

New Feats by Painkeeper

Following feats are available to anyone who wants to use them. I very appreciate any sort of critics to my work. I am Italian (I am not proud of this), and my knowledge of English isn't sharp enough to grant me the ability to compose right sentences. I hope you could find the mercy to forgive this fault.

For every note, hail, consultation, insult or death omen, my e-mail address is: painkeeper@beer.com.

General

Ability Focus

Choose a spell-like, supernatural or extraordinary ability that concedes a saving throw to its target. You have mastered such ability to the point that is more difficult to resist its effects.

Benefits: The saving throw DC of the selected ability is increased by 2.

Special: You may acquire this feat multiple times, its effects aren't cumulative. Each time you select this feat, you apply it to a different ability.

Boiling Blood

Your rage is enhanced so that your body reacts in a different way to damage.

Requisites: Rage 2/day, Con 13+.

Benefits: At the beginning of each round of rage, you may convert 1d6 damage into subdual damage, or cure yourself 1d6 subdual damage.

Extra Skill Points

You spent most of your time to sharp some of your skill.

Benefits: You gain 8 + Intelligence modifier skill points.

Special: You may acquire this feat multiple times, its effects are cumulative.

Greater Toughness

You are particularly more tough than normal.

Requisites: Toughness (2 times).

Benefits: You gain a number of hit points equal to the max of your most advanced class' Hit Dice. If you have more than one class with greater number of levels, choose the one with the better Hit Dice. For example: a Ftr4/Wiz4/Rog1 can add 10 hit points to his pool upon select this feat.

Improved Animal Companion

Your animal companions are better than normal.

Requisites: Access to a list of Druid or Ranger spells.

Benefits: You may call even vermin or beasts as animal companions using the *Animal Friendship* spell. Vermins became companions in this way gain an Intelligence score of 1. Furthermore, if you have only animal companions (no vermins and no beasts), your caster level is considered two points higher for purposes of calculating the maximum number of hit dices you may call.

Nature's Secretes

Nature confesses you some of her secrets.

Requisites: Access to a list of Druid or Ranger spells.

Benefits: You gain a spiritual bonus of +3 to all Knowledge (nature) and Wilderness Lore checks.

Combat

Accuracy

Your skill with ranged weapons allows you to place precise shots at greater distance.

Requisites: Point Blank Shot, Precise Shot, Dex 13+.

Benefits: The distance within you may strike with a ranged sneak attack, or apply the damage bonus from feats or class features, is now equal to 60 ft., instead of 30 ft.

Combat Swiftnes

Your combat reflexes are so sharpened that you can deal two attacks of opportunity to the same target.

Requisites: Combat Reflexes, Lightning Reflexes, Dex 15+, base attack bonus +6 or better.

Benefits: You may deal two attacks of opportunity to the same target, but the latter is at -5 . Both attacks count to the number of attack of opportunity you may deal in a round.

Special: A Monk fighting unarmed, or with weapons that allow him to use his better attack progression, suffers a penalty of -3 , instead of -5 , to his second attack of opportunity.

Destructive Blow

You know how to deal great damage to objects.

Requisites: Improved Unarmed Strike, Iron Fingers.

Benefits: Each time you hit an object (or a construct) fighting unarmed, you have the normal chance to strike with a critical hit. This means you can perform a coup de grace on an immobile object (or on a helpless construct). Material's hardness still applies.

Firm Trajectory

You're particularly able at aiming vital organs.

Benefits: You gain a +4 competence bonus to each critical roll.

Iron Fingers

Through hard training, your fingers had gained a wonderful toughness. This fact, applied to particular techniques, makes your hands more deadly weapons.

Requisites: Improved Unarmed Strike

Benefits: You may deliver unarmed attacks dealing piercing or slashing damage, but you are considered one size smaller for purpose of calculating the base unarmed damage. If you decide to attack in this way, you may not choose to inflict subdual damage.

Lucid Fighting

You may combat effectively even if intoxicated.

Benefits: You don't suffer any combat penalty by fighting in an intoxicated status.

Lucky Strike

You're able at identifying unseen creature's position; even if most of people call this skill "only a lucky strike".

Requisites: Wis 13+.

Benefits: As a full round action, you may deliver a single attack to a 5 ft.-square where you know or wonder there is a target there is a target with some degree of concealment. You may impose a penalty to this attack to a maximum equal to your base attack bonus. For each point of penalty you take in this way, the chance of missing the target is reduced by a 5%.

Lure Attack

You learned the technique of attacking your foes when they think to take you without guard.

Requisites: Expertise, Bluff 5 ranks, Int 13+.

Benefits: Once per round, when you suffer an attack of opportunity by an enemy, you may attempt an attack of opportunity against her by taking a -4 penalty on the attack roll. Your attack and your foe's one take place simultaneously.

Non-Lethal Combat

You're able to use weapon without killing.

Benefits: You ignore the -4 penalty to your attack rolls when using a weapon that inflict normal damage to inflict subdual damage.

Parry

You are proficient at using a weapon in a defensive mode.

Requisites: Weapon Proficiency (selected weapon).

Benefits: Select a melee weapon. You gain a +1 shield bonus to your AC whenever you fight with such weapon wielded. The AC bonus is cumulative with shield and armor bonus provided by other equipment.

If you have the Two-Weapon Fighting feat, you gain an additional +1 shield bonus to AC when fighting with two weapons covered by Parry. That is, if you fight in this way, Parry grants you a total of +3 shield bonus to AC.

You may choose unarmed strike as a weapon on which apply this feat.

Special: You may acquire this feat multiple times, its effects aren't cumulative. Each time you select this feat, you apply it to a different melee weapon you are proficient with.

Sniper

You are quite able to aim at your target given an appropriate amount of time.

Prerequisites: Point Blank Shot, Wis 13+, base attack bonus +6 or better.

Benefits: You may adopt a full-round option to perform a single ranged attack adding your Wisdom modifier (if positive) as a concentration bonus to your attack roll. Furthermore, for each additional round spent aiming at your target, you gain both this advantages:

- ♦ +1 Concentration bonus to your attack roll (stackable).
- ♦ Critical range extended by 1 OR critical multiplier augmented by 1.

The maximum number of rounds that provide you such bonuses is limited by 5 or by your Wisdom modifier (whichever is lower).

While aiming you have to stay immobile and concentrated, and you have to maintain line of sight with your target. If you take damage while aiming, you have to succeed at a Concentration check against a DC = 10 + damage taken, or lose any bonus accumulated.

If your target is fighting or running, you have to half any bonus accumulated (half concentration bonus to attack roll, half critical range bonus, half critical multiplier bonus).

Soft Control

You have adopted a fighting style that doesn't spill blood out of your victim, but it is even more dangerous.

Requisites: Improved Unarmed Strike, Wis 15+, base attack bonus +6 or better.

Benefits: You gain a +1 competence bonus to attacks and grapple checks, and a +2 competence bonus to damage whenever you choose to deal subdual damage fighting unarmed.

Spiritual Sentinel

Spirits of nature alert you of impending dangers.

Requisites: Access to a list of Druid or Ranger spells.

Benefits: At the beginning of your first round of combat, as a move-equivalent action than doesn't trigger an attack of opportunity, you may perform a Knowledge (nature) check. If the result equals or supersedes 15, you gain a cognitive +1 bonus to your AC for the rest of the combat. If the result equals or supersedes 20, the bonus is +2. If the result equals or supersedes 25, the bonus is +3.

Steel Fingers

Your hands are now true weapons.

Requisites: Improved Unarmed Strike, Iron Fingers.

Benefits: When fighting unarmed you may inflict slashing or piercing damage with no penalty. If you decide to attack in this way, you may not choose to inflict subdual damage.

Stun

You know how to stun your foes using blunt weapons.

Requisites: Base attack bonus +6 or better.

Benefits: If you hit the same target at least twice in a round using one or more blunt weapons you are proficient with, she has to succeed at a Fortitude save (DC = 12 +2 for each attack with a blunt weapon beyond second +2 for each critical hit with a blunt weapon), or be stunned for 1 round.

Tactical Movement

You can move at half your speed and perform two of your attacks.

Requisites: Dodge, Mobility, Dex 13+, base attack bonus +11 or better.

Benefits: As a full-round action, you can move at half your speed and perform two attack. The second attack is at -5 (as normal).

Special: A Monk fighting unarmed, or with weapons that allow him to use his better attack progression, suffers a penalty of -3 , instead of -5 , to his second attack (as normal).

Magic

Augmented Awakening

Creatures you awake Intelligence are better than normal.

Requisites: Access to a list of Druid or Ranger spells.

Benefits: Creature you awake with the *Awaken* spell (page 177 of the *Player's Handbook*) gain 2 additional Hit Dices, +1 hit point per Hit Dice and a +1 competence bonus to attacks and damage rolls. Additional Hit Dices don't count for purpose of determining the DC of the Will save when you awake a plant creature.

Furthermore, plant awakened in this way could move themselves at a speed of 15 ft. for one hour per caster level before hide their roots in the soil.

Deeper Magic Knowledge

You have a particular knowledge of hidden magic's secrets.

Requisites: Heighten Spell, Magic Knowledge, Spell Focus (any two schools), Int 15+.

Benefits: Your caster level is considered 2 points higher. This bonus supersedes (does not stack with) bonus given by Magic Knowledge feat.

Energy Specialization

Choose a kind of energy. Your magical attacks with that type of energy are more powerful.

Requisites: Caster level 8+.

Benefits: Choose an energy type: acid, cold, electricity, fire or sonic. Each spell you cast deals 1 more damage per damage dice based on that energy type. For example, a Sor12 with Energy Specialization (cold) deals 2d6+2 cold damage plus 3d6 impact damage for each *Ice Storm* he casts.

Improved Dismissing

You can dismiss any spell you cast, often with uncanny quickness.

Benefits: You are able to dismiss any spell (with duration not instantaneous and not permanent) as a standard action.

Furthermore, dismissing a dismissible spell is a free action for you.

Normal: You can dismiss dismissible spells only, and only using a standard action.

Magic Knowledge

You have a particular knowledge of some magic's secrets.

Requisites: Heighten Spell, Spell Focus (any school), Int 13+.

Benefits: Your caster level is considered 1 point higher.

Metamagic Lore

You know metamagic's mechanics at a level beyond common knowledge.

Requisite: Any metamagic feat, Knowledge (arcana) 5 ranks.

Benefits: You may choose to lower by 1 the spell level increment caused by some metamagic feats. This benefit only applies to a number of metamagic feats equal to your Intelligence modifier, and only to one spell per day.

A Wizard with Intelligence 15, for example can prepare an empowered and maximized *Magic Missile* using a 4th level spell slot (1 *Magic Missile* + 1 Empower Spell + 2 Maximize Spell) in lieu of a 6th level spell slot (1 *Magic Missile* + 2 Empower Spell + 3 Maximize Spell). The Wizard can apply a third metamagic feat to this spell, but he cannot gain further benefit by doing this, at least until his Intelligence will become 16 or better (+3 bonus).

Special: You may acquire this feat multiple times. Each time you select this feat, increase by 1 the daily amount of spells you can influence in this way.

Overwhelming Ego

You have a natural tendency to command other people.

Requisites: Cha 19+.

Benefits: Increase by 2 the DC to resist Enchantment (Compulsion) spells you cast.

Shadow Artist

You are naturally adept at using Plane of Shadows stuff to create quasi-real illusions.

Requisites: Spell Focus (Illusion)

Benefits: When casting Illusion (Shadow) spells that emulate other spells (such as *Shadow Conjuration*, *Shadow Evocation*, *Greater Shadow Conjuration*, etc.), they are 20% more real. Furthermore, increase by 1 the DC to disbelief Illusion (Shadow) spells you cast.

Special: A gnome acquiring this feat casts spells of the type indicated above as they were 25% more real, instead of 20%.

Tactics of Magic

You are trained at calculating the area of effect of your spells to limit damage to your allies.

Requisites: Combat Casting, Int 15+.

Benefits: When casting area spells of the burst, cone, cylinder, emanation or spread type, or spell influencing a space region, you may decide some creatures or objects are not influenced. You grant another save with a +4 circumstance bonus (type and DC equal to spell's one) to a creature or object for each point of Intelligence bonus you have. If the creature or object succeeds at such save, it remains completely unaffected by the spell.

For example: a Wizard wishes to cast a *Fireball* into the rubble, avoiding burning his Fighter. The Fighter has to make two Reflex saves: the first with a +4 bonus to negate and, possibly, the normal one to half the damage.

Trigger Spell

Select a spell you can try to cast freely.

Requisites: Spell Focus, Greater Spell Focus, ability to cast spells of the appropriate level (see below).

Benefits: Choose a 0, 1st, 2nd, or 3rd level spell you know and of the same school of your Greater Spell Focus feat. From now, you can try to trigger that spell without spending your daily slot or waste its preparation. To trigger a spell, you are to have prepared it or have an unused slot of the appropriate level. Then, you have to succeed at an ability check depending on your caster class (usually Intelligence, Wisdom or Charisma). If you equal or supersede the DC of the check (see below), the spell is freely cast (without wasting preparation or without using a daily spells slot). If you fail the check, consider the spell as normally cast.

DCs for ability checks are: 11 for 0-level spells, 13 for 1st-level, 15 for 2nd-level, and 17 for 3rd-level.

Special: You may acquire this feat multiple times, its effects aren't cumulative. Each time you select this feat, you apply it to a different spell.

Metamagic

Fortuitous Spell

You may cast spell whose power depend on chance.

Requisites: Any metamagic feat.

Benefits: The DC to resist a spell modified by this feat is 1d20 + your ability modifier + spell level.

A fortuitous spell uses a spell slot of one level higher than normal.

Normal: The DC to resist a spell is 10 + your ability modifier + spell level.

Holy Spell

You can alter a spell utilizing an energy type so that it uses holy water instead.

Requisites: Any metamagic feat, ability to cast *Bless Water*.

Benefits: You can modify a spell with energy descriptor to the point it inflicts holy water damage. A holy spell behaves normally under all aspects, except the type of damage inflicted. Only certain creatures, however, are susceptible to holy water.

A holy spell uses a spell slot of the same level than normal, modified by any other metamagic feat.

Unholy Spell

You can alter a spell utilizing an energy type so that it uses unholy water instead.

Requisites: Any metamagic feat, ability to cast *Curse Water*.

Benefits: You can modify a spell with energy descriptor to the point it inflicts unholy water damage. An unholy spell behaves normally under all aspects, except the type of damage inflicted. Only certain creatures, however, are susceptible to unholy water.

An unholy spell uses a spell slot of the same level than normal, modified by any other metamagic feat.

Psionic

Great Metabolism

Your body is extraordinary efficient to heal itself.

Requisites: Con 17+, Rapid Metabolism.

Benefits: You heal naturally a number of hit point equal to twice your level + you Constitution bonus (if positive), and a number of ability damage equal to twice your natural rate (usually 2 points per day). Furthermore, you gain a metabolic +4 bonus to your second Fortitude save against poison and to your Fortitude save versus disease beyond first. This bonus supersedes (does not stack with) the one provided by Rapid Metabolism feat.

Metapsionic Secret

You know metapsionic's mechanics at a level beyond common knowledge.

Requisite: Any metapsionic feat, Knowledge (psionics) 5 ranks.

Benefits: You may choose to lower by 2 the cost increment caused by some metapsionic feats. This benefit only applies to a number of metapsionic feats equal to your Intelligence modifier, and only to one power per day.

A 20th level Psion with Intelligence 17, for example, can manifest a quickened, maximized and twinned *Burning Ray* paying 19 power points (3 *Burning Ray* + 4 Maximize Power + 6 Quicken Power + 6 Twin Power) in lieu of 25 power points (3 *Burning Ray* + 6 Maximize Power + 8 Quicken Power + 8 Twin Power). Being the maximum cost of a power manifested equal to the manifester level -1, this feat allows a Psion to manifest that *Burning Ray* so modified. The Psion cannot gain further benefit from Metapsionic Secret by applying a fourth metapsionic feat, at least until his Intelligence will become 18 or better (+4 bonus).

Special: You may acquire this feat multiple times. Each time you select this feat, increase by 1 the daily amount of powers you can influence in this way.

Metapsionic

Bend Power

Cover counts few against your powers.

Benefits: Bend Powers nullify any cover bonus from a degree of cover less than total to any creature who tries to interpose something between her and your powers. Target creatures don't gain any cover AC bonus or cover Reflex save bonus against bended powers.

A bended power cost a number of power points equal to its standard cost +2.

Conceal Power

You know how to manifest powers in a way other manifesters find difficult to recognize.

Requisites: Hide Power.

Benefits: When you manifest a concealed power, anyone who wants to recognize the power you're manifesting has to succeed at a Psicraft check against a DC of 25 + power level.

If the power has a duration, the DC of the Psicraft check to know which power is increase to 30 + power level.

If the power creates materials (such as *True Creation*), the DC of the Psicraft check to recognize their nature increase to 30 + power level.

A concealed power cost a number of power points equal to its standard cost +2.

Stabilize Power

You can manifest powers that efficiency is stabilized.

Requisites: Any metapsionic feat.

Benefits: The DC to resist a power modified by this feat is 10 + your ability modifier + power level.

A stabilized power cost a number of power points equal to its standard cost +2.

Normal: The DC to resist a power is 1d20 + your ability modifier + power level.

Divine

Aura of Fury

You are able to channel positive energy around you to increase your anger and your allies' one.

Requisites: Cha 15+, ability to turn undeads.

Benefits: By spending two daily attempts to turn undeads, you generate an aura of prowess for you and your allies within 10 ft. that grants a +1 morale bonus to weapon damage (in melee and ranged within 30 ft.) and to Fortitude saves.

Activating the aura is a move-equivalent action that doesn't trigger an attack of opportunity. Aura persists for a number of rounds equal to 3 + Charisma modifier, and isn't dismissible. While your aura is active, you can't cast divine spells, turn undead or activate other auras.

Aura of Prudence

You are able to channel positive energy around you to increase your defenses and your allies' ones.

Requisites: Cha 15+, ability to turn undeads.

Benefits: By spending two daily attempts to turn undeads, you generate a protective aura for you and your allies within 10 ft. that grants a +1 morale bonus to AC and to Reflex saves.

Activating the aura is a move-equivalent action that doesn't trigger an attack of opportunity. Aura persists for a number of rounds equal to 3 + Charisma modifier, and isn't dismissible. While your aura is active, you can't cast divine spells, turn undead or activate other auras.

Aura of Resolution

You are able to channel positive energy around you to increase your anger and your allies' one.

Requisites: Cha 15+, ability to turn undeads.

Benefits: By spending two daily attempts to turn undeads, you generate an aura of prowess for you and your allies within 10 ft. that grants a +1 morale bonus to attacks and to Will saves.

Activating the aura is a move-equivalent action that doesn't trigger an attack of opportunity. Aura persists for a number of rounds equal to 3 + Charisma modifier, and isn't dismissible. While your aura is active, you can't cast divine spells, turn undead or activate other auras.

Extra Domain Slot

Your degree of specialization into the domains of your god is higher than normal.

Requisites: Wis 15+, access to a domain.

Benefits: Each day, for each spell level you are able to cast, you may decide to convert a normal spell slot into a domain slot.

Special: You may acquire this feat multiple times, its effects are cumulative.

Focus Negative Energy

You know how to focus negative energy to damage a living creature or to heal an undead.

Requisites: Extra Turning, Wis 15+, ability to rebuke undead.

Benefits: By spending two daily attempts to rebuke undeads, you can use a standard action as a single melee touch attack to deal damage to a living creature or heal damage to an undead creature. Perform a normal attempt to rebuke undead without, however, execute the "Turning Check"; the amount of damage you inflict or cure is equal to the number of hit dice your rebuke attempt would influence (usually 2d6 + Cleric level + Charisma modifier). See page 140 of the *Player's Handbook*.

Focus Positive Energy

You know how to focus positive energy to heal a living creature or to damage an undead.

Requisites: Extra Turning, Wis 15+, ability to turn undead.

Benefits: By spending two daily attempts to turn undeads, you can use a standard action as a single melee touch attack to heal damage to a living creature or deal damage to an undead creature. Perform a normal attempt to turn undead without, however, execute the "Turning Check"; the amount of damage you inflict or cure is equal to the number of hit dice your turn attempt would influence (usually 2d6 + Cleric level + Charisma modifier). See page 140 of the *Player's Handbook*.

Hands of the Saint

Your healer skills are augmented by divine aid.

Requisites: Ability to *lay on hands*.

Benefits: Add your Charisma modifier (if positive) to your Heal checks too. For this purpose, and for laying on hands purpose, your Charisma score is considered two points higher.

Sacred Guard

Your divinity grants you additional protection.

Requisites: Cha 13+.

Benefits: You gain a +2 bonus against divine spells and spell-like or supernatural abilities of outsiders.

Shield of Positive Energy

You know how to shape the positive energy stream to create a barrier against energy-drain attacks.

Requisites: ability to turn undead.

Benefits: While you have at least one daily attempt to turn undead, every time you are struck by an attack inflicting negative levels, you can try a Fortitude save to avoid any negative level so inflicted (DC is equal to the DC of the save to remove the negative level).

Widen Aura

Your aura spreads further from you.

Requisites: Cha 13+.

Benefits: The radius of any aura you are able to produce (such as the Paladin's Aura of Courage, the Blackguard's Aura of Despair, and the Aura feats) is extended by 50%. For example, a Pal3 with Widen Aura can provide a +4 morale bonus against fear effect to all his allies within 15 ft.

Special: You may acquire this feat multiple times. Each time you select this feat, you increase the radius of the aura of another 50%. For example, a Blackguard who acquired Widen Aura twice generates a 20-ft. radius Aura of Despair.