

PLANESCAPE CAMPAIGN SETTING

CHAPTER 4: SKILLS & FEATS

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A brief blast of sound and rushing wind greeted Volund as he stepped into the room. The tiefling girl turned towards him for a moment, her eyes wide with fear beneath the blazing Harmonium sigil upon her forehead, before throwing herself through the open portal. Volund watched it close impassively and then turned sharply back from where he came. In the main room heads turned away, whether to some distant corner or down at what slop passed for food here, but everyone watched him from the corners of their eyes. The fear was palpable, for the zenythri needed no badge to be recognized. He was Harmonium, and though surrounded by at least a dozen men that would eagerly sell his corpse to the Dustmen, his air of authority was uncontested. His comrades might be waiting outside, and even if they weren't, word would get back to his faction, and then there'd be real trouble. No, despite any advantages in numbers they might have, they were the ones afraid.

Volund took in the establishment with disdain. So accustomed to the perfection of Arcadia, the Smoldering Corpse Bar was an ugly mesh of sharp angles, flickering shadows, and grayish-brown wood. Fortunately he wouldn't have to remain long, and he made his way confidently towards the impish barkeep currently doing his best to look busy as he wiped a mug with a soiled rag. Now everyone stared in earnest, waiting to see if he'd be hauling someone else in the tiefling's place. Volund paid them no mind and simply levied a stern gaze on the pathetic figure, who finally muttered, barely above a whisper "I did as ya said, gave de one with de Hardhead mark the key. Sent 'er where ya asked, I did."

The zenythri leaned over the bar, subtly sliding a couple coins to the man while replying in a clear voice so all could hear "Don't let me catch you helping anymore runaways, Krish, or you'll be taking her place in the camps." The barkeep nodded several times, but Volund was already moving to exit the bar content that another criminal had wound up on the prison plane of Carceri, just where her kind belonged. Order was served, and next time the little thief would take a minute to verify where a portal actually lead before making her getaway.

New Skills

Planars are a canny bunch, and most of them eventually train in the nature of the planes to improve their chances of survival while traveling. The skills below represent common abilities planewalkers develop as well as new uses for old skills on the planes. Anyone can pick up these techniques, so primes can also use these skills without penalty.

New Skill	Bbn	Brd	Clr	Drd	Ftr	Mnk	Pal	Psi	Rgr	Rog	Sor	Wiz	Untrained	Key Ability
Control	cc	C	C	C	cc	C	cc	C	C	cc	C	C	Yes	Wis
Knowledge (factions and guilds)	cc	C	C	cc	cc	cc	cc	cc	cc	C	cc	C	No	Int
Planar Expertise	cc	C	cc	C	cc	cc	cc	cc	C	cc	cc	cc	No	Wis

CONTROL (Wis)

Most planars agree that the forces that comprise the multiverse are mutable. Though altering the landscape of the planes is a task best left to the powers, some planes are more morphic than others are, while a few individuals have discovered specific techniques to modify reality to conform to their beliefs. This skill allows you to force changes in the planes with your will.

Check: As a standard action you roll a Control check against the appropriate DC for the effect you are attempting to produce. Subsequent checks to maintain the effect may be repeated once per round as a free action. Only one effect may be maintained by any one creature. Different planes have varying ways in which they may be affected and suggestions for the most morphic planes are listed below. Other effects than those listed below can be produced with

permission from the DM, though unless manipulating a highly morphic plane a great deal of research and ranks in the appropriate Knowledge skills are likely necessary.

Special: Spell-like effects created by Control checks are manifested instantly and have a duration of one round unless the creature continues to maintain the effect. For every round the effect is maintained the DC increases by +1. If the creature fails the Control check or ceases to maintain the effect it fades in one round.

Limbo: The chaos matter that Limbo is composed of is easily manipulated by mental control. Most planewalkers are capable of just enough control to make the place hospitable, but trained individuals known as anarchs can build objects of extreme complexity, including entire cities.

DC	Task	Controlled Limbo		
16+	Stabilize a portion of chaos matter. For every two point above the DC the area of control increases 5 ft. from the initial radius denoted by the creature's Wisdom score.	Wisdom Score	Area of Control	Stabilized Area
		1-3	None	-
		4-7	1-ft. radius	-
		8-11	5-ft. radius	-
	Wisdom Score: If the Control check is successful, reference the controlling creature's Wisdom score to determine the size of the area of control.	12-15	10-ft. radius	-
		16-19	15-ft. radius	-
		20-23	20-ft. radius	5-ft. radius
		24+	+5 ft. per 4 Wis points	+5 ft. per 4 Wis points
Area of Control: "None" indicates that the creature can't gain control of its environment. The increasing radii denote an area of control surrounding the controlling creature, so a creature with a 1-foot radius area of control can create only a 1-foot buffer between itself and the environment.		Stabilized Area: Stabilized areas form at the center of, and overlap, an area of control. When an area of control lapses, stabilized areas remain.		

Ethereal Plane: The ethereal plane is composed of protomatter, a watery mixture of the elemental material that eventually forms into demiplanes or becomes the Prime Material Plane. Protomatter can also be controlled and altered to some degree by mental focus.

DC	Task
15+	Gather a clump of ethereal protomatter together in a radius of 1 ft. For every three points the check exceeds the DC the amount of protomatter increases 1 ft.
15	Produce the effects of the spell <i>prestidigitation</i> .
18	Produce the effects of the spell <i>silent image</i> .
20	Much as you convert the ether mists into breathable air, you can also draw nourishment from the mists in place of real food. A successful Control check allows you to create one meal's worth of food. This does not create physical food; rather it absorbs essential nutrients from the ether mists, so it cannot be used to feed someone else. Though it provides everything needed for survival, the meals are tasteless and unsatisfying. Over time a person's body becomes tired of these meals, and for every 3 meals substituted, you suffer a -2 to Control checks to create more food.
20	Produce the effects of the spell <i>minor creation</i> on appropriate size clump of protomatter.
21	Produce the effects of the spell <i>minor image</i> .
28	Produce the effects of the spell <i>major image</i> .
30	Produce the effects of the spell <i>major creation</i> on appropriate size clump of protomatter.

Astral Plane: The astral plane is made up of ectoplasm, mental energy in physical form, which is often used by psionic creatures for various effects but can also be manipulated by cruder methods.	
DC	Task
15+	Gather a clump of astral ectoplasm together in a radius of 1-ft. For every five points the check exceeds the DC the amount of ectoplasm increases 1 ft.
17	Produce the effects of the power <i>trinket</i> with a clump of ectoplasm 1-ft in radius.
20	Produce the effects of the power <i>minor creation</i> with appropriate size clump of ectoplasm.
30	Produce the effects of the power <i>major creation</i> with appropriate size clump of ectoplasm.

KNOWLEDGE (Int; the planes)

The multiverse is vast, far larger than most primes can fathom. Studying every corner of the multiverse is impossible, and proper study in this field requires choosing a few planes to focus on at a time. For every four ranks in Knowledge (the planes) you must select a plane as a specialty, such as Baator or the Plane of Fire. This represents special attention paid to that plane's traits, layers, and inhabitants.

Check: Answering a question within your field of study has a DC of 10 (for really easy questions), 15 (for basic questions), or 20 to 30 (for really tough questions). The DCs listed below are reduced by 10 for any plane with which you have a specialty.

DC	Task
10	You know the cosmology of the planes and the basic theories behind them.
15	You can name the major exemplar races.
18	You are familiar with the known effects of a plane (e.g. the maddening winds of Pandemonium) and common forms of protection.
20	You are able to identify the most common inhabitants of a plane.
20+CR	You are familiar with the basic abilities of the common inhabitants of a plane.
25	You know which major organizations are known to have influence on a plane.
25+CR	You are familiar with the habits and weaknesses of the common inhabitants of a plane.
26	You know the elemental and energy traits of a plane or layer.
28	You know whether the water of a plane or layer is drinkable.
30	You know whether some of the material (such as plants or animals) from a plane or layer is edible.
30	You know which deities are believed to inhabit the plane.
30+	You know the histories of a plane's major societies and cities.
30+	You are familiar with any known risks from a planar feature.
35+	You know the legends and lore of a plane's hidden realms.

Action: Usually none. In most cases, making a Knowledge check doesn't take an action---you simply know the answer or you don't.

Try Again: No. The check represents what you know, and thinking about a topic a second time doesn't let you know something you never learned in the first place.

Special: An untrained Knowledge check is simply an Intelligence check. Without actual training, a character only knows common knowledge.



KNOWLEDGE (Int; factions and guilds)

This represents your knowledge of the most influential factions, sects, and guilds scattered throughout the planes. This skill determines what you know about an organization including its philosophy, agenda, leaders, and history.

Check: Answering a question within your field of study has a DC of 10 (for really easy questions), 15 (for basic questions), or 20 to 30 (for really tough questions).

DC	Task
10	You know the beliefs and known agendas of the organization, as well as its symbol.
15	You know the organization's primary location and area of influence.
17	You know of the most recent leaders of the faction or guild.
20	You know who is known to sponsor or oppose the organization.
20	You know the basic history of the organization.
20+	You know the influence of the organization (economical, political, military, etc.).

Action: Usually none. In most cases, making a Knowledge check doesn't take an action---you simply know the answer or you don't.

Try Again: No. The check represents what you know, and thinking about a topic a second time doesn't let you know something you never learned in the first place.

Special: An untrained Knowledge check is simply an Intelligence check. Without actual training, a character only knows common knowledge.

PLANAR EXPERTISE (Wis; Trained Only)

This skill represents your familiarity with the nature of the planes. You can use this skill to determine basic information about the plane you are on (such as its alignment and elemental traits) or predict when and how the conditions on a plane are going to change (such as gravity, ground stability, etc.) up to an hour ahead of time. This skill is most useful on chaotic planes such as Limbo, where the conditions are constantly changing.

This skill also allows you to sense what plane a portal leads to, and gain an idea of whether the conditions of the other side are inherently dangerous to you. This can only be done within 5 feet of a portal, and can only determine whether there is a danger from natural conditions of the connecting plane, not whether a creature or trap is waiting on the other side. It does not reveal what the danger is, only that there is one.

Check: You can determine various conditions of a plane or portal.

DC	Task
15	Predict the conditions of a plane for the next minute.
15	Determine the elemental and energy traits of a plane, layer, or realm.
17	You know what plane a portal leads to.
18	Determine the alignment traits of a plane, layer, or realm.
20	Predict the conditions of a plane for the next 10 minutes.
20	You know whether the other side of a portal leads to an environment dangerous to you.
22	You know what layer of a plane a portal leads to.
25	Predict the conditions of a plane for the next 30 minutes.
25	You know whether a portal is permanent, temporary, or shifting.
25	Determine basic magic alterations to a specific school of magic or psionic disciplines. This only applies to universal conditions and not modifications to specific spells.
28	You know whether a portal is one-way or two-way.
30	Predict the conditions of a plane for the next hour.
30	You know the current portal key necessary to open the portal from the side you are on.

Action: Using Planar Expertise is a full-round action. Examining a portal requires you to be within 5 feet of a portal.

Try Again: You may make continuous checks to determine whether the conditions of a plane are going to change. Checks to determine where a portal leads can only be made every hour.

SURVIVAL (Wis)

Though there are no cardinal directions on most planes, planewalkers make use of landmarks and other planar features to find their way. You can use Survival to determine the general direction to a city or other obvious landmark you are familiar with on the same layer of the plane you are on. This skill can only be used to locate places you have already been to. If you're on a plane where positions of landmarks are subjective, this skill can be used to reduce the amount of traveling time to a destination.

Check: The DM makes a Survival check against base DC 20 for you to determine the direction to your destination. If the check fails, you cannot determine the direction. When you're on a plane where positions of landmarks are subjective, such as Limbo, every point by which the check exceeds 15 reduces the traveling time to your destination by ten minutes. On a natural roll of 1, you err and mistakenly take a random direction.

Action: It takes one minute of surveying an area and attuning oneself to a plane to determine how to reach a destination.

Try Again: You can attempt to find a location with Survival more than once per day. You may retry once every hour to determine the direction to the same destination if previous checks failed. You may not retry a check to decrease the amount of traveling time on a plane with subjective landmarks.

Special: Untrained characters can't intuitively determine the direction to a location or decrease traveling time. This skill is used normally on the Prime Material Plane as described in the *Player's Handbook*.

NEW FEATS

The feats below supplement those in the *Player's Handbook* and follow all rules in that book for how feats may be chosen and how often a character may do so. In addition, some of these new feats possess an additional prerequisite: a character region or a faction. Character regions are discussed in the Chapter 2. You only need be a member of one faction to qualify for a faction feat (in fact, you can only be a member of one faction at a time). If a feat has both a region and faction requirement you need only qualify for one; some planar residents can gain the benefits of faction ideals through the conditions of their upbringing.

Some faction feats represent the training that comes from being in that faction, while others represent the belief manifested by that faction's principles. While most feats remain operational if a character changes factions, those with the descriptor Faction-Dependent (representing powers granted by the faction's collective beliefs) cease to function if the character loses faith in the ideals of their faction or chooses to leave the faction.

Some of the feats below are defined as [General, Fighter]. This means a fighter can use their bonus feats to acquire one of those feats. However, the character still needs to qualify for all prerequisites, regions, and faction requirements in order to take the feat.



Feat	Prerequisite	Benefit
Addled Mind	Insanity 1	Add your Insanity score to your Will saves.
Amoral	Cha 13, base Will save +2 bonus	Gain <i>undetectable alignment</i> at will
Aversion Barb	Nathri	Your poison barb inflicts <i>aversion</i>
Between the Lines	Int 17, Cha 17	Subtly learn someone's secrets
Blessed Smith of Bytopia	Wis 13, any good alignment	Weapons you create are automatically of masterwork quality and blessed
Eye for Treachery	Wis 17, any nongood alignment	Realize if someone is planning to harm you
Focus of the Modron	Int 15, any lawful alignment	Increase the probability of completing some task by ignoring everything else around you
Functional Wings	Modron Outcast, Character level 6 th	Gain a fly speed
Honed Spikes	Nathri, Martial Weapon Proficiency (armor spikes), character level 3 rd	Your body's metallic blades deal damage with a successful grapple
Improved Energy Resistance	Naturally resistant to a form of energy (acid, cold, electricity, fire, sonic)	One of your natural resistances increases
Improved Razor Storm	Nathri, Character level 3 rd	Deal additional 2d6 damage with razor storm ability; DC increases by 1
Improved Turn Resistance	-	Gain +4 Turn Resistance
Turn Immunity	Cha 25, Improved Turn Resistance, natural Spell Resistance 20	Immune to any type of turning/rebuking attempts
Insight of the Barmy	Insanity 1, any chaotic alignment, permission from the DM	Receive intuitive clues from seemingly unrelated facts
Finder	-	+2 on Search checks, increased search area
Great Finder	Finder	Able to find valuable objects in the most unlikely of areas
Memory Log	Modron Outcast	Remember everything perfectly
Natural Protomatter Secretion	Nathri	You can create protomatter out of your barbs
One with the Wild	Wis 15, Cha 15, any nonlawful, nonevil alignment	Animals and plants recognize you as a friend
Outsider Turning	Wis 15, Cha 15, Extra Turning, ability to turn or rebuke undead	Gain ability to turn/rebuke one subtype of outsiders
Censure Outsider	Wis 17, Cha 17, Extra Turning, Outsider Turning, ability to turn or rebuke undead	Stun one subtype of outsiders instead of turning them
Improved Outsider Turning	Wis 19, Cha 19, Extra Turning, Outsider Turning, ability to turn or rebuke undead	Banish or rebuke one subtype of outsiders
Portal Sense	Wis 13, Planar Expertise 9 ranks, ability to see inactive portals	Gain ability to determine what type of danger a portal leads to
Precondition	Modron Outcast	Always respond the same to certain situations
Protomatter Substitution	Control 3 ranks, Ethereal Plane as a specialty for Knowledge (the planes), ability to manifest powers	Psionic powers can manipulate protomatter instead of ectoplasm
Servant of the Unnamed	Nathri, Permission from the DM	You are watched carefully by the unnamed ones that oversee bladeling society
Self-Reliance	-	Gain one extra skill point each level
Static Spell	Any lawful alignment	Remove random variables from spells

The Stuff of Legends	Str 13, Con 13, Endurance	Str and Con based checks are influenced by both abilities
True Name Lore	Int 15, Knowledge (arcana) 10 ranks, base Will save bonus +4	Use the basics of a creature's True Name against them
Twitch	Dex 15, Improved Initiative	React normally during a surprise round
Unhealthy Fixation	Insanity 1	Add your Insanity score to your Wisdom-based skills.
Wild Spell	Int 15, Spellcraft 9 ranks, base Will save bonus +4	Randomly modify a spell's caster level, with the chance of causing a wild surge

Athar Faction Feats

Condemnation	-	Impose a -4 penalty to some skill checks of a divine agent
Blasphemous Presence	Cha 15, Condemnation	Make distracting sermons to divine spellcasters
Heretic's Strike	Condemnation, base attack bonus +6	Attacks ignore divine protections
Counter-Indoctrinate	Diplomacy 9 ranks, Knowledge (factions and guilds) or (religion) 9 ranks	Gradually convince someone that they're better off without their faction/religion
Parting the Veil	Knowledge (religion) 9 ranks, access to a domain	Cast domain spells spontaneously
Slippery	-	+1 bonus against mind-influencing effects, +2 bonus on Escape Artist checks
Deny Edict	Iron Will, Slippery	Become immune to compulsion effects
Faithless Blessing	-	+1 bonus against divine spells
Faithless Miracle	Faithless Blessing, character level 6 th	Gain spell resistance against divine magic

Bleak Cabal Faction Feats

Added Mind	Insanity 1	Add your Insanity score to your Will saves.
Detached	Wis 15	Gain ½ Wis modifier bonus to saves when taking only a standard action
Helping Hand	Heal 6 ranks, base Will save bonus +3	+1 on Heal checks, +1 to caster level for healing spells and class abilities
Insight of the Barmy	Insanity 1, any chaotic alignment, permission from the DM	Receive intuitive clues from seemingly unrelated facts
Manic-Depressive	-	Gradually move closer to insanity
Hyperactive	Manic-Depressive, base Reflex save +4	While in a manic state you are <i>hasted</i> for a brief period
Touched in the Head	Iron Will, character level 9 th	Immune to madness effects
Incorporate Madness	Iron Will, Touched in the Head	Absorb mind-influencing effects that are afflicting others
Unhealthy Fixation	Insanity 1	Add your Insanity score to your Wis-based skills.

Doomguard Faction Feats

Annihilation Spell	Any two other metamagic feats	Add a Con penalty to a damaging spell's effect
Destruction Embraced	-	Gain luck bonus to AC and saves by refusing magical healing
Steady Decay	Destruction Embraced, character level 6 th	Become immune to death and negative energy effects
Entropic Blow	Str 13, Power Attack, base attack bonus +3	Make an attack once a day that deals 1d3 Con damage
Improved Entropic Blow	Str 13, Power Attack, Entropic Blow, base attack bonus +8	Your entropic blow deals 2d3 of Con damage
Entropic Understanding	Int 13, Power Attack, base attack bonus +5	Score critical hits against type of creature that is without a discernable anatomy
Sift	-	Determine what destroyed an object
Improved Sift	Sift	View an object's destruction
Sinkerswordsmanship	Proficiency with simple and martial weapons, Weapon Focus, base attack bonus +9	Gain the benefits of a weapon-based fighter feat for all swords with which you meet the prerequisites

Dustmen Faction Feats

Dead Truce	-	Mindless undead will not harm you
Expanded Dead Truce	Dead Truce	Extend the Dead Truce to your companions
Greater Dead Truce	Dead Truce, character levels 6 th	Intelligent undead will not harm you
Lord of the Dead	Dead Truce, Greater Dead Truce, Leadership, any nongood alignment	Enlist unintelligent and intelligent undead into your army
Death Focus	Spell Focus (Necromancy)	+2 bonus on spell DC's for death spells
Death Wish	Death Focus, Spell Focus (Necromancy)	Force people to commit suicidal acts with compulsion spells
Numb	Iron Will	Become immune to spells that affect emotions
Oblivion Awaits	Wis 13, Iron Will, Numb, Vision of Death, Intimidate 9 ranks, Spot 9 ranks	Gain a gaze attack that inflicts either a <i>scare</i> or <i>fear</i> effect
Vision of Death	Wis 11, Spot 6 ranks	Determine the condition of others

Fated Faction Feats

Borrow Style	Int 15, Alertness, base attack bonus +9	Gain a virtual version of a fighter feat you observe
Deal Maker	-	Get a discount from merchants
Multiversal Socialite	Knowledge (the planes) 4 ranks	Gain +2 bonus to Charisma-based skill checks with some planars
Planar Knack	Knowledge (the planes) 4 ranks	Gain +2 bonus to some planar skill checks; Planar Expertise becomes a class skill
Sticky Fingers	-	Gain +2 bonus to checks when stealing; gain Sleight of Hand as a class skill
Grab Magic	Sticky Fingers, Knowledge (arcane) 6 ranks, Spellcraft 6 ranks	Make touch attacks to steal a magical effect from someone else

Siphon Spell Slot	Grab Magic, Sticky Fingers, Knowledge (arcana) 12 ranks, Spellcraft 12 ranks	Regain spell slots or spells per day by stealing them from another spellcaster
Unwritten Destiny	Iron Will, character level 9 th	Gain immunity from magical contracts, attempts to divine your future

Fraternity of Order Faction Feats

Arcane Dabbler	Int 13, Knowledge (arcana) 5 ranks	Gain <i>detect magic</i> and <i>prestidigitation</i> at will, Use Magic Item becomes a class skill
Intuit Pattern	Int 11	Gain <i>comprehend languages</i> at will
Assemble Pattern	Int 15, Intuit Pattern, Knowledge (arcana) 6 ranks	Gain <i>minor creation</i> or <i>major creation</i> as a spell-like ability 3/day
Minor Loophole	Int 15, base Will save +3 bonus	Temporarily gain a spell of up to 4 th level
Bookworm	Int 15, Minor Loophole, base Will save +3 bonus	Reduce the time to develop loopholes and spells by 75%
Pocket of Order	Any lawful alignment	Lawful spells remove any chaos from a small area
Probability Manipulation	Int 15	Able to add +2 or -2 to anyone's roll
Evaluating the Outcome	Int 15, Probability Manipulation, base Will save +5 bonus	Add or subtract your Intelligence modifier from an action to change the result
Structured Mind	Base Will save +2 bonus	Gain +2 bonus against probes or attacks on your mind; gain ability to resist possession

Free League Faction Feats

Counter-Indoctrinate	Diplomacy 9 ranks, Knowledge (factions and guilds) or (religion) 9 ranks	Gradually convince someone that they're better off without their faction/religion
Deal Maker	-	Get a discount from merchants
Faction-Free	-	Gain +2 bonus against faction-dependent abilities
Surprise Factioneers	Wis 13, Cha 13, Knowledge (factions and guilds) 6 ranks	Able to shock faction members with your statements
Insult Factioneers	Wis 15, Cha 15, Surprise Factioneers, Knowledge (factions and guilds) 9 ranks	Able to make faction members focus on you with your slurs
Disenchant Factioneers	Wis 17, Cha 17, Insult Factioneers, Surprise Factioneers, Knowledge (factions and guilds) 12 ranks	Able to nullify faction-dependent abilities with your counter-faction points
Slippery	-	+1 bonus against mind-influencing effects, +2 bonus on Escape Artist checks
Deny Edict	Iron Will, Slippery	Become immune to compulsion effects
Well-Lanned Cutter	Gather Information 6 ranks, character level 6 th	Gain one contact in a specialized field per three character levels



Harmonium Faction Feats

Authority	Cha 11, 3 ranks in Intimidate	Gain <i>command</i> or <i>greater command</i> as a spell-like ability 1/day
Branding	Cha 11, Authority, Control 6 ranks, Intimidate 6 ranks, any lawful alignment	Channel the power of justice to brand criminals with magical runes
Commanding Spellcasting	Spell Focus (Enchantment)	+2 bonus on save DCs against compulsion spells
Hardheaded	Iron Will, character level 6 th	Become immune to charm effects
Joint Operation	Combat Expertise, base attack bonus +6	Bypass abilities that prevent flanking and retain Dex bonuses to AC
Lockdown	Quick Draw, base attack bonus +4	Attach restraining devices on opponents as a free action
Seasoned Officer	Cha 13, Leadership	Lead other Harmonium members more effectively
Renowned Commander	Cha 13, Leadership, Seasoned Officer	Suffer fewer penalties when attracting cohorts and followers
Unit Tactics	Base attack bonus +3	Gain combat bonuses when threatening an opponent with allies that have this feat

Mind's Eye Faction Feats

Complete the Cycle	Control 6 ranks, Knowledge (the planes) 6 ranks	Be reincarnated into a planar creature after dying
Harness Divinity	Wis 11	Gain <i>cure</i> and <i>inflict light wounds</i> 1/day
Cleanse Impurity	Wis 15, Harness Divinity	Gain <i>restoration</i> usable on yourself 1/day
Sacred Form	Wis 17, Cleanse Impurity, Harness Divinity	Become immune to some transmutations
Descend the Chain	Wis 19, Cleanse Impurity, Harness Divinity, Sacred Form, Control 15 ranks	Gain limited <i>shapechange</i> 1/day
Imbue Equipment	Skill Focus (Craft)	Gain ability to create some magical equipment without being a spellcaster
Illusion Perception	-	Automatically gain save against illusions
Power of Denial	Illusion Perception, Control 6 ranks	Become incorporeal towards an object
Talents of the Past	-	Gain two cross-class skills as class skills

Revolutionary League Faction Feats

Anarchist Craftsmen	Craft (alchemy) 5 ranks, Craft (trapmaking) 5 ranks	Pay 1/6 base price for making acids, poisons, or traps
Counter-Indoctrinate	Diplomacy 9 ranks, Knowledge (factions and guilds) or (religion) 9 ranks	Gradually convince someone that they're better off without their faction/religion
Mental Conditioning	Counter-Indoctrinate, Diplomacy 15 ranks, Knowledge (factions and guilds) 15 ranks, any nongood alignment	Embed secret commands in the subconscious of someone you've used Counter-Indoctrinate on
Infiltrator	Bluff 5 ranks, Disguise 5 ranks, Knowledge (factions and guilds) 5 ranks	Disguise yourself convincingly as a member of another faction or guild

Confidant	Infiltrator, Bluff 18 ranks, Disguise 12 ranks, Knowledge (factions and guilds) 12 ranks, instruction by someone possessing this feat	Gain ability to appear as a trusted friend or advisor to a target who will then view you in a very favorably light
Riot Leader	Leadership, Bluff 7 ranks, Diplomacy 7 ranks	You can stir up a riot for a short period of time
Point Finger	Bluff 4 ranks	Subtract from Bluff checks to make target appear guilty
Slippery	-	+1 bonus against mind-influencing effects, +2 bonus on Escape Artist checks
Deny Edict	Iron Will, Slippery	Become immune to compulsion effects

Ring-Givers Faction Feats

Ascetic	Equipment value restriction	Gain bonuses for discarding valuable items
Harmless	Wis 11	Gain <i>sanctuary</i> 3/day
Punish the Oppressor	Wis 11, Harmless, character level 9 th	Reflect damage back on your attacker
Helping Hand	Heal 6 ranks, base Will save bonus +3	+1 on Heal checks, +1 to caster level for healing spells and class abilities
Bear the Burden	Helping Hand, Improved Initiative, Heal 6 ranks, all base saves +4 bonus	Gain ability to take damage in place of another person
Intrinsic Value	Wis 13, Eschew Materials	Substitute costly spell components with cheaper materials
Return of Favors	-	People must honor their debts
Oathbinder	Cha 15, Return of Favors, Control 3 ranks, character level 6 th	Ability to cast <i>lesser geas</i> on those who make a promise
Oathmaster	Cha 17, Oathbinder, Return of Favors, Control 6 ranks, character level 9 th	Ability to cast <i>geas</i> on those who willingly make a promise

Society of Sensation Faction Feats

Extraordinary Sense	Alertness	One of your senses is honed to a supernatural level
Bloodhound	Alertness, Extraordinary Sense (Olfactory)	Gain the Scent extraordinary ability
Empathic Awareness	Alertness, Extraordinary Sense for two senses	Gain ability to read auras
Empathic Insight	Alertness, Empathic Awareness, Extraordinary Sense for two senses	Gain modified <i>vision</i> as a spell-like ability
Exceptional Immunity	Con 13, Alertness, Extraordinary Sense (Taste), Craft (Alchemy) 6 ranks	Ability damage from diseases and poisons is reduced by 3 points
Spectrum Enhancement	Alertness, Extraordinary Sense (Ocular), Spot 12 ranks	Gain a minor form of x-ray vision
Sensorium Scholar	Must have gone through every sensation available at a sensorium	Make untrained Knowledge checks, gain a +1 bonus to Knowledge checks
Communal Experience	Sensorium Scholar, character level 9 th	Gain insight bonus from the memories of other people
Sensory Touch	-	Gain ability to transfer some of your own wellbeing to another



Sodkillers Faction Feats

Eye for Injustice	-	Can tell if someone has committed a crime recently
For Justice	Str 13, Cha 13, Eye for Injustice, Natural Alpha, base attack bonus +6	Make attack that deals double damage against a criminal; you take half damage
Killing Blow	Str 13, Cleave, Power Attack	Kill enemies rather than incapacitate them
Kill Count	Str 13, Cleave, Killing Blow, Power Attack	Gain combat bonuses by killing opponents
Love Thy Weapon	Str 13, Cha 13, Power Attack, Weapon Focus, base attack bonus +8	Gain <i>greater magic weapon</i> 3/day
Natural Alpha	Str 13, Cha 13	Add Str modifier to Intimidate checks and some Diplomacy checks
Brawn over Brains	Str 13, Cha 13, Great Fortitude, Natural Alpha, base Fortitude save +4	Use base Fortitude in place of base Will for mind-influencing effects of certain level
Strengthened Transmutation	Spell Focus (Transmutation)	+2 to caster level for transmutation spells on yourself
Wounding Martial Strike	Int 15, Weapon Focus, base attack bonus +6	Leave wounds that continue to bleed

Sons of Mercy Faction Feats

Commanding Spellcasting	Spell Focus (Enchantment)	+2 bonus on spell DC's for compulsion spells
Helping Hand	Heal 6 ranks, base Will save bonus +3	+1 on Heal checks, +1 to caster level for healing spells and class abilities
Joint Operation	Combat Expertise, base attack bonus +6	Bypass abilities that prevent flanking and retain Dexterity bonuses to AC
Know the Guilty Heart	Sense Motive 12 ranks	Gain ability to hear guilty consciences
Lightning Justice	Empower Spell, Spellcraft 10 ranks	+1 bonus on spell DCs for electricity spells, empower an electricity spell once a day without preparation
Merciful Strike	Combat Expertise, Improved Disarm, base attack bonus +8, smite ability	Knock an opponent unconscious instantly with a smite attack
Purity of Form	Great Fortitude, any good alignment	+2 bonus against the special abilities of undead; cannot be made undead
Purity of Spirit	Iron Will, any good alignment	+2 bonus against the special abilities of evil outsiders and evil spells
Unit Tactics	Base attack bonus +3	Gain combat bonuses when threatening an opponent with allies that have this feat

Transcendent Order Faction Feats

Cadence Whispers	-	Receive insightful instructions
Walk the Predefined Path	Cadence Whispers, character level 9 th	Gain <i>find the path</i> once a week
Cipher Trance	Concentration 2 ranks	Gain one trance use a day; trance gives you +4 Dexterity
Action without Thought	Cipher Trance, Concentration 2 ranks	Gain a +10 bonus to initiative roll by using one trance use

Cadence Strike	Cipher Trance, Combat Reflexes, Concentration 5 ranks, base attack bonus +5	One attack becomes a critical threat by using one trance use
Extended Cipher Trance	Cipher Trance, Concentration 2 ranks	Trances last an additional 5 rounds
Extra Cipher Trance	Cipher Trance, Concentration 2 ranks	Gain two additional trance uses
Improved Cipher Trance	Wis 13, Cipher Trance, Combat Reflexes, Concentration 7 ranks	Gain additional trance use; trance also gives you +4 Wis and Cha
Greater Cipher Trance	Wis 17, Cipher Trance, Combat Reflexes, Improved Cipher Trance, Concentration 10 ranks, permission from the DM	Gain additional trance use; trance bonuses increase to +6 Dexterity, Wisdom, and Charisma

Xaositects Faction Feats

Chaos Infused	Any chaotic alignment	Make it more difficult to identify and counterspell your magic
Instant Chaos	Chaos Infused, Combat Casting, Quicken Spell, any chaotic alignment	Quicken a chaotic spell without preparation once a day
Divert Pattern	Cha 13	Gain <i>random action</i> 3/day
Disruptive Aura	Cha 15, Divert Pattern, character level 9 th	Disrupt the actions of those around you with your presence
Divert Attack	Dex 13, Cha 13, Divert Pattern, Dodge, , character level 6 th	Redirect the attack of an opponent you are dodging to hit someone else
Finder	-	+2 on Search checks, search 10'x10' area
Great Finder	Finder	Able to find valuable objects in the most unlikely of areas
Riot Leader	Leadership, Bluff 7 ranks, Diplomacy 7 ranks, any nonlawful alignment	You can stir up a riot for a short period of time
Unlikely Event	-	19-20 are treated as automatic success, 1-2 are treated as automatic failure

Action without Thought [General, Faction-Dependent]

You've learned to react instantly, moving thought into action almost immediately.

Faction: Transcendent Order.

Prerequisites: Cipher Trance, Concentration 2 ranks.

Benefit: You may expend one of your trance uses for the day to gain a +10 bonus on a single roll for initiative. This stacks with other initiative bonus such as from Improved Initiative.

Added Mind [General]

Your natural insanity inhibits additional clouding of your mind, as your madness provides a more compelling distraction.

Region: Pandemonium.

Faction: Bleak Cabal.

Prerequisite: Insanity 1.

Benefit: You may always use ½ your Insanity score as a bonus to your Wisdom rather than a penalty for the purposes of making Will saves.

Normal: Your Insanity score is normally subtracted from your Wisdom for purposes of Will saving throws.



Amoral [General]

You are careful to keep your moral and ethical beliefs hidden from spells.

Prerequisites: Cha 13, base Will save +2 bonus.

Benefit: You gain the spell-like ability *undetectable alignment* usable on yourself at will as a cleric of your character level.

Anarchist Craftsman [General]

You are adept at creating nasty surprises, and know how to get the most for your money.

Faction: Revolutionary League.

Prerequisites: Craft (Alchemy) 5 ranks, Craft (trapmaking) 5 ranks.

Benefit: When creating acids, poisons, or traps, you pay one-sixth the item's price in raw materials, rather than the usual one-third.

Annihilation Spell [Metamagic]

Your magic uses Sinkers knowledge of pure annihilation to enhance its destructive power, causing fault lines of disintegration to accompany the normal devastation of a given spell.

Faction: Doomguard.

Prerequisites: Any two other metamagic feats.

Benefit: This may only be used with a spell that targets a single creature and deals damage. If that spell successfully deals damage the target also suffers a penalty to Constitution equal to the level of the spell. A successful Fortitude save (DC equal to the original spell's DC) halves the Constitution damage (minimum 1). If the target's Constitution is reduced to 0, the target is reduced to dust as the *disintegration* spell. Against inanimate objects or objects with no Constitution score the Constitution damage is simply added as additional damage. An annihilation spell uses up a spell slot three levels higher than the spell's actual level.

Arcane Dabbler [General]

Though not a dedicated spellcaster, you have studied arcane principles enough to pick up a few useful cantrips and to understand the concepts behind magical devices.

Faction: Fraternity of Order.

Prerequisites: Int 13, Knowledge (arcana) 5 ranks.

Benefit: You gain *detect magic* and *prestidigitation* at will as a wizard of your character level. In addition, Use Magic Device is now a class skill for you.

Ascetic [General, Faction-Dependent]

By forsaking dependence on material possessions you have found a freedom few could understand. By putting faith in one of the main tenets of the Ring-Givers you are able to rely on fate to carry you through.

Faction: Ring-Givers.

Prerequisite: Equipment value restriction (see below).

Benefit: As long as no one item in your possession is worth more one-tenth the starting equipment value for your ECL (as described in Table 5-1 in the *Dungeon Master's Guide* pg. 135), you have a pool of luck points equal to twice your ECL to spend as you wish each day. Each luck point equals a +1 luck bonus that can be spent on any roll. You must declare your luck point use before you roll, and you can only spend as many points as half your ECL (rounded up) on one roll at a time. If you ever have an item in your possession exceeding your allowed limit, you lose your luck points until you discard the item. If you make use of such an item, such as wearing expensive armor or attacking with an expensive weapon, you lose use of your luck points for 24 hours after discarding the item.

Assemble Pattern [General, Faction-Dependent]

Everything has a system - a pattern - of Orders it abides by. By understanding groups of small Orders you've managed to combine bits of arcane and mundane training to create an object out of thin air.

Faction: Fraternity of Order.



Prerequisites: Int 15, Intuit Pattern, Knowledge (arcana) 6 ranks.

Benefit: You gain the spell-like ability *minor creation* 3/day as a wizard of your character level.

Special: If you have Int 17 and Knowledge (arcana) 9 ranks, you gain the spell-like ability *major creation* instead of *minor creation*.

Authority [General, Faction-Dependent]

The authority put forth by your faction has become an almost supernatural ability to bellow a command and see it immediately obeyed.

Faction: Harmonium.

Prerequisites: Cha 11, Intimidate 3 ranks.

Benefit: You gain the spell-like ability *command* once a day as a cleric of your character level. The spell DC is Charisma-based.

Special: If you have Cha 15 and Intimidate 6 ranks, you gain the spell-like ability *greater command* instead of *command*.

Aversion Barb [Psionic]

You have evolved your poison with psionic augmentation to cause those you infect to recoil away from you.

Region: Nathri.

Benefit: Whenever you strike someone with your barb, they must make a Will save (DC 11 + your Constitution modifier) in addition to resisting the poison or act as if affected by the power *aversion* towards you for one hour.

Special: If you are not using the *Expanded Psionic Handbook*, treat infected creatures as if affected by the spell *sanctuary*.

Bear the Burden [General, Faction-Dependent]

You are a truly rare breed, one willing to take the burdens of others onto yourself, believing that doing so is in the best interests of everyone in the end.

Faction: Ring-Givers.

Prerequisites: Helping Hand, Improved Initiative, Heal 6 ranks, base Fort save +4 bonus, base Reflex save +4 bonus, base Will save +4 bonus.

Benefit: You can take a standard action before or after your normal initiative (losing your next action) to take the damage that another is about to receive and have the effects applied to yourself instead. This includes ability drain damage and negative level damage. You must be within 10 ft. of the targeted creature, and you must choose to use this ability before any dice are rolled to determine its success. You are automatically hit by the attack and cannot resist the effect by any means. You must be aware of the attack or spell to intercept it.

Between the Lines [General]

You are capable of guiding casual conversations to trick others into revealing hidden information without them really being aware of it.

Regions: Gehenna, the Gray Waste, the Outlands, Tiefling, Tuladhara.

Prerequisites: Int 17, Cha 17.

Benefit: Simply by talking to an individual for a few minutes you can pick up information without them being aware of it. Make an Intelligence check versus a base DC set by the DM based on the importance of the information to the character (DC 10 for personal information such as name, home, and hobbies; DC 15 for the location of where they keep valuables; DC 20 for passwords and other sensitive information; DC 25 for closely held secrets) plus the target's Wisdom modifier. Use of this ability can only be used to learn one thing from a person per day, and continuous use of this ability on the same target may result in higher DCs or hostility from the target, at the DM's discretion.



Blasphemous Presence [General, Faction-Dependent]

By taking a stand and voicing your disdain for the powers you are capable of undermining the devotion of divine servants.

Faction: Athar.

Prerequisites: Cha 15, Condemnation.

Benefit: By making a successful Intimidate check as a full round action you force any characters within 30 feet that receive power from a deity to focus on you instead of their spells. Targets that fail a Sense Motive check against the DC of your Intimidate check must make a Concentration check (DC 10 + spell level + your Charisma modifier) to cast a spell or use a spell-like ability. You may continue this distraction for a number of rounds equal to 3 + your Charisma modifier, during which you can attack and move normally but may not cast spells or activate magical items. This is a supernatural ability usable once per day.

Blessed Smith of Bytopia [General]

Having learned from the master smiths of Bytopia, you excel at making quality weapons.

Region: Bytopia.

Prerequisites: Wis 13, any good alignment.

Benefit: All weapons you forge with a Craft check are automatically masterwork weapons and are blessed, which means they have special effects on certain creatures. The raw materials cost remains the same as for an ordinary (non-masterwork) weapon.

Bloodhound [General]

Your sense of smell is far more potent than is normal for your race, and is on par with the best of hounds.

Faction: Society of Sensation.

Prerequisites: Alertness, Extraordinary Sense (Olfactory).

Benefit: You gain the Scent ability, as described in the *Dungeon Master's Guide*.

Bookworm [General]

Through extended training, practice, and many nights poring over books and scrolls by candlelight, you've developed quite a skill for speed reading and putting principles together.

Faction: Fraternity of Order.

Prerequisites: Int 15, Minor Loophole, base Will save +3 bonus.

Benefit: The research time required to discover new loopholes or to develop new spells is reduced to ¼ the normal time.

Borrow Style [General, Fighter]

You've been able to take care of yourself by adapting various techniques quickly. You may imitate the combat styles of others for a short time.

Faction: Fated.

Prerequisites: Int 15, Alertness, base attack bonus +9.

Benefit: By studying a target in combat, once a day you may make use of one feat that the target uses. You may take other actions while studying your target, so long as your attention remains on the target as the feat is used. The duplicated feat must be one that fighters may choose as a bonus feat, and you must choose to adapt the technique as it is performed. You need not meet the prerequisites of the feat and may use it until the end of combat. This ability cannot mimic epic feats.

Note: You can only borrow styles that involve distinct and visible combat techniques. For example, while you could borrow the Expertise, Dodge, and Improved Trip feats, you could not borrow the Improved Critical, Improved Initiative, or Weapon Focus feats.

Branding [General, Faction-Dependent]

Unfortunately it is often not possible to make others see the wisdom of the Harmonium way, and it is not always appropriate or possible to kill someone outright. The Hardheads are persistent, however, and you are trained in alternative means to punish criminals.



Faction: Harmonium.

Prerequisites: Cha 11, Authority, Control 6 ranks, Intimidate 6 ranks, any lawful alignment.

Benefit: Upon taking this feat select one of the brands listed below. Placing a brand on a target requires a touch attack as a standard action and may require an extended amount of concentration, as noted below. The target may resist the branding with a Will save (DC 10 + $\frac{1}{2}$ character level + Charisma modifier). Once placed, the symbol crackles with energy for a moment and then settles to a steady glow that can be seen through most clothing. It is about the size of a palm and is not written in any known language. *Read magic* reveals the crime committed to earn the mark and in some cases how the target can make amends in order to remove the brand. The brand is otherwise permanent and can only be removed by the one who placed it or through powerful magic such as *limited wish*, *miracle*, or *wish*. Spells such as *disguise self* and *shapechange* cannot hide the brand, but *invisibility* will. This is a supernatural ability usable once per day. You may have a number of runes active equal to your Charisma modifier.

Brand of Remorse: This brand can only be placed on evil creatures. Once a brand of remorse is placed, the DM secretly rolls a d6. That many rounds later the brand appears wherever the target was touched and the target is overcome with intense and painful visions, experiencing everything that their victims have. Though not helpless, the target has a 50% chance each round to not perform any intended actions aside from moving as the pain blots out anything else. Even if able to act, the target must make a Concentration check against DC 20 (plus spell level, if applicable) to perform anything that requires focus. The effect lasts for one minute per four character levels. Afterwards, the target is permanently shaken until the brand is removed. Should the target ever commit a blatantly evil act the visions return as before.

Brand of Tracking: By placing this mark on a target, you gain the ability to find them wherever they are with a standard action as the spell *locate person* except there is no range limit so long as the target is on the same plane of existence. Even should they escape to a different plane the branding will lead you to the last area they were in.

Brand of Warning: By focusing for ten minutes you can imprint a symbol of warning on the forehead of a target that you believe has committed an unethical deed. Though the brand does not cause any direct harm, it tends to make the target's life miserable. Lawful creatures instinctively realize the target is untrustworthy, and their attitudes move one step closer to Hostile. Nonlawful creatures feel uneasy around the target, as if they will be punished for mere association. The target suffers a -10 penalty to Charisma-based skill checks targetting lawful creatures and -5 penalty towards nonlawful creatures. The symbol must be seen to have any effect, but the difficulty to hide it ensues that it serves its function.

Special: You may take this feat multiple times. Each additional time you take this feat, you learn a different brand symbol.

Brawn over Brains [General, Faction-Dependent]

Strength and power are the true measurements of one's position in the multiverse, and you don't believe some bookworm mage can ever pose a threat to your superiority.

Faction: Sodkillers.

Prerequisites: Str 13, Cha 13, Great Fortitude, Natural Alpha, base Fortitude save +4.

Benefit: Whenever a mind-influencing spell or spell-like effect targets you and your Strength modifier is equal to or greater than the level of the spell, you may use your base Fortitude save bonus in place of your base Will save bonus. You still apply Will save modifiers normally.

Cadence Strike [General, Faction-Dependent, Fighter]

Knowing the perfect action for a given moment can give terrific clarity in life-and-death situations, allowing one to strike in the precise location necessary to inflict grievous harm.

Faction: Transcendent Order.



Prerequisites: Cipher Trance, Combat Reflexes, Concentration 5 ranks, base attack bonus +5.

Benefit: You may expend one of your trance uses for the day to make a cadence strike as part of a single attack before the attack is rolled. If the attack hits, it is automatically considered a critical threat.

Cadence Whispers [General, Faction-Dependent]

To be a member of the Transcendent Order is to open oneself up to the grand design of the multiverse. While the method and extent to which Ciphers do so varies, those that surrender themselves to the Cadence of the Planes are rarely without knowledge of the best course of action to pursue.

Faction: Transcendent Order.

Benefit: Upon taking this feat choose a number between 1 and 20 to represent the difficulty check of this ability. A number of times a day equal to your Wisdom modifier (minimum 1) you may attempt to gain some insight into the course of action the Cadence of the Planes requires you to take. As a free action roll a d20 against the chosen DC; if the roll succeeds you gain a one sentence hint indicating what you should do next. While a success does not reveal secret information, it should be enough to provide a push in the right direction. "Shemeska the Marauder may have relevant information" and "You should make sure there's nothing hidden behind that dresser" are both viable instructions.

This insight comes at a price, however. If your roll succeeded, the DM secretly rolls a d20 against the same DC, with each success adding one point to your "debt" to the multiverse. Every time you accumulate five points the DM may at any time place a *geas* upon you requiring that you perform some minor task which you recognize to be required by the Cadence of the Planes. Such tasks should be compensatory to the hints you receive from this ability, and will rarely require much in the way of travel or danger. This *geas* cannot be removed by any means, but any true Cipher would willingly accept their place in the Cadence anyway.

Censure Outsider [Divine]

Choose an alignment subtype with which you have Outsider Turning. You now censure Outsiders of that alignment subtype instead of turning them.

Prerequisites: Extra Turning, Outsider Turning, ability to turn or rebuke undead, Wis 17, Cha 17.

Benefit: Instead of turning Outsiders of that alignment subtype, you stun them for 10 rounds. Stunned creatures lose their Dexterity bonus to AC (if any) and can take no actions. Foes gain a +2 circumstance bonus to hit stunned creatures. If the censuring character attacks the censured Outsider, the outsider can act normally on its next turn.

Special: You may take this feat multiple times, choosing a new alignment subtype with which you have Outsider Turning each time.

Chaos Infused [General, Wizard]

Chaos touches every aspect of your work, changing the way you think and practice magic, and straining the ability of other spellcasters to identify and counter your spells.

Faction: Xaositects.

Prerequisite: Any chaotic alignment.

Benefit: The DC to identify or counter any of your spells with *dispel magic* increases by +4. Even normal attempts at counterspelling you now require a caster level check (DC 11 + your caster level). Your spells tend to become wilder and more extravagant in their manifestation.

Cipher Trance [General, Faction-Dependent]

Able to enter into trance states, a Cipher can abandon thought in favor of action, gaining improved coordination and reaction time. A Cipher that has reached this level is known as a Master of the Heart.

Faction: Transcendent Order.

Prerequisite: Concentration 2 ranks.



Benefit: You gain the ability to enter a trance once a day as a free action. You gain +4 to Dexterity for the duration of the trance. The trance lasts for a number of rounds equal to 3 + your Wisdom modifier (minimum 1). While in a trance, you may not use the delay or ready actions. You may not activate a trance state while in a rage, ki frenzy, or similar state, and vice versa. When a trance ends, you are dazed for a round.

Cleanse Impurity [General, Faction-Dependent]

All Seekers must be at their best if they are to face every challenge before them, and thus it is a necessity to wipe away any damage done to body or soul that could hamper your quest. You have learned to use some of your inner divinity to do just that.

Faction: Mind's Eye.

Prerequisites: Wis 15, Harness Divinity.

Benefit: You gain the spell-like ability *restoration* usable on yourself once a day as a cleric of your character level.

Commanding Spellcasting [General, Wizard]

You enhance your compulsion spells with the strength of true authority.

Factions: Harmonium, Sons of Mercy.

Prerequisite: Spell Focus (Enchantment).

Benefit: Add +2 to the DC for all saving throws against spells with the compulsion type. This bonus stacks with Spell Focus and Greater Spell Focus.

Communal Experience [General, Faction-Dependent]

Sensates who have made frequent use of the sensoriums often feel as if they're undergoing the same experience again. In reality, they're channeling remnants of other lives that may not have been specifically recorded yet were left within the sensoriums - an unusual source of insight into the multiverse to be sure.

Faction: Society of Sensation.

Prerequisites: Sensorium Scholar, character level 9th.

Benefit: Once per day you may make an appropriate Knowledge check against DC 25 to gain some hidden insight on a particular subject. If successful, you gain an insight bonus to ability and skill checks when interacting with the subject of the check for the remainder of the day. The bonus gained depends on how general the subject is; if the check was for a race or plane the bonus is +1, if the check was for a subrace, a layer of a plane, or an organization, the bonus is +2, and if the check was for a realm or specific person of status, the bonus is +3.

Complete the Cycle [General, Faction-Dependent]

Many Seekers are loath to allow their quest to be ended prematurely, particularly if they believe they still have lessons to learn from this life. Through their understanding of the cycle of the planes many find ways to manipulate the natural order so they will have a chance to finish their task. Arguments still rage over the ethics of this procedure and whether the reincarnated individual is really not just a new life robbed of its own fate.

Faction: Mind's Eye.

Prerequisites: Control 6 ranks, Knowledge (the planes) 6 ranks.

Benefit: Upon death, you may choose to be *reincarnated*, as per the 4th level druid spell. One hour after your death, you are reborn at a random location on a plane of your choice where your new race is considered native. This plane becomes your new home plane. When rolling to determine your new form you may raise or lower the result by up to 10%, though you may only return as a humanoid or monstrous humanoid. Any feats or other abilities dependent on your home plane or race may cease to function as a result of your change in race and home plane. You must choose whether to use this power immediately after dying, though if a *raise dead* or similar effect is used on you before the hour has expired you are raised normally.

Special: This feat will only work once, but may be taken multiple times, providing one extra reincarnation for every time it is taken. The DM has the final say on what races are acceptable for this feat.



Condemnation [General]

Your defiance of the gods themselves invokes anger and fear in others.

Faction: Athar.

Benefit: By shouting taunts and derisive comments at someone who receives power from a deity you distract them from their duties. If you succeed with an Intimidate check with a +4 bonus opposed by the target's Sense Motive check you impose a -4 penalty to the Concentration, Control, Listen, Sense Motive, Spot, and Planar Expertise checks of the target while the ranting continues. You may take other actions while speaking, though you may not cast spells with verbal components or use any other abilities that require speech.

Confidant [General, Faction-Dependent]

Though the Revolutionary League has gained a reputation for impressive acts of espionage, none of the other factions, or even the majority of Anarchists, have the faintest idea how far the elite infiltrators have evolved their skills. Through secret training and bizarre initiation ceremonies, a select few are taught how to deceive the minds of others into trusting them without need of tools or spell. This is commonly used to prompt targets into revealing their most intimate secrets while leaving the "Confidant" free of blame.

Faction: Revolutionary League.

Prerequisites: Infiltrator, Bluff 18 ranks, Disguise 12 ranks, Knowledge (factions and guilds) 12 ranks, instruction by someone with this feat.

Benefit: As a full-round action choose a creature within line of sight who has not noticed you and make a Disguise check (DC 20 + target's base Will save). Within seconds and without supplies you become convincingly disguised in the mind of the target as someone they know and trust, either a good friend or a respected authority figure. So long as you maintain the façade the creature will react to you as if affected by *charm monster* (creatures that would not be affected by *charm monster* do not see through your deception and still treat you favorably, if not as much). Everyone else in the area continues to perceive you as normal unless you use some other means to alter your appearance. The target unconsciously overlooks anything within reason that you say or do out of character, though use of spells or abilities that bypass illusions require a new Disguise check for the effect to be maintained. This is a supernatural ability that can only be used on one person at a time.

Counter-Indoctrinate [General]

Sometimes the best way to get your creed out on the planes is to convince someone else they're wrong. Easier said than done, of course, yet some individuals choose to make an art of such persuading. Whether through daily debates of philosophy, propaganda, or plain old brainwashing, you know how to get your point through the thickest head.

Factions: Athar, Free League, Revolutionary League.

Prerequisites: Diplomacy 9 ranks, Knowledge (factions and guilds) or Knowledge (religion) 9 ranks.

Benefit: This feat can be used to convince someone to leave their faction or guild, or to abandon their current religion, depending on which prerequisites you meet. Each day, after spending at least an hour speaking with the target creature about philosophy (and how their organization is flawed), make a Diplomacy check. The target opposes this roll with the appropriate Knowledge check, adding their character level as a bonus. Each consecutive day the creature fails the check they become less convinced of the truth as proclaimed by their faction or religion, until after failing five checks in a row they reach the point where they will abandon their current affiliation without some significant event to change their mind. If the creature succeeds five consecutive times, they become immune to the effects of this feat for at least a year.

Special: Players should probably role-play some of these discussions during out of game time, and the DM may give up to a +4 bonus to the player's Diplomacy check based on the merits of their arguments.



Naturally, characters are not required to have this feat to discuss faction politics or even to dissuade faction members from their current beliefs. Rather, this feat illustrates special training and consideration for effective arguments that make it much more likely for these arguments to succeed. If the DM wants to use this system without requiring a feat be taken, provide a large penalty to anyone who does not possess this feat or make it impossible to convince certain individuals.

Dead Truce [General, Faction-Dependent]

The Dustmen have a pact with the undead that prevents unprovoked hostility by either side. When individual Dustmen learn to take advantage of that pact, they can pass among the undead unmolested.

Faction: Dustmen.

Benefit: Mindless undead, those without an Intelligence ability score, will not attack you. They recognize you as one of their own and ignore you. If you attack them, however, they will react appropriately. This protection only applies to you, not to any companions that are with you.

Deal Maker [General]

You are well accomplished in getting what you want for a reasonable price through the art of haggling.

Factions: Fated, Free League.

Benefit: With a successful Diplomacy check opposed by a target merchant's Sense Motive check, you can convince the merchant to give you a discount on the purchase of a single item. The base discount is 5% plus an additional 5% per 4 points your check exceeds the target's check to a maximum of 25%. Retries are not allowed for the same purchase. You may only use this ability for one item per merchant per day.

Death Focus [General]

Not always willing to let the living remain so, many Dustmen spellcasters concentrate on spells of death, which greatly furthers the fear and disdain outsiders hold for them.

Faction: Dustmen.

Prerequisite: Spell Focus (Necromancy).

Benefit: Add +2 to the DC for all saving throws against spells with the death descriptor. This bonus stacks with Spell Focus and Greater Spell Focus.

Death Wish [General]

Truly exemplifying a disdain for life, a few Dustmen seem to appreciate (as much as they appreciate anything) making victims bring about their own death prematurely.

Faction: Dustmen.

Prerequisites: Death Focus, Spell Focus (Necromancy).

Benefit: You may command an individual you have placed under a compulsion effect to perform a self-destructive action. The subject gets another Will save to resist the command at the same DC as the effect. If the target fails the second save, the action is carried out, regardless of its self-destructive nature. Each time the target fails to kill them self somehow, such as surviving an incredibly high fall, they gain an additional save if the duration of the effect has not expired.

Normal: A creature under most compulsion effects will not carry out an obviously self-destructive command.

Deny Edict [General, Faction-Dependent]

You refuse to bow to the will of others.

Factions: Athar, Free League, Revolutionary League.

Prerequisites: Iron Will, Slippery.

Benefit: You are immune to compulsion effects unless the caster level is four levels higher than your character level.



Descend the Chain [General, Faction-Dependent]

With enough understanding of their own position on the road to divinity, some Seekers develop the ability to temporarily shift to another state of being. The faction is currently divided on the use of this power; those who practice it argue that by becoming a lower life form they can appreciate aspects of this stage of existence they otherwise would not, while its opponents argue that by embracing descent they distract themselves from the lessons of this life.
Faction: Mind's Eye.

Prerequisites: Wis 19, Cleanse Impurity, Harness Divinity, Sacred Form, Control 15 ranks.

Benefit: You gain the spell-like ability *shapechange* once a day as a sorcerer of half your character level. Unlike the spell there is no duration; instead, changing form requires a Control check (DC 15 + HD of the creature) and upon changing form you suffer 1d6 points of temporary Wisdom damage. Every two rounds afterwards you take an additional 1d4 points of temporary Wisdom damage until you resume your normal form or drop to 0 Wisdom, at which point the effect ends. Creatures typically immune to ability damage still suffer the damage when using this ability. For creatures such as undead that don't heal damage naturally, magical restoration may be necessary to remove the ability damage.

Destruction Embraced [General, Faction-Dependent]

Many members of the Doomguard opt to deny magical healing, choosing not to stave off their own internal entropy. Some even believe that they gain some sort of karma by doing so, and manage to avoid additional entropy. Those who "heal" themselves on a regular basis only invite entropy to grind harder against them, much like building a sandcastle against the waves.

Faction: Doomguard.

Benefit: You gain a luck bonus equal to 1 + 1 per four character levels to add to saving throws and Armor Class, but you must resist any healing spell or effect cast upon you, attempting a saving throw and using spell resistance if possible. In addition, you may not cast spells with the healing descriptor or use magic items for healing or you lose this feat for a week.

Detached [General, Faction-Dependent]

Some Bleakers seem to think if they don't care as much, the universe won't hit them as hard. Surprisingly enough, they're often right.

Faction: Bleak Cabal.

Prerequisite: Wis 15.

Benefit: On any round you have chosen to perform no more than a single standard action (or have been forced to due to a "manic-state"), you may add ½ your Wisdom modifier as a luck bonus to all saving throws for that round.

Disenchant Factioneers [General]

You know enough about the factions that you can find logical holes in their beliefs that will shake the faith of all but the wisest members.

Faction: Free League.

Prerequisites: Wis 17, Cha 17, Insult Factioneers, Surprise Factioneers, 12Knowledge (factions and guilds) 12 ranks.

Benefit: As a full-round action, you can make a Knowledge (factions and guilds) check (DC 30) to come up with an apparent flaw in the philosophy behind one faction. Shouting the remark allows you to "disenchant" any member of that faction within 60 feet that can hear you from their beliefs for a short period. The targets may make a Will save (DC 10 + ¼ character level + Wisdom modifier) to resist the effect. The effect lasts for 1d6 + Charisma modifier rounds, during which time they cannot use any faction-dependent feats or class abilities. You may use this ability once an hour and the same target can only be affected by it once a day.

Disruptive Aura [General, Faction-Dependent]

You are a conduit for chaos itself, and those around you who do not welcome randomness find it difficult to utilize their memories and training. This phenomenon manifests as an overall sense of uneasiness and an inability to keep one's mind from wandering. While those affected

may not initially recognize the source of the disturbance, or even that they're being interfered with, they eventually come to instinctively feel repulsed by the Xaositect responsible.

Faction: Xaositects.

Prerequisites: Cha 15, Divert Pattern, character level 9th.

Benefit: Once a day as a standard action, you are able to emit an aura capable of disrupting the thoughts and actions of those near you. Anyone within 10 feet of you suffers a -1 competence penalty to skill checks for every two points of your Charisma modifier and must make a Concentration check to cast a spell (DC 10 + spell level). This ability lasts one minute, though it may be extended indefinitely if you choose to maintain the effect through concentration (which requires a standard action each round). Other Xaositects and chaotic outsiders are immune to this effect.

Divert Attack [General, Faction-Dependent]

Some wily Chaosmen learn to disrupt the patterns of combat training, fooling somebody into making a major mistake or into accidentally striking a friend.

Faction: Xaositects.

Prerequisites: Dex 13, Cha 13, Divert Pattern, Dodge, character level 6th.

Benefit: Once per round if an attacker you have applied the Dodge feat to misses you with an attack, you may redirect that attack to a target within 5 feet of you and within the attacker's reach. The attacker must then reroll the attack against the new target, retaining the effects of any feats or abilities applied to the initial attack. This is a supernatural ability.

Divert Pattern [General, Faction-Dependent]

You know how to sow chaos in others, briefly infecting them with raw randomness.

Faction: Xaositects.

Prerequisite: Cha 13.

Benefit: You gain the spell-like ability *random action* 3/day as a cleric of your character level. Unlike the spell, however, this is not a mind-affecting effect, and thus can affect undead, constructs, and other creatures typically immune to the effect. This ability does not function against a target under the effect of *protection from chaos*. The save DC is Charisma-based.

Empathic Awareness [General, Faction-Dependent]

With experience many Sensates begin to perceive more than just their own feelings. Through an extension of their natural senses, the most sensitive and empathetic are able to key in on the impressions subconsciously expressed by others.

Faction: Society of Sensation.

Prerequisites: Alertness, Extraordinary Sense for two senses.

Benefit: By concentrating upon one creature you can begin to discern their aura. The manner that you read the subject's aura depends on what extraordinary sense you possess; someone with an improved tactile ability may need to touch the subject, while someone with an improved ocular ability could gradually perceive the color of the subject's aura visually. Make a Wisdom check against DC 13 to perceive the aura. The DC increases by 1 for every 5 ranks of Bluff the target possesses. If you fail the roll at any time you cannot use this ability on the same target for the rest of the day. The amount of information you glean depends on how long you focus on the subject.

- 1st Round:** The mental state of the subject; whether they are angry, sad, excited, joyous, distracted, and so on. This cannot be used to reveal if someone is lying.
- 2nd Round:** The cause of the subject's primary emotion; if it's in the area, you know the exact source though not the reason, otherwise you know something elsewhere has the target's attention.
- 3rd Round:** Whether the subject is good or evil.
- 4th Round:** Whether the subject is lawful or chaotic.
- 5th Round:** Whether the subject is suffering from some form of insanity or under the effects of an enchantment or illusion spell or effect.



You cannot do anything else while concentrating, and if your contact with the subject is broken, the effect ends. This is a supernatural ability.

Special: Sensates do not have absolute control over this ability, and it has been known to flare up on its own at times, especially around creatures with intense emotions. For instance, a Sensate might suddenly get a glimpse of a murderer's aura after bumping into them, perhaps even learning of the killer's target! The DM determines if and when it activates on its own.

Empathic Insight [General, Faction-Dependent]

Ask any real Sensate and they'll tell you that to feel something is to truly know it. Those who have fully extended their senses out to the multiverse find that the greatest of secrets are often waiting to be told to those willing to experience them.

Faction: Society of Sensation.

Prerequisites: Alertness, Empathic Awareness, Extraordinary Sense for two senses.

Benefit: You gain *vision* as a spell-like ability once a day as a sorcerer of your character level. Unlike the normal spell, you may only use this ability on things that you have experienced with one of your extraordinary senses, and the results often come as intense sensations and experiences rather cryptic legends. There is no experience cost for this ability.

Entropic Blow [General, Fighter]

Most Sinkers learn sooner or later how to bring entropy to their enemies with a single blow, making Doomguard members some of the most feared warriors in the multiverse.

Faction: Doomguard.

Prerequisites: Str 13, Power Attack, base attack bonus +3.

Benefit: Once per day you can declare a single melee attack to be an entropic blow. If the attack hits it inflicts 1d3 of temporary Constitution damage in addition to the normal damage. If the attack misses, the ability is wasted. Against inanimate objects or creatures with no Constitution score the blow simply inflicts additional damage. This is a supernatural ability.

Entropic Understanding [General, Fighter]

Everything has a weak point - not that most bashers outside of the Doomguard have figured that out yet. Many Sinkers realize this, though, and figure out how to hit even amorphous creatures effectively.

Faction: Doomguard.

Prerequisites: Int 13, Power Attack, base attack bonus +5.

Benefit: Choose one creature type that is normally not subject to critical hits (such as constructs, oozes, plants, or undead). You may now inflict critical hits on these types of creatures with your attacks normally. This does not enable sneak attacks, favored enemy bonuses, or other abilities that do not affect creatures not subject to critical hits.

Special: You can gain this feat multiple times. Each time you take this feat, it applies to another type of creature.

Evaluating the Outcome [General, Faction-Dependent]

While all Guvners agree there is a rule to determine every outcome, no one goes their life without encountering a situation where something just didn't go as it should have. By recognizing these anomalies, however, some Guvners are actually able to *correct* the results.

Faction: Fraternity of Order.

Prerequisites: Int 15, Probability Manipulation, base Will save +5 bonus.

Benefit: Upon observing the outcome of a single action, you can determine whether it should or should not have succeeded based on the evidence at hand. Upon observing the act performed you must immediately explain as a free action why it should or shouldn't have worked with some possible, if improbable, explanation. You may then may add or subtract your Intelligence modifier from the check *after you know whether it was successful*, thus possibly changing the result. You may only use this ability once per minute. This is a supernatural ability usable three times per day.



Exceptional Immunity [General]

During your ongoing quest for experiences, you have exposed yourself to several different harmful substances, helping you build up a strong and robust immunity.

Faction: Society of Sensation.

Prerequisites: Con 13, Alertness, Extraordinary Sense (Taste), Craft (Alchemy) 6 ranks.

Benefit: All ability damage caused by disease and poison that your character suffers is reduced by 3 points.

Expanded Dead Truce [General, Faction-Dependent]

A few Dustmen have enough loyalty that they choose to take on additional responsibility by expanding the terms of the Dead Truce to protect not just themselves, but their companions as well.

Faction: Dustmen.

Prerequisite: Dead Truce.

Benefit: You may expand the Dead Truce to a number of targets touched equal to your Charisma modifier (minimum 1) so long as they stay within 60 feet of you. You may withdraw the Dead Truce from any of the targets as a free action on your turn. If you or any other characters under the expanded truce initiate a hostile action against an undead creature, the truce is broken for all of you.

Extended Cipher Trance [General, Faction-Dependent]

You've learned how to prolong your trances.

Faction: Transcendent Order.

Prerequisites: Cipher Trance, Concentration 2 ranks.

Benefit: Your trances last an additional 5 rounds.

Special: You may take this feat multiple times. Each additional time you take this feat, your trances last an additional 5 rounds.

Extra Cipher Trance [General, Faction-Dependent]

You've learned how to draw upon the power of the Cadence several times a day.

Faction: Transcendent Order.

Prerequisites: Cipher Trance, Concentration 2 ranks.

Benefit: You gain two additional trance uses a day.

Special: You may take this feat multiple times. Each additional time you take this feat, you gain two additional trance uses per day.

Extraordinary Sense [General]

For most Sensates, the normal range of sensory feelings just doesn't suffice. Through time, training, and experience the Sensate learns to hone some of their senses into fine instruments that they can use to better know the multiverse.

Faction: Society of Sensation.

Prerequisite: Alertness.

Benefit: Choose one of the following senses to be permanently enhanced: auditory, tactile, taste, ocular, olfactory. Selecting auditory, ocular, or olfactory doubles the range and clarity with which you can use that sense, while improving your tactile or gustatory ability refines those senses to an unnatural degree. No matter what sense is chosen, you have unnatural precision when using it and you are able to perform feats such as focus in on a conversation across a crowded bar room, recognize someone by their unique smell, distinguish the individual components of a liquid, or read a parchment by feeling the ink marks.

Though the complete capabilities of extraordinary senses are left up to the DM, the following benefits are innate in addition to those listed above.



- Auditory:** The miss chance granted to targets by concealment decreases by 20%.
- Gustatory:** You automatically detect traces of poison in anything you taste, though this may be enough to suffer its effects and you do not necessarily know what type of poison is present. In addition, you are able to identify a potion or other substance with a Craft (Alchemy) roll without the use of alchemical equipment.
- Tactile:** You gain a +2 to Search checks to find secret doors or nonmagical traps when feeling around an area.
- Ocular:** You can see four times farther than normal in shadowy illumination and twice as well in normal light. If you did not already possess it, you also gain low-light vision.
- Olfactory:** You gain a weaker version of the Scent ability. The ability is identical in all respects except that the detection range is reduced to one-third its normal range. Though you can track by smell, all attempts at tracking with this ability suffer a -5 penalty. If you possess the Scent ability your detection range is doubled and you gain a +5 bonus to tracking.

Special: You may take this feat multiple times, choosing an additional extraordinary sense each time.

Eye for Injustice [General]

You have an uncanny ability to realize when someone has committed a crime.

Faction: Sodkillers.

Benefit: A number of times per day equal to your Wisdom modifier (minimum 1) you may make a Sense Motive check to determine if an individual has knowingly committed any crimes in the past 24 hours (DC 10 + number of hours since the crime was committed). If the criminal is actively trying to hide their crime from you, add their Wisdom modifier (if positive) to the DC. This check does not reveal the exact crime, but it does reveal its magnitude, allowing you to differentiate between a petty thief and a murder with some accuracy.

Eye for Treachery [General]

Your sharp mind and innate distrust of others gives you the uncanny ability to discern when an individual has hostile intentions.

Region: Carceri.

Prerequisites: Wis 17, any nongood alignment.

Benefit: By being constantly suspicious of those around you and reading the subtle body language of an individual within 30 feet you can determine whether they have plans to harm you or your companions in the near future. Any character in your presence attempting to hide their hostile intentions makes an automatic Bluff check against a DC equal to 11 + your ranks in Sense Motive once per encounter, giving you a chance of recognizing a betrayer even among trusted friends. You do not gain any hints as to the nature of the plot.

Faction-Free [General, Faction-Dependent]

Your sense of independence fuels your ability to resist bullying by faction members.

Faction: Free League.

Benefit: You gain a +2 bonus on all saving throws against faction-dependent abilities.

Faithless Blessing [General, Faction-Dependent]

Your lack of belief in the position of deities makes it more difficult for divine magic to affect you.

Faction: Athar.

Benefit: You gain a +1 bonus on all saving throws vs. divine spells.

Faithless Miracle [General, Faction-Dependent]

Your denial of the powers is such that you can completely disregard divine magic.

Faction: Athar.



Prerequisites: Faithless Blessing, character level 6th.

Benefit: You gain Spell Resistance 5 + your character level against divine magic. You cannot voluntarily lower this spell resistance; even beneficial spells must overcome it.

Finder [General]

You have a talent for finding lost things, and picking the useful and notable out of a seeming mess.

Region: Nathri.

Faction: Xaositect.

Benefit: You gain a +2 luck bonus to Search checks and can search a 10'x10' area in one round.

Normal: It takes one round to search a 5'x5' area.

Focus of the Modron [General]

You are able to block out all nonessential data and focus on a single task.

Region: Mechanus, Modron Outcast, Zenythri.

Prerequisites: Int 15, any lawful alignment.

Benefit: Once per day by stating your actions for a single round you enter a trance and increase the likelihood of performing the actions successfully. One round is needed to enter and leave the trance; during the trance you are unable to react to your surroundings (giving you a -5 penalty to AC) or change your specified action. On the second round you perform the stated action and are able to make a number of rerolls on checks equal to your Intelligence modifier. These rerolls may be used for any roll related to the specified action including overcoming spell resistance, damage rolls, or checks to avoid being distracted.

Special: You may take this feat multiple times, gaining an additional usage of the ability each time.

For Justice [General, Faction-Dependent]

Calling upon the greatest principle in the multiverse, many Sodkillers are capable of making telling blows against those who stand in the way of justice. Though they must endure great pain to achieve this end, the satisfaction of destroying criminals is justification enough.

Faction: Sodkillers.

Prerequisites: Str 13, Cha 13, Eye for Injustice, Might Makes Right, base attack bonus +6.

Benefit: Once per day you may declare your next attack to be in the name of justice. If you know the target is a criminal then by making yourself a conduit for the law's wrath you double the damage dealt by your attack, including all bonuses, whether you're attacking with a weapon, casting a damaging spell, or causing a house to fall on top of someone. This only applies to one target, even when used in conjunction with an area effect. If the attack dealt damage to the intended criminal, you take damage equal to the amount inflicted before being doubled. This damage cannot be resisted by any means.

Functional Wings [General]

You have modified your wings to successfully carry you with some adequacy.

Region: Modron Outcast.

Prerequisite: Character level 6th.

Benefit: You gain a fly speed of 30 ft. with poor maneuverability.

Grab Magic [General, Faction-Dependent]

The fact that most people are unable to steal magical effects from others only means that whoever gains such an ability has every right to use it. Fortunately, your acceptance of this basic axiom has given you a head start in developing this supernatural ability.

Faction: Fated.

Prerequisites: Sticky Fingers, Knowledge (arcana) 6 ranks, Spellcraft 6 ranks.

Benefit: By making a touch attack against a target creature, you may attempt to steal a spell effect that is currently affecting the target, such as *bull's strength* or *blur*, so long as you have a Charisma score high enough to cast a spell of that level. The target may resist with a Will

save (DC 10 + ½ character level + Charisma modifier). If the save fails, the spell is transferred to you and the target is no longer affected. If the target has several magical effects operating at once you may choose any one of the spells that you are aware of. You can even take harmful effects if it suits you to do so, though you may not make a saving throw to resist the spell and spell resistance does not apply. Instantaneous and permanent effects, or those from *geas/quest*-like spells, cannot be stolen by this feat. This is a supernatural ability.

Great Finder [General, Faction-Dependent]

You possess an intuitive knack that borders on the supernatural, finding potentially valuable lost possessions when it may ordinarily seem impossible.

Region: Nathri.

Faction: Xaositect.

Prerequisite: Finder.

Benefit: Once a week you may spend an hour searching a public locale or wilderness region and happen upon random "treasure". The DM rolls on the table below to determine what type of treasure is found and then rolls again on table 3-5 of the *Dungeon Masters' Guide* to see what you find (reroll any results of nothing). The level of treasure found is considered equal to half your character level (rounded up) and the exact item is determined by the DM. This may not be used in desolate areas, at the DM's discretion.

<i>Roll (%)</i>	<i>Type of Treasure</i>
01-50	Find Items
51-80	Find Goods
81-100	Find Coins

Greater Cipher Trance [General]

While it's not the final step of the Cipher path, few reach this exalted state, much less ascend beyond it. Typically, the factol of the Ciphers is often the only member that has come this far, but occasionally a few members have reached this point simultaneously. Those that attain this level are known as Masters of the Spirit.

Faction: Transcendent Order.

Prerequisites: Wis 17, Cipher Trance, Combat Reflexes, Improved Cipher Trance, Concentration 10 ranks, permission from the DM.

Benefit: As Improved Cipher Trance, except you gain a +6 to Dexterity, Wisdom, and Charisma as well while in a trance state and you gain an additional trance use a day.

Greater Dead Truce [General, Faction-Dependent]

You have cultivated your relations with the dead and can enforce the terms of the Dead Truce not only upon mindless undead, but upon intelligent undead as well. While not physically restrained from harming you, intelligent undead feel a subconscious affinity for you because of your belief and respect for death itself, and choose not to hurt you.

Faction: Dustmen.

Prerequisites: Dead Truce, character levels 6th.

Benefit: Intelligent undead will not take hostile actions or impede you in any way unless you make some form of hostile action against the creature's interests, at the DM's discretion. Looting a mummy's crypt, for example, would almost assuredly qualify as a hostile action even if you don't attack the mummy itself. At the DM's option some particularly powerful intelligent undead may resist the Dead Truce by making a Will save (DC 10 + ½ character level + Charisma modifier).

Special: Greater Dead Truce can only be used with Expanded Dead Truce if the shared targets possess the Dead Truce feat.

Hardheaded [General, Faction-Dependent]

For you, "hardhead" isn't just a nickname - your dedication to order is such that even magical forces cannot impair your judgment.



Faction: Harmonium.

Prerequisites: Iron Will, character level 6th.

Benefit: You become immune to charm spells and effects unless the caster level is four levels higher than your character level.

Harmless [General, Faction-Dependent]

Your meager demeanor makes others view you as inconsequential and unwilling to harm you.

Faction: Ring-Givers.

Prerequisite: Wis 11.

Benefit: You gain the spell-like ability *sanctuary* 3/day as a cleric of your character level. The save DC is Wisdom-based.

Harness Divinity [General, Faction-Dependent]

In studying the doctrine of the Believers of Source you have come to recognize divine potential within yourself, and have even begun to access your latent power. How you perceive it is up to you; many view it as a spark of divine flame that can be channeled while others simply manifest their desires on the multiverse through force of will.

Faction: Mind's Eye.

Prerequisite: Wis 11.

Benefit: You gain the spell-like abilities *cure minor wounds* and *cause minor wounds* each once a day as a cleric of your character level. The save DC is Wisdom-based.

Helping Hand [General, Faction-Dependent]

For whatever reasons, you have devoted your life to helping others in need. Your dedication and the quality of your cause can be felt by all those you help.

Factions: Bleak Cabal, Ring-Givers, Sons of Mercy.

Prerequisites: Heal 6 ranks, base Will save bonus +3.

Benefit: You gain a +1 bonus to Heal checks and cast spells of the healing subschool at +1 caster level. In addition, your class level is considered to be one level higher for class abilities such as *lay on hands* and *wholeness of body*.

Heretic's Strike [General, Faction-Dependent, Fighter]

Your confidence in the flaws of the powers enables you to bypass whatever protections they use to shelter their followers.

Faction: Athar.

Prerequisites: Condemnation, base attack bonus +6.

Benefit: Your attacks ignore deflection and enhancement bonuses to AC granted by divine spells such as *shield of faith*, *magic vestment*, and *holy aura*.

Honed Spikes [General, Fighter]

Through age and practice, you have learned to use the blades which line your body as a weapon in their own right.

Region: Bladeling.

Prerequisites: Martial Weapon Proficiency (armor spikes), character level 3rd.

Benefit: Your metallic spines have sharpened to the extent that they are considered armor spikes for the purposes of grappling. These spikes can be enchanted through use of *magic fang* and similar spells.

Hyperactive [General]

Those that achieve the proper level of mania may be far from sane, but they can react with frightening speed.

Faction: Bleak Cabal.

Prerequisites: Manic-Depressive, base Reflex save +4.



Benefit: Any day you are in a "manic state", you gain the benefits of *haste* for 10 rounds. These rounds do not have to be consecutive. This is a supernatural ability that you may activate as a free action on your turn.

Illusion Perception [General]

Your belief that reality is merely a backdrop for life's tests allows you to easily look beyond what your senses perceive.

Faction: Mind's Eye.

Benefit: You automatically get a Will save against illusions, whether you interact with them or not, even if there is not normally a save granted.

Normal: Many illusionary effects require you to interact with the illusion or purposely attempt to disbelieve the effect before receiving a save.

Imbue Equipment [General, Faction-Dependent]

You can imbue an item with a spark of your divinity, making it an extension of yourself and granting it magical properties. Such weapons have strong mystical ties to their creators, and can be a bane or blessing depending on who wields them.

Faction: Mind's Eye.

Prerequisite: Skill Focus (Craft).

Benefit: You may create magical equipment that corresponds to your Skill Focus (Craft), such as Craft (Armorsmithing) or Craft (Weaponsmithing), as if you had the appropriate item creation feat so long as your character level equals the prerequisite spell caster level. You may use spell-like abilities or scrolls (which are consumed in the process) to create specific enchantments. You do not need to be able to activate the scrolls but must be able to read the magical script.

Improved Cipher Trance [General]

Ciphers that advance farther along their path eventually gain guidance from their trance states, hearing the pulse of the multiverse surrounding them. Those that attain this level are known as Masters of the Mind.

Faction: Transcendent Order.

Prerequisites: Wis 13, Cipher Trance, Combat Reflexes, Concentration 7 ranks.

Benefit: As Cipher Trance, except you also gain a +4 to Wisdom and +4 Charisma while in a trance state and you gain an additional trance use per day.

Improved Energy Resistance [General]

Choose one form of energy to which you have a natural (not spell- or item-granted) resistance. Your inherent resistance to this kind of energy is more effective than normal.

Prerequisite: Naturally resistant to a form of energy (acid, cold, electricity, fire, sonic).

Benefit: Your resistance to that type of energy increases by 5. For example, if you are an aasimar, you normally have acid, cold, electricity resistance 5. You could use this feat to increase one of those resistances to 10; the other two are unaffected.

Improved Entropic Blow [Fighter, General]

The entropic blow, even with its devastating quality, can be refined further. Some have gone beyond the simplest version of the technique, applying their own experience and knowledge to the strike.

Faction: Doomguard

Prerequisites: Str 13, Power Attack, Entropic Blow, base attack bonus +8.

Benefit: As per Entropic Blow, but you inflict 2d3 points of temporary Constitution damage in addition to the normal damage. This ability supersedes the Entropic Blow feat.

Improved Outsider Turning [Divine]

Choose an alignment subtype with which you have Outsider Turning. You are now able to banish or command Outsiders of that alignment subtype.



Prerequisites: Wis 19, Cha 19, Extra Turning, Outsider Turning, ability to turn or rebuke undead.

Benefit: If you have at least twice as many levels as an outsider you have turned has Hit Dice, the Outsider is banished back to its home plane. Outsiders so banished cannot return to that plane for at least one day. If you would rebuke Outsiders of that alignment subtype, you command them instead. Controlling Outsiders is very dangerous; almost all are free-willed and have some measure of power, and very few would forget the arrogant fool who forced them to act against their will. Perhaps even worse, more powerful Outsiders may wonder what has happened to their subordinates or witness the commanding itself, and decide to step in.

Special: You may take this feat multiple times, choosing a new alignment subtype with which you have Outsider Turning each time.

Outsiders that have changed alignments face the extra risk of being turned by multiple sources, and return to their home plane when banished. Thus, a fallen archon would be banished back to Mount Celestia, and could be commanded by a lawful good or lawful evil caster.

Improved Razor Storm [General, Fighter]

The accuracy and intensity with which you expel your metallic spines makes them exceptionally deadly.

Region: Bladeling.

Prerequisite: Character level 3rd.

Benefit: The damage dealt by your razor storm ability increases by 2d6 and the DC to avoid it increases by 1.

Special: A character can gain this feat multiple times. Each time the character gains this feat, their razor storm ability deals an additional 2d6 piercing damage and the DC increases by +1.

Improved Sift [General, Faction-Dependent]

Your connection to the forces of entropy is so strong you can witness the events leading to a target's destruction.

Faction: Doomguard.

Prerequisite: Sift.

Benefit: When using the Sift ability, you perceive the object's destruction as if you were there by making a successful Wisdom check (DC 12 + one per month that has passed). If you succeed, you can witness the events prior to the destruction of the object for one minute plus an additional minute for every two points by which your check result exceeds the DC. If you wish to witness the destruction of an object that occurred years or centuries ago, you must spend ten minutes concentrating on the object and make a Wisdom check as before, except the DC increases by one per century that has passed since the object's destruction. This is a supernatural ability.

Improved Turn Resistance [General]

You have a better than normal chance to resist turning.

Bonus: You are less easily affected by turning attempts than you normally would be. When resolving any type of turn/rebuke attempt, add 4 to your character level to determine your effective Hit Dice.

Incorporate Madness [General]

Some Bleakers learn special techniques to relieve others mentally, but at the cost of their own psyche.

Faction: Bleak Cabal.

Prerequisites: Iron Will, Touched in the Head.

Benefit: As a full-round action, you may attempt to absorb a mind-influencing effect affecting someone. You must touch the target and make a Will save against the effect's original DC. If you make the save you gain the effect as if it had targeted you originally with the remaining duration. The original target is no longer affected by that mind-influencing effect. If the target

is under multiple effects, you absorb the most recent effect placed on the target. The benefits of Touched in the Head do not apply to effects absorbed through this feat. At the DM's discretion, some effects may simply be beyond your ability to absorb. This is a supernatural ability.

Infiltrator [General, Faction-Dependent]

You are able to flawlessly disguise yourself as a member of another faction or guild.

Faction: Revolutionary League.

Prerequisites: Bluff 5 ranks, Disguise 5 ranks, Knowledge (factions and guilds) 5 ranks.

Benefit: You may convincingly pose as a member of another faction or guild. While so disguised, you receive a +5 bonus to Bluff and Disguise checks to convince others you are a member. In addition, you receive a Will save against any spell that would expose you, even if that spell does not normally allow a save. Apply your Charisma modifier to this save, in addition to your Wisdom modifier like a typical Will save.

Insight of the Barmy [General]

Every so often, while simply reflecting on the nature of something, you are led by your madness to make astoundingly accurate conclusions.

Region: Limbo, Pandemonium.

Faction: Bleak Cabal.

Prerequisites: Insanity 1, any chaotic alignment, permission from the DM.

Benefit: Once per day you may focus your thoughts on one particular person, object, or event and gain some hidden insight into its significance or purpose. Studying an individual might reveal that they are not as they seem, perhaps under the effect of a spell to hide or alter their nature, or that they have a hidden agenda in relation to recent events. Examining an object may reveal its significance to its owner or how it can be activated. Considering a recent event could reveal any number of factors that led up to event. You must make a Wisdom check (modified by your Insanity score) against DC 18. Each additional point by which your check result exceeds the DC.

Instant Chaos [General]

Throwing careful formula and long procedures to the wind, you've learned how to manifest chaos in the blink of an eye.

Faction: Xaositects.

Prerequisites: Chaos Infused, Combat Casting, Quicken Spell, any chaotic alignment.

Benefit: You may use the Quicken Spell metamagic feat on one chaotic spell once a day without preparing it ahead of time, using a higher level spell slot, or increasing the casting time.

Insult Factioneers [General]

Your knowledge of the factions provides you with a brilliant repertoire of witty and insulting comments that will get the attention of the most hardheaded faction member.

Faction: Free League.

Prerequisites: Wis 15, Cha 15, Surprise Factioneers, Knowledge (factions and guilds) 9 ranks.

Benefit: As a full-round action, you can make a Knowledge (factions and guilds) check (DC 25) to come up with a very insulting comment to one faction. Shouting the insult allows you to enrage any member of that faction within 60 feet that can hear you into attacking you on their initiative. The targets may make a Will saves (DC 10 + 1/3 character level + Wisdom modifier) to resist the effect. Targets who fail their save go into a frenzy and go out of their way to attack you to the best of their ability until you have fled or are unconscious or dead. Spellcasters may still use spells to attack you, and this ability will not prevent someone from running for their life or defending themselves. You may use this ability once a minute, and the same target can only be affected by it once a day, though a target that makes their save may still be affected by another use of the ability..



Intrinsic Value [General, Faction-Dependent]

You realize that the cost of a material does not determine its worth, and you can find value from even the least expensive objects.

Faction: Ring-Givers.

Prerequisites: Wis 13, Eschew Materials.

Benefit: You may replace costly spell components (those costing more than 1 gp) with similar objects worth ¼ the price for your spells.

Intuit Pattern [General, Faction-Dependent]

Everything has a system - a pattern - of Orders it abides by. By understanding groups of small Orders, you've learned how to decipher even the most esoteric languages.

Faction: Fraternity of Order.

Prerequisite: Int 11.

Benefit: You gain the spell-like ability *comprehend languages* at will as a sorcerer of your character level.

Joint Operation [General, Fighter]

Though on your own you may have difficulty with adversaries that are fleet of foot, your training with fellow faction members makes it difficult to evade you when you are working as a team.

Faction: Harmonium, Sons of Mercy.

Prerequisite: Combat Expertise, base attack bonus +6.

Benefit: When you and another character threaten the same opponent from opposite borders or corners, you are both considered to be flanking that opponent and the target loses any Dexterity bonus to AC even if it has an ability that would typically deny prevent this, such as Uncanny Dodge or Hive Mind.

Kill Count [General, Faction-Dependent]

Most Sodkillers measure their own worth by their prowess in combat, finding inner power when they defeat a worthy opponent.

Faction: Sodkillers.

Prerequisites: Str 13, Cleave, Killing Blow, Power Attack.

Benefit: For every opponent on which you land a killing blow in combat with equal or higher Hit Dice than you, you gain a +1 morale bonus to attack and damage rolls up to your Wisdom modifier (minimum +1) for 24 hours or until you rest, whichever comes first.

Killing Blow [General, Fighter]

Unlike many misguided "champions of order", you know that death is the only true arbitrator, and you make sure your opponents are dead before they hit the ground.

Faction: Sodkillers.

Prerequisites: Str 13, Cleave, Power Attack.

Benefit: When you gain an extra attack due to the Cleave or Great Cleave feats, you may apply it to the same target you caused to drop with your last attack (typically by reducing it to 0 hit points), striking it while it's truly vulnerable rather than applying it to a different creature. The target is considered prone, and if you kill it you gain an additional cleave attack if you have Great Cleave.

Normal: When using the Cleave or Great Cleave feat, you must target a different creature rather than the one you just caused to drop.

Know the Guilty Heart [General, Faction-Dependent]

Many Martyrs have kept the Mercykiller talent for discerning between truth and deception, and some can literally hear the guilt buried in even the darkest of hearts.

Faction: Sons of Mercy.

Prerequisite: Sense Motive 12 ranks.



Benefit: You gain the ability to hear guilty consciences in the words of others. If you succeed at a Sense Motive check with a -5 penalty against a target's Bluff check you can hear whispers of the dark deeds that weigh on their mind. The target doesn't actually say anything different; you merely hear the underlying guilt as a soft voice while they speak. This ability only reveals the crimes that the subject believes to be wrong; an extreme Anarchist would not necessarily reveal horrible acts committed as part of the revolution because they believe them to be just acts, but most evil individuals would reveal their crimes because they know them to be wrong and for whatever reasons simply don't care.

Lightning Justice [General]

The Mercykillers were fond of spells like *shocking grasp* and *lightning bolt* for dealing with criminals, and the Sons of Mercy maintain the innovations the Mercykillers made with this type of magic.

Faction: Sons of Mercy.

Prerequisites: Empower Spell, Spellcraft 10 ranks.

Benefit: Add +1 to the DC for all saving throws against spells that deal electricity damage. In addition, you may use the Empower Spell metamagic feat on one spell with the electricity descriptor once a day without preparing it ahead of time, using a higher level spell slot, or increasing the casting time.

Lockdown [General, Fighter]

Through your experience in capturing offenders against order, you've learned how to restrain opponents in the blink of an eye.

Faction: Harmonium.

Prerequisites: Quick Draw, base attack bonus +4.

Benefit: When you have an opponent grappled, you may attach a restraining device (such as manacles or collar) when succeeding at an opposed grapple check instead of pinning or damaging your opponent. You do not need to have the device ready - you merely need to have it within reach after beginning the grapple.

Lord of the Dead [General, Faction-Dependent]

You are one of the rare Dustmen so in tune with the undead that you can command their legions to do your bidding.

Faction: Dustmen.

Prerequisites: Dead Truce, Greater Dead Truce, Leadership, any nongood alignment.

Benefit: When calculating the level of undead cohorts or followers you use the creatures' Challenge Rating instead of their ECL, allowing you a much larger following of undead than normal. You must be at least four levels higher than your undead cohort's Challenge Rating, however, no matter how high your Leadership rating. In addition, most Leadership modifiers do not apply when calculating the level of undead cohorts and followers. The leader's reputation is still taken into account; however, a reputation for cruelty provides a +1 modifier while a reputation for fairness and generosity gives a -2 modifier. The other modifiers listed in the DMG do not apply.

You may enlist unintelligent undead you create or encounter with a command, provided they are not under the control of another power. Intelligent undead must be convinced to join your cause, but most are unusually complacent and you gain a +4 bonus to Diplomacy checks to persuade them to aid you. Undead commanded in this manner do not count against any limits on the number of undead you can control at any one time with the command undead ability, spells, or similar powers.

Special: If you wish to have living creatures in your army as well as undead, you must have the Expanded Dead Truce feat or they must have the Dead Truce feat, and the living creatures must be members of the Dustmen or similar organizations.



Love Thy Weapon [General, Faction-Dependent]

The majority of Sodkillers see their weapons not only as an extension of themselves, but as their most valuable feature. Your belief in your weapon's worth and knowledge of its capabilities has made it an exceptional weapon for its kind.

Faction: Sodkillers.

Prerequisites: Str 13, Cha 13, Power Attack, Weapon Focus, base attack bonus +8.

Benefit: You gain the spell-like ability *greater magic weapon* 3/day as a sorcerer of your character level and usable only on weapons with which you have Weapon Focus.

Manic-Depressive [General, Faction-Dependent]

You suffer from a mild manic-depressive condition, where the oppressive meaninglessness of the universe often either brings you low or drives you to bursts of desperate energy.

Faction: Bleak Cabal.

Benefit: At the beginning of every day when you awaken, roll 1d20. On a result of 1 or 2 you are depressed and can only perform a single standard action per round for the day, but you gain a +4 circumstance bonus on Will saving throws. On a roll of 19 or 20 you are manic, gaining a +2 morale bonus to any attack rolls, a +2 bonus to caster level, and a -1 circumstance penalty on saving throws. At the end of any day you are depressed or manic, you may attempt a Will save against DC 20 to return to normal. If you fail, the state continues, but if you succeed, you need not roll for the next day. You may choose to forgo this save and continue on with the state. If you ever suffer through three consecutive days of madness (either a manic state or depression), you must make a Will save (DC 15) or progress further into insanity. Every consecutive day of madness past the first three requires another Will save with a cumulative +5 to the DC. A failed save means you gain an Insanity score (see below).

Special: Upon failing the Will save you gain an Insanity score equal to ½ your character level. For spellcasting purposes (determining bonus spells and DCs), you use your Wisdom score plus your Insanity score in place of Wisdom alone. For all other purposes, such as skill checks and Will saves, use Wisdom minus Insanity in place of Wisdom.

In addition, once per day you can see and act with the clarity of true madness. Use your Insanity score as a positive rather than a negative modifier on a single roll involving Wisdom, such as Listen check or a Will saving throw. You must choose to use this power before the roll is made.

Players are encouraged to work with the DM to develop an appropriate manner to role-play an Insanity score. The type of mental derangements that characters develop differ widely, and only characters with very high Insanity ratings should resemble the stereotypical frothing at the mouth madman. Insanity is detrimental when interacting with other people, however, and the mechanical effects should not be the only consequence.

Being treated for insanity requires a Bleaker with at least 8 ranks of Heal to treat the character, making a Heal check at the end of each week of treatment (DC 15 + the patient's Will save bonus without Insanity modifiers). Each consecutive successful weeks of treatment allows the patient to lose one from their Insanity rating. A failed week of treatment results in temporary Wisdom damage equal to the patient's Insanity rating. Treatment cannot be performed while the patient has Wisdom damage of any sort.

Note: This feat continues to affect you after you gain an Insanity score. Each time you fail the Will save, your Insanity score increases by ½ your character level.

Memory Log [General]

You maintain a complete record of all your experiences since venturing out onto the planes.

Region: Modron Outcast.

Benefit: You remember everything that your senses detect with perfect accuracy, allowing you to review every step of your life in detail. As a full-round action you may recall a previous event and make a new Appraise, Listen, Spellcraft, or Spot check to notice or identify

something you may have missed before. You may only remake a check once per hour for each scene in memory. You also remember exactly anything you've heard, and it is also nearly impossible for you to become lost as you can simply recall how you reached your current position.

Mental Conditioning [General]

Instead of simply deconstructing a target's beliefs, the skilled Anarchist leaves their captive with just enough faith to pass within their faction while implanting commands deep in the target's subconscious to be enacted at the Anarchist's choosing.

Faction: Revolutionary League.

Prerequisites: Counter-Indoctrinate, Diplomacy 15 ranks, Knowledge (factions and guilds) 15 ranks, any nongood alignment.

Benefit: To use this ability you must successfully use Counter-Indoctrinate to remove a subject's loyalty to their faction. Afterwards you must spend at least eight hours a day attempting to indoctrinate the target through various methods of brainwashing, after which you make another Diplomacy check opposed by their Knowledge (factions and guilds) check as described for Counter-Indoctrinate. Each day your check succeeds you may instill one command in the target's subconscious, to a maximum number of commands equal to your Charisma modifier (minimum 1). While the target can be programmed to do anything, even suicidal actions, each command must be relatively simple, no more than a sentence or two. The command can be activated by anything ranging from a certain amount of elapsed time to hearing a particular tune. The commands may remain dormant for years and each can have its own trigger.

Special: The target does not remember much of their imprisonment and nothing of the conditioning itself, and may truly wish to return to his faction or begin a new life elsewhere, at the Anarchist's choosing. Regardless, a sharp mind can detect the subconscious impulses embedded if they are looking for mental influences and make a successful Sense Motive check against DC 30. Being treated for conditioning requires someone with at least 8 ranks of Heal who makes a Heal check at the end of each week of treatment (DC 15 + the patient's Will save). Each successful week of treatment removes one imbedded command from the target. A failed week of treatment results in either 1d4 temporary Wisdom damage or premature activation of the commands, at the DM's option. Treatment cannot be performed while the patient has Wisdom damage of any sort. If the individual treating the subject also has Mental Conditioning they automatically succeed at removing one command per week of treatment.

Merciful Strike [General, Fighter]

You are capable of putting your very soul into a single strike in order to subdue your opponent.

Faction: Sons of Mercy.

Prerequisites: Combat Expertise, Improved Disarm, base attack bonus +8, smite ability.

Benefit: You may use one of your smite attacks to make a blow capable of incapacitating a target immediately. You do not gain the normal benefits of a smite attack. If the attack hits, the target must make a Fortitude save (DC 10 + damage dealt) or be knocked unconscious for 1d6 minutes. This effect does not work on creatures immune to nonlethal damage, such as constructs and undead. If the attack misses, the ability is wasted. If you or your companions then kill the incapacitated character, you lose this ability for a week.

Minor Loophole [General, Faction-Dependent]

In understanding the multiverse, the Guvners learn the laws of reality, and how to get around them. One of the most important steps in a Guvner's rise through the Fraternity is learning how to exploit the lessons learned and create their own loophole in the laws of the multiverse.

Faction: Fraternity of Order.

Prerequisites: Int 15, base Will save +3 bonus.

Benefit: You may research loopholes in the laws of the multiverse, allowing you to duplicate an arcane spell of a level equal to half your character level (maximum of a 4th level spell) as a spell-like ability cast by a wizard equal to your character level at the time you gain this feat.

You may use this ability a number of times equal to your Intelligence modifier + 1d4. The DM should roll and keep track of this number secretly. After you use it that number of times, the multiverse seals that loophole off and the ability may no longer be used.

Special: Upon taking this feat, you automatically learn one minor loophole. To learn a new loophole, you must research it for a number of weeks equal to the level of the spell, expend 1,000 gold per week of research, and make a successful Knowledge (arcana) check (DC 10 + spell level). You may never learn a loophole duplicating the same spell twice.

Multiversal Socialite [General]

You are intimately familiar with the inhabitants and cultures of the planes.

Faction: Fated.

Prerequisite: Knowledge (the planes) 4 ranks.

Benefit: You gain a +2 bonus to Charisma-based skill checks with the natural residents of any planes with which you have a specialty in Knowledge (the planes).

Natural Alpha [General, Faction-Dependent]

Your physical strength combined with your self-confidence lends weight to your words, and it is clear to all Sellwords that you were born to lead.

Faction: Sodkiller.

Prerequisites: Str 13, Cha 13.

Benefit: You add your Strength modifier to Intimidate checks along with your Charisma modifier. In addition, you may add your Strength modifier to Diplomacy checks targeting other members of the Sodkillers, along with your Charisma modifier as usual.

Natural Protomatter Secretion [General]

Rare nathri possess the unusual ability to actually create protomatter from their own bodies, perhaps one of the oddest adaptations to be seen among residents of the Misty Shore. Planewalking nathri use this to craft anything ranging from food to minor adventuring gear.

Region: Nathri.

Benefit: After spending about a minute concentrating and making a successful Constitution check (DC 20), you can create about a cubic foot of protomatter that oozes out of the barb on your hand. The protomatter will only last a few minutes before dissolving unless a Control check is made as normal to craft it into something.

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

Numb [General, Faction-Dependent]

Like most of your brethren, you see emotions as a sad remnant of your previous life and have striven to give them up so that you may move closer to True Death.

Faction: Dustmen.

Prerequisite: Iron Will.

Benefit: You become immune to spells and effects that alter your emotional state including *antipathy*, *calm emotions*, *fear*, *symbol (hopelessness)*, *Tasha's hideous laughter*, and any spell that grants a morale modifier. This does not apply to effects that alter your outlook or inflict madness, such as *charm person* or *confusion*.

Oathbinder [General, Faction-Dependent]

You recognize the value of someone's word, even if they do not, and ensure the multiverse itself recognizes the promise so that it is not broken.

Faction: Ring-Giver.

Prerequisites: Cha 15, Return of Favors, Control 3 ranks, character level 6th.

Benefit: Whenever someone makes an oath in your presence, you can make a touch attack on your next action to enforce that oath. You must declare the use of this feat before making the touch attack, and you suffer 2 points of temporary Constitution damage (or Charisma, if you do not have a Constitution score) when doing so, as you are using your life force to enforce the oath. Unlike normal ability damage, this can only be healed through rest, not by magic. If the

target fails a Will save (DC 14 + your Charisma modifier), they are bound by their own words as if affected by a *lesser geas* spell cast by a sorcerer of your character level. You can only attempt to enforce the same oath once; if the target makes the save to avoid performing some action you cannot try again, even if the oath is worded differently. You may only have a number of oaths enacted equal to twice your Charisma modifier; if you go over this limit you choose which oath to release. This is a supernatural ability.

Note: An oath can be as simple as, "I promise not to hurt you," or as elaborate as, "By the blood of my forefathers, I swear to track down your brother's killer and bring him to justice before the rising of the next full moon".

Oathmaster [General, Faction-Dependent]

Your ability to ensure that someone's word is upheld is such that none would give their word lightly around you.

Faction: Ring-Giver.

Prerequisites: Cha 17, Oathbinder, Return of Favors, Control 6 ranks, character level 9th.

Benefit: As Oathbinder, except you suffer 4 points of temporary Constitution damage and the target is affected by *geas/quest* unless they succeed on a Will save (DC 16 + your Charisma modifier). The target cannot be made to make the oath under duress; otherwise the feat functions as Oathbinder.

Oblivion Awaits [General, Faction-Dependent]

Some Dustmen have spent so much time considering Final Death that it is reflected in their eyes. Those meeting the gaze of such Dustmen are unnerved and frightened, and later say the Dustmen's eyes imparted a great desire for death, while others whisper they saw their own fate in the next life reflected, and it was terrifying.

Faction: Dustmen.

Prerequisites: Wis 13, Iron Will, Numb, Vision of Death, Intimidate 9 ranks, Spot 9 ranks.

Benefit: You gain a gaze attack that inflicts the effects of a *scare* spell on non-Dustmen within 30 feet (DC 13 + Charisma modifier) so long as you are only making a single move-equivalent action per round. This is a continuous effect that does not require a standard action and cannot be turned off. As a standard action you may focus your gaze into a *fear* spell directed at one target (DC 15 + Charisma modifier). If the target succeeds at the save against the *fear* effect, they become immune to it for the rest of the day. If they fail, they become panicked and flee for three rounds. This is a supernatural ability that does not work on unintelligent or undead creatures.

One with the Wild [General]

You are recognized as a distinguished part of the natural order.

Regions: The Beastlands.

Prerequisites: Wis 15, Cha 15, any nonlawful, nonevil alignment.

Benefit: Animals and plants recognize and trust you as a creature of the land, and will not attack you unless you threaten them first. Even creatures *summoned* or *dominated* must make a Will save (DC 10 + ¼ your character level + Charisma modifier) in order to harm you. You may grant this protection to a number of people traveling with you equal to your Charisma modifier for 24 hours. If anyone violates the truce it is broken for all members and cannot be reinitiated for another 24 hours.

Outsider Turning [Divine]

You can channel moral or ethical energies to turn or rebuke a particular type of outsider.

Prerequisites: Wis 15, Cha 15, Extra Turning, ability to turn or rebuke undead.

Benefit: Choose one alignment subtype. You may spend one of your turning attempts to turn outsiders of that subtype. Turning outsiders does not require the channeling of positive or negative energy as turning undead does. Instead, the character draws on divine energy and their own faith to ward against the outsider. An outsider has effective turn resistance equal to



its Charisma modifier (if positive). It is impossible to turn or rebuke outsiders on their home plane.

If you share the outsiders' alignment, you rebuke outsiders of that subtype instead of turning them. For example, a chaotic evil cleric who took Outsider Turning [Good] could turn any good outsider. If that cleric also took Outsider Turning [Chaotic] he could rebuke chaotic evil outsiders, and turn chaotic neutral outsiders.

Special: Any feat that applies to turning undead can be used in conjunction with this feat to turn outsiders. You may take this feat multiple times, choosing a new alignment subtype each time.

Outsiders that have changed alignments face the extra risk of being turned by multiple sources. For instance, a risen tanar'ri can be turned as a good creature, and can be turned as a chaotic or evil creature because of its inner nature.

Parting the Veil [General, Faction-Dependent]

Your devotion to the greater forces in the multiverse has brought new revelations on the mysteries of the planes, allowing you to manipulate divine energy more fluidly.

Prerequisites: Knowledge (religion) 9 ranks, access to a domain.

Benefit: You no longer need to prepare domain spells, you may spontaneously choose any of your domain spells of the appropriate level to fill your domain spell slot.

Planar Knack [General]

You are able to grasp fundamental aspects of particular planes, so survival in those environments poses little trouble for you.

Faction: Fated.

Prerequisite: Knowledge (the planes) 4 ranks.

Benefit: You gain a +2 bonus to Control, Planar Expertise, and Survival checks on any planes with which you have a specialty in Knowledge (the planes). In addition, Planar Expertise is now a class skill for you.

Pocket of Order [General]

Your spells temporarily nullify chaos in a small pocket of space, removing any chance.

Faction: Fraternity of Order.

Prerequisite: Any lawful alignment.

Benefit: This feat is applied to spells with the lawful descriptor. For one round per level of the spell an area centered around the destination of the spell in a 30 ft. radius has all random chance removed. All die rolls are determined by their average value, using the table for the feat Static Spell. The effect does not take place until the next round, so any initial saving throws to resist the spell are rolled as normal, and does not move afterwards, even if the spell was centered on an individual. For the duration of the effect events are predictable, even average. Individuals operate according to skill alone, leaving no room for flair or inspiration.

Point Finger [General]

You are a master of verbal deception, and can make others seem dishonest or inept with your quick wit.

Faction: Revolutionary League.

Prerequisite: Bluff 4 ranks.

Benefit: When making a Bluff check to lie, you may subtract a number from your Bluff check up to the number of ranks you possess in the Bluff skill and target somebody within 60 ft. That person receives a circumstance penalty equal to the number subtracted from your check to their next Bluff or Diplomacy check in that encounter.

Portal Sense [General]

You are able to anticipate the dangers that lie before you through a portal.



Prerequisites: Wis 13, Planar Expertise 9 ranks, ability to see inactive portals.

Benefit: When you determine whether the destination of a portal is dangerous you also become aware of the nature of the threat. You know what type of terrain the portal leads to and whether there is a danger from natural hazards such as fire, extreme cold, poisons, magical effects, dangerous plant life, and so on.

Power of Denial [General, Faction-Dependent]

Some Visionaries regard the multiverse as merely an extension of their will; it exists because they believe it so. While this theory is incredibly egocentric, its proponents have provided proof in the past by ignoring whole objects out of existence. Though such power is held only by the most experienced Visionaries and former Signers, you have begun to master the basic principles, and with concentration can disbelieve an object long enough to pass through it.

Faction: Mind's Eye.

Prerequisites: Illusion Perception, Control 6 ranks.

Benefit: By meditating for at least one minute and making a successful Control check (DC 10 + the object's hardness) as a standard action you may ignore the existence of one object and be considered insubstantial with regards to it. A check must be made for every 2 inches of thickness, or every 5 feet for anything nonsolid; every successive roll increasing the DC by 1. If you have touched or otherwise interacted with the object, you have greater difficulty disbelieving it, and the DC increases by 4. While concentrating, you can only move at half speed, and anything that disrupts your concentration, such as a loud noise or being hit by something else, ends the effect unless you make a successful Concentration *and* Control checks against the same DC. You cannot use this ability to evade attacks of any sort, and lead or magical wards (even those that prevent interplanar access) are impenetrable.

Precondition [General]

Due to some anomaly encountered upon leaving Mechanus your reflex protocols have made some unusual adaptations to respond to specific situations in a quick and efficient manner.

Prerequisite: Modron Outcast.

Benefit: Choose an action that your character will perform in response to some external stimulus. Neither stimulus nor reaction is interpreted by your character, meaning you cannot make differentiations such as friend or foe, or what specific reaction would be best. For example, a modron outcast that witnesses someone drawing a weapon may immediately cast its highest-level spell or may attack the speaker upon hearing a word or expression. The stimulus and the reaction should be loosely based on some past experience of the character. For example, perhaps the last individual to use a particular phrase turned out to be leading the party into an ambush. The modron outcast's reaction can be anything that can be performed as a standard action, and is always the same reaction for the same event, even if it may not be appropriate at the time. The modron outcast acts immediately, even if it has already made an action in the round; the character's initiative order doesn't change.

At 4th level, and every three levels afterwards, the DM chooses an additional stimulus and reaction for your character. These preconditions should not be used as a punishment, however, and the player and DM are encouraged to work together to invent reactions that are both logical (in your character's mind, anyway) and not abusive.

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

Probability Manipulation [General, Faction-Dependent]

In your quest to understand the intrinsic laws of the multiverse, you have learned how to "bend" the laws affecting an outcome.

Faction: Fraternity of Order.

Prerequisite: Int 15.

Benefit: You may choose to add a +2 or -2 to any attack roll, damage roll, caster level check, or skill check made by a character within 60 ft. of you as a free action at any time during the round. To use this ability, you simply must observe the action about to be performed and comment on the statistical probability of it succeeding. This ability must be used before the

die is rolled and may be used a number of times per day equal to half your Intelligence modifier. It can only be used once per round.

Protomatter Substitution [Metapsionic]

You are able to use your psionic powers to manipulate ethereal protomatter in the same manner as you manipulate ectoplasm.

Prerequisites: Control 3 ranks, Ethereal Plane as a specialty for Knowledge (the planes), ability to manifest powers.

Benefit: When on the Ethereal Plane or any plane that borders it you can manifest powers that use ectoplasm normally, replacing the astral ectoplasm with ethereal protomatter, allowing powers such as *astral construct* to function on the Ethereal or Inner Planes.

Using this feat does not add to the power point cost of a power.

Normal: Powers that draw ectoplasm from the Astral Plane do not function on planes that are not adjacent to it.

Punish the Oppressor [General, Faction-Dependent]

Often the only way to convince others not to take advantage of you is to illustrate the inevitable consequences of their actions. Calling on the multiverse to make sure what goes around comes around, you can answer force with force alike without lifting a finger.

Faction: Ring-Givers.

Prerequisites: Wis 11, Harmless, character level 9th.

Benefit: If someone attacks and deals damage to you and you have not participated in the combat until that point you may choose to deal the same amount of damage to them. The damage is inflicted in a backlash of energy that leaves the attacker with strong reservations about harming you further. They must make a Will save (DC 15 + Wisdom modifier) or treat you as if you were protected by a *sanctuary* spell for the next hour. This is a supernatural ability usable once a day.

Purity of Form [General]

Most Martyrs share a common animosity toward all forms of undead and strive to protect themselves from falling to such unnatural and vile creatures.

Faction: Sons of Mercy.

Prerequisites: Great Fortitude, any good alignment.

Benefit: You gain a +2 bonus on saving throws against the special abilities of undead creatures and against spells that use negative energy. These bonuses overlap (do not stack); for instance, you only gain a +2 bonus from this feat against the energy draining ability of undead. In addition, you cannot be made undead by any means short of divine intervention; you are immune to the create spawn special ability possessed by some undead creatures, cannot be turned into a vampire, and cannot have your body transformed into an undead abomination.

Purity of Spirit [General]

Martyrs with true hearts have less to fear from the powers of vile fiends, as their very spirits can shrug them off as the abhorrent sorcery they are.

Faction: Sons of Mercy.

Prerequisites: Iron Will, any good alignment.

Benefit: You gain a +2 bonus on saving throws against the special abilities of evil outsiders and any evil spells. These bonuses overlap (do not stack); for instance, you only gain a +2 bonus from this feat against an *unholy blight* spell cast by a fiend.

Renowned Commander [General, Faction-Dependent]

Tales of your deeds have spread your name far and wide through the ranks of the Harmonium, giving you the respect and privilege reserved for the faction's true heroes.

Faction: Harmonium.

Prerequisites: Cha 13, Leadership, Seasoned Officer.



Benefit: You no longer suffer a penalty to your Leadership score for purposes of attracting a cohort because you have a familiar, special mount, or animal companion, and the death of a cohort or follower does not give you a penalty so long as they died fighting for the ideals of the Harmonium. Finally, you gain the privilege of being able to call on the Harmonium for aid in some suitably heroic endeavor. This aid comes in the form of four to five experienced Hardheads no more than 2/3 your character level, who will serve under you for the duration of a single mission. You may only call upon such assistance once a year and with sufficient cause provided to the Harmonium leadership. During such a period you are charged to ensure their safety and wellbeing, to say nothing of your duty to educate and inspire them to rise higher in the service of justice.

Return of Favors [General, Faction-Dependent]

The Ring-Givers don't make it through the multiverse merely on the good will of others, they have the Unity of Rings on their side to ensure that even the most selfish individuals tend to feel that they owe the Beggars for any favors given. Thus, whenever you give a gift or do a favor for someone else, they have a chance of becoming bound to owe you a debt.

Faction: Ring-Giver.

Benefit: You must make the recipient aware that you would appreciate or expect some sort of return at the time the gift is given and the recipient cannot be forced to accept it. If the recipient accepts the gift they make a Wisdom check (DC 10 + your Charisma modifier), whether they intended to make it up to you or not. The recipient must make this check once a day for a number of days equal to your character level. Should they fail the check at any point they are bound to owing you a favor in return.

The favor owed you is relative to the value of your gift or favor. For instance, giving a magical item worth \$20,000 gold to someone would cause them to owe you an item of similar value or obligate them to perform some sort of service of equal value to you. Likewise, if you saved someone's life they would owe you a life debt of sorts, and would be required to save your life in order to settle their debt. You may refuse to take the payment, in which case the debt is not absolved, though the DM may rule in certain situations that the individual has made up for their debt.

Under some circumstances you may force someone who owes you a favor to pay up in some desired fashion. You may only do so once per debt. Upon making the request make an opposed Charisma check. If you succeed, the individual must do as you ask. If the request goes against the subject's nature or requires them to give up something of large personal value they gain a +4 bonus to their check. If your request is likely suicidal, directly or indirectly, they simply do not need to listen to you.

Riot Leader [General]

You are exceptionally good at riling up a crowd in order to disrupt the social order.

Factions: Revolutionary League, Xaositects.

Prerequisites: Leadership, Bluff 7 ranks, Diplomacy 7 ranks, any nonlawful alignment.

Benefit: Given at least an hour of public speaking you can make a Diplomacy check (DC 25 + modifiers listed below). If you succeed, you attract a number of additional temporary followers determined by your Leadership score. These followers must hear your speech and must be of chaotic alignment. After attracting them to your cause, you may then direct them to instigate a riot or otherwise cause chaos for at least an hour and possibly longer at the DM's discretion. After the first hour, the additional followers are no longer under your command and will act on their own.

Use of this feat will likely attract the attention of local authorities, and repeated use may draw the wrath of organizations such as the Harmonium. In a worst-case scenario, you may even warrant the attention of inevitables or celestials.



<i>Modifier</i>	<i>Example Circumstance</i>
+5	If current plane is strongly good-aligned
+5	If current plane is mildly law-aligned
+10	If current plane is strongly law-aligned
-5	If current plane is strongly evil-aligned
-5	If current plane is mildly chaos-aligned
-10	If current plane is strongly chaos-aligned

Sacred Form [General, Faction-Dependent]

Your body is a temple, a vessel of divine potential. Though the purpose of each life is to learn and change through experience, there are certain aspects that must remain pure and unmolested if you are to continue your ascension. Therefore, you have chosen to manifest your divine power to shelter yourself from unwelcome alterations to your body.

Faction: Mind's Eye.

Prerequisites: Wis 17, Cleanse Impurity, Harness Divinity.

Benefit: You become immune to petrification and polymorph spells and effects that change your form such as *baleful polymorph*, *flesh to stone*, and *reduce person*. This does not apply to transmutation effects that do not cause a physical change in form, such as *slow*, or to transmutation effects that would destroy your form completely, such as *disintegrate*. Any abilities you possess to change form are unhindered.

Scapegoat [General]

You know how to blame others for your deeds.

Faction: Revolutionary League.

Prerequisite: Bluff 6 ranks.

Benefit: You receive a +10 bonus to Bluff checks when implicating someone for something they didn't do, and spells cannot determine whether you are lying about who is responsible.

Seasoned Officer [General, Faction-Dependent]

Those that dedicate their lives to the Harmonium cause establish a level of respect with their faction that many would envy, and serve as a shining example to those who follow.

Faction: Harmonium.

Prerequisites: Cha 13, Leadership.

Benefit: You gain a +4 circumstance bonus to Charisma-based skill checks with Harmonium members and receive a +2 bonus to your Leadership score if all your followers and your cohort are members of the Harmonium. In addition, when you lead a cohort or followers into battle they gain a +2 competence bonus to attack rolls and Will saving throws if they are members of the Harmonium.

Self-Reliance [General]

Face it, the only way to survive in the multiverse is by being able to take care of yourself. You've realized that you can never truly depend on anyone else, so you've learned to be much more self-sufficient.

Benefit: You receive one extra skill point every level, starting with the level at which you take this feat. You spend extra skill points in the same way as those received each level for your class, and may not purchase more ranks in a skill than your normal maximum rank in that skill. You do not retroactively gain skill points for previous levels.

Special: You can select this feat multiple times. Each time it is taken, you gain an extra skill point per level.

Sensorium Scholar [General, Faction-Dependent]

You have spent much of your life in the Society experiencing every sensorium made available. This supplies you with a wealth of knowledge not your own, even things unknowingly recorded from the original donors' psyche.

Faction: Society of Sensation.



Prerequisite: Must have gone through every sensation available at a sensorium.

Benefit: You are able to make all Knowledge checks as if you have ranks in them, enabling you to recall more than common knowledge without training. You may still only roll a Knowledge check for a given subject once, though if you spend a sufficient amount of time in a sensorium you may be able to try again, at the DM's discretion. In addition, you gain a +1 bonus to all Knowledge checks.

Special: In order to maintain use of this feat you must experience every sensation available at a different sensorium at least once a year. Failing to do so results in losing the benefits of this feat until you fulfill this requirement.

Sensory Touch [General, Faction-Dependent]

Experience is not a one-way path; we all open ourselves to new states of being through interaction with one another. Thus, most Sensates are taught how to feel the pain of others in exchange for their own wellbeing.

Faction: Society of Sensation.

Benefit: Once per day you may transfer a number of hit points of nonlethal damage equal to your character level from yourself to another living creature at the rate of two points healed per point taken. You may also reduce a creature's level of fear or fatigue by bearing the increase yourself. For instance, you can reduce a panicked individual to frightened by becoming shaken, or someone who is exhausted can be reinvigorated if you choose to become exhausted instead. You can use this ability to bring yourself past the normal limits of hit points, fear, and fatigue, but taking such an extreme burden knocks you unconscious for at least one hour. Either use of this ability requires a touch attack as a standard action that provokes an attack of opportunity.

Servant of the Unnamed [General]

Through secret means, you have become initiated in the unnamed pantheon that watches over bladeling society and are now a vessel of their will. You are haunted by vivid dreams, whispers in the wind, and other omens sent by that of which you do not speak. You hear their commands, the tasks they require you to perform. You can only begin to understand the purpose of your orders, which range from mundane to suicidal, but you know that there is a grand scheme according to which you move, and to refuse them is a fate far worse than death. But you gladly fulfill your duty, knowing that you are being watched, guided, and protected.

Region: Bladeling.

Prerequisite: Permission of the DM.

Benefit: Once a day, should you undertake an action that will surely lead you to certain danger, the voices strongly warn you of the threat. Once a week, should you fall between -1 and -9 hit points, you will immediately stop bleeding and regain consciousness. Finally, once in your lifetime, should you be slain in the service of those left unnamed, you will awaken alive and safe in a haven of the DM's choosing. In exchange for this protection, you will occasionally be called upon to perform strange tasks as described above. Disobedience results in loss of this feat at a minimum, though in all likelihood that will be the least of your troubles once the powers that be decide to punish you for your disloyalty.

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

Sift [General, Faction-Dependent]

Your affinity for entropy gives you insight into its manifestations, allowing you to divine information on what destroyed a given object or killed a creature.

Faction: Doomguard.

Benefit: By taking a full-round action and making physical contact with a destroyed object or dead body, you can automatically tell what caused the object to break apart, down to the type of damage and what sort of implement or spell was used to inflict it, though not what specific object or person inflicted the damage. For example, you may be able to identify that a greatsword or necromancy spell killed the target, but not the specific greatsword or the



caster's identity. If the destruction was magical in nature, a Spellcraft check is required to identify the spell as if the Sinker were witnessing the spell being cast.

Sinker Swordsmanship [General, Fighter]

Members of the Doomguard are well known for their love of swords, and every citadel trains in the usage of myriad types of swords. Some of the best swordsmen in the multiverse hail from this faction, and many learn how to use their techniques for a wide variety of blades.

Faction: Doomguard.

Prerequisites: Proficiency with simple and martial weapons, Weapon Focus, base attack bonus +9.

Benefit: Choose one weapon-based fighter feat that you possess such as Improved Critical, Weapon Focus, or Weapon Specialization. This feat now applies to all swords with which you meet the prerequisites of the feat. Swords include bastard swords, falchions, fullblades, greatswords, longswords, short swords, rapiers, scimitars, and any other weapons at the DM's discretion. For instance, if you took this feat with Improved Critical then you would gain the benefits of that feat for all swords, whereas if you took this feat with Weapon Specialization it would only apply to swords with which you also had Weapon Focus. You are considered to actually have the feat for purposes of prerequisites.

Siphon Spell Slot [General, Faction-Dependent, Wizard]

If another spellcaster hasn't used their spells already, the energy might as well go to someone who will put it to use. Furthering your skills of magical theft, you can slightly replenish your magical abilities by draining another's.

Faction: Fated.

Prerequisites: Grab Magic, Sticky Fingers, Knowledge (arcana) 12 ranks, Spellcraft 12 ranks.

Benefit: By making a touch attack, you may restore a previously cast spell (or gain the ability to cast an additional spell that day, if you cast spells spontaneously) by absorbing the magical energy from your target. The target may make a Will save (DC 10 + $\frac{1}{2}$ your character level + Charisma modifier) to resist the effect. Otherwise, you may take a spell slot from your target up to two levels lower than the maximum spell level you can cast. If the target prepares their spells, they choose which spell is lost. You may use this ability once a day. This is a supernatural ability.

Slippery [General]

You live for freedom, and avoid capture at all costs.

Factions: Athar, Free League, Revolutionary League.

Benefit: You gain a +1 bonus on all saving throws against mind-affecting spells and effects, and a +2 bonus to Escape Artist checks.

Spectrum Enhancement [General]

Few creatures in the multiverse can match the capabilities of the Sensate who develops their vision to this extreme. Though it stretches the physical capabilities of any form, the unique experience is normally enough to attract any true Sensate.

Faction: Society of Sensation.

Prerequisites: Alertness, Extraordinary Sense (Ocular), Spot 15 ranks.

Benefit: You gain a minor form of x-ray vision, giving you the ability to see into and through solid matter. The vision range is 5 feet, allowing you to view everything within that range as it were in normal light even if there is no illumination. X-ray vision can penetrate 1 foot of stone, 1 inch of common metal, or up to 3 feet of wood or dirt. Thicker substances or a thin sheet of lead blocks the vision. You may activate this ability as a standard action. For every round that this ability is active you suffer 10 points of nonlethal damage as the strain on your eyes and mind takes its toll.



Static Spell [Metamagic]

Your devotion to the principles of order allows you to lace your spells with the structure of law and remove any variables from the equation.

Prerequisite: Any lawful alignment.

Benefit: This feat adds the lawful descriptor to a spell. Furthermore, all die rolls are determined by their average value rather than being rolled for random effect. To determine the results for damage, duration, etc., multiply the values provided by the chart below by the number of dice normally rolled and round down. Thus a *fireball* that deals 8d6 fire damage would cause 28 points of fire damage.

<i>Die</i>	<i>Result</i>
D3	1.5
D4	2.5
D6	3.5
D8	4.5
D10	5.5
D12	6.5
D20	10.5
D100	50.5

Special: This feat cannot be applied to spells with the chaotic descriptor.

Steady Decay [General, Faction-Dependent]

Your refusal to tamper with the natural progression of decay likewise ensures that your fate is not ended prematurely by less enlightened individuals.

Faction: Doomguard.

Prerequisites: Destruction Embraced, character level 6th.

Benefit: You become immune to all death spells, magical death effects, energy drain, and negative energy effects. However, you also gain a bonus to saving throws to resist spells of the healing subschool equal to half your character level.

Sticky Fingers [General]

You understand that everyone is entitled to whatever they can seize; thus stealing from others is a natural way of life for you no matter what your profession is.

Faction: Fated.

Benefit: You gain a +2 bonus to Sleight of Hand when using it to steal from others, and Sleight of Hand becomes a class skill for you.

Strengthened Transmutation [General]

Recognizing the benefits magic provides in improving your combat abilities, you've focused on ways to use transmutation more effectively on yourself.

Faction: Sodkillers.

Prerequisite: Spell Focus (Transmutation).

Benefit: You cast transmutation spells on yourself at +2 caster level.

Structured Mind [General]

Some Guvners restructure their memories as a "memory castle" of sorts, rendering their thoughts relatively resistant to magical attacks or intrusions.

Faction: Fraternity of Order.

Prerequisite: Base Will save +2 bonus.

Benefit: You gain +2 bonus against spells or effects that read, damage, or otherwise remove your mind such as *confusion*, *detect thoughts*, *feeblemind*, *insanity*, or the psionic powers *mind seed* or *mind switch*, but not spells that influence or control it such as *charm person*, *suggestion*, or *dominate person*. Furthermore, you are adept at resisting possession, either



from a special ability or a *dominate* spell, and may make a Will save once an hour at a -2 penalty to free your mind.

Surprise Factioneers [General]

Your knowledge of the factions allows you to catch them off guard with unexpected comments about their philosophy or faction.

Faction: Free League.

Prerequisites: Wis 13, Cha 13, Knowledge (factions and guilds) 6 ranks.

Benefit: As a full-round action, you can make a Knowledge (factions and guilds) check (DC 20) to come up with a particularly shocking comment against one faction. Shouting the comment allows you to “shock” any member of that faction within 60 feet that can hear you as the spell *daze*. The targets may make a Will save (DC 10 + ½ character level + Wisdom modifier) to resist the effect. You may use this ability once a minute, and the same target can only be affected by it once a day, though a target that makes their save may still be affected by another use of the ability.

Talents of the Past [General]

You have awakened vague memories of a past life, allowing you to learn some skills with inexplicable ease.

Faction: Mind’s Eye.

Benefit: Choose two cross-class skills. These skills become class skills for you.

The Stuff of Legends [General]

You possess a physical prowess typical of the Asgardian warriors on the plane of eternal battle.

Region: Bariaur, Chaond, Ysgard.

Prerequisites: Str 13, Con 13, Endurance.

Benefit: Add your Strength modifier in addition to any other bonuses to the checks and saves listed under the Endurance feat. In addition, add your Constitution modifier to your effective Strength score for purposes of lifting/dragging, carrying capacity, and Strength checks.

True Name Lore [General]

You can understand the rudiments of True Names, allowing you to research and use the True Names of creatures against them.

Prerequisites: Int 15, Knowledge (arcana) 10 ranks, base Will save bonus +4.

Benefit: You can use the True Name of a creature to bypass its magical obfuscations, cast teleportation spells on it without being included in the effect, to gain bonuses to attack rolls, spell penetration checks, and certain skill checks against it, and can target it in a true name ritual (see True Names in Chapter 5).

Note: Players should find out from the DM whether True Names will be incorporated into the campaign before taking this feat. This is only a basic approach to True Names; DMs and players are encouraged to expand upon this system, or look to the *Tome of Magic* for detailed rules.

Touched in the Head [General]

There’s no more room for additional madness in your head - you already have your share.

Faction: Bleak Cabal.

Prerequisites: Iron Will, character level 9th.

Benefit: You are immune to confusion or madness effects (including spells from the Madness domain) such as *confusion*, *feeblemind*, *insanity*, *Otto’s irresistible dance*, *Tasha’s hideous laughter*, and other spells and effects at the DM’s discretion.

Turn Immunity [Epic]

Your stature within the planes grants you immunity to the turning attempts of lesser beings.

Prerequisites: Cha 25, Improved Turn Resistance, natural Spell Resistance 20.

Benefit: You are immune to any type of turning/rebuking attempt, though you can still be banished by spells of sufficiently high-level casters.



Twitch [General]

You have an innate sense of danger and can quickly respond to hidden threats.

Region: Carceri, Khaasta, Tiefling.

Prerequisites: Dex 15, Improved Initiative.

Bonus: You are able to make a partial action as normal during a surprise round in which you normally could not act, even if you are unaware of the attackers beforehand. You may act immediately after the first attacker's actions, provided you recognize the threat.

Unit Tactics [General, Fighter]

Your faction has heavily emphasized safety and teamwork in the heat of battle and you know how to take advantage of the shared training you have with your comrades.

Factions: Harmonium, Sons of Mercy.

Prerequisite: Base attack bonus +3.

Benefit: You gain a cumulative +1 circumstance bonus to attack rolls and AC against a target for every character with this feat (including yourself) threatening it. Thus, if three individuals with this feat were threatening the same target all three characters would gain a +3 to attack and AC against that opponent. You do not gain any bonuses or count towards granting other characters bonuses if you are immobilized.

Unhealthy Fixation [General, Faction-Dependent]

Your insanity gives you a strange insight into the conditions around you.

Region: Pandemonium.

Faction: Bleak Cabal.

Prerequisite: Insanity 1.

Benefit: You may add ½ your Insanity score to your Wisdom for purposes of Wisdom-based skill checks all the time, rather than only once a day.

Normal: Your Insanity score is subtracted from your Wisdom for purposes of skill checks.

Unlikely Event [General, Faction-Dependent]

Randomness is the natural state of the multiverse, and you welcome the unusual occurrences that come with it.

Faction: Xaositects.

Benefit: On any d20 roll with the potential for an automatic success or failure, a natural 19 or a natural 20 is considered an automatic success, and a natural 1 or a natural 2 is considered an automatic failure. This does not increase the threat range of weapons.

Normal: On a d20 roll that has the potential for an automatic success or failure, a natural 20 is considered an automatic success, and a natural 1 is considered an automatic failure.

Unwritten Destiny [General, Faction-Dependent]

Your belief that you are not bound by the chains of fate ensures that you are not bound by magical contracts and that none can divine your future.

Faction: Fated.

Prerequisites: Iron Will, character level 9th.

Benefit: You are immune to *geas/quest* and *lesser geas*, as well as other spells and effects that would force you into a magical contract, including the Ring-giver feat Return of Favors. Furthermore, attempts to divine your future, such as through *commune* or *contact other plane*, always return inconclusive answers.

Vision of Death [General]

Some Dustmen become so attuned to death that when they look at other creatures all they can see is the creature slowing decaying and dying, as if Death itself has given them an idea of its schedule.

Faction: Dustmen.

Prerequisites: Wis 11, Spot 6 ranks.



Benefit: As a move-equivalent action you can look at creatures within 30 feet and determine how close to death they are as the *deathwatch* spell, or you may focus on a single living target and determine its hit points.

Walk the Predefined Path [General, Faction-Dependent]

Many Ciphers develop an uncanny knack to reach their destinations despite all obstacles, relying on the Cadence to guide their every step rather than concerning themselves with the details of the trip. While members of other factions may think they're missing the most important part, the multiverse always requires they make up for this shortcut at some point.

Faction: Transcendent Order.

Prerequisites: Cadence Whispers, character level 9th.

Benefit: Once a week you may roll a d20 against the difficulty chosen for Cadence Whispers. If you succeed, you gain one use of *find the path* as an extraordinary ability that must be used immediately. However, upon activating this ability you automatically incur a *geas* debt as described in Cadence Whispers. Such quests may be more or less difficult than the original journey would have been without the use of *find the path*.

Well-Lanned Cutter [General]

While the Free League offers little in terms of material aid, the prevalence of Indeps throughout the planes makes it much easier for you to find helpful friends pretty much anywhere.

Faction: Free League.

Prerequisites: Gather Information 6 ranks, character level 6th.

Benefit: Upon taking this feat you gain a reliable contact in a specialized field (baatezu sociology, black market portal routes, etc.) or position of knowledge (such as within another faction or religion) for every three character levels. This individual may or may not be a member of the Free League, but will help provide you with information related to their area of expertise. Contacts are normally of lower level than you and tend to stay in one region, though the DM may allow you to earn more prominent contacts through role-playing. Contacts will not likely help you beyond providing some bit of information and particularly powerful or fiendish contacts may require some help in return. Maintaining the contact is your responsibility, and the DM is free to role-play the character as they see fit. If you lose a contact, you do not automatically gain a new one.

Special: You can select this feat multiple times. Each time it is taken, you gain an additional contact for every three character levels. If you leave the Free League you may or may not maintain your contacts, depending your relationship with them, at the DM's discretion.

Wild Spell [Metamagic]

Channel wild energy into a spell, giving it potential to be weaker or stronger than normal.

Prerequisites: Int 15, Spellcraft 9 ranks, base Will save bonus +4.

Benefit: A wild spell has a randomly modified caster level and has a chance of triggering a wild surge (see Wild Magic in Chapter 5). Unlike other metamagic feats, Wild Spell does not need to be applied to a spell when it's being memorized and does not increase the casting time or level of the spell.

Wounding Martial Strike [General, Fighter]

You know how to hit your opponents where it hurts and how to leave your mark with each blow.

Faction: Sodkillers.

Prerequisites: Int 15, Weapon Focus with specified weapon, base attack bonus +6.

Benefit: Each time you deal damage with the specified type of weapon, the wound it inflicts deals 1 point of damage per round thereafter in addition to the normal damage the weapon deals. Multiple wounds from the weapon result in cumulative bleeding (two wounds for 2 points of damage per round and so on). The bleeding can only be stopped by a successful Heal check (DC 15) or the application of any *cure* or other healing spells.



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- Updated background image
- Reviewed table layout for chapter
- Converted PW_Font to Exodus font
- Reviewed spacing, paragraph formats, grammar

