You cannot select a target with total cover or concealment. You do not gain the benefit of this feat if you move this round.

#### Scorpion Style (Combat)

You can perform an unarmed strike that greatly hampers your target's movement.

**Prerequisites:** Improved Unarmed Strike.

**Benefit:** Make a single unarmed attack as a full-round action. If the attack hits, you deal damage normally and the target's base land speed is reduced to 5 feet for 1 round.

#### Shield Master (Combat)

Your mastery of the shield allows you to fight with it without hindrance.

**Prerequisites:** Deft Shield, Shield Proficiency, Shield Slam, Two-Weapon Fighting, base attack bonus +11.

**Benefit:** You do not suffer any penalties for fighting with two weapons, so long as one of those weapons is a shield. Add your shield's magic bonus to attacks and damage rolls made with the shield. In addition, you do not lose your shield bonus to your AC.

#### Shield Slam (Combat)

In the right position, your shield can be used to send opponents flying.

**Prerequisites:** Deft Shield, Shield Proficiency, Two-Weapon Fighting, base attack bonus +6.

**Benefit:** Any opponents hit by your shield bash are also hit with a free bull rush attack, substituting your attack roll for the combat maneuver check (see the Combat chapter). This bull rush does not provoke an attack of opportunity. Opponents who cannot move back due to a wall or other surface are knocked prone after moving the maximum possible distance.

#### Stunned Defense (Combat)

Your skill with your chosen weapon leaves opponents unable to defend themselves.

**Prerequisites:** Weapon Focus, Dazzling Display, base attack bonus +6.

**Benefit:** Any shaken, frightened, or panicked opponent hit by you this round is flat-footed to your attacks until the end of your next turn. This includes any additional attacks you make this round.

#### Two-Weapon Rend (Combat)

Striking with both your weapons simultaneously, you can use them to deliver devastating wounds.

**Prerequisites:** Dex 17, Double Slice, Improved Two-Weapon Fighting, Two-Weapon Fighting, base attack bonus +11.

**Benefit:** If you hit an opponent with both your primary hand and your off-hand weapon, you deal an additional 1d10 points of damage plus 1-1/2 times your Strength modifier. You can only deal this additional damage once each time you use Two-Weapon Rend.

#### Vital Strike (Combat)

By taking one less attack, you can focus your remaining attacks to deal more damage.

**Prerequisites:** base attack bonus +11.

**Benefit:** When performing a full-attack action, you get one fewer attack (usually the one at your lowest bonus). Any other attacks that hit as part of this full-attack action deal additional damage. Roll the damage dice for all such attacks twice, but do not multiply damage bonuses from Strength, weapon abilities, such as flaming, or precision based damage, such as sneak attack. This bonus damage is not multiplied on a critical hit.

#### Wind Stance (Combat)

Your erratic movements make it difficult for enemies to pinpoint your location.

**Prerequisites:** Dex 15, Dodge, base attack bonus +6.

**Benefit:** If you move more than 5 feet this turn, you gain 20% concealment for 1 round.

#### ANIMAL AFFINITY [GENERAL]

**Benefit:** You get a +2 bonus on all Handle Animal checks and Ride checks.

#### ATHLETIC [GENERAL]

**Benefit:** You get a +2 bonus on all Climb checks and Swim checks.

#### EMPOWER SPELL [METAMAGIC]

**Benefit:** All variable, numeric effects of an empowered spell are increased by one-half.

Saving throws and opposed rolls are not affected, nor are spells without random variables. An empowered spell uses up a spell slot two levels higher than the spell's actual level.

#### GREAT CLEAVE [GENERAL]

**Prerequisites:** Str 13, Cleave, Power Attack, base attack bonus +4.

**Benefit:** This feat works like Cleave, except that there is no limit to the number of times you can use it per round.

**Special:** A fighter may select Great Cleave as one of his fighter bonus feats.

#### GREATER SPELL FOCUS [GENERAL]

Choose a school of magic to which you already have applied the Spell Focus feat.

**Benefit:** Add +1 to the Difficulty Class for all saving throws against spells from the school of magic you select. This bonus stacks with the bonus from Spell Focus.

**Special:** You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new school of magic to which you already have applied the Spell Focus feat.

#### GREATER TWO-WEAPON FIGHTING [GENERAL]

**Prerequisites:** Dex 19, Improved Two-Weapon Fighting, Two-Weapon Fighting, base attack bonus +11.

**Benefit:** You get a third attack with your off-hand weapon, albeit at a -10 penalty.

Special: A fighter may select Greater Two-Weapon Fighting as one of his fighter bonus feats.

An 11th-level ranger who has chosen the two-weapon combat style is treated as having Greater Two-Weapon Fighting, even if he does not have the Prerequisites for it, but only when he is wearing light or no armor.

#### HEIGHTEN SPELL [METAMAGIC]

Benefit: A heightened spell has a higher spell level than normal (up to a maximum of 9th level). Unlike other metamagic feats, Heighten Spell actually increases the effective level of the spell that it modifies. All effects dependent on spell level (such as saving throw DCs and ability to penetrate a *lesser globe of invulnerability*) are calculated according to the heightened level. The heightened spell is as difficult to prepare and cast as a spell of its effective level.

#### IMPROVED BULL RUSH [GENERAL]

Prerequisites: Str 13, Power Attack.

Benefit: When you perform a bull rush you do not provoke an attack of opportunity from the defender. You also gain a +4 bonus on the opposed Strength check you make to push back the defender.

Special: A fighter may select Improved Bull Rush as one of his fighter bonus feats.

#### IMPROVED COUNTERSPELL [GENERAL]

Benefit: When counterspelling, you may use a spell of the same school that is one or more spell levels higher than the target spell.

Normal: Without this feat, you may counter a spell only with the same spell or with a spell specifically designated as countering the target spell.

### Mundane

#### TRAMPLE [GENERAL]

Prerequisites: Ride 1 rank, Mounted Combat.

Benefit: When you attempt to overrun an opponent while mounted, your target may not choose to avoid you. Your mount may make one hoof attack against any target you knock down, gaining the standard +4 bonus on attack rolls against prone targets.

Special: A fighter may select Trample as one of his fighter bonus feats.

#### SPIRITED CHARGE [GENERAL]

Prerequisites: Ride 1 rank, Mounted Combat, Ride-By Attack.

Benefit: When mounted and using the charge action, you deal double damage with a melee weapon (or triple damage with a lance).

Special: A fighter may select Spirited Charge as one of his fighter bonus feats.

#### RIDE-BY ATTACK [GENERAL]

Prerequisites: Ride 1 rank, Mounted Combat.

Benefit: When you are mounted and use the charge action, you may move and attack as if with a standard charge and then move again (continuing the straight line of the charge). Your total movement for the round can't exceed double your mounted speed. You and your mount do not provoke an attack of opportunity from the opponent that you attack.

Special: A fighter may select Ride-By Attack as one of his fighter bonus feats.

#### IMPROVED CRITICAL [GENERAL]

Choose one type of weapon.

Prerequisites: Proficient with weapon, base attack bonus +8.

Benefit: When using the weapon you selected, your threat range is doubled.

Special: You can gain Improved Critical multiple times. The effects do not stack. Each time you take the feat, it applies to a new type of weapon.

This effect doesn't stack with any other effect that expands the threat range of a weapon.

A fighter may select Improved Critical as one of his fighter bonus feats.

#### IMPROVED FEINT [GENERAL]

Prerequisites: Int 13, Combat Expertise.

Benefit: You can make a Bluff check to feint in combat as a move action.

Normal: Feinting in combat is a standard action.

A fighter may select Improved Feint as one of his fighter bonus feats.

#### IMPROVED GRAPPLE [GENERAL]

Prerequisites: Dex 13, Improved Unarmed Strike.

Benefit: You do not provoke an attack of opportunity when you make a touch attack to start a grapple. You also gain a +4 bonus on all grapple checks, regardless of whether you started the grapple.

Normal: Without this feat, you provoke an attack of opportunity when you make a touch attack to start a grapple.

Special: A fighter may select Improved Grapple as one of his fighter bonus feats.

A monk may select Improved Grapple as a bonus feat at 1st level, even if she does not meet the Prerequisites.

#### IMPROVED OVERRUN [GENERAL]

Prerequisites: Str 13, Power Attack.

Benefit: When you attempt to overrun an opponent, the target may not choose to avoid you. You also gain a +4 bonus on your Strength check to knock down your opponent.

Normal: Without this feat, the target of an overrun can choose to avoid you or to block you.

Special: A fighter may select Improved Overrun as one of his fighter bonus feats.

#### IMPROVED SHIELD BASH [GENERAL]

Prerequisites: Shield Proficiency.

**Benefit:** When you perform a shield bash, you may still apply the shield's shield bonus to your AC.

**Normal:** Without this feat, a character who performs a shield bash loses the shield's shield bonus to AC until his or her next turn.

**Special:** A fighter may select Improved Shield Bash as one of his fighter bonus feats.

#### IMPROVED SUNDER [GENERAL]

**Prerequisites:** Str 13, Power Attack.

**Benefit:** When you strike at an object held or carried by an opponent (such as a weapon or shield), you do not provoke an attack of opportunity. You also gain a +4 bonus on any attack roll made to attack an object held or carried by another character.

**Normal:** Without this feat, you provoke an attack of opportunity when you strike at an object held or carried by another character.

**Special:** A fighter may select Improved Sunder as one of his fighter bonus feats.

#### IMPROVED TRIP [GENERAL]

**Prerequisites:** Int 13, Combat Expertise.

**Benefit:** You do not provoke an attack of opportunity when you attempt to trip an opponent while you are unarmed. You also gain a +4 bonus on your Strength check to trip your opponent. If you trip an opponent in melee combat, you immediately get a melee attack against that opponent as if you hadn't used your attack for the trip attempt.

**Normal:** Without this feat, you provoke an attack of opportunity when you attempt to trip an opponent while you are unarmed.

**Special:** At 6th level, a monk may select Improved Trip as a bonus feat, even if she does not have the Prerequisites.

A fighter may select Improved Trip as one of his fighter bonus feats.

#### IMPROVED TURNING [GENERAL]

**Prerequisites:** Ability to turn or rebuke creatures.

**Benefit:** You turn or rebuke creatures as if you were one level higher than you are in the class that grants you the ability.

#### IMPROVED TWO-WEAPON FIGHTING [GENERAL]

**Prerequisites:** Dex 17, Two-Weapon Fighting, base attack bonus +6.

**Benefit:** In addition to the standard single extra attack you get with an off-hand weapon, you get a second attack with it, albeit at a -5 penalty.

**Normal:** Without this feat, you can only get a single extra attack with an off-hand weapon.

**Special:** A fighter may select Improved Two-Weapon Fighting as one of his fighter bonus feats.

A 6th-level ranger who has chosen the two-weapon combat style is treated as having Improved Two-Weapon Fighting, even if he does not have the Prerequisites for it, but only when he is wearing light or no armor.

#### MOUNTED COMBAT [GENERAL]

**Prerequisites:** Ride 1 rank.

**Benefit:** Once per round when your mount is hit in combat, you may attempt a Ride check (as a reaction) to negate the hit. The hit is negated if your Ride check result is greater than the opponent's attack roll. (Essentially, the Ride check result becomes the mount's Armor Class if it's higher than the mount's regular AC.)

**Special:** A fighter may select Mounted Combat as one of his fighter bonus feats.