undefEATable-

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NEW FEATS

ARBOREAL IGENERALI

The character was literally born in the trees and wilderness. As a result, they are highly adept at avoiding falling damage.

Benefit: The character gains a +4 competence bonus to any Climb checks made to avoid falling damage.

ATTUNED [DRUID]

You possess an uncanny knack for detecting danger in a wilderness environment.

Prerequisites: Alertness, Nature Bond

Benefit: Attuned is only effective in a wilderness setting and you receive a +2 bonus on initiative checks and retain your Dexterity bonus to Armor Class if you are caught flat-footed. In addition, you also receive a +2 dodge bonus to Armor Class against attacks of opportunity caused when you leave or move into a threatened area. This feat does not function wherever construction or settlement has replaced the natural surroundings.

CALLS OF THE WILD IGENERALI

You can communicate a brief message to another creature via mimicked animal calls.

Prerequisite: Handle Animal 8 ranks, Survival 8 ranks

Benefit: You can relay a brief message of less than one sentence to another creature that possesses this feat. To the untrained ear, the message sounds like the chirping of a bird or the cry of an animal; however anyone else with the feat can generally comprehend the message's contents. Extremely simple messages such as "come here" or "stay there" automatically succeed. More complex messages such as "two orcs approaching from the east" require Wisdom checks by both parties.

Typical difficulty classes for such checks are provided below.

DC	Message
5	"Two orcs approaching"
10	"Two orcs approaching from the east"
15	"Two orcs and a bugbear leader approaching from the east"
20	"Two orcs and a bugbear leader sixty feet away and closing from the east."

As a general rule, add five to the message's difficulty class for every piece of detail, such as the creature type, species, direction, distance etc. For instance, the last message conveys four details, two orcs, bugbear leader, sixty feet and the east. Messages that convey more than four details automatically fail.

Failed messages are incomprehensible and automatically fail if the parties attempt to convey the same message again or a message with a difficulty class equal to or higher than the previous message.

(CARPENTER IMETAMAGICI)

Any spell that creates or manipulates non-living wood is cast as if you were two levels higher.

Prerequisites: Ability to cast wood shape.

Benefit: Whenever you cast a spell that alters, creates, magically enhances or manipulates wood or a wooden object, you cast the spell at your current level plus two. To qualify for the benefits of this feat, the spell cannot be cast on any non-wooden material.

Furthermore, the spell cannot affect any type of living wood such as a treant or a living tree. Spells that fall under these restrictions include liveoak, speak with plants, tree shape and tree stride. Examples of spells affected by this feat include changestaff, ironwood and warp wood.







CHILD OF THE WILDERNESS [DRUID]

You are more adept at battling against feys.

Prerequisites: Druid level 2nd+, Survival 8 ranks

Benefit: You receive a +2 bonus to AC against all attacks made against you by feys, and you receive a +2 saving throw bonus against the spell-like abilities of feys. This bonus stacks with the Druid class feature to Resist Nature's Lure.

CRAFT FETISH LITEM CREATION

You can create fetishes, items that contain spells you or another spellcaster can use.

Prerequisite: Spellcaster leveI1st+.

Benefit: This feat works like Scribe Scroll, except it creates a fetish; an object of some type often a small doll; rather than a scroll. Like a scroll, the fetish is consumed after one use.

Special: Using a charm provokes an attack of opportunity and in all ways is just like reading a scroll.

CULINARY/ASHE LITEM CREATION

This feat is sometimes called "upside-down cooking" is the ability to trap magical powers within common food items, alchemical or herbal drinks. The enchanted foods are magically protected from spoilage, and retain their magic indefinitely until used.

Prerequisites: Brew Potion, spellcaster level 3rd+

Benefit: This feat functions exactly like Brew Potion, except that the caster can make the potion appear as any sort of food desired including magical breads, cheeses, or meats, dry goods, fruit, gels, soups or stews and even pastes. The limits of this feat are left to the imagination of the player and the DM.

DREAMCHILD [DRUID]

You bind your being to the magical essence of the woodlands, gaining aspects of fey creatures.

Prerequisites: Druid level 5th+, Survival 10 ranks, Fey Blood

Benefit: You are immune to magical compulsions that affect humanoids like charm person and dominate person.

EARS OF THE FOX IGENERAL

Your sense of hearing is extremely keen.

Benefit: The character receives a +2 bonus to Perception checks and can make a Perception check with a-5 penalty

to rouse from sleep upon hearing a menacing or otherwise loud noise.

EMPATHIC IGENERALI

You sense the feelings of those around you.

Prerequisites: Wis 13+ or Cha 13+, Sense Motive 6 ranks

Benefit: You gain a +2 bonus to all Sense Motive checks and Diplomacy checks. In addition, you gain a +1 competence bonus to initiative checks.

EMPOWERED BLOOD IMETAMAGIC

You magic can be fueled with your own blood, increasing its potency.

Prerequisites: Druid level 1st+

Benefit: Prior to casting a spell, you may wound yourself to feed the magical energies you unleash. You may suffer 3 points of damage (*which cannot be prevented in any way*) to generate one of the following effects.

- The target's spell resistance is reduced by two.
- The spell DC is increased by 2.
- The spell deals +1 damage.

You may deal damage to your target in multiples of 3 to generate these effects, up to a number of times equal to 1 + your Constitution bonus (*if any*).

Special: A spell need not be prepared ahead of time as an empowered blood spell in order to take advantage of this feat.

EXTRA ANIMAL COMPANION IGENERALI

You have an additional animal companion.

Prerequisites: Nature Bond (*Animal Companion*), Druid level 5th+

Benefit: You gain an additional animal companion. This animal companion may be the same type as your first or completely different.

Special: You can gain this feat multiple times. Each time you may choose another animal companion.

FEY/BLOOD [DRUID]

You have fey blood running in your veins.

Prerequisites: Cha 13+, Druid level 1st

Benefit: When determining bonus spells by spell level and maximum spell level known, you may use your highest ability score in place of the appropriate one. In addition, the saving throw DC for all your spells is increased by 1.

Special: This feat can only be chosen at 1st level.

FEY MAGIC [DRUID]

Your magic is rooted in illusion, but still potent to those without fev blood.

Prerequisites: Cha 15+, Druid level 4th+, Fey Blood

Benefit: Your magic draws upon the power of the fey. Fey magic, although rooted in illusionary glamer, is powerful and difficult to resist. All spells you cast are considered Illusion (*Glamer*) spells in addition to any other spell type. Non-fey creatures targeted by your spells make saving throws (*if any*) as willpower saves. Due to the strength of your Fey Blood, the saving throw DC of your spells is increase by 4. On a successful save, however, the effect is negated, no matter the terms of the spell.

This bonus stacks with other DC spell increases.

Special: You can gain this feat multiple times. Each time you gain this feat, your spell DC increases by 2.

GARDENER IMETAMAGICI

All plant-based spells are cast as if you were two levels higher.

Prerequisites: Ability to cast control plants.

Benefit: Whenever you cast a spell that alters, controls, creates, repels or summons a living plant, you cast the spell at your current level plus two. This feat has no affect on spells that transmute or manipulate wood. Spells influenced by this feat include control plants, diminish plants, entangle and plant growth. Spells such as warp wood and wood shape do not receive the benefits of this feat because they alter the properties of non-living plant material.

GRACE OF THE FEY (IDRUID)

Fey blood makes you swift and graceful, providing you an unnatural combat sense with fey weapons.

Prerequisites: Dex 15+, Cha 15+, Druid level 1st

Benefit: You are proficient with the longsword or rapier as well as the short bow, longbow, short composite bow, and long composite bow. If you are already proficient with these weapons you gain a +1 bonus to attack rolls with them.

Special: This feat can only be chosen at 1st level.

HIDDEN RUN (GENERAL)

You are a fleeting shadow, nearly invisible even as you rush past opponents.

Prerequisites: Dex 13+, Acrobatics 6 ranks, Stealth 6

ranks

Benefit: You may move up to your normal speed with no penalty to your Stealth check.

KNOW/TERRAIN (GENERAL)

Prerequisites: Int 13+, Survival 6 ranks

Benefit: Choose a terrain type. You gain a +1 competence bonus to Bluff, Perception, Sense Motive, and Survival checks while in that terrain. You also gain this bonus to melee weapon damage rolls and ranged weapon damage rolls up to 30 ft. This bonus damage does not apply to creatures immune to critical hits. Terrain types include:

Type	Example
Desert	Sand dunes
Forest	Woodlands, jungles
Hill	Foothills
Marsh	Swamp, bog
Mountains	Alpine reaches
Plains	Farmland
Underground	Caverns, dungeons

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take this feat, it applies to a new terrain type.

MARK OF THE FEY [DRUID]

You have been marked by the fey, although such a blessing is not without its price.

Prerequisites: Cha13+, Druid level 1st

Benefit: You may add your Charisma bonus to all saving throws against spells or spell-like effects. However, you do not gain this bonus against fey opponents.

Special: This feat can only be chosen at 1st level.

MUSK([DRUID]

The character naturally produces a musk that makes him seem more charismatic to others.

Prerequisites: Druid level 4th+

Benefit: Once per day the character can produce a faint musk that adds a +2 racial bonus to all of her Charismabased skills for 10 minutes. The bonus does not apply if his is interacting with a construct, elemental, ooze, plant, undead, or vermin.

NATURAL'ARCHER IGENERALI

You have come to terms with the tenets of your faith and can use an archaic bow, reflecting your naturalist and primitive nature.

Prerequisites: Dex 13+, Wis 13+, Druid level 1st+

Benefit: You gain Martial Weapon Proficiency (*longbow*) and Martial Weapon Proficiency (*shortbow*). You do not gain proficiency with the composite version of these weapons however.

Normal: Druids are proficient with the following weapons: club, dagger, dart, quarterstaff, scimitar, scythe, sickle, shortspear, sling, and spear.

RESISTIELEMENTALISM (GENERALI)

Your belief shields you and sustains you in face of the fury of the elements.

Prerequisites: Con 13+, Wis 15+, druid level 9th+

Benefit: You are permanently blessed with Damage Resistance 5/- against magical elemental effects. In addition, you gain a +4 divine bonus to all saving throws against acid, cold, electricity, fire, and sonic damage, whether from a magical or natural source.

RESIST/FEY/IGENERALI

You are naturally resistant to the powers of the fey.

Prerequisite: Wis 13+

Benefit: You gain a +4 bonus to all saving throws against

effects generated by fey.

RESISTANT SHAPESHIFTER [DRUID]

Your draw on your inner magic and can resist forces that would normally end your wild shape form prematurely.

Prerequisites: Ability to wild shape, Con 15+

Benefits: When confronted with a dispel effect or antimagic effect that would end your wild shape, you can attempt to retain your form with a Concentration check (*DC 20*). In an antimagic field, the character must make this check every round until he leaves the area of effect.

RITUALISTIC ACTION IGENERAL

The character knows special rituals for almost everything, and when he takes the time to perform them, they ensure that the gods smile upon him.

Benefit: Whenever the character takes 20 on a check, he can also perform a special ritual to ensure success. This grants him a +1 morale bonus to that check only; thus, when he takes 20, it becomes 21.

STRENGTH OF THE STAG IGENERAL

You gain short bursts of energy, allowing you to run and fight longer than normal.

Prerequisites: Con 13+, Great Fortitude

Benefit: Once per day, you may gain a temporary boost of energy. When this feat is invoked, you gain 1d4 temporary hit points for each point of Constitution bonus. These temporary hit points last for 10 minutes per point of Constitution.

Special: You can gain this feat multiple times. Each time, you may use this feat an additional time per day. You may not take this feat more times that you have points of Constitution bonus.

THE SIGHT IGENERALI

You can view the invisible world, just as well as the physical.

Prerequisite: Wis 13+

Benefit: You may sense incorporeal spirits within 60 ft. of your position with a successful Perception check (*DC 20*). This ability works just as detect evil, detect magic or detect un dead and requires a round of concentration to activate.

SIXTH SENSE IGENERALI

You have an uncanny sense for detecting invisible or non-corporeal creatures.

Prerequisites: Wis 13+, Alertness, The Sight

Benefit: When an incorporeal or invisible creature comes within 30 ft. of you, the DM makes a secret Perception check (*DC 25*). If this check is successful, you sense the creature's presence. This does not require any concentration, however you do not know its location or nature. You simply feel that something or someone is watching you. Once it is determined that something is there, you may use The Sight feat to determine its location.

In addition, whenever someone scries your location you may make a Spot check (*DC 30*) to notice them.

SUNDER NATURAL WEAPON IGENERALI

You have experienced many battles against wild animals and vicious monsters that fight with claws and fangs. You've learned a few special moves that allow you to cripple a creature's natural attacks.

Prerequisites: Str 13+, Knowledge (*Nature*) 4 ranks, Survival 4 ranks, Improved Sunder, Power Attack

Benefit: When fighting a creature of large or greater size that fights with natural weapons, such as claws, a bite

attack, or a bludgeoning tail, you may choose to partially cripple one of those attacks. When you score a critical hit against such a creature, you may choose to inflict a -4 penalty to one of the creature's natural attacks and a -2 to its damage rather than deal extra damage. This penalty lasts until the creature is healed to its maximum hit points.

WAR BEAST CARETAKER IGENERALI

Animals that you train learn to ignore distractions and better resist spells. In the face of strange supernatural opponents, they keep their resolve.

Prerequisites: Handle Animal 4 ranks, Nature Bond (*Animal Companion*)

Benefit: With three weeks of training and a successful Handle Animal check (*DC 20*) you can grant a beast under your tutelage a +2 competence bonus on all saving throws and a +4 competence bonus against mind-affecting attacks and spells.

WAR BEASTITRAINER IGENERALI

You are skilled in training animals to fight beside you. You grant them improved abilities in combat, and they fight better with armed warriors than other trained beasts.

Prerequisites: Handle Animal 6 ranks, Nature Bond (*animal companion*)

Benefit: With three weeks of training and a successful Handle Animal check (*DC 20*), you can grant an animal you train gain +2 competence bonus to any Handle Animal trick they might do and Weapon Focus with one of its natural attacks.

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