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Written By Simon Rocquette And Louis Porter Jr.

NEW FEATS

ARMORED CASTER IGENERALI

You have learned to reduce the arcane spell failure chance caused by wearing armor.

Prerequisites: Dex 15, Armor Proficiency (*heavy*), base Fortitude save +3.

Benefit: When wearing armor that you are proficient in, the arcane spell failure chance of your armor is reduced by 10 percent. This feat has no effect on the arcane spell failure chance caused by shields.

Special: You may not gain this feat more than once. However, its effects stack with arcane spell failure reductions from other sources.

AURA OF COURAGE [PALADIN]

You are shrouded in an aura of strength, giving your allies the will to fight on.

Prerequisites: Wis 15+, Cha 13+, Paladin level 5th+

Benefit: You provide a +4 morale bonus on saving throws against fear effects to all allies within 30 ft. If you are a paladin, this range extends to 60 ft.

DEADLY DRAW IFIGHTER PALADINI

You are able to execute a powerful slicing attack as you remove your sword from its scabbard.

Prerequisites: Base attack bonus +7, Quick Draw

Benefit: If your weapons are not yet drawn you may, as your first action in any combat, draw your weapon and execute an attack action against any target within reach of you at the time you draw your weapon. In order to use this feat, drawing an attacking must be the first action you take in the combat – you may not move or perform any other actions until your use of Deadly Draw is complete. The attack executed with this feat receives a +5

insight bonus to the attack roll as your training allows you to strike with startling precision.

DEFENDER OF THE FAITH [PALADIN]

You have been blessed as a protector of life, guarding others and yourself against the ravages of the undead.

Prerequisites: Dex 13+, Wis 13+, Combat Reflexes, Paladin level 1st+

Benefit: If you are not flat-footed when an adjacent undead opponent's melee attack roll misses you or an adjacent ally by a margin equal to your base attack bonus times two, you may immediately take an attack of opportunity against that undead opponent.

DIVINE PROTECTOR [PALADIN]

You are blessed with additional magical aid.

Prerequisites: Wis 15+, Paladin level 4th+

Benefit: You may choose anyone clerical domain from among your deity's list of domains. You now have access to this domain as a cleric. You gain an additional spell per day that may only be chosen from this list of spells.

You gain the granted power of the domain and access to the first 4 levels of spells.

EXTENDAURA OF COURAGE [PALADIN]

By concentrating, you can extend the area affected by your aura of courage.

Prerequisite: Aura of courage ability

Benefit: As a standard action, you may make a Concentration check. The DC for this check is equal to the desired size of your aura of courage – for example, an aura twenty feet in radius would be DC 20. If the check succeeds, you may maintain this expanded aura as long as you concentrate.



PALADINS



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EYESOFTHE GODS IGENERALI

Your faith allows you to spot undead without fail.

Prerequisites: Wis 13+, cleric or paladin level 3rd+

Benefit: You may use divination spells, such as detect undead or true seeing, to detect resurrected or reincarnated characters.

FIST OF THE GODS [PALADIN]

The holy force of the gods flows through you, touching you as a true warrior of the faith.

Prerequisites: Wis 13+, Eyes of the Gods, Paladin level 3rd+.

Benefit: You may use you channel positive energy on resurrected and reincarnated characters as if they were undead. In addition, characters may use their smite ability against resurrected and reincarnated characters or targets.

FLANKING HORSE (FIGHTER) PALADIN)

You are so well-trained in fighting from your horse that you are able to effectively flank a target while mounted – without the need for an ally on the target's opposite side.

Prerequisites: Mounted Combat, Riding Skill 10 ranks and base attack bonus +6 or higher

Benefit: Whenever you are mounted, your horse is able to distract a medium-size or smaller opponent to such a degree that your target is considered flanked against any attacks which you or the mount make. Your horse may not move more than a 5 foot step during any round in which a target is virtually flanked in this way.

Normal: A target is normally only flanked when two or more opponents are on opposite sides of the target.

HANDOFJUSTICE [PALADIN]

You are an important leader of the church and an archon of justice.

Prerequisites: Cha 13+, 6+ ranks in Diplomacy skill, 10+ ranks in Knowledge (*religion*) skill, Leadership, Paladin level 13th+.

Benefit: You are among the highest ranking of clerics. A number of benefits come from this station. You gain a +2 divine bonus to Charisma. So long as you hold this station, the benefit remains.

You gain the paladin ability to smite once per day. However, this smite can be delivered to anyone that is not from your alignment or who have violated the tenets of the church. You gain one additional domain, spell per day, of any level that you can cast. In addition, choose one permutation of detect chaos/evil/good/law. A servant of a true neutral god may choose two. You may now cast this spell at will.

Lastly, when casting inflict spells increase the damage dealt by your Strength bonus (*if any*) and when casting cure spells increase the damage healed by your Charisma bonus (*if any*). Your Strength bonus and Charisma bonus may exceed the normal maximum of the spell.

Special: Each church has its own rituals and rites regarding the archon of justice. You and the DM should work out the specific requirements (*go on a quest, endure a week without food, etc.*). In addition, some churches have only one archon and someday someone is going to want your job.

The archon of justice has many mundane responsibilities as well, from overseeing festivals and religious celebrations to maintaining the records, churches and shrines of his faith. The archon is responsible primarily to his faith and god.

The smite ability granted by this feat stacks with the paladin ability to smite.

HEALING TOUCH [PALADIN]

Your compassion and willingness to cure others allows you to channel more energy for healing.

Prerequisite: Wis 13, Lay on Hands ability, Heal 1 rank.

Benefit: You can add your Heal skill ranks to the amount of hit points you can cure in a day with your lay on hands ability.

Normal: A paladin can heal 1d6 hit points of damage for every two paladin levels she possesses.

Special: These additional points can also be used to damage undead.

HOLYCHARGE [PALADIN]

You pray to the gods to guide your weapon when charging.

Prerequisite: Mounted Combat, Spirited Charge; Channel positive energy

Benefit: Once per day when using the charge action while mounted, you can deal triple damage with a melee weapon or four times normal damage with a lance.

Normal: Mounted charges deal double damage with melee weapons and triple damage with lances.

Special: If the character has another feat or ability, or performs an action that multiplies damage, the factors are added, not multiplied. For example, a character with the

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Holy Charge feat that scores a critical hit with a lance does not double the quadruple damage, but instead multiplies the original damage by five.

IMMEDIATE ATTACK (IPALADIN)

The mount charges out of heaven.

Prerequisite: Divine Bound (Mount)

Benefit: The mount may make a charge or full attack in the round in which it was called. Furthermore, it gains an additional +2 bonus to all attack and damage rolls made in this round.

IMPROVED PALADIN MOUNT [PALADIN]

Your mount is stronger than normal.

Prerequisite: Divine Bound (Mount)

Benefit: Your special mount grated by divine bound has higher scores than a normal mount for a character of your level. Add one extra hit dice, +2 natural armor class, +1 Strength adjustment and +1 Intelligence to the mount's scores.

IMPROVED SMITE [PALADIN]

Your righteousness brings down those who oppose you.

Prerequisite: Base attack bonus +3, Smite Evil

Benefit: Your smite ability deals +1d6 holy damage for every three levels in the pertinent class. Example: A 3rd level paladin deals +1d6 damage, while a 10th level one deals +3d6.

INSTINCTIVE HEALING [PALADIN]

You can heal yourself when unconscious.

Prerequisite: Con 13, Lay on Hands ability

Benefit: When you are below 0 hit points, but successfully roll to stabilize, your lay on hands ability activates and spends one Lay on Hands attempt on you.

Special: If you have the Diehard feat, this feat is automatically triggered.

LIGHTNING MOUNT [PALADIN]

You are able to leap into the saddle of your horse without thought, landing in the saddle by instinct.

Prerequisite: Mounted Combat

Benefit: Mounting or dismounting a mount is a free action for you, provided you start adjacent to your mount.

Normal: It normally requires a move equivalent action to mount or dismount a horse.

MARTYRDOM HEALING [PALADIN]

You can channel your own life force out through your hands.

Prerequisite: Cha 13, Diehard, Lay on Hands ability

Benefit: You may expend your own hit points to provide healing when using lay on hands; the exchange rate is three hit points for one point of healing. For example, if you deal 30 points of damage to yourself, you may heal another character of 10 points of damage.

Normal: A paladin can heal 1d6 hit points of damage for every two paladin levels she possesses.

Special: These additional points can also be used to damage undead.

PURE OF HEART IGENERALI

Your intentions remain pure even when confronted with the most evil temptations.

Prerequisite: Good alignment, Wis 13+.

Benefit: You are immune to any magic or effect that would change your alignment from good to neutral or evil. If a mind-affecting power would force you to act against your alignment, you gain an additional saving throw with a +4 bonus. Also, you enjoy a +1 competence bonus to all saving throws against spells with the evil descriptor and against the special abilities of creatures with the evil descriptor. If you are about to willingly commit a non-good act, the Games Master may warn you of the consequences and you must succeed at a Will save (*DC 10 + character's level*) to continue with that course of action.

REMOTE HEALING [METAMAGIC]

You can cure others at a distance.

Prerequisite: Heal 8 ranks, Spellcraft 8 ranks

Benefit: You can use any spell or ability that channels positive energy to restore hit points as a ray, rather than a touch effect. The ray's range is 5 feet, plus 5 feet per Wisdom modifier. The healing effect is undisturbed in any other way. If the ray targets an undead creature, treat it as a ranged touch attack. A spell so altered is cast as one spell level higher.

REMOVE ENCHANTMENT [PALADIN]

You can enhance the strength of your healing power to target magical ailments.

Prerequisite: Channel positive energy, Paladin level 12th+

Benefit: You can use six Lay On Hands attempts to channel positive energy into a cure disease spell or spell-

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like ability or to convert into a break enchantment spell. You make a caster check as normal to cancel a single enchantment, transmutation, curse or petrification.

REMOVE FEAR [PALADIN]

You can free others from the shackles of terror.

Prerequisite: Aura of courage ability

Benefit: By touching a character who is affected by a fear effect, you give them the chance to make a second saving throw against the fear effect. Resolve this second chance exactly like the first saving throw against the fear effect. If the second roll fails, a paladin cannot use this feat on the same individual for 24 hours.

SENSE CORRUPTION [PALADIN]

You can sense evil.

Prerequisites: Wis 13+, Paladin level 4th+

Benefit: Paladins with this feat, double the range of their detect evil class ability to 120 ft.

STAMP IFIGHTER, PALADINI

You are able to guide your horse's attacks much more effectively than other mounted combatants are. When engaged in melee, your horse may rear and smash its fore-hooves down upon a target which is medium-sized or smaller.

Prerequisite: Mounted Combat

Benefit: As one of your attack actions for the round, you may order your horse or mount to rear and slam its hooves into a target that is adjacent to the horse. If the attack succeeds, it causes normal damage and the target must make a successful Strength check equal to the horse or mount's attack roll. If the Strength check fails, the target is knocked prone. If the Strength check succeeds, however, the horse or mount is unbalanced and the individual must immediately make a Riding check (*DC 15*) to remain mounted; in addition, the horse or mount may not move for the remainder of this round and may only move one-half it's normal movement in the following round.

TRUE OF, PURPOSE IGENERALI

You have a strong code of conduct and stick to it against any contrary judgment.

Prerequisite: Lawful alignment, Wis 13+.

Benefit: You are immune to any magic or effect that would change your alignment from lawful to neutral or chaotic. If a mind-affecting power would force you to act against your alignment, you gain an additional saving throw with

a +4 bonus. Also, you enjoy a +1 competence bonus to all saving throws against spells with the chaotic descriptor and against the special abilities of creatures with the chaotic descriptor. If you are ever about to willingly commit an unlawful act, the Games Master may warn you of the consequences and you must succeed at a Will save (*DC 10* + *character's level*) to continue with that course of action.



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