Chapter 5: Feats

Errata Table 5-1, P. 82:
The prerequisites for Sense Danger should additionally be a psionic character.
Table 5-1 should list the feat Magical Affinity as available to Rock Gnomes, not Golden Halflings.

Animal Empathy:
This feat works like the Wild Empathy class ability of the druid and the ranger, but the character may only roll 1d20 and add half his class level to his Charisma modifier to determine the animal empathy check.

Antimage:
Counterspelling is described on pg. 170 of the revised 3.5 PHB.

Arterial Strike:
Benefit: Once per round your character can automatically target the space of an unseen target within 30 feet by using his intuition (no Spot check required) and shoot a missile weapon at it. The target may be invisible, beyond the character’s range of sight or totally concealed (50% miss chance). It may not be a target around a wall, on another plane or otherwise out of range.

Champion of the faith:
There is no Scry skill anymore. Instead you gain a +4 bonus on Spellcraft checks and a +4 bonus to the Intelligence check made to detect a scry sensor against enemies of your faith.

Channel Positive/Negative Energy:
The prerequisites for the Channel Positive Energy feat should be the ability to turn/rebuke undead, and a level of cleric.
All channel positive energy abilities now require a turning check to determine the highest hit dice and how many hit dice a cleric can affect. Abilities that affect only the cleric do not require a turning check.
In addition, the following powers now grant the victim a saving throw:
Chaos Reigns (Will DC 14 + Wis Modifier) - this is just a clarification of a previous errata
Oblivion (Will DC 10 + cleric level)
Seclusion (Will DC 10 + cleric level)
Shroud's Embrace (Fort DC 10 + cleric level)
The Channel Positive Energy power Imprisonment should have a Strength check DC of 10 + the character's Wisdom modifier.
On Table 10-1, the ability Rejection should give a -1 morale penalty to all attack rolls, weapon damage, skill checks, and saves.

Child of the Earth:
Prerequisite: Defohy (Dejy) heritage (Dejy born and raised in O’Par, Paru’Bor or Ek’Gakel).

Commanding Presence:
Benefit: You frighten enemies who fail a Will save at DC 10+ your Charisma bonus. An opponent that is frightened immediately flees (using any means in its possession, even magic), if able. If unable to flee, the opponent may stay and fight, though it suffers a –2 penalty on all attack rolls, saving throws, skill checks and ability checks. This feat has a range of the character’s natural reach plus five feet and a duration of one round + Charisma modifier. This ability is a gaze attack that you can use on each opponent in range once per round as a free action.

Dragon Blood:
Such a Search check is a full round action that provokes attacks of opportunity (AoO).

Elemental Adept:
You have an affinity for one of the four classic elements.
Benefit: Choose an elemental spell descriptor (earth, air, fire or water). Spells you cast with that spell descriptor have a save DC that is 2 points higher than normal. This stacks with Spell Focus and Greater Spell Focus.

Expert Timing:
The feat is split into two feats:
Expert Timing[General]
You are good at timing your attacks for maximum effect.
Prerequisite: Wis 13+.
Benefit: You can delay your action without losing your normal initiative. You may take your action later in the round and then return to your normal initiative the next round. Other standard rules for delaying an action apply.

Interruption [General]
You are good at interrupting the actions of others.
Prerequisite: Wis 13+, Expert Timing.
Benefit: You can delay your action and interrupt others once they begin their action. You can even go simultaneously with an enemy who goes on a lower initiative and then return to your normal initiative next round. You can use this feat to attack a wizard trying to cast a spell, thus forcing him to make a Concentration check to keep from losing the spell (if you cause damage, of course).

**Explorer:**
Wilderness Lore is called Survival now.

**Fast Healer:**
Fast Healer let’s you heal 2 points times your character level for 8 hours rest and 3 points times your character level for complete bed rest. Since these are your “normal” healing rates, a successful Heal check doubles these rates.

**Natural Healing:** With a full night’s rest (8 hours of sleep or more), you recover 1 hit point per character level. Any significant interruption during your rest prevents you from healing that night. If you undergo complete bed rest for an entire day and night, you recover twice your character level in hit points.

**Fey Blood:**
**Special:** You may only take this feat as 1st level character.

**Final Breath:**
*For the feat Final Breath, this last attack receives all the bonuses you would normally receive on a melee attack with that weapon, and it uses your highest base attack bonus.*
You may only take one attack of opportunity with this feat regardless of whether you have Combat Reflexes.

**Finding the Secrets:**
The feat Finding the Secrets does allow one to use the sneak attack ability against the chosen creature type. However, you must have the sneak attack ability to do so.
Similarly, favored enemy bonuses apply if the character has any.

**Fist of Steel:**
This feat is replaced by Improved Unarmed Strike.

**Guardian:**
The feat Guardian is activated each turn on the character’s initiative, just like the feat Dodge. It need not be activated if the player chooses otherwise. Use of this feat is discernable by enemies.

**Hardiness:**
Benefit: Choose a number of poisons equal to your Constitution modifier. You are immune to those poisons. This feat may be taken multiple times and each time it applies to a new group of poisons. Note the subsequent adjustments to Constitution do not change the number of poison immunities gained from this feat unless the feat is taken again with a new Constitution score. (Note: Resist Poison grants +4 against all poisons.)
Immovability:
This feat stacks with a dwarven stability bonus against tripping and bull rush attempts. The feat grants a +4 bonus to saves and opposed checks against any attempts to trip, overrun or bull rush you.

Improve Cover:
When hiding behind cover, the character doubles the cover bonus to +8 to AC and +4 to Reflex saves (revised v.3.5 DMG p. 152). If the DM rules that character already has better than normal cover, his cover becomes total cover. Even soft cover grants you a +2 bonus on reflex saves. Other characters sharing the cover (behind a common wall, for example) gain no benefit.

Inheritance:
The DM is free to change this into a family heirloom such as a masterwork weapon, masterwork armor, mount or something similar. The DM may scale this amount to match the economics of his or her campaign.

Instant Stand:
Benefit: You can stand from a prone position as a free action instead of a move action. This does not provoke an AoO.

Knock Prone:
A dwarven racial stability bonus as well as the Immovability feat bonus add to the saving throw.

Legacy:
Prerequisite: None.
Special: You may only take this feat as 1st level character.

Like Mind:
The Innuendo checks are replaced by Sense Motive and Bluff checks. Each of these checks gains a +2 bonus. The rest of the feat remains unchanged.

Linguist:
Special: You may only take this feat as 1st level character.

Lone Wolf:
For the feat Lone Wolf, you select the bonus when the feat is taken and that bonus does not change.
When your character is out of sight of and at least 150 feet away from any known ally, he gains the chosen benefit.

Miser with Magic:
Prerequisite: Arcane Spellcaster level 7+. The feat Miser with Magic can be used on a number of spell levels per day equal to the ability score modifier appropriate to the type of spells you cast.
Movement Check:
Benefit: You can stop a running or charging foe. Exercising this feat requires that your character make an attack of opportunity against an opponent moving through your threatened area. If successful, the strike halts the opponent in the threatened square in addition to scoring normal damage. This feat only applies to charging or running foes.

Natural Mathematician:
Special: You may only take this feat as 1st level character.

Natural Swimmer:
Special: You may only take this feat as 1st level character.

Noble/Regal Bearing:
These feats give no enhancement bonuses, but unnamed bonuses.

Patience:
Revise the wording of the last sentence as follows:

You may only gain this bonus once against a specific opponent though it may be used on your first attack against other opponents in the same melee. If you use this feat in conjunction with the Expert Timing feat you must continue to delay your action each round in order to get the +2 bonus.

Polyglot:
This feat is deleted.

Push:
For the feat Push, the DC of the fortitude save should be 10+ the damage dealt. Dwarven stability bonus and the bonus granted by the Immovability feat apply.

Quick Mount/Dismount:
You are able to get on and off a mount quickly.
Prerequisite: Mounted Combat
Benefit: Mounting or dismounting a horse or other steed is a free action for your character. Unusual mount/dismount actions such as jumping through a window onto the back of a steed still require a Ride check but with a +4 bonus.

Rapid Ready:
Details on donning and removing armor can be found on p. 123 of the revised 3.5 PHB.

Regal Bearing: See Noble Bearing.

Resist Poison:
cf. Hardiness
This feat grants +4 to Fortitude saves against all poisons.
Shapechanger:
Choose a number of forms equal to your Wisdom modifier. You gain a +2 bonus to either Strength, Dexterity or Constitution in that form. The physical attribute to which you gain the bonus must be chosen when you take the feat.

Special: The feat may be taken several times, each time it applies either to a new form or to a different physical attribute.

Shield Specialization:
Benefit: Your character gains an increased +1 shield bonus to AC when using a shield, or she can fight defensively and gain an increased +2 shield bonus to AC in addition to the normal dodge bonus.
Normal: Fighting defensively grants you a +2 dodge bonus to AC (+3 with 5 tumble ranks).

Skeptic:
This feat grants a +4 bonus to saving throws against all illusions.

Skill Prodigy:
This feat lets you choose a number of cross-class skills equal to your Intelligence modifier as class skills. However, the Speak Language skill cannot be selected with this feat.

Spell Dodge:
The character gains a +2 dodge bonus to Armor Class against ranged touch attacks and a +1 bonus to Reflex saves against spells. A condition that makes you lose Dexterity bonuses to your AC also makes you lose this dodge bonus.

Steadfast:
Revised 3.5 DMG p. 93-95, Table 3-24.

Stonebones:
Gnomes and Dwarves sometimes have Deep Gnome or Stone Dwarf ancestors and inherited their sturdy and resilient frame. Other dwarves or gnomes may look with dismay at your deformed stature.

Targeted Attack:
Variant Rule revised 3.5 DMG p. 27 (recommended: Fort save DC 10 + sustained damage). Prerequisite of Expertise feat changed to Combat Expertise.

Tough as Nails:
The feat Tough as Nails will do damage to a character attacking unarmed, such as a monk's unarmed strike ability. Weapons of masterwork quality or magically enhanced weapons are not damaged. This feat does not bypass hardness.

Undying:
The effect applies when disabled or staggered (revised 3.5 DMG p.300).

**Unerring Strike [General]:**
You sacrifice a powerful attack for one that is almost sure to hit.

**Prerequisite:** Dex 13+.

**Benefit:** On your action, before making attack rolls for a round, you may choose to subtract a number from all damage rolls and add half of that number to all melee attack rolls (round down). This number may not exceed your base attack bonus. The bonus on attacks and penalty on damage apply until your next turn.

**Special:** You can only use this feat with light weapons and one-handed weapons. A fighter may select Unerring Strike as one of his fighter bonus feats.