

Chapter 5 – Feats and Performances

Ability Focus

General

Choose one of the creature's special attacks. This attack becomes more potent than normal.

Prerequisite: Special attack.

Benefit: Add +2 to the DC for all saving throws against the special attack on which the creature focuses.

Special: A creature can gain this feat multiple times. Its effects do not stack. Each time the creature takes the feat, it applies to a different special attack.

Absorbent Leaves

General

The leaves on your body can absorb spells.

Prerequisites: Must be korok, Double Leaf Blade.

Benefit: You gain spell resistance of 5 + character level.

Acid Substitution

Metamagic

Prerequisites: Any other metamagic feat, Forest Aspect I, Knowledge (Triforce) 5 ranks.

Benefit: When employing a spell with the cold, electricity, fire, force, or sonic designator, you can modify the spell to use acid energy instead. The altered spell works normally in all respects except the type of damage dealt. An acid substituted spell costs +1 forest MP to cast, and its casting time is increased to a full round action if its casting time is a standard action or a free action.

Acrobatic

General

You have excellent body awareness and coordination.

Benefit: You get a +2 bonus on all Jump checks and Tumble checks.

Additional Magic Item Space

General

Benefit: Choose one type of magic item that has a limit on the number a character can simultaneously wear and gain its benefit. The character can now wear one more magic item of this type and also gain its benefit.

Normal: Without this feat, a character is limited to one headband, hat, or helmet; one pair of eye lenses or goggles; one cloak, cape, or mantle; one amulet, brooch, medallion, necklace, periapt, or scarab; one suit of armor; one robe; one vest, vestment, or shirt; one pair of bracers or bracelets; one pair of gloves or gauntlets; two rings; one belt; and one pair of boots.

Special: A character can gain this feat multiple times. Each time the character takes the feat, it applies to a new type of wearable magic item.

Advanced Endurance Flying

General

You can fly with a Heavy load.

Prerequisites: Must have a flying speed, Double Leaf Blade, Endurance Flying.

Benefit: You can fly with a heavy load like it is a medium load.

Agile

General

You are particularly flexible and poised.

Benefit: You get a +2 bonus on all Balance checks and Escape Artist checks.

Alert Tracker

General

Tracking by scent gives you the jump on opponents.

Prerequisites: Must be a moblin, Wisdom 13+, Dexterity 13+, Track.

Benefit: You gain a +2 bonus to Initiative checks when you encounter creatures you are tracking by scent.

Alertness

General

You have finely tuned senses.

Benefit: You get a +2 bonus on all Listen checks and Spot checks.

Among the Giants

General

You are bigger than usual.

Prerequisites: Must be deku, ghini, goron, moblin, stalfo, zola, or zora.

Benefit: Your size increases by one step, and your size-based modifiers adjust accordingly.

Animal Affinity

General

You are good with animals.

Benefit: You get a +2 bonus on all Handle Animal checks and Wild Empathy checks.

Animal Form (Bear)

Imbued

You can change into the form of a bear.

Prerequisites: Must be a feravir.

Benefit: As a full-round action, you may spend 5 forest or latent MP and change into the form of a bear. You may remain in this form for as long as you wish, and may change back into humanoid form at any time as a full-round action. This is a spell-like ability that provokes an attack of opportunity.

In addition, you gain +2 to Fortitude saves.

Animal Form (Eagle)

Imbued

You can change into the form of an eagle.

Prerequisites: Must be a feravir.

Benefit: As a full-round action, you may spend 5 forest or latent MP and change into the form of an eagle. You may remain in this form for as long as you wish, and may change back into humanoid form at any time as a full-round action. This is a spell-like ability that provokes an attack of opportunity.

In addition, you gain +4 to Spot checks in any form.

Animal Form (Half-Bear)

Imbued

You can change into the form of a bear-humanoid hybrid.

Prerequisites: Must be a feravir, Animal Form (Bear), Concentration 13 ranks.

Benefit: As a full-round action, you may spend 5 forest or latent MP and change into the form of a bear-humanoid hybrid. You may remain in this form for as long as you wish, and may change back into humanoid form at any time as a full-round action. This is a spell-like ability that provokes an attack of opportunity.

Animal Form (Half-Eagle)

Imbued

You can change into the form of an eagle-humanoid hybrid.

Prerequisites: Must be a feravir, Animal Form (Eagle), Concentration 13 ranks.

Benefit: As a full-round action, you may spend 5 forest or latent MP and change into the form of an eagle-humanoid hybrid. You may remain in this form for as long as you wish, and may change back into humanoid form at any time as a full-round action. This is a spell-like ability that provokes an attack of opportunity.

Animal Form (Half-Shark)

Imbued

You can change into the form of a shark-humanoid hybrid.

Prerequisites: Must be a feravir, Animal Form (Shark), Concentration 13 ranks.

Benefit: As a full-round action, you may spend 5 forest or latent MP and change into the form of a shark-humanoid hybrid. You may remain in this form for as long as you wish, and may change back into humanoid form at any time as a full-round action. This is a spell-like ability that provokes an attack of opportunity.

Animal Form (Half-Snake)

Imbued

You can change into the form of a snake-human hybrid.

Prerequisites: Must be a feravir, Animal Form (Half Snake), Concentration 13 ranks.

Benefit: As a full-round action, you may spend 5 forest or latent MP and change into the form of a snake-humanoid hybrid. You may remain in this form for as long as you wish, and may change back into humanoid form at any time as a full-round action. This is a spell-like ability that provokes an attack of opportunity.

Animal Form (Half-Tiger)

Imbued

You can change into the form of a tiger-humanoid hybrid.

Prerequisites: Must be a feravir, Animal Form (Tiger), Concentration 13 ranks.

Benefit: As a full-round action, you may spend 5 forest or latent MP and change into the form of a tiger-humanoid hybrid. You may remain in this form for as long as you wish, and may change back into humanoid form at any time as a full-round action. This is a spell-like ability that provokes an attack of opportunity.

Animal Form (Half-Wolf)

Imbued

You can change into the form of a wolf-humanoid hybrid.

Prerequisites: Must be a feravir, Animal Form (Wolf), Concentration 13 ranks.

Benefit: As a full-round action, you may spend 5 forest or latent MP and change into the form of a wolf-humanoid hybrid. You may remain in this form for as long as you wish, and may change back into humanoid form at any time as a full-round action. This is a spell-like ability that provokes an attack of opportunity.

Animal Form (Shark)

Imbued

You can change into the form of a shark.

Prerequisites: Must be a feravir.

Benefit: As a full-round action, you may spend 5 forest or latent MP and change into the form of a shark. You may remain in this form for as long as you wish, and may change back into humanoid form at any time as a full-round action. This is a spell-like ability that provokes an attack of opportunity.

In addition, you gain +4 to Intimidation checks.

Animal Form (Snake)

Imbued

You can change into the form of a snake.

Prerequisites: Must be a feravir.

Benefit: As a full-round action, you may spend 5 forest or latent MP and change into the form of a snake. You may remain in this form for as long as you wish, and may change back into humanoid form at any time as a full-round action. This is a spell-like ability that provokes an attack of opportunity.

In addition, you gain +4 to Fortitude saves against poison.

Animal Form (Tiger)

Imbued

You can change into the form of a tiger.

Prerequisites: Must be a feravir.

Benefit: As a full-round action, you may spend 5 forest or latent MP and change into the form of a tiger. You may remain in this form for as long as you wish, and may change back into humanoid form at any time as a full-round action. This is a spell-like ability that provokes an attack of opportunity.

In addition, when using the run action, your speed multiplier increases by one.

Animal Form (Wolf)

Imbued

You can change into the form of a wolf.

Prerequisites: Must be a feravir.

Benefit: As a full-round action, you may spend 5 forest or latent MP and change into the form of a wolf. You may remain in this form for as long as you wish, and may change back into humanoid form at any time as a full-round action. This is a spell-like ability that provokes an attack of opportunity.

In addition, you gain +4 to Survival checks.

Anti-Fire Magic

General

Your spells are more potent when used against fire magic using characters.

Prerequisites: Forest Aspect I, Water Aspect I, Spellcraft 5 ranks.

Benefit: You get a +2 bonus on caster level checks made to overcome the spell resistance of a fire-based creature or character, or any character with the Fire Aspect I or Fire Talent feats. This bonus stacks with the bonus conferred by Spell Penetration or Greater Spell Penetration. Moreover, whenever a fire-based creature or any character with the Fire Aspect I or Fire Talent feats attempts to dispel a spell you cast, it makes its caster level check against a DC of 13 + its caster level.

Special: You cannot take or use this feat if you have the fire aspect or Fire Talent feats.

Anti-Forest Magic

General

Your spells are more potent when used against forest magic using characters.

Prerequisites: Fire Aspect I, Water Aspect I, Spellcraft 5 ranks.

Benefit: You get a +2 bonus on caster level checks made to overcome the spell resistance of any character with the Forest Aspect I or Forest Talent feats. This bonus stacks with the bonus conferred by Spell Penetration or Greater Spell Penetration. Moreover, whenever any character with the Forest Aspect I or Forest Talent feats attempts to dispel a spell you cast, it makes its caster level check against a DC of 13 + its caster level.

Special: You cannot take or use this feat if you have the Forest Aspect I or Forest Talent feats.

Anti-Light Magic

General

Your spells are more potent when used against light magic using characters.

Prerequisites: Shadow Aspect I, Spirit Aspect I, Spellcraft 5 ranks.

Benefit: You get a +2 bonus on caster level checks made to overcome the spell resistance of any character with the Light Aspect I or Light Talent feats. This bonus stacks with the bonus conferred by Spell Penetration or Greater Spell Penetration. Moreover, whenever any character with the Light Aspect I or Light Talent feats attempts to dispel a spell you cast, it makes its caster level check against a DC of 13 + its caster level.

Special: You cannot take or use this feat if you have the Light Aspect I or Light Talent feats.

Anti-Shadow Magic

General

Your spells are more potent when used against shadow magic using characters.

Prerequisites: Light Aspect I, Spirit Aspect I, Spellcraft 5 ranks.

Benefit: You get a +2 bonus on caster level checks made to overcome the spell resistance of any character with the Shadow Aspect I or Shadow Talent feats. This bonus stacks with the bonus conferred by Spell Penetration or Greater Spell Penetration. Moreover, whenever any character with the Shadow Aspect I or Shadow Talent feats attempts to dispel a spell you cast, it makes its caster level check against a DC of 13 + its caster level.

Special: You cannot take or use this feat if you have the Shadow Aspect I or Shadow Talent feats.

Anti-Spirit Magic

General

Your spells are more potent when used against spirit magic using characters.

Prerequisites: Light Aspect I, Shadow Aspect I, Spellcraft 5 ranks.

Benefit: You get a +2 bonus on caster level checks made to overcome the spell resistance of any character with the Spirit Aspect I or Spirit Talent feats. This bonus stacks with the bonus conferred by Spell Penetration or Greater Spell Penetration. Moreover, whenever any character with the Spirit Aspect I or the Spirit Talent feats attempts to dispel a spell you cast, it makes its caster level check against a DC of 13 + its caster level.

Special: You cannot take or use this feat if you have the Spirit Aspect I or Spirit Talent feats.

Anti-Water Magic

General

Your spells are more potent when used against water magic using characters.

Prerequisites: Fire Aspect I, Forest Aspect I, Spellcraft 5 ranks.

Benefit: You get a +2 bonus on caster level checks made to overcome the spell resistance of a water-based creature or character, or any character with the Water Aspect I or Water Talent feats. This bonus stacks with the bonus conferred by Spell Penetration or Greater Spell Penetration. Moreover, whenever a water-based creature or any character with the Water Aspect I or Water Talent feats attempts to dispel a spell you cast, it makes its caster level check against a DC of 13 + its caster level.

Special: You cannot take or use this feat if you have the Water Aspect I or Water Talent feats.

Armor of Din

Imbued

Your natural armor is supernaturally strong.

Prerequisites: Must be goron, Constitution 21+, Strength 19+, As Stone, Improved Natural Armor, Hide of Legends, Hide of Mythology, Rock Stance, Toughness, Endurance, Great Fortitude, Fortitude base save bonus 9+.

Benefit: Your natural resistance to damage is unparalleled. Your damage reduction is increased by +1. In addition, you may spend 4 forest or latent MP to increase your natural armor by a further +5, and change its damage reduction type to #/adamantine. This increase lasts for a number of rounds equal to your Strength and Constitution bonuses added together.

Armor of the Triforce

Performance

Prerequisites: Perform (sing) 8 ranks.

Benefit: This feat allows the character to use the following performance as a full-round action which provokes an attack of opportunity:

Armor of the Triforce (Su): The character must expend their water or latent focus and make a Perform (sing) check (DC 18). If successful, the character gains spell resistance 10. For every point by which they beat this DC, they gain an additional point of spell resistance. This effect lasts for 1d4+1 rounds.

Armor Proficiency (Heavy)

General

You are proficient with heavy armor.

Prerequisites: Armor Proficiency (light), Armor Proficiency (Medium).

Benefit: When you wear a type of heavy armor, the armor check penalty for that armor applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand, and Tumble checks.

Normal: A character who is wearing armor with which he is not proficient applies its armor check penalty to attack rolls and to all skill checks that involve moving, including Ride.

Armor Proficiency (light)

General

You are proficient with heavy armor.

Benefit: When you wear a type of light armor, the armor check penalty for that armor applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand, and Tumble checks.

Normal: A character who is wearing armor with which he is not proficient applies its armor check penalty to attack rolls and to all skill checks that involve moving, including Ride.

Armor Proficiency (Medium)

General

You are proficient with heavy armor.

Prerequisites: Armor Proficiency (light)

Benefit: When you wear a type of medium armor, the armor check penalty for that armor applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand, and Tumble checks.

Normal: A character who is wearing armor with which he is not proficient applies its armor check penalty to attack rolls and to all skill checks that involve moving, including Ride.

Armored Casting (Heavy)

Prerequisites: Armor Proficiency (Light), Armor Proficiency (Medium), Armor Proficiency (Heavy), Armored Casting (Light), Armored Casting (Medium)

Benefit: You may ignore the arcane spell failure chance from heavy armor.

Normal: When casting spells with somatic components in armor, you have a percentage chance to fail.

Armored Casting (Light)

Prerequisites: Armor Proficiency (Light)

Benefit: You may ignore the arcane spell failure chance from light armor and bucklers.

Normal: When casting spells with somatic components in any armor, you have a percentage chance to fail.

Armored Casting (Medium)

Prerequisites: Armor Proficiency (Light), Armor Proficiency (Medium), Armored Casting (Light)

Benefit: You may ignore the arcane spell failure chance from medium armor.

Normal: When casting spells with somatic components in armor, you have a percentage chance to fail.

Arrowhead Formation

General

You can launch a multitude of attacks at your foes.

Prerequisites: Coordinate Action.

Benefit: You may use this feat as a swift action on an ally within 30 feet that you have coordinated your action with this turn. Both

characters may make an additional attack at their full base attack bonus this turn as part of a full attack action. All attacks gain -2 to their attack rolls. You may only use one formation feat per turn.

Normal: Characters without this feat cannot enter arrowhead formation, but another character with the Arrowhead Formation feat may use this feat on this character at no penalty.

Special: Multiple characters may use the Arrowhead Formation feat while coordinated, each gaining one additional attack at their full base attack bonus this turn for every character using their Arrowhead Formation feat this turn, and a cumulative -2 coordination penalty for each additional attack.

As Stone

Imbued

Prerequisites: Must be goron, Rock Stance.

Benefit: As a move-equivalent action, you may increase your damage reduction by 1/- for every 2 forest or latent MP spent. The bonus lasts one round. You cannot boost your damage reduction by a number more than your character level. This is a supernatural ability.

Athletic

General

You have a knack for athletic endeavors.

Benefit: You get a +2 bonus on all Climb checks and Swim checks.

Augment Summoning

General

Your summoned creatures are more powerful than normal.

Prerequisites: Spell Focus (conjuration).

Benefit: Each creature you conjure with any *summon* spell gains a +4 enhancement bonus to Strength and Constitution for the duration of the spell that summoned it.

Augmented Alchemy

General

Prerequisites: Intelligence 21+, Craft (alchemy) 20 ranks.

Benefit: Whenever creating an alchemical item or substance, the character can choose to make it more powerful than normal by adding +20 to the DC required to create it and multiplying its price by 5. If the item or substance deals damage, double the damage dealt. If the item or substance doesn't deal damage, double the duration of its effect. If the item or substance doesn't deal damage and doesn't have a specific listed duration (or has an instantaneous duration), double all dimensions of its area. If the item or substance doesn't fit any of these categories, then it cannot be affected by this feat. See the Craft (alchemy) skill description.

Automatic Quicken Spell

General

Prerequisites: Any Aspect IX feat, Quicken Magic, Quicken Spell, Spellcraft 20 ranks.

Benefit: The character may cast all 1st-, 2nd-, and 3rd-level spells as quickened spells without using more MP. The normal limit to the number of quickened spells a character may cast per round applies. Spells with a casting time of more than 1 full round can't be quickened.

Automatic Silent Spell

General

Prerequisites: Any Aspect IX feat, Silent Spell, Spellcraft 20 ranks.

Benefit: The character may cast all 1st-, 2nd-, and 3rd-level spells as silent spells without using more MP.

Automatic Still Spell

General

Prerequisites: Any Aspect IX feat, Still Spell, Spellcraft 20 ranks.

Benefit: The character may cast all 1st-, 2nd-, and 3rd-level spells as stilled spells without using more MP.

Awesome Blow

General

The creature can choose to deliver blows that send its smaller opponents flying like bowling pins.

Prerequisites: Strength 25+, Power Attack, Improved Bull Rush, Large size or larger.

Benefit: As a standard action, the creature may choose to subtract 4 from its melee attack roll and deliver an awesome blow. If the creature hits a corporeal opponent smaller than itself with an awesome blow, its opponent must succeed on a Reflex save (DC = damage dealt) or be knocked flying 10 feet in a direction of the attacking creature's choice and fall prone. The attacking creature can only push the opponent in a straight line, and the opponent can't move closer to the attacking creature than the square it started in. If an obstacle prevents the completion of the opponent's move, the opponent and the obstacle both take 1d6 points of damage, and the opponent stops in the space adjacent to the obstacle.

Ballad of Gales

Performance

Prerequisites: Perform (wind) 15 ranks.

Benefit: This feat allows the character to use the following performance as a full-round action which provokes an attack of opportunity:

Ballad of Gales (Su): The character must expend their forest or latent focus and make a Perform (wind) check (DC 25). If successful, the character and his allies are transported to the nearest cloud city within 100 feet. For every two points by which the character beats this DC, the

range of this effect is increased by a further 100 feet.

Bamboozle

General

Prerequisites: Must be bokomoblin, Dexterity 13+.

Benefit: You may forgo your action to bamboozle any opponents you are flanking. When you bamboozle an opponent, they must make a Will Save (DC 10 + Dexterity modifier + half character level) or have their reach reduced to 0 until the start of your next round.

Battle Mourning

Performance

Prerequisites: Perform (percussion) 1 rank.

Benefit: This feat allows the character to use the following performance as a full-round action which provokes an attack of opportunity:

Battle Mourning (Su): The character must make a Perform (percussion) check (DC 11). If successful, the character or a chosen ally within 30 feet gains a +1 bonus to damage rolls, plus one additional point for every five points by which they beat the DC. This effect lasts for 1d4+1 rounds.

Battle Prelude

Performance

Prerequisites: Perform (percussion) 2 ranks.

Benefit: This feat allows the character to use the following performance as a full-round action which provokes an attack of opportunity:

Battle Prelude (Su): The character must make a Perform (percussion) check (DC 12). If successful, the character or a chosen ally within 30 feet gains a +1 bonus to attack rolls, plus one additional point for every five points by which they beat the DC. This effect lasts for 1d4+1 rounds.

Beast's Mounted Combat

Imbued

The might of forest beasts assists your mounted combat.

Prerequisites: Forest Aspect I or Forest Talent, Mounted Combat, Ride 1 rank.

Benefit: You may spend a number of forest MP, up to your Ride skill ranks. You may make this many Ride checks during the round to negate hits against your mount, although you only get a single check per hit.

Normal: Mounted Combat normally only lets you make a single Ride check each round to negate a single hit.

Bestial Connection

Imbued

You can use magic to increase your way with animals.

Prerequisites: Charisma 13+; Handle Animal 1 rank; Ride 1 rank; Wild Empathy 1 rank.

Benefit: You may spend a number of MP from your forest or latent pool, when rolling skill checks using the Handle Animal, Ride, or Wild Empathy skills. The maximum number of MP that can be spent on a single check is equal to your Charisma bonus. For every forest or latent MP spent, you gain a +1 bonus to your check.

Bestow Blessing

Item Creation

You can bestow a wide variety of blessings.

Prerequisites: Any Aspect V feat.

Benefit: You can bestow any blessing whose prerequisites you meet. Bestowing a blessing takes one day for each 1,000 rp in the price of its magical features. To bestow a blessing, you must spend 1/25 of its feature's total price in XP and use up raw materials costing one-half of this total price.

Beyond Ability

Performance

Prerequisites: Perform (oratory) 8 ranks.

Benefit: This feat allows the character to use the following performance as a full-round action which provokes an attack of opportunity:

Beyond Ability (Su): The character must make a Perform (oratory) check (DC 18). If successful, the character may choose a single feat he knows and double all numerical bonuses, such as attack bonuses. For every five points by which the character beats the DC, they may choose an additional feat to be affected. This effect lasts for 1d4+1 rounds.

Bigger Weapons

General

Prerequisites: Must be minish, base attack bonus +1.

Benefit: You may use weapons as if you were one size category larger. You take a -4 penalty to your attack rolls while wielding such weapons.

Normal: Minish must use weapons of their own size category.

Bioelectric Shock

Imbued

You can envelope your body in electricity, shocking those who come too close or that you strike.

Prerequisites: Must be zora, Constitution 13+, Temperature Resistance, Legendary Temperature Resistance.

Benefit: You may spend 5 light or latent MP to surround yourself in an aura of electricity for one round. Anything that touches you takes electricity damage equal to 1d6 + your Constitution bonus. Opponents hit by you - with either melee weapons, unarmed attacks, or touch attacks - suffer this same damage, as does any creature in a grapple with you. Using this ability requires a move-equivalent action.

Blade of the Dolphin's Fin

General

Your fin attacks are more powerful than normal.

Prerequisites: Must be zora, Dexterity 17+, Improved Natural Attack (fin), Weapon Finesse (fin), base attack bonus +9.

Benefit: You may add your Dexterity bonus instead of your Strength bonus when rolling for damage with your fin attacks.

Blazing Great Cleave

Imbued

The blazing speed of fire allows you to literally burst through your opponents.

Prerequisites: Strength 13+, Cleave, Fire Aspect I or Fire Talent, Fire's Power Attack, Flaming Cleave, Great Cleave, Power Attack, base attack bonus 4+.

Benefit: You may spend a number of fire MP, up to your Strength Modifier. When you succeeding in killing an opponent, you may make this many additional attacks in each single Cleave attack you make.

Normal: Great Cleave normally allows only a single attack in a Cleave attack, without any bonuses, although you can make an unlimited amount of Cleave attacks.

Blessed Charisma

Imbued

Prerequisites: Must be hylian, Charisma 13+.

Benefit: Choose one ability score. As a free action, you may pay 2 shadow or latent MP to use your Charisma bonus in place of another ability score for any die roll. This is a supernatural ability.

Blessed Constitution

Imbued

Prerequisites: Must be hylian, Constitution 13+.

Benefit: Choose one ability score. As a free action, you may pay 2 forest or latent MP to use your Constitution bonus in place of another ability score for any die roll. This is a supernatural ability.

Blessed Dexterity

Imbued

Prerequisites: Must be hylian, Dexterity 13+.

Benefit: Choose one ability score. As a free action, you may pay 2 water or latent MP to use your Dexterity bonus in place of another ability score for any die roll. This is a supernatural ability.

Blessed Intelligence

Imbued

Prerequisites: Must be hylian, Intelligence 13+.

Benefit: Choose one ability score. As a free action, you may pay 2 light or latent MP to use your Intelligence bonus in place of another ability score for any die roll. This is a supernatural ability.

Blessed Strength

Imbued

Prerequisites: Must be hylian, Strength 13+.

Benefit: Choose one ability score. As a free action, you may pay 2 fire or latent MP to use your Strength bonus in place of another ability score for any die roll. This is a supernatural ability.

Blessed Wisdom

Imbued

Prerequisites: Must be hylian, Wisdom 13+.

Benefit: Choose one ability score. As a free action, you may pay 2 spirit or latent MP to use your Wisdom bonus in place of another ability score for any die roll. This is a supernatural ability.

Blind-Fight

General

You know how to fight in melee without being able to see your foes.

Benefit: In melee, every time you miss because of concealment, you can reroll your miss chance percentile roll one time to see if you actually hit.

An invisible attacker gets no advantages relating to hitting you in melee. That is, you don't lose your Dexterity bonus to Defense, and the attacker doesn't get the usual +2 bonus for being invisible. The invisible attacker's bonuses so still apply for ranged attacks, however.

You take only half the usual penalty to speed for being unable to see. Darkness and poor visibility in general reduces your speed to three-quarters normal instead of one-half.

Normal: Regular attack roll modifiers for invisible attackers trying to hit you apply, and you lose your Dexterity bonus to Defense. The speed reduction for darkness and poor visibility also applies.

Blinding Speed

General

Prerequisites: Dexterity 25+.

Benefit: The character can act as if *hasted* for 5 rounds each day. The duration of the effect need not be consecutive rounds. Activating this power is a free action.

Blindsight, 5-Ft. Radius

General

Prerequisites: Wisdom 19+, Blind-Fight, base attack bonus +4.

Benefit: Using senses such as acute hearing and sensitivity to vibrations, you can detect the location of opponents who are no more than 5 feet away from you. Invisibility and darkness are irrelevant, though you cannot discern incorporeal beings. (Except for the decreased range, this feat is identical to the blindsight special ability.)

Body Fuel

General

You can expand your MP total at the expense of your abilities.

Prerequisites: Any Aspect I feat.

Benefit: You can recover 2 MP to any single Aspect pool for which you have the Aspect feat for, by taking 1 point of ability burn damage to the relevant ability score: Strength for fire, Dexterity for water, Constitution for forest, Intelligence for light, Wisdom for spirit, or Charisma for shadow. You can recover additional MP for a proportional cost; for example, you could choose to recover 6 fire MP by taking 3 points of ability burn damage to Strength. These recovered points are added to your aspect pool as if you had regained them by resting overnight.

Special: Only living creatures can use this feat. You can take advantage of this feat only while in your own body (if you are under the effect of *mind switch* or *metamorph*, for example, you gain no benefit).

Bolero of Fire

Imbued, Performance

Prerequisites: Perform (percussion) 1 rank.

Benefit: This feat allows the character to use the following performance as a full-round action which provokes an Attack of opportunity:

Bolero of Fire (Su): The character must expend their fire or latent focus and make a Perform (percussion) check (DC 11). If successful, the character may detect the nearest concentration of fire magic within 10 ft. For every point by which the character beats this DC, the range of this effect is increased by 10 feet. If the character beats the DC by 20, they may opt to end the performance immediately and teleport directly to any concentration of fire magic detected. This effect lasts for 1d4+1 rounds and moves with the character.

Bones of Steel

General

Your bones are tougher than normal.

Prerequisites: Must be stalfos, Skull of Soaring.

Benefit: Your body had a hardness of 10 and 20 hit points when your skull is detached. This feat has no effect when your skull is attached to your body.

Normal: Stalfos normally have a hardness of 6 and 10 hit points when their skulls are detached.

Boost Construct

General

Your astral constructs have more abilities.

Benefit: When you create an astral construct, you can give it one additional special ability from any menu that the construct currently has an ability from.

Box Formation

General

You can form a tight formation to increase your attacks.

Prerequisites: Coordinate Action.

Benefit: You may use this feat as a free action on an ally within 30 feet that you have coordinated your action with this turn. Both characters gain a +1 coordination bonus to attack rolls this turn. You may only use one formation feat per turn.

Normal: Characters without this feat cannot enter box formation, but another character with the Box Formation feat may use this feat on this character at no penalty.

Special: Multiple characters may use the Box Formation feat while coordinated, gaining a cumulative +1 coordination bonus to attack rolls for every character using their Box Formation feat this turn.

Brew Potion

Item Creation

You can create potions, which carry spells within themselves.

Prerequisites: Any Aspect II feat.

Benefit: You can create a potion of any 3rd-level or lower spell that you know and that targets one or more creatures. Brewing a potion takes one day. When you create a potion, you set the caster level, which must be sufficient to cast the spell in question and no higher than your own level. The base price of a potion is its spell level × its caster level × 50 rp. To brew a potion, you must spend 1/25 of this price in XP and use up raw materials costing one half of this base price.

When you create a potion, you make any choices that you would normally make when casting the spell. Whoever drinks the potion is the target of the spell.

Any potion that stores a spell with a costly material component or an XP cost also carries a commensurate cost. In addition to the costs derived from the base price, you must expend the material component or pay the XP when creating the potion.

Burrowing Spell

Metamagic

Your spells sometimes bypass barriers.

Benefit: To use this feat, you must expend your magical focus. You can attempt to cast a spell of the same aspect as the expended focus against targets that are sheltered behind a wall or force effect.

The strength and thickness of the barrier determine your chance of success. To successfully bypass the barrier with your spell, you make a Spellcraft check against a DC equal to 10 + the hardness of the barrier +1 per foot of thickness (minimum 1). Assign a hardness of 20 to barriers without a hardness rating, such as force effects (or a *wall of ectoplasm*). Force walls or *walls of ectoplasm* are assumed to have less than 1 foot of thickness unless noted otherwise.

If a spell requires a line of sight (which includes most spells that affect a target or targets instead of an area), you cannot cast it as a burrowing spell unless you can somehow see the target, such as with *clairvoyance*.

Using this feat increases the MP cost of the spell by 2.

Burst

Imbued

Prerequisites: Must be gerudo.

Benefit: Once per round, you may spend 1 forest or latent MP to make an additional move-equivalent action. This is a supernatural ability.

Burst of Flame

Imbued

You can devastate your foes with your flaming attacks.

Prerequisites: Must be subrosian, Infusion of Flame, Touch of Flame.

Benefit: When you hit an opponent with a melee weapon, you may expend your fire or latent focus to deal an extra 3d6 fire damage. You may only use this ability if you are wielding a metallic weapon of some kind.

Call to War

Performance

Prerequisites: Perform (percussion) 10 ranks.

Benefit: This feat allows the character to use the following performance as a full-round action which provokes an Attack of opportunity:

Call to War (Su): The character must make a Perform (percussion) check (DC 20). If successful, the character and all allies within 30 feet of the character gain an additional attack at their highest base attack bonus, plus an additional attack for every ten points by which they beat the DC. All attacks made by the affected characters get -2 to hit. This effect lasts for 1d4+1 rounds.

Chain Spell

Metamagic

You can cast powers that arc to hit other targets in addition to the primary target.

Benefit: To use this feat, you must expend your magical focus. You can chain any spell of the same aspect as the expended focus that affects a single target and that deals acid, cold, electricity, fire, force, or sonic damage. After the primary target is struck, the power can arc to a number of targets equal to your caster level (maximum twenty). The secondary arcs each strike one target and deal half as much damage as the primary one did (round down). Each target gets to make a saving throw, if one is allowed by the spell. You choose secondary targets as you like, but they must all be within 30 feet of the primary target, and no target can be struck more than once. You can choose to affect fewer secondary

targets than the maximum (to avoid allies in the area, for example).

Using this feat increases the MP cost of the spell by 6.

Charged Shot

Imbued

Prerequisites: Must be deku.

Benefit: Before you use Seed Shot, as a move action you may spend an amount of Forest or Latent MP no greater than your character level to have that shot deal +1 damage/MP spent. This is a supernatural ability.

Circle Formation

General

You can form a tight circle to increase your attacks.

Prerequisites: Coordinate Action.

Benefit: You may use this feat as a swift action on an ally within 30 feet that you have coordinated your action with this turn. Both characters gain a +1 coordination bonus to Defense this turn. You may only use one formation feat per turn.

Normal: Characters without this feat cannot enter circle formation, but another character with the Circle Formation feat may use this feat on this character at no penalty.

Special: Multiple characters may use the Circle Formation feat while coordinated, gaining a cumulative +1 coordination bonus to Defense for every character using their Circle Formation feat this turn.

Circle Mastery

General

Prerequisites: Must be wind tribe, Intelligence 15+, any two Circle feats.

Benefit: The character's Circle feats have their area of effect increased to 10 feet from the character.

Circle of Air

Imbued

Prerequisites: Must be wind tribe.

Benefit: While the character has magical focus, they are surrounded by a constant barrier of air, which prevents the character and anyone within 5 feet from drowning, suffocating, or being affected by gas-based attacks. This is a supernatural ability.

Circle of Chill

Imbued

Prerequisites: Must be wind tribe, Circle of Air.

Benefit: While the character has water or latent focus, they are surrounded by a constant stream of cold air, giving him and anyone within 5 feet fire resistance 10. This is a supernatural ability.

Circle of Dust

Imbued

Prerequisites: Must be wind tribe, Circle of Wind.

Benefit: While the character has forest or latent focus, they are surrounded by a constant dust storm, granting him partial concealment (for a 20% miss chance) against all attacks. This is a supernatural ability.

Circle of Flame

Imbued

Prerequisites: Must be wind tribe, Circle of Heat.

Benefit: The character may expend his fire or latent focus to cause everyone within 5 feet to make a Reflex save (DC 10 + Charisma modifier + ½ character level) or take 1d6 fire damage and catch alight, taking 1d6 fire damage each round until it is put out. This is a spell-like ability that provokes an attack of opportunity.

Circle of Frost

Imbued

Prerequisites: Must be wind tribe, Circle of Chill.

Benefit: The character may expend his water or latent focus to cause everyone within 5 feet to make a Fortitude save (DC 10 + Intelligence modifier + ½ character level) or take 1d6 cold damage and be frozen solid for 1 round. Frozen characters cannot act during their turn, and take double damage from fire-based attacks. This is a spell-like ability that provokes an attack of opportunity.

Circle of Heat

Imbued

Prerequisites: Must be wind tribe, Circle of Air.

Benefit: While the character maintains fire or latent focus, they are surrounded by a constant stream of hot air, giving him and anyone within 5 feet cold resistance 10. This is a supernatural ability.

Circle of Noise

Imbued

Prerequisites: Must be wind tribe, Circle of Air.

Benefit: While the character maintains spirit or latent focus, they are surrounded by noise that drowns out all noise, giving him and everyone within 5 feet sonic resistance 10. This is a supernatural ability.

Circle of Screams

Imbued

Prerequisites: Must be wind tribe, Circle of Noise.

Benefit: The character may expend his spirit or latent focus to cause everyone within 5 feet to make a Will save (DC 10 + Wisdom modifier + ½ character level) or take 1d6 sonic damage and be shaken for 1d4 rounds. This is a spell-like ability that provokes an attack of opportunity.

Circle of Wind

Imbued

Prerequisites: Must be wind tribe, Circle of Air.

Benefit: While the character maintains forest or latent focus, they are surrounded by a constant vortex of wind. Anyone within 5 feet of the character must make a Strength test (DC 10 + Charisma modifier + ½ character level) or be pushed 5 feet directly away from the character. This test is required when anyone comes within 5 feet of the character, or at the start of the round if already within 5 feet of the character. This is a supernatural ability.

Circle Potency

General

Prerequisites: Must be wind tribe, Charisma 15+, any two Circle feats.

Benefit: The character's Circle feats cause an extra 1d6 damage.

Circle Selectivity

General

Prerequisites: Must be wind tribe, Wisdom 15+, any two Circle feats.

Benefit: The character may choose which of the characters within the area of effect of his Circle feats are affected.

Circus Act

General

Prerequisites: Must be bokomoblin, Dexterity 15+, Bamboozle, Tag Team.

Benefit: You may make a Tumble check (DC 20) to vault onto the back of a small or large creature within 10 feet of you. This provokes an attack of opportunity. If you fail, you land prone in a space adjacent to the creature. Once on the back of the creature, what happens depends on whether the creature is an ally or opponent.

Allies: You must make a Balance check at the start of the ally's turn (DC 15) to avoid hampering you ally. If successful, you ally cannot be flanked until the start of their next round. If you beat the DC by 5 or more, your ally also gains a +5 bonus to all die rolls this round. If you fail, your ally gets a -5 penalty to all die rolls until the start of their next round. If you fail by 5 or more, your ally loses their action this round.

Opponents: You must make a Balance check at the start of the opponent's turn (DC 15). If you succeed, the opponent suffers a -5 penalty to all die rolls until the start of their next round. If you succeed by 5 or more, you opponent loses their action this round. If you fail, your opponent may make a Dexterity check to shake you off (DC 5 + your Balance check result). If you fail by 5 or more, you automatically fall off and land prone in a space adjacent to your opponent.

You may make a Tumble check (DC 15) at any time to jump off the back of a creature into any space within 10 feet. If you fail, you land prone in a space adjacent to the creature.

You may not take 10 or take 20 with any of the Tumble or Balance checks required by this feat.

Circus Stunt

General

Prerequisites: Must be bokomoblin, Dexterity 17+, Bamboozle, Circus Act, Tag Team.

Benefit: You may jump from the back of one small or larger creature to another small or larger creature within 10 feet as a full-round action by making a successful Tumble check (DC 20). If you fail, you land prone in a space adjacent to the creature you jumped from. You may not take 10 or take 20 with this Tumble check.

Cleave

General

You can follow through with powerful blows.

Prerequisites: Strength 13+, Power Attack.

Benefit: If you deal a creature enough damage to make it drop (typically by dropping it below 0 hit points or killing it), you get an immediate, extra melee attack against another creature within reach. You cannot take a 5-foot step before making this extra attack. The extra attack is with the same weapon and at the same bonus as the attack that dropped the previous creature. You can use this ability once per round.

Cloak Dance

General

You are skilled at using optical tricks to make yourself seem where you are not.

Prerequisites: Hide 10 ranks, Perform (dance) 2 ranks.

Benefit: You can take a move action to obscure your exact position. Until your next turn, you have concealment.

Alternatively, you can take a full-round action to entirely obscure your exact position. Until your next action, you have total concealment.

Cloak of Flame

Imbued

You can cover yourself in flames to deter the enemy.

Prerequisites: Must be subrosian, Touch of Flame.

Benefit: While you maintain fire or latent focus, anybody attacking you in melee must make a Reflex save (DC 10 + Constitution modifier) or take 1d6 fire damage.

Closed Mind

General

Your mind is better able to resist magic than normal.

Benefit: You get a +2 bonus on alls saving throws to resist magic.

Special: You cannot take or use this feat if you have any Aspect or Talent feats.

Cold Substitution

Metamagic

Prerequisites: Any other metamagic feat, Water Aspect I, Knowledge (Triforce) 5 ranks.

Benefit: When employing a spell with the acid, electricity, fire, force, or sonic designator, you can modify the spell to use cold energy instead. The altered spell works normally in all respects except the type of damage dealt. A cold substituted spell costs +1 water MP to cast, and its casting time is increased to a full round action if it's casting time is a standard action or a free action.

Combat Archery

General

Prerequisites: Dodge, Mobility, Point Blank Shot.

Benefit: The character does not incur any attacks of opportunity for firing a bow when threatened.

Normal: Without this feat, a character incurs an attack of opportunity from all opponents who threaten him or her whenever he or she uses a bow.

Combat Casting

General

You are adept at casting spells in combat.

Benefit: You get a +4 bonus on Concentration checks made to cast a spell or use a spell-like ability while on the defensive or while you are grappling or pinned.

Combat Expertise

General

You are trained at using your combat skill for defense as well as offence.

Prerequisites: Intelligence 13+.

Benefit: When you use the attack action of the full attack action in melee, you can take a penalty of as much as -5 on your attack roll and add the same number (+5 or less) as a dodge bonus to your Defense. This number may not exceed your base attack bonus. The changes to attack rolls and Defense last until your next action.

Normal: A character without the Combat Expertise feat can fight defensively while using the attack or full attack action to take a -4 penalty on attack rolls and gain a +2 dodge bonus to Defense.

Combat Reflexes

General

You can respond quickly and repeatedly to opponents who let their defenses down.

Benefit: When foes leave themselves open, you may make a number of additional attacks of opportunity equal to your Dexterity bonus. For example, a warrior with a Dexterity of 15 can make a total of three attacks of opportunity in 1 round – the one attack of opportunity any

character is entitled to, plus two more because of his +2 Dexterity bonus. If four bokomoblins move out of the character's threatened squares, he can still make only one attack of opportunity each against three of the four. You can still only make one attack of opportunity per opportunity. With this feat, you may also make attacks of opportunity while flat-footed.

Normal: A character without this feat can make only one attack of opportunity per round and can't make attacks of opportunity while flat-footed.

Combine Armor

General

Prerequisites: Must be gibdos, Gibdos Plate, Incorporate Armor.

Benefit: You may incorporate a second suit of magical armor into your own form, gaining its magical effects in addition that of any magical armor you have already incorporated, just as with the Incorporate Armor feat. All bonuses stack, unless stated otherwise, except for enhancement bonuses, where you only gain the highest bonus from the two suits of armor.

Command Melody

Performance

Prerequisites: Perform (string) 15 ranks.

Benefit: This feat allows the character to use the following performance as a full-round action which provokes an Attack of opportunity:

Command Melody (Su): The character must expend their spirit or latent focus and make a Perform (string) check (DC 25). If successful, one humanoid within 30 feet of the character must make a Will save (DC 20 + character's Charisma bonus) or be dominated as per the *dominate person* spell. For every two points by which the character beats this DC, one additional humanoid creature can be affected. This effect lasts for 1d4+1 rounds.

Commander

General

You can command vast armies.

Prerequisites: Any four formation feats, Leadership, Team Leader, Formation Leader.

Benefit: All of your followers may use your Coordinate Action and formation feats while under your direct command.

Compose Performance

Item Creation

You can compose a wide variety of performances.

Prerequisites: Any performance feat, Perform 4 ranks.

Benefit: You can compose any performance whose prerequisites you meet. Composing a performance takes one day for each 1,000 rp in the price of its magical features. To compose a performance, you must spend 1/25 of its

feature's total price in XP and use up raw materials costing one-half of this total price.

Coordinate Action

General

You can organize others to act efficiently in combat.

Benefit: You may act on the initiative count of an ally within 30 feet with an initiative count less than your own. The ally does not need to have the Coordinate Action feat, but if they do, they gain a +1 coordination bonus to their initiative count while coordinated.

Normal: Characters without this feat cannot coordinate their actions with others, but another character with the Coordinate Action feat may coordinate with this character at no penalty.

Special: Multiple characters may use the Coordinate Action feat to coordinate their actions, gaining a cumulative +1 coordination bonus to initiative or every character with the coordinate action feat.

Countersong

Performance

Prerequisites: Perform (sing) 3 ranks.

Benefit: This feat allows the character to use the following performance as a full-round action which provokes an Attack of opportunity:

Countersong (Su): The character must make a Perform (sing) check (DC 13). If successful, the character or a chosen ally within 30 feet may use the result of the Perform skill check in place of any saving throws against sonic or language-dependant magical effects. If the character or chosen ally is already under the effect of a non-instantaneous sonic or language-dependant magical effect, they may immediately make a second save using the result of the Performance check. For every five points the character beats the DC of the Perform check, an additional ally within 30 feet may also be affected. This effect lasts for 1d4+1 rounds.

Craft Construct

Item Creation

The creature can create golems and other magic automatons that obey its orders.

Prerequisites: Craft Magic Arms and Armor, Craft Wondrous Item.

Benefit: A creature with this feat can create any construct whose prerequisites it meets. Enchanting a construct takes one day for each 1,000 rp in its market price. To enchant a construct, a spellcaster must spent 1/25 of the item's price in XP and use up raw materials costing half of this price.

A creature with this feat can repair constructs that have taken damage. In one day of work, the creature can repair up to 20 points of damage by expending 50 rp per point of damage repaired.

A newly created construct has average hit points for its Hit Dice.

Craft Magic Arms and Armor

Item Creation

You can create magic weapons, armor, and shields.

Prerequisites: Any Aspect III feat.

Benefit: You can create any magic weapon, armor, or shield whose prerequisites you meet. Enhancing a weapon, suit of armor, or shield takes one day for each 1,000 rp in the price of its magical features. To enhance a weapon, suit of armor, or shield, you must spend 1/25 of its feature's total price in XP and use up raw materials costing one-half of this price.

The weapon, armor, or shield to be enhanced must be a masterwork item that you provide. Its cost is not included in the above cost.

You can also mend a broken magic weapon, suit of armor, or shield if it is one that you could make. Doing so costs half the XP, half the raw materials, and half the time it would take to craft the item in the first place.

Craft Rod

Item Creation

You can create magic rods which have varied magical effects.

Prerequisites: Any Aspect V feat.

Benefit: You can create any rod whose prerequisites you meet. Crafting a rod takes one day for each 1,000 rp in the price of its magical features. To craft a rod, you must spend 1/25 of its feature's total price in XP and use up raw materials costing one-half of this price. Some rods incur extra costs in material components or XP, and noted in their descriptions. These costs are in addition to those derived from the rod's base price.

Craft Staff

Item Creation

You can create magic staffs, each of which have multiple magical effects.

Prerequisites: Any Aspect VII feat.

Benefit: You can create any staff whose prerequisites you meet. Crafting a staff takes one day for each 1,000 rp in the price of its magical features. To craft a rod, you must spend 1/25 of its feature's total price in XP and use up raw materials costing one-half of this price. Newly created staffs have 50 charges.

Some staffs incur extra costs in material components or XP, and noted in their descriptions. These costs are in addition to those derived from the staff's base price.

Craft Wand

Item Creation

You can create magic wands which hold spells.

Prerequisites: Any Aspect III feat.

Benefit: You can create a wand of any 4th-level or lower spell that you know. Brewing a potion takes one day for each 1,000 rp in its base price. The base price of a wand is its spell level × its

caster level × 750 rp. To craft a wand, you must spend 1/25 of this price in XP and use up raw materials costing one half of this base price. A newly created wand has 50 charges.

Any wand that stores a spell with a costly material component or an XP cost also carries a commensurate cost. In addition to the costs derived from the base price, you must expend fifty copies of the material component or pay fifty times the XP cost.

Craft Wondrous Item

Item Creation

You can create a wide variety of magic items.

Prerequisites: Any Aspect II feat.

Benefit: You can create any wondrous item whose prerequisites you meet. Enchanting a wondrous item takes one day for each 1,000 rp in the price of its magical features. To enchant a wondrous item, you must spend 1/25 of its feature's total price in XP and use up raw materials costing one-half of this price.

You can also mend a broken wondrous item if it is one that you could make. Doing so costs half the XP, half the raw materials, and half the time it would take to craft the item in the first place.

Some wondrous items incur extra costs in material components or XP, and noted in their descriptions. These costs are in addition to those derived from the rod's base price. You must pay such a cost to create an item or mend a broken one.

Custom Spell

Item Creation

You can create custom spells.

Prerequisites: Any Aspect I feat.

Benefit: You can create any spell whose prerequisites you meet. Creating a custom spell takes one day for each 1,000 rp in the price of its magical features. To create a custom spell, you must spend 1/25 of its feature's total price in XP and use up raw materials costing one-half of this total price.

Cycle of Courage

General

You are a master of Farore's magic.

Prerequisites: Knowledge (Triforce) 7 ranks, Spellcraft 7 ranks, Forest Aspect I, Spirit Aspect I.

Benefit: Whenever a spell or ability calls for either forest MP or spirit MP, you may use MP from the other aspect, at double the MP cost.

Cycle of Power

General

You are a master of Din's magic.

Prerequisites: Knowledge (Triforce) 7 ranks, Spellcraft 7 ranks, Fire Aspect I, Shadow Aspect I.

Benefit: Whenever a spell or ability calls for either fire MP or shadow MP, you may use MP from the other aspect, at double the MP cost.

Cycle of Wisdom

General

You are a master of Nayru's magic.

Prerequisites: Knowledge (Triforce) 7 ranks, Spellcraft 7 ranks, Light Aspect I, Water Aspect I.

Benefit: Whenever a spell or ability calls for either light MP or water MP, you may use MP from the other aspect, at double the MP cost.

Darkness' Spring Attack

Imbued

The power of darkness assists your assault against your foes.

Prerequisites: Dexterity 13+, Dodge, Mobility, Shade's Mobility, Shadow Aspect I or Shadow Talent, Shadow's Dodge, base attack bonus 4+.

Benefit: You may spend a number of shadow MP, up to your Dexterity bonus. When you use the attack option with a melee weapon, you may move before and after your attack, up to your speed, and make this number of attacks amongst any opponents in range. Moving in this way does not provoke an attack of opportunity. You cannot use this feat while wearing heavy armor.

Normal: Spring Attack normally only allows you to make a single attack against a single opponent.

Dazzling Rapid Shot

Imbued

The force of light allows you to fire multiple shots quickly and efficiently.

Prerequisites: Dexterity 13+, Light Aspect I or Light Talent, Light's Point Blank Shot, Point Blank Shot, Rapid Shot.

Benefit: You may spend a number of light MP, up to your Dexterity bonus, and make this many additional ranged attacks this round at your highest base attack bonus. All of your attacks receive a penalty equal to the MP spent. You must use the full attack action to use this feat.

Normal: Rapid Shot normally only allows a single extra ranged attack and gives all attacks a -2 penalty.

Deadly Precision

General

You empty your mind of all distracting emotions, becoming an instrument of deadly precision.

Prerequisites: Dexterity 15+, base attack bonus +5.

Benefit: You have deadly accuracy with your sneak attacks. You can reroll any result of 1 on your sneak attack's extra damage dice. You must keep the result of the reroll, even if it is another 1.

Death Touch

Imbued

You can use the power of fire to kill those you touch.

Prerequisites: Fire Aspect I.

Benefit: You may spend 5 fire MP and expend your fire focus to make a melee touch attack against a living creature (using the rules for touch spells). If you succeed, roll 1d6 per fire aspect caster level you have. If the total at least equals the creature's current hit points, it dies (no save). This is a supernatural ability that produces a death effect.

Deceitful

General

You have a knack for disguising the truth.

Benefit: You get a +2 bonus on all Disguise checks and Forgery checks.

Deep Fast

General

The meditative trance you slip into as you fast is deeper and more intense than normal.

Prerequisites: Must be gerudo, Fast of the Sands, any two other Fast feats, Constitution 19+, Wisdom 15+.

Benefit: When successfully completing any fast, you may double any numeric or dice bonuses from the fast's effects. This includes number of dice rolled and all bonuses granted by the fast.

Deep Impact

Imbued

You can strike your foe with a melee weapon as if they were unarmored.

Prerequisites: Strength 13+, Magic Weapon, base attack bonus +5.

Benefit: To use this feat, you must expend your fire or latent magical focus. If you hit with a melee attack, your attack ignores damage reduction.

You must decide whether or not to use this feat prior to making an attack. If your attack misses, you still expend your magical focus.

Defensive Euphony

Performance

Prerequisites: Perform (sing) 2 ranks.

Benefit: This feat allows the character to use the following performance as a full-round action which provokes an Attack of opportunity:

Defensive Euphony (Su): The character must make a Perform (sing) check (DC 12). If successful, the character or a chosen ally within 30 feet gains a +1 dodge bonus to Defense, plus one additional point for every five points by which they beat the DC. This effect lasts for 1d4+1 rounds.

Defensive Shifting

General

Changing into your animal form comes more natural to you.

Prerequisites: Must be a feravir, any Animal Form feat, Concentration 13 ranks.

Benefit: When changing from hybrid form to animal form or from animal form to hybrid form you don't provoke an attack of opportunity.

Normal: Changing form provokes an attack of opportunity.

Deflect Arrows

General

You can deflect incoming arrows, as well as crossbow bolts, spears, and other projectile or thrown weapons.

Prerequisites: Dexterity 13+, Improved Unarmed Strike.

Benefit: You must have at least one hand free (holding nothing) to use this feat. Once per round when you would normally be hit with a ranged weapon, you may deflect it so that you take no damage from it. You must be aware of the attack and not flat-footed. Attempting to deflect a ranged weapon doesn't count as an action. Unusually massive ranged weapons, such as hurled boulders, and ranged attacks generated by spells effects, such as that from *acid arrow*, can't be deflected.

Deft Hands

General

You have exceptional manual dexterity.

Benefit: You get a +2 bonus on all Sleight of Hand checks and Use Rope checks.

Delay Spell

Metamagic

You can cast spells that go off up to 5 rounds later.

Benefit: To use this feat, you must expend your magical focus. You can cast a spell of the same aspect as the expended focus as a delayed spell. A delayed spell doesn't activate immediately. When you cast the spell, you choose one of three trigger mechanisms: (1) The spell activates when you take a standard action to activate it; (2) It activates when a creature enters the area that the spells will affect (only spells that affect areas can use this trigger condition); (3) It activates on your turn after 5 rounds pass. If you choose one of the first two triggers and the conditions are not met within 5 rounds, the spell activates automatically on the fifth round.

Only area and personal spells can be delayed.

Any decisions you would make about the delayed spell, including attack rolls, designating targets, or determining or shaping an area, are decided when the spell is cast. Any effects resolved by those affected by the spell, including saving throws, are decided when the delay period ends.

A delayed spell can be dispelled normally during the delay, and can be detected normally in the area or on the target by the use of spells that can detect magical effects.

Using this feat increases the MP cost of the spell by 2.

Demolition Expert

General

Never let a kiki near an Armos, if you have plans with it.

Prerequisites: Must be kiki, Demolitions 1 rank.

Benefit: You may add your ranks in Demolitions to your damage roll when you attack a construct.

Desert Hunter

General

It is very easy for you to find provisions.

Prerequisite: Must be gerudo or zuna.

Benefit: You gain a +2 competence bonus on all Listen, Search, Spot, and Survival checks when attempting to find food, water, or shelter in a desert environment.

Desertwalker

General

Prerequisites: Must be gerudo or zuna.

Benefit: You may move through any sort of passable desert terrain at your normal speed and without taking damage or suffering any other impairment. However, areas that have been magically manipulated to impede motion still affect you. You leave no trail in natural desert, and cannot be tracked on it. You may choose to leave a trail if so desired.

Determined

General

You are known for your stubborn determination in the face of adversity.

Benefit: You get a +2 bonus to Heroism checks and Valor checks.

Devastating Critical

General

Prerequisites: Strength 25+, Cleave, Great Cleave, Improved Critical (chosen weapon), Overwhelming Critical (chosen weapon), Power Attack, Weapon Focus (chosen weapon).

Benefit: Whenever the character scores a critical hit with the chosen weapon, the target must make a Fortitude save (DC 10 + 1/2 character level + character's Strength modifier) or die instantly. (Creatures immune to critical hits can't be affected by this feat.)

Special: A character can gain this feat multiple times. Its effects do not stack. Each time a character takes the feat, it applies to a different type of weapon.

Dexterous Fortitude

General

Prerequisites: Dexterity 25+, Great Fortitude, Lightning Reflexes.

Benefit: Once per round, when targeted by an effect that requires a Fortitude saving throw, the character may make a Reflex save instead to avoid the effect (evasion is not applicable).

Dexterous Will

General

Prerequisites: Dexterity 25+, Iron Will, Lightning Reflexes.

Benefit: Once per round, when targeted by an effect that requires a Will saving throw, the character may make a Reflex save instead to avoid the effect (evasion is not applicable).

Diehard

General

You can remain conscious after attacks that would fell others.

Prerequisites: Endurance.

Benefit: When reduced to between -1 and -9 hit points, you automatically become stable. You don't have to roll d% to see if you lose 1 hit point each round.

When reduced to negative hit points, you may choose to act as if you were disabled, rather than dying. You must make this decision as soon as you are reduced to negative hit points (even if it isn't your turn). If you do not choose to act as if you were disabled, you immediately fall unconscious.

When using this feat, you can take either a single move or standard action each turn, but not both, and you cannot take a full-round action. You can take a move action without further injuring yourself, but if you perform any standard action (or any other action the GM deems as strenuous, including some free actions, such as casting a quickened spell), you take 1 point of damage after completing the act. If you reach -10 hit points, you immediately die.

Normal: A character without this feat that is reduced to between -1 and -9 hit points is unconscious and dying.

Diligent

General

Your meticulousness allows you to analyze minute details that others miss.

Benefit: You get a +2 bonus on all Appraise checks and Concentration checks.

Din's Charisma

Performance

Prerequisites: Perform (oratory) 3 ranks.

Benefit: This feat allows the character to use the following performance as a full-round action which provokes an Attack of opportunity:

Din's Charisma (Su): The character must make a Perform (oratory) check (DC 13). If successful, the character gains a +2 enhancement bonus to Charisma, plus two additional points for every five points by which they beat the DC. This effect lasts for 1d4+1 rounds.

Din's Fury

Performance

Prerequisites: Perform (act) 5 ranks.

Benefit: This feat allows the character to use the following performance as a full-round action which provokes an Attack of opportunity:

Din's Fury (Su): The character must make a Perform (act) check (DC 15). If successful, the character may substitute any other ability score bonus for his Strength bonus. For every five points by which the character beats the DC, an ally within 30 feet can also substitute any ability score bonus of their choice for their Strength if they wish. This effect lasts for 1d4+1 rounds.

Din's Strength

Performance

Prerequisites: Perform (act) 3 ranks.

Benefit: This feat allows the character to use the following performance as a full-round action which provokes an Attack of opportunity:

Din's Strength (Su): The character must make a Perform (act) check (DC 13). If successful, the character gains a +2 enhancement bonus to Strength, plus two additional points for every five points by which they beat the DC. This effect lasts for 1d4+1 rounds.

Dire Charge

General

Prerequisites: Improved Initiative.

Benefit: If the character charges a foe during the first round of combat (or the surprise round, if the character is allowed to act in it), he or she can make a full attack against the opponent charged.

Normal: Without this feat, a character may only make a single attack as part of a charge.

Disguise Spell

Metamagic

Prerequisites: Any two Performance feats, Perform (any) 12 ranks.

Benefit: You have mastered the art of casting spells unobtrusively, mingling verbal and somatic components into its music and performances so that others rarely catch you in the act of casting a spell. Like a silent, stilled spell, a disguised spell can't be identified through Spellcraft. Your performance is obvious to everyone in the vicinity, but the fact that you are casting a spell isn't. Unless the spell visibly emanates from you or observers have some other means of determining its source, they don't know where the effect came from. A disguised spell costs +2 MP to cast, which may be taken from any aspect used in the spell, and its casting time is increased to a full round action if its casting time is a standard action or a free action.

Distant Shot

General

Prerequisites: Dexterity 25+, Far Shot, Point Blank Shot, Spot 20 ranks.

Benefit: The character may throw or fire a ranged weapon at any target within line of sight, with no penalty for range.

Divine Deflect Arrows

Imbued

The Divine assists you, allowing you to deflect multiple arrows at a time.

Prerequisites: Dexterity 13+, Deflect Arrows, Improved Unarmed Strike, Spirit Aspect I or Spirit Talent, Spirit's Improved Unarmed Strike.

Benefit: You may spend a number of spirit MP, up to your Dexterity bonus. You may make that many attempts to Deflect Arrows that round, although you still only get a single attempt per single missile.

Normal: Deflect Arrows normally only allows a single attempt to Deflect Arrows each round.

Divine Empathy

Imbued

You can use Magic to increase your Empathy with others.

Prerequisites: Wisdom 13+, Diplomacy 2 ranks, Gather Information 2 ranks, Sense Motive 2 ranks.

Benefit: You may spend a number of MP from your spirit or latent pool when rolling skill checks using the Diplomacy, Gather Information or Sense Motive skills. The maximum number of MP that can be spent on a single check is equal to your Wisdom bonus. For every spirit or latent MP spent, you gain a +1 bonus to your check.

Dodge

General

You are adept at dodging blows.

Prerequisites: Dexterity 13+.

Benefit: During your action, you designate an opponent and receive a +1 dodge bonus to Defense against attacks from that opponent. You can select a new opponent on any action.

A condition that makes you lose your Dexterity bonus to Defense (if any) also makes you lose dodge bonuses. Also, dodge bonuses stack with each other, unlike most other types of bonuses.

Double Leaf Blade

General

You are able to sprout two leaves from your body providing extra cover.

Prerequisites: Must be korok.

Benefit: The korok can use his leaves to get 40% concealment when fighting defensively.

Dungeoneer

General

You are experienced with overcoming common dungeon obstacles.

Benefit: You get a +2 bonus on all Construction checks and Search checks.

Earth God's Lyric

Performance

Prerequisites: Perform (percussion) 8 ranks.

Benefit: This feat allows the character to use the following performance as a full-round action which provokes an Attack of opportunity:

Earth God's Lyric (Su): The character must expend their forest or latent focus and make a Perform (percussion) check (DC 18). If successful, the hardness of all walls or non-living mineral matter within 50 feet of the character is reduced by 1 point, plus an additional point for every five points the character beats the DC. This effect lasts for 1d4+1 rounds.

Efficient Item Creation

General

Prerequisites: Item creation feat to be selected, Knowledge (Triforce) 20 ranks, Spellcraft 20 ranks.

Benefit: Select an item creation feat. Creating a magic item using that feat requires one day per 10,000 rp of the item's market price, with a minimum of one day.

Normal: Without this feat, creating a magic item requires one day for each 1,000 rp of the item's market price.

Special: A character can gain this feat multiple times. Its effects do not stack. Each time a character takes the feat, it applies to a different item creation feat.

Efficient Turning

General

You can turn or rebuke creatures more often than normal.

Prerequisites: Extra Turning, Turn Creature (any).

Benefit: MP costs to turn creatures are reduced by 1 MP.

Electricity Substitution

Metamagic

Prerequisites: Any other metamagic feat, Light Aspect I, Knowledge (Triforce) 5 ranks.

Benefit: When employing a spell with the acid, cold, fire, force, or sonic designator, you can modify the spell to use electrical energy instead. The altered spell works normally in all respects except the type of damage dealt. An electrical substituted spell costs +1 light MP to cast, and its casting time is increased to a full round action if its casting time is a standard action or a free action.

Elegy of Emptiness

Performance

Prerequisites: Perform (comedy) 5 ranks.

Benefit: This feat allows the character to use the following performance as a full-round action which provokes an Attack of opportunity:

Elegy of Emptiness (Su): The character must expend their shadow or latent focus and make a Perform (comedy) check (DC 15). If successful, the character may create one illusionary copy of

himself, which does not need to be controlled. This copy lasts for one round, or until it is hit by one attack, whichever comes first. For every point the character beats the DC, it can last for another round or can take an additional hit before disappearing.

Empathic Expansion

General

Your empathic link with others encompasses more people.

Prerequisites: Must be a kokiri, Wisdom 15+, One Mind.

Benefit: This feat allows you to add up to three additional creatures to your One Mind feat, allowing you to empathically bond with up to 4 creatures. The range of the bond remains the same.

Special: The other creatures do not need to have this feat. If every creature in the group has the One Mind feat, the effective range of the empathic bond is increased to 40 ft.

Empower Magic

Metamagic

You can cast spells to even greater effect.

Prerequisites: Empower Spell.

Benefit: To use this feat, you must expend your magical focus. You can empower any spell with the same aspect as the expended focus. All variable, numeric effects of an empowered spell are increased by one-half. An empowered spell deals half again as much damage as normal, cures half again as many hit points, affects half again as many targets, and so forth, as appropriate. Augmented spells can also be empowered (multiply 1-1/2 times the damage total of the augmented spell). Saving throws and opposed checks (such as the one you make when you cast *dispel magic*) are not affected, nor are spells without random variables.

Using this feat increases the MP cost of the spell by 2.

Special: The effects of this feat stack with the effects of Empower Spell, resulting in all variable, numeric effects being doubled.

Empower Spell

Metamagic

You can cast spells to greater effect.

Benefit: All variable, numeric effects of an empowered spell are increased by one-half. An empowered spell deals half again as much damage as normal, cures half again as many hit points, affects half again as many targets, and so forth, as appropriate. For example, an empowered *magic missile* deals 1½ times its normal damage (roll 1d4+1 and multiply the result by 1½ for each missile). Saving throws and opposed rolls (such as the one you make when you cast *dispel magic*) are not affected, nor are spells without random variables. An empowered spell costs +4 MP to cast, which may

Table 5-2: Empower Spell-Like Ability

Spell Level	Caster Level to Empower
0	2 nd
1 st	3 rd
2 nd	4 th
3 rd	5 th
4 th	6 th
5 th	7 th
6 th	8 th
7 th	9 th
8 th	-
9 th	-

be taken from any aspect used in the spell, and its casting time is increased to a full round action if its casting time is a standard action or a free action.

Empower Spell-Like Ability

General

The creature can use a spell-like ability with greater effect than normal.

Prerequisites: Spell-like ability at caster level 3rd or higher.

Benefit: Choose one of the creature's spell-like abilities, subject to the restrictions below. The creature can use that ability as an empowered spell-like ability.

When a creature uses an empowered spell-like ability, all variable, numeric effects of the spell-like ability are increased by one-half. An empowered spell-like ability does half again as much damage, cures half again as many hit points, affects half again as many targets, and so on as appropriate. Saving throws and opposed rolls (such as the one made when a character casts *detect magic*) are not affected. Spell-like abilities without random variables are not affected.

The creature can only select a spell-like ability duplicating a spell with a level less than or equal to half its caster level -2. For a summary see the table. For example, a creature that uses its spell-like abilities as a 6th level caster can only empower spell-like abilities duplicating spells of 4th level or lower.

Special: This feat can be taken multiple times. Each time it is taken, the creature can apply it to a different one of its spell-like abilities.

Enchant Charm

Item Creation

You can enchant a wide variety of charms.

Prerequisites: Any Aspect II feat.

Benefit: You can create any charm whose prerequisites you meet. Enchanting a charm takes one day for each 1,000 rp in the price of its magical features. To enchant a charm, you must spend 1/25 of its feature's total price in XP and use up raw materials costing one-half of this total price.

Encouraging Aid Performance

Prerequisites: Perform (oratory) 5 ranks.

Benefit: This feat allows the character to use the following performance as a full-round action which provokes an Attack of opportunity:

Encouraging Aid (Su): The character must make a Perform (oratory) check (DC 15). If successful, the character or a chosen ally within 30 feet receives double the normal bonus when using the aid another action. For every five points by which the character beats the DC, an additional ally may also receive this bonus. This effect lasts for 1d4+1 rounds.

Endurance

General

You are capable of amazing feats of stamina.

Benefit: You gain a +4 bonus to the following checks and saves: Swim checks made to resist non-lethal damage, Constitution checks made to continue running, Constitution checks made to avoid non-lethal damage from a forced march, Constitution checks made to hold your breath, Constitution checks made to avoid non-lethal damage from starvation or thirst, Fortitude saves made to avoid non-lethal damage from hot or cold environments, and Fortitude saves to resist damage from suffocation. Also, you may sleep in light or medium armor without becoming fatigued.

Normal: A character without this feat that sleeps in medium or heavier armor is automatically fatigued the next day.

Endurance Flying

General

You can fly with a medium load.

Prerequisites: Must have a flying speed.

Benefit: You can fly while carrying a medium load. Weight penalties still apply if you are walking.

Energy Resistance

General

Benefit: Choose a type of energy (acid, cold, electricity, fire, force, or sonic). The character gains energy resistance 10 for that type of energy, or the character's existing energy resistance to that type of energy increases by 5. This feat does not stack with energy resistance granted by magic items or non-permanent magical effects.

Special: A character can gain this feat multiple times. Each time it is taken, it applies to a new energy type.

Enhance Spell

Metamagic

Prerequisites: Maximize Magic, Maximize Spell.

Benefit: The damage cap for the character's spells increases by 10 dice (for spells that deal a number of dice of damage equal to caster level) or by 5 dice (for spells that deal a number of dice of damage equal to half caster level). An

enhanced spell costs +8 MP to cast, which may be taken from any aspect used in the spell, and its casting time is increased to a full round action if its casting time is a standard action or a free action. This feat has no effect on spells that don't specifically deal a number of dice of damage equal to the caster's level, even if the spell's effect is largely dictated by the caster's level.

Normal: Without this feat, use the damage dice caps indicated in the spell's description.

Enlarge Magic

Metamagic

You can cast spells even further than normal.

Prerequisites: Enlarge Spell.

Benefit: To use this feat, you must expend your magical focus. You can alter a spell of the same aspect as the expended focus with a range of close, medium, or long to increase its range by 100%. An enlarged spell with a range of close has a range of 50 feet + 5 feet per level, a medium-range spell has a range of 200 feet + 20 feet per level, and a long-range spell has a range of 800 feet + 80 feet per level. Spells whose ranges are not defined by distance, as well as spells whose ranges are not close, medium, or long, are not affected.

Using this feat does not increase the MP cost of the power.

Special: The effects of this feat stack with the effects of Enlarge Spell, resulting in close range spells having a range of 75 feet plus 5 feet per level, medium range spells having a range of 300 feet + 30 feet per level, and long-range spells having a range of 1200 feet + 120 feet per level.

Enlarge Spell

Metamagic

You can cast spells farther than normal.

Benefit: You can alter a spell with a range of close, medium, or long to increase its range by 100%. An enlarged spell with a range of close now has a range of 50 ft. + 5ft./level, while medium-range spells now have a range of 200 ft. + 20 ft./level and long-range spells have a range of 800 ft. + 80 ft./level. An empowered spell costs +2 MP to cast, which may be taken from any aspect used in the spell, and its casting time is increased to a full round action if its casting time is a standard action or a free action.

Spells whose ranges are not defined by distance, as well as spells whose ranges are not close, medium, or long, do not have increased ranges.

Enlightened Precise Shot

Imbued

The power of light directs your missiles so that they may strike unerringly at foes in the midst of melee.

Prerequisites: Light Aspect I or Light Talent, Light's Point Blank Shot, Point Blank Shot, Precise Shot.

Benefit: You may spend a number of light MP, up to a maximum of 5. This is deducted from the cover bonus to Defense provided by allies in melee with the target. Cover bonuses cannot be reduced to less than zero.

Normal: Precise Shot only negates the -4 penalty to shoot into melee, but does not negate cover bonuses provided by allies in melee with the target.

Epona's Song

Performance

Prerequisites: Perform (string) 4 ranks.

Benefit: This feat allows the character to use the following performance as a full-round action which provokes an Attack of opportunity:

Epona's Song (Su): The character must expend their forest or latent focus and make a Perform (string) check (DC 14). If successful, the character gains a +2 bonus to Handle Animal and Ride skill checks against domestic or trained animals. For every point by which they beat this DC, they gain an additional +2 points to this bonus. This effect lasts for 1d4+1 rounds.

Eschew Materials

General

You can cast spells without relying on material components.

Benefit: You can cast any spell that has a material component costing 1 rp or less without needing that component. (The casting of the spell still provokes an attack of opportunity as normal). If the spell requires a material component that costs more than 1 rp, you must have the material component at hand to cast the spell, just as normal.

Exceptional Deflection

General

Prerequisites: Dexterity 21+, Wisdom 19+, Deflect Arrows, Improved Unarmed Strike.

Benefit: The character can deflect any ranged attacks (including spells that require ranged touch attacks) as if they were arrows.

Explosive Expert

General

Prerequisites: Must be hinox.

Benefit: When making a Disable Device skill check to defuse a lit bomb, use the DC as though it was not lit. When creating a bomb, you may attempt to overpack it by adding five to the creation DC. If overpacked, a bomb deals an additional 1d6 of damage at each range increment.

Lastly, you gain a +2 on Craft (gunpowder) and Disable Device skill checks.

Extend Magic

Metamagic

You can cast spells that last even longer than normal.

Prerequisites: Extend Spell.

Benefit: To use this feat, you must expend your magical focus. You can cast an extended spell of the same aspect as the expended focus. An extended spell lasts twice as long as normal. A spell with a duration of concentration, instantaneous, or permanent is not affected by this feat.

Using this feat increases the MP cost of the spell by 2.

Special: The effects of this feat stack with the effects of Extend Spell, resulting in the spell lasting three times as long.

Extend Spell

Metamagic

You can cast spells that last longer than normal.

Benefit: An extended spell lasts twice as long as normal. A spell with a duration of concentration, instantaneous, or permanent is not affected by this feat. An extended spell costs +2 MP to cast, which may be taken from any aspect used in the spell, and its casting time is increased to a full round action if its casting time is a standard action or a free action.

Extra Tails

General

You have grown an additional tail.

Prerequisites: Must be keaton, Useable Tail.

Benefit: You have grown an additional tail, which has all the benefits of the Usable Tail feat.

Special: This feat can be taken up to four times, each time granting an additional tail, for a maximum of five tails.

Extra Turning

General

You can turn or rebuke creatures more often than normal.

Prerequisites: Turn Creature (any).

Benefit: You can spend MP from your latent pool to turn creatures as well as MP from the relevant aspect pool.

Normal: Without this feat, you can only spend MP from the relevant aspect to turn creatures.

Eyes Asunder

Performance

Prerequisites: Dodge, Perform (dance) 5 ranks.

Benefit: This feat allows the character to use the following performance as a full-round action which provokes an Attack of opportunity:

Eyes Asunder (Su): The character must make a Perform (dance) check (DC 15). If successful, the character may apply his Dodge feat against an additional enemy each round. For every five points by which they beat the DC, the character may apply his Dodge feat against an additional enemy each round. This effect lasts for 1d4+1 rounds.

Eyes in the Back of Your Head

General

Prerequisites: Wisdom 19+, base attack bonus +3.

Benefit: Attackers do not gain flanking bonuses when flanking you. This feat grants no effect whenever you are attacked without benefit of your Dexterity modifier to AC, such as when you are flat-footed or when you are the target of a rogue's sneak attack.

Far Shot

General

You get greater distance out of a ranged weapon.

Prerequisites: Point Blank Shot

Benefit: When you use a projectile weapon, such as a bow, its range increment increases by one-half (multiply by 1.5). When you use a thrown weapon, its range increment is doubled.

Farewell to Gibdos

Performance

Prerequisites: Perform (act) 6 ranks.

Benefit: This feat allows the character to use the following performance as a full-round action which provokes an Attack of opportunity:

Farewell to Gibdos (Su): The character must expend their shadow or latent focus and make a Perform (act) check (DC 16). If successful, one undead creature within 30 feet of the character must make a Will save (DC 18 + character's Charisma bonus) or be unable to come within 30 feet of the character. For every two points by which the character beats this DC, one additional undead creature can be affected. This effect lasts for 1d4+1 rounds.

Farore's Constitution

Performance

Prerequisites: Perform (percussion) 3 ranks.

Benefit: This feat allows the character to use the following performance as a full-round action which provokes an Attack of opportunity:

Farore's Constitution (Su): The character must make a Perform (percussion) check (DC 13). If successful, the character gains a +2 enhancement bonus to Constitution, plus two additional points for every five points by which they beat the DC. This effect lasts for 1d4+1 rounds.

Farore's Courage

Performance

Prerequisites: Perform (act) 5 ranks.

Benefit: This feat allows the character to use the following performance as a full-round action which provokes an Attack of opportunity:

Farore's Insight (Su): The character must make a Perform (act) check (DC 15). If successful, the character or an ally within 30 feet automatically regains their composure and becomes immune to fear. For every five points by which they beat the

DC, another ally within 30 feet may be affected. This effect lasts for 1d4+1 rounds.

Farore's Dexterity

Performance

Prerequisites: Perform (dance) 3 ranks.

Benefit: This feat allows the character to use the following performance as a full-round action which provokes an Attack of opportunity:

Farore's Dexterity (Su): The character must make a Perform (dance) check (DC 13). If successful, the character gains a +2 enhancement bonus to Dexterity, plus two additional points for every five points by which they beat the DC. This effect lasts for 1d4+1 rounds.

Farore's Spirited Charge

Imbued

The blessed spirit of Farore imbues your mount, allowing you to deal incredibly lethal damage when charging.

Prerequisites: Beast's Mounted Combat, Forest Aspect I or Forest Talent, Mounted Combat, Nomad's Ride-By Attack, Ride-By Attack, Spirited Charge, Ride 1 rank.

Benefit: You may spend 4 forest MP to double your threat range on your weapon and cause maximum damage when making a mounted charge (no need to roll your damage).

Normal: spirited Charge normally just allows you to cause double damage with a melee weapon, or triple damage with a lance, when making a mounted charge.

Fast Healing

General

Prerequisites: Constitution 25+.

Benefit: The character gains fast healing 3, or the character's existing fast healing increases by 3. This feat does not stack with fast healing granted by magic items or non-permanent magical effects.

Fast of the Brave

General

Your fasting prepares you mentally and physically for battle.

Prerequisites: Must be gerudo, Fast of the Sands.

Benefit: You must fast exactly as described under the Fast of the Sands feat. At the end of a successful fast you may choose to forgo healing ability damage and hit points. Instead, you receive a +4 insight bonus to attack rolls and saving throws for a number of hours equal to your character level.

Fast of the Cleansing

General

Your fasting cleanses toxins and poisons from your body.

Prerequisites: Must be gerudo, Fast of the Sands.

Benefit: You must fast exactly as described under the Fast of the Sands feat. At the end of a successful fast you may choose to forgo healing ability damage and hit points. Instead, you automatically cleanse any poisons still in your system. Doing this also restores up to 1d4 points of any type of damage that the poison has done to you (primary and secondary). This does not heal any kind of permanent ability damage.

Fast of the Sands

General

You can fast, and cleanse your body of impurities.

Prerequisite: Must be gerudo.

Benefit: To use this feat, you must fast for one day and night, from sunrise to sunrise. During this period, you may not consume any food or water at all. At the end of the period, you immediately recover 2d8 points of temporary ability damage and 2d8 hit points. During the fast, you may not take any other actions except for calm rest and meditation. Damage done to you by damaging poisons, magical or other effects does not hinder your fast. However, if you are attacked during the fast, forced to move more than 10 ft. from your spot of meditation by force or volition, or defend yourself in any way, you must make a Concentration check (DC 20 +2 per incident after the first + points of damage) or lose the meditative trance. At that point, you must start the fast all over again on the next sunrise. A failed fast causes 1d4 points of temporary Constitution damage, and 1d4 points of subdual damage.

Fast of the Wise

General

Your fasting grants deeper insight and wisdom to you on a matter or problem.

Prerequisites: Must be gerudo, Fast of the Sands.

Benefit: You must fast exactly as described under the Fast of the Sands feat. At the end of a successful fast you may choose to forgo healing ability damage and hit points. Instead, you receive a +4 insight bonus to your Wisdom and Intelligence for a number of hours equal to your total class levels.

Feat of Strength

Imbued

You can use the power of fire to perform feats of strength.

Prerequisites: Fire Aspect I.

Benefit: You may spend 5 fire MP and expend your fire focus to perform a feat of strength as a supernatural ability. You gain an enhancement bonus to Strength equal to your fire aspect caster level. Activating this power is a free action, and lasts 1 round.

Feet Brawler

You can attack your feet.

General

Prerequisites: Must be rito.

Benefit: If your feet are free (such as when flying), you may make unarmed attacks using your feet while in the air at no penalty.

Feet Caster

You may use your feet for somatic components.

General

Prerequisites: Must be rito.

Benefit: If you have at least one foot free (such as when flying), you may use that to gesture spells' somatic components.

Normal: You use hands to gesture.

Feet Fighter

You can use a melee weapon with your feet.

General

Prerequisites: Must be rito, Feet Brawler.

Benefit: If your feet are free (such as when flying), you may hold and use a light melee weapon in them.

Feet Mage

You may use your feet for touch attacks.

General

Prerequisites: Must be rito, Feet Caster.

Benefit: If you have at least one foot free (such as when flying), you may use them to make touch attacks and ranged touch attacks for spells.

Normal: You use hands to make touch attacks and ranged touch attacks.

Fell Shot

Imbued

You can strike your foe with a ranged weapon as if they were unarmored.

Prerequisites: Dexterity 13+, Magic Shot, Point Blank Shot, base attack bonus +5.

Benefit: To use this feat, you must expend your light or latent magical focus. If you hit with a ranged attack, your attack ignores damage reduction.

You must decide whether or not to use this feat prior to making an attack. If your attack misses, you still expend your magical focus.

Fey Defense

General

Prerequisites: Must be fey, Constitution 13+.

Benefit: You gain damage reduction 5/cold iron.

Fire Affinity

General

You have an affinity with fire magic beyond that of other members of your race.

Prerequisites: Strength 15+, Fire Focus, must have fire as your favored Aspect.

Benefit: All fire aspect spells have a base magic points cost equal to their level instead of their normal base cost.

Normal: The base magic points cost of spells is usually (level x 2) –1.

Fire Ally

Imbued

Prerequisites: Must be lizalfos, Constitution 13+, Fire Friend

Benefit: You gain a natural breath weapon dealing 3d6 points of fire damage in a 30' cone (Reflex 10 + Con mod + 1/2 class levels for 1/2 damage). Using this ability is a standard action, and costs 3 fire or latent MP.

Fire Aspect I

Triforce

You can cast first level spells from the fire aspect.

Prerequisites: Strength 11+.

Benefit: You can place MP in your fire aspect pool, and the max MP cap for your fire aspect pool increases by +3. You gain bonus MP in your fire aspect pool according to your Strength bonus, which does not count against your max MP cap. Your fire aspect caster level increases by +1. You automatically learn any three 1st-level fire aspect spells of your choice.

Normal: Without this feat, you cannot place any MP in your fire aspect pool.

Special: When you take this feat, you may allocate any amount of MP from your latent pool to your fire aspect pool, up to your max MP cap for the fire aspect pool.

Fire Aspect II

Triforce

You can cast second level spells from the fire aspect.

Prerequisites: Strength 12+, Fire Aspect I, character level 3+.

Benefit: The max MP cap for your fire aspect pool increases by +3. Your fire aspect caster level increases by +1. You automatically learn any three 2nd-level fire aspect spells of your choice.

Special: When you take this feat, you may allocate any amount of MP from your latent pool to your fire aspect pool, up to your max MP cap for the fire aspect pool.

Fire Aspect III

Triforce

You can cast third level spells from the fire aspect.

Prerequisites: Strength 13+, Fire Aspect II, character level 5+.

Benefit: The max MP cap for your fire aspect pool increases by +3. Your fire aspect caster level increases by +1. You automatically learn any three 3rd-level fire aspect spells of your choice.

Special: When you take this feat, you may allocate any amount of MP from your latent pool to your fire aspect pool, up to your max MP cap for the fire aspect pool.

Fire Aspect IV

Triforce

You can cast fourth level spells from the fire aspect.

Prerequisites: Strength 14+, Fire Aspect III, character level 7+.

Benefit: The max MP cap for your fire aspect pool increases by +3. Your fire aspect caster level increases by +1. You automatically learn any three 4th-level fire aspect spells of your choice.

Special: When you take this feat, you may allocate any amount of MP from your latent pool to your fire aspect pool, up to your max MP cap for the fire aspect pool.

Fire Aspect IX

Triforce

You can cast ninth level spells from the fire aspect.

Prerequisites: Strength 19+, Fire Aspect VIII, character level 17+.

Benefit: The max MP cap for your fire aspect pool increases by +3. Your fire aspect caster level increases by +1. You automatically learn any three 9th-level fire aspect spells of your choice.

Special: When you take this feat, you may allocate any amount of MP from your latent pool to your fire aspect pool, up to your max MP cap for the fire aspect pool.

Fire Aspect V

Triforce

You can cast fifth level spells from the fire aspect.

Prerequisites: Strength 15+, Fire Aspect IV, character level 9+.

Benefit: The max MP cap for your fire aspect pool increases by +3. Your fire aspect caster level increases by +1. You automatically learn any three 5th-level fire aspect spells of your choice.

Special: When you take this feat, you may allocate any amount of MP from your latent pool to your fire aspect pool, up to your max MP cap for the fire aspect pool.

Fire Aspect VI

Triforce

You can cast sixth level spells from the fire aspect.

Prerequisites: Strength 16+, Fire Aspect V, character level 11+.

Benefit: The max MP cap for your fire aspect pool increases by +3. Your fire aspect caster level increases by +1. You automatically learn

any three 6th-level fire aspect spells of your choice.

Special: When you take this feat, you may allocate any amount of MP from your latent pool to your fire aspect pool, up to your max MP cap for the fire aspect pool.

Fire Aspect VII

Triforce

You can cast seventh level spells from the fire aspect.

Prerequisites: Strength 17+, Fire Aspect VI, character level 13+.

Benefit: The max MP cap for your fire aspect pool increases by +3. Your fire aspect caster level increases by +1. You automatically learn any three 7th-level fire aspect spells of your choice.

Special: When you take this feat, you may allocate any amount of MP from your latent pool to your fire aspect pool, up to your max MP cap for the fire aspect pool.

Fire Aspect VIII

Triforce

You can cast eighth level spells from the fire aspect.

Prerequisites: Strength 18+, Fire Aspect VII, character level 15+.

Benefit: The max MP cap for your fire aspect pool increases by +3. Your fire aspect caster level increases by +1. You automatically learn any three 8th-level fire aspect spells of your choice.

Special: When you take this feat, you may allocate any amount of MP from your latent pool to your fire aspect pool, up to your max MP cap for the fire aspect pool.

Fire Aversion

General

You detest fire magic so strongly that you are resistant to its effects.

Prerequisites: Must have fire as your opposed aspect, must not have the Fire Aspect I or Fire Talent feats.

Benefit: You gain spell resistance 10 + your character level against Fire Aspect magic effects.

Special: You lose the benefits of this feat if you later take the Fire Aspect I or Fire Talent feats.

Fire Chorus

Performance

Prerequisites: Fire Aspect I, Perform (percussion) 8 ranks.

Benefit: This feat allows the character to use the following performance as a full-round action which provokes an Attack of opportunity:

Fire Chorus (Su): The character must expend their fire focus and make a Perform (percussion) check (DC 18). If successful, all creatures within 90 feet get +1 caster level when casting fire aspect spells, plus one level for every five points

by which they beat the DC. This effect lasts for 1d4+1 rounds.

Fire Eater

General

Your body absorbs fire energy.

Prerequisites: Must be subrosian.

Benefit: You can regenerate fire damage. You treat fire damage as non-lethal damage, and heal an amount of fire damage equal to your character level each hour.

Fire Euphony

Performance

Prerequisites: Fire Aspect I, Perform (percussion) 8 ranks.

Benefit: This feat allows the character to use the following performance as a full-round action which provokes an Attack of opportunity:

Fire Euphony (Su): The character must expend their fire focus and make a Perform (percussion) check (DC 18). If successful, the character and all his allies within 30 feet gain +1 fire MP plus an additional point for every point by which they beat the DC. Characters without the Fire Aspect I or Fire Talent will instead gain this as latent MP. This additional MP last until spent, or for 1d4+1 rounds, whichever comes first.

Fire Focus

General

You are adept at the use of fire magic.

Prerequisites: Strength 13+, Fire Aspect I.

Benefit: You get +1 caster level for determining the effects of Fire Aspect magic.

Fire Friend

General

Prerequisites: Must be goron or lizalfos, Constitution 13+.

Benefit: You gain fire resistance 5.

Fire Immunity

General

Your body can withstand extreme heat.

Prerequisites: Must be subrosian, Constitution 13+, Fire Eater.

Benefit: All fire damage you take is reduced to 0.

Special: This feat supersedes the Fire Eater feat and the subrosian's racial fire resistance.

Fire Meditation

General

You are able to generate more fire energy than most.

Prerequisites: Strength 15+, Fire Aspect I.

Benefit: The bonus fire MP gained from your Strength modifier is doubled.

Fire Meditation Master

General

You are able to generate much more fire energy than most.

Prerequisites: Strength 19+, Fire Aspect V, Fire Meditation, Greater Fire Meditation.

Benefit: The bonus fire MP gained from your Strength modifier is multiplied by five.

Special: This feat supersedes the Fire Meditation and Greater Fire Meditation feats.

Fire Rejuvenation

General

Fire infuses your body with vitality.

Prerequisites: Must be subrosian, Constitution 15+, Fire Eater, Fire Immunity.

Benefit: When you suffer fire damage, you instead heal hit points equal to the fire damage you would have taken. This healing cannot take you above your maximum hit points.

Special: This feat supersedes the fire Eater and fire Immunity feats, and the subrosian's racial fire resistance.

Fire Seed

Imbued

You are able to imbue your seed shot with the power of fire.

Prerequisites: Must be deku, Charged Shot, Fire Aspect I or Fire Talent.

Benefit: You may spend 2 fire MP to change your seed shot to fire damage. Each use of this ability affects a single seed shot. The damage value of the seed shot remains unchanged. This ability is a spell-like ability that requires a move-equivalent action.

Fire Substitution

Metamagic

Prerequisites: Any other metamagic feat, Fire Aspect I, Knowledge (Triforce) 5 ranks.

Benefit: When employing a spell with the acid, cold, electricity, force, or sonic designator, you can modify the spell to use fire energy instead. The altered spell works normally in all respects except the type of damage dealt. A fire substituted spell costs +1 fire MP to cast, and its casting time is increased to a full round action if it's casting time is a standard action or a free action.

Fire Talent

General

Your mind wakes up to a previously unrealized talent for fire magic.

Benefit: Your latent power of fire magic flares to life. The MP cap for your fire pool is increased by +3, and you can allocate MP from your latent pool to your fire pool. This feat does not allow you to cast spells.

Normal: You cannot place MP in your fire pool unless you have the Fire Aspect I feat.

Fire's Power Attack

Imbued

The power of fire increases the strength of your melee attacks.

Prerequisites: Strength 13+, Fire Aspect I or Fire Talent, Power Attack.

Benefit: You may spend a number of fire MP, up to your base attack bonus. You may deduct this score from your attack rolls this round and add double this value to all your melee damage rolls for this round.

Normal: Power Attack normally adds the penalty on attack rolls to your damage.

Special: If you attack with a two-handed weapon, or with a one-handed weapon wielded in two hands, instead add three times the number subtracted from your attack rolls. You can't add the bonus from Power Attack to the damage dealt with a light weapon (except with unarmed strikes or natural weapon attacks), even though the penalty on attack rolls still applies. (Normally, you treat a double weapon as a one-handed weapon and a light weapon. If you choose to use a double weapon like a two-handed weapon, attacking with only one end of it in a round, you treat it as a two-handed weapon.)

Flame Retardance

General

Prerequisites: Must be deku, Constitution 15+.

Benefit: You take normal damage from fire.

Normal: Deku take 50% more damage from fire.

Flaming Cleave

Imbued

The fury of the flames allows you to cleave your way through multiple enemies.

Prerequisites: Strength 13+, Fire Aspect I or Fire Talent, Fire's Power Attack, Power Attack, Cleave.

Benefit: Spend a number of fire MP, up to your Strength bonus, and add this as a bonus to all your cleave attacks.

Normal: Cleave and Great Cleave do not normally grant bonuses to Cleave attacks.

Fleet of Foot

General

Prerequisites: Dexterity 15+, Run.

Benefit: When running or charging, you can make a single direction change of 90 degrees or less. You can't use this feat while wearing medium or heavy armor, or when carrying a medium or heavy load. If you are charging, you must move in a straight line for 10 feet after the turn to maintain the charge.

Normal: Without this feat, you can run or charge only in a straight line.

Flower Stem

General

You protrude flowery petals from your 'head' that aid you in falls and jumping.

Prerequisites: Must be deku, Strength 13+, Dexterity 13+.

Benefit: You gain a +2 racial bonus on Balance, Jump, and Tumble checks. In addition, the first 2d6 of damage from falling is non-lethal damage. This damage modifier stacks with similar modifiers for using the Jump or Tumble skill, landing on soft surfaces, or deliberate jumps.

Normal: Without this feat, the first 1d6 damage of damage from falling is non-lethal damage. This damage modifier stacks with similar modifiers for using the Jump or Tumble skill, landing on soft surfaces, or deliberate jumps.

Flowing Acrobatics

Imbued

You can use magic to increase your Acrobatic ability.

Prerequisites: Dexterity 13+, Balance 2 ranks, Escape Artist 2 ranks, Tumble 2 ranks.

Benefit: You may spend a number of MP from your water or latent pool when rolling skill checks using the Balance, Escape Artist, or Tumble skills. The maximum number of MP that can be spent on a single check is equal to your Dexterity bonus. For every water or latent MP spent, you gain a +1 bonus to your check.

Flyby Attack

General

The creature can attack on the wing.

Prerequisites: Fly speed.

Benefit: When flying, the creature can take a move action (including a dive) and another standard action at any point during the move. The creature cannot take a second move action during a round when it makes a flyby attack.

Normal: Without this feat, the creature takes a standard action either before or after its move.

Focus

General

Prerequisites: Concentration 2 ranks.

Benefit: Spend one or more rounds doing nothing but concentrating (each round requires a Concentration check DC 10 + any damage received) on a single specified action. For each round you maintain focus, you get a +1 on the check or save to do the specified action. When you stop focusing, the bonus fades to half (round down) each round that you do not take the action you focused on until its 0. After you complete the specified action, the bonus drops to 0.

Focused Sunder

Imbued

You can sense the stress points in others' weapons.

Prerequisites: Strength 13+, Power Attack, Improved Sunder.

Benefit: To use this feat, you must expend your fire or latent magical focus. When you strike at an opponent's weapon, you ignore half the weapon's total hardness (round down). Total hardness includes any magical enhancements

possessed by the weapon that increase its hardness.

Special: You can also sense the stress points in any hard construction, such as wooden doors or stone walls, and can ignore half the object's total hardness (round down) when attacking that object.

Forbidden Knowledge

General

You are more knowledgeable but madness could be the price.

Prerequisites: Must be zuna, Scholar class ability, Knowledge (any) 8 ranks.

Benefit: If you fail an Intelligence-based skill check, you may immediately reroll that skill check with a +4 insight bonus and keep that check result if it is higher than your original result. However, for the next 8 hours, all skill checks get a -2 circumstance penalty. This penalty applies even if the rerolled skill check result is lower than your original skill check, and stacks with itself.

Force of Will

General

You are able to resist magic attacks with extreme force of will.

Prerequisites: Iron Will.

Benefit: Once per round, when targeted by a magical effect that allows a Reflex save or a Fortitude save, you can instead make a Will saving throw to avoid the effect.

Special: You cannot take or use this feat if you have any Aspect or Talent feat.

Force Substitution

Metamagic

Prerequisites: Any other metamagic feat, Shadow Aspect I, Knowledge (Triforce) 5 ranks.

Benefit: When employing a spell with the acid, cold, electricity, fire, or sonic designator, you can modify the spell to use force energy instead. The altered spell works normally in all respects except the type of damage dealt. A force substituted spell costs +1 shadow MP to cast, and its casting time is increased to a full round action if it's casting time is a standard action or a free action.

Forest Affinity

General

You have an affinity with forest magic beyond that of other members of your race.

Prerequisites: Constitution 15+, Forest Focus, must have forest as your favored Aspect.

Benefit: All forest aspect spells have a base magic points cost equal to their level instead of their normal base cost.

Normal: The base magic points cost of spells is usually (level x 2) -1.

Forest Aspect I

Triforce

You can cast first level spells from the forest aspect.

Prerequisites: Constitution 11+.

Benefit: You can place MP in your forest aspect pool, and the max MP cap for your forest aspect pool increases by +3. You gain bonus MP in your forest aspect pool according to your Constitution bonus, which does not count against your max MP cap. Your forest aspect caster level increases by +1. You automatically learn any three 1st-level forest aspect spells of your choice.

Normal: Without this feat, you cannot place any MP in your forest aspect pool.

Special: When you take this feat, you may allocate any amount of MP from your latent pool to your forest aspect pool, up to your max MP cap for the forest aspect pool.

Forest Aspect II

Triforce

You can cast second level spells from the forest aspect.

Prerequisites: Constitution 12+, Forest Aspect I, character level 3+.

Benefit: The max MP cap for your forest aspect pool increases by +3. Your forest aspect caster level increases by +1. You automatically learn any three 2nd-level forest aspect spells of your choice.

Special: When you take this feat, you may allocate any amount of MP from your latent pool to your forest aspect pool, up to your max MP cap for the forest aspect pool.

Forest Aspect III

Triforce

You can cast third level spells from the forest aspect.

Prerequisites: Constitution 13+, Forest Aspect II, character level 5+.

Benefit: The max MP cap for your forest aspect pool increases by +3. Your forest aspect caster level increases by +1. You automatically learn any three 3rd-level forest aspect spells of your choice.

Special: When you take this feat, you may allocate any amount of MP from your latent pool to your forest aspect pool, up to your max MP cap for the forest aspect pool.

Forest Aspect IV

Triforce

You can cast fourth level spells from the forest aspect.

Prerequisites: Constitution 14+, Forest Aspect III, character level 7+.

Benefit: The max MP cap for your forest aspect pool increases by +3. Your forest aspect caster level increases by +1. You automatically learn any three 4th-level forest aspect spells of your choice.

Special: When you take this feat, you may allocate any amount of MP from your latent pool to your forest aspect pool, up to your max MP cap for the forest aspect pool.

Forest Aspect IX

Triforce

You can cast ninth level spells from the forest aspect.

Prerequisites: Constitution 19+, Forest Aspect VIII, character level 17+.

Benefit: The max MP cap for your forest aspect pool increases by +3. Your forest aspect caster level increases by +1. You automatically learn any three 9th-level forest aspect spells of your choice.

Special: When you take this feat, you may allocate any amount of MP from your latent pool to your forest aspect pool, up to your max MP cap for the forest aspect pool.

Forest Aspect V

Triforce

You can cast fifth level spells from the forest aspect.

Prerequisites: Constitution 15+, Forest Aspect IV, character level 9+.

Benefit: The max MP cap for your forest aspect pool increases by +3. Your forest aspect caster level increases by +1. You automatically learn any three 5th-level forest aspect spells of your choice.

Special: When you take this feat, you may allocate any amount of MP from your latent pool to your forest aspect pool, up to your max MP cap for the forest aspect pool.

Forest Aspect VI

Triforce

You can cast sixth level spells from the forest aspect.

Prerequisites: Constitution 16+, Forest Aspect V, character level 11+.

Benefit: The max MP cap for your forest aspect pool increases by +3. Your forest aspect caster level increases by +1. You automatically learn any three 6th-level forest aspect spells of your choice.

Special: When you take this feat, you may allocate any amount of MP from your latent pool to your forest aspect pool, up to your max MP cap for the forest aspect pool.

Forest Aspect VII

Triforce

You can cast seventh level spells from the forest aspect.

Prerequisites: Constitution 17+, Forest Aspect VI, character level 13+.

Benefit: The max MP cap for your forest aspect pool increases by +3. Your forest aspect caster level increases by +1. You automatically learn

any three 7th-level forest aspect spells of your choice.

Special: When you take this feat, you may allocate any amount of MP from your latent pool to your forest aspect pool, up to your max MP cap for the forest aspect pool.

Forest Aspect VIII

Triforce

You can cast eighth level spells from the forest aspect.

Prerequisites: Constitution 18+, Forest Aspect VII, character level 15+.

Benefit: The max MP cap for your forest aspect pool increases by +3. Your forest aspect caster level increases by +1. You automatically learn any three 8th-level forest aspect spells of your choice.

Special: When you take this feat, you may allocate any amount of MP from your latent pool to your forest aspect pool, up to your max MP cap for the forest aspect pool.

Forest Aversion

General

You detest forest magic so strongly that you are resistant to its effects.

Prerequisites: Must have forest as your opposed aspect, must not have the Forest Aspect I or Forest Talent feats.

Benefit: You gain spell resistance 10 + your character level against Forest Aspect magic effects.

Special: You lose the benefits of this feat if you later take the Forest Aspect I or Forest Talent feats.

Forest Chorus

Performance

Prerequisites: Forest Aspect I, Perform (wind) 8 ranks.

Benefit: This feat allows the character to use the following performance as a full-round action which provokes an Attack of opportunity:

Forest Chorus (Su): The character must expend their forest focus and make a Perform (wind) check (DC 18). If successful, all creatures within 90 feet get +1 caster level when casting forest aspect spells, plus one level for every five points by which they beat the DC. This effect lasts for 1d4+1 rounds.

Forest Empathy

General

You are in tune with the essence of the forest.

Prerequisite: Must be a kokiri.

Benefit: When in a forest, you may use the Handle Animal, Survival, and Wild Empathy skills as though trained (if you possess no ranks in it), with a +4 bonus to any checks made on these skills.

Forest Euphony

Performance

Prerequisites: Forest Aspect I, Perform (wind) 8 ranks.

Benefit: This feat allows the character to use the following performance as a full-round action which provokes an Attack of opportunity:

Forest Euphony (Su): The character must expend their forest focus and make a Perform (wind) check (DC 18). If successful, the character and all his allies within 30 feet gain +1 forest MP plus an additional point for every point by which they beat the DC. Characters without the Forest Aspect I or Forest Talent will instead gain this as latent MP. This additional MP last until spent, or for 1d4+1 rounds, whichever comes first.

Forest Focus

General

You are adept at the use of forest magic.

Prerequisites: Constitution 13+, Forest Aspect I.

Benefit: You get +1 caster level for determining the effects of Forest Aspect magic.

Forest Innuendo

Performance

Prerequisites: Perform (string) 8 ranks.

Benefit: This feat allows the character to use the following performance as a full-round action which provokes an Attack of opportunity:

Forest Innuendo (Su): The character must expend their forest or latent focus make a Perform check (DC 18). If successful, an area of 40 ft. radius of the character begins to grow and tangle, counting as heavy undergrowth. This area is centered of the character and moves with him, and any areas no longer affected revert to their natural state within 1 round. For every five points by which the character beats the DC, one creature of the character's choice is affected as if the character had cast an *entangle* spell while within the area. The save DC for this effect is DC 15 + the character's Charisma bonus. This effect lasts for 1d4+1 rounds.

Forest Meditation

General

You are able to generate more forest energy than most.

Prerequisites: Constitution 15+, Forest Aspect I.

Benefit: The bonus forest MP gained from your Constitution modifier is doubled.

Forest Meditation Master

General

You are able to generate much more forest energy than most.

Prerequisites: Constitution 19+, Forest Aspect V, forest Meditation, Greater forest Meditation.

Benefit: The bonus forest MP gained from your Constitution modifier is multiplied by five.

Special: This feat supersedes the Forest Meditation and Greater Forest Meditation feats.

Forest Seed

Imbued

You are able to imbue your seed shot with the power of forest.

Prerequisites: Must be deku, Charged Shot, Forest Aspect I or Forest Talent.

Benefit: You may spend 2 forest MP to change your seed shot to acid damage. Each use of this ability affects a single seed shot. The damage value of the seed shot remains unchanged. This ability is a spell-like ability that requires a move-equivalent action.

Forest Talent

General

Your mind wakes up to a previously unrealized talent for forest magic.

Benefit: Your latent power of forest magic flares to life. The MP cap for your forest pool is increased by +3, and you can allocate MP from your latent pool to your forest pool. This feat does not allow you to cast spells.

Normal: You cannot place MP in your forest pool unless you have the Forest Aspect I feat.

Forestwalker

General

Prerequisites: Must be kokiri or korok.

Benefit: You may move through any sort of passable forest terrain at your normal speed and without taking damage or suffering any other impairment. However, areas that have been magically manipulated to impede motion still affect you. You leave no trail in natural forest, and cannot be tracked on it. You may choose to leave a trail if so desired.

Formation Leader

General

You can command groups in formation.

Prerequisites: Charisma 13+, any two formation feats, Coordinate Action, Team Leader.

Benefit: A number of chosen allies equal to your Charisma bonus may use any formation feat you know while you are coordinating your action with them.

Fortitude of the Triforce

Performance

Prerequisites: Perform (percussion) 5 ranks.

Benefit: This feat allows the character to use the following performance as a full-round action which provokes an Attack of opportunity:

Fortitude of the Triforce (Su): The character must expend their forest or latent focus and make a Perform (percussion) check (DC 15). If successful, the character gains a +1 enhancement bonus to Fortitude saving throws, plus one additional point for every five points by

which they beat the DC. This effect lasts for 1d4+1 rounds.

Fortitude's Lament

Performance

Prerequisites: Perform (wind) 8 ranks.

Benefit: This feat allows the character to use the following performance as a full-round action which provokes an Attack of opportunity:

Fortitude's Lament (Su): The character must expend their shadow or latent focus and make a Perform (wind) check (DC 18). If successful, one creature within 90 feet of the character gets a -2 penalty to Fortitude saving throws. For every five points by which they beat the DC, this performance affects another creature within range. This effect lasts for 1d4+1 rounds.

Freedom of Movement

Imbued

You may use the power of forest to move free from hindrances.

Prerequisites: Forest Aspect I.

Benefit: You may spend 1 forest MP as a swift action at the start of your turn to act normally for one round regardless of magical effects that impede your movement as if you were affected by the spell *freedom of movement*. This is a supernatural ability.

Gale Force

Performance

Prerequisites: Perform (wind) 15 ranks.

Benefit: This feat allows the character to use the following performance as a full-round action which provokes an Attack of opportunity:

Gale Force (Su): The character must expend their forest or latent focus and make a Perform (wind) check (DC 25). If successful, a buffer of wind surrounds the character. No creature, allied or otherwise, may occupy the same square the character occupies. For every point the character beats the DC, they gain a 1% miss chance. For every five points the character beats the DC, all successful attacks against the character have their damage reduced by 1 point per damage die (minimum of 1 point per die). This effect lasts for 1d4+1 rounds.

Gerudo Luck

Performance

Prerequisites: Perform (comedy) 4 ranks.

Benefit: This feat allows the character to use the following performance as a full-round action which provokes an Attack of opportunity:

Gerudo Luck (Su): The character must expend their shadow or latent focus and make a Perform (comedy) check (DC 14). If successful, the character may reroll a single failed roll. For every five points by which you beat the DC, one ally of the character's choice within 30 feet may also reroll a single failed roll. This effect lasts until the

reroll is made, or one hour, whichever comes first.

Ghost Attack

Imbued

Your deadly strikes against incorporeal foes always find their mark.

Prerequisites: Base attack bonus +3.

Benefit: You must have shadow or latent focus to use this feat. When you make a melee attack or a ranged attack against an incorporeal creature, you can make two rolls to check for the miss chance. If either is successful, the attack is treated as if it were made with a ghost touch weapon for the purpose of affecting the creature. Your weapon or natural weapon actually appears to become briefly incorporeal as the attack is made.

Giant Slayer

General

Prerequisites: Must be minish, Weapon Focus (any melee weapon), Weapon Specialization (any melee weapon).

Benefit: When using a melee weapon you have Weapon Specialization for, you may add +1 to the damage roll for every size category larger than you the target is.

Gibdos Agility

General

Prerequisites: Must be gibdos, Gibdos Wrappings.

Benefit: You lose your permanent armor check penalty.

Gibdos Mage

General

Prerequisites: Must be gibdos, Gibdos Agility, Gibdos Wrappings.

Benefit: Your permanent automatic spell failure is reduced to 10%.

Gibdos Plate

General

Prerequisites: Must be gibdos.

Benefit: Your damage reduction increases to 10/-. Your permanent armor check penalty increases to -6, and your permanent automatic spell failure increases to 30%.

Special: You cannot take the Gibdos Wrappings feat after taking this feat.

Gibdos Wrappings

General

Prerequisites: Must be gibdos.

Benefit: Your damage reduction decreases to 2/-. Your permanent armor check penalty reduces to -2, and your permanent automatic spell failure decreases to 20%.

Special: You cannot take the Gibdos Plate feat after taking this feat.

Gift of the Royal Line

Imbued

The bloodline of the royal hylian family runs strong within you.

Prerequisites: Must be hylian, Intelligence 15+, Wisdom 15+, Pure Blood.

Benefit: You may establish a brief telepathic link with up to one creature as per the *sending* spell. You need no material component for this and may use this ability as a full-round action by passing a Concentration check (DC 20 +2 per every mile away the creature is located, or DC 15 +1 per every mile away the creature is located if the target is hylian). This feat costs 5 light or latent MP to use, and is considered a spell-like ability.

Glorious Charge

Performance

Prerequisites: Perform (dance) 2 ranks.

Benefit: This feat allows the character to use the following performance as a full-round action which provokes an Attack of opportunity:

Glorious Charge (Su): The character must make a Perform (dance) check (DC 12). If successful, the character gains a +4 competence bonus to any attack rolls, or to any opposed rolls made as part of a bull-rush, trip, or grapple maneuver. For every five points you beat the DC, one ally within 30 feet also gains this bonus. This effect lasts for 1d4+1 rounds.

Good Fortune

Imbued

You can use the power of spirit to change your fortunes.

Prerequisites: Spirit Aspect I or Spirit Talent.

Benefit: You may spend 5 spirit MP and expend your spirit focus to gain the power of good fortune. This extraordinary ability allows you to reroll one roll that you have just made before the GM declares whether the roll results in success or failure. You must take the result of the reroll, even if it's worse than the original roll.

Goron Lullaby

Performance

Prerequisites: Perform (string) 8 ranks.

Benefit: This feat allows the character to use the following performance as a full-round action which provokes an Attack of opportunity:

Goron Lullaby (Su): The character must expend their spirit or latent focus and make a Perform (string) check (DC 18). If successful, one creature within 30 feet of the character must make a Will save (DC 18 + character's Cha bonus) or fall asleep. For every two points by which the character beats this DC, one additional creature can be affected. This effect lasts for 1d4+1 rounds.

Graceful Deflection

Performance

Prerequisites: Perform (dance) 2 ranks.

Benefit: This feat allows the character to use the following performance as a full-round action which provokes an Attack of opportunity:

Graceful Deflection (Su): The character must make a Perform (dance) check (DC 12). If successful, the character gains a +1 dodge bonus to Defense, plus one additional point for every five points by which they beat the DC. This effect lasts for 1d4+1 rounds.

Grapple Throw

General

Prerequisites: Must be hinox, Strength 18+, Dexterity 13+, Improved Unarmed Strike, Improved Grapple.

Benefit: When you successfully grapple an opponent at least one size category smaller than you, you may choose to terminate the grapple as an attack action to throw your opponent. Treat this attack as an improvised thrown weapon attack with a range increment of 5 feet against any square within range. The thrown creature lands prone and suffers damage equal to 1d6 per ten feet thrown, plus your strength modifier, plus an additional 1d10 if they are thrown into a large immobile object, such as a wall or statue. If another creature is hit, both the thrown creature and the occupants of the square take the damage appropriate for the distance thrown. A missed attack results in scattering similar to throwing a bomb. You receive a +2 bonus on this attack when you throw a small or smaller creature. A thrown creature may attempt a Tumble skill check of DC 12 + your Strength Modifier. If he succeeds, he takes half damage from the throw.

Great Charisma

General

Benefit: The character's Charisma increases by 2 points.

Great Cleave

General

You can wield a melee weapon with such power that you can strike multiple times when you fell your foes.

Prerequisites: Strength 13+, Cleave, Power Attack.

Benefit: If you deal a creature enough damage to make it drop (typically by dropping it below 0 hit points or killing it), you get an immediate, extra melee attack against another creature within reach. You cannot take a 5-foot step before making this extra attack. The extra attack is with the same weapon and at the same bonus as the attack that dropped the previous creature.

Great Constitution

General

Benefit: The character's Constitution increases by 2 points.

Great Dexterity

General

Benefit: The character's Dexterity increases by 2 points.

Great Fortitude

General

You are tougher than normal.

Benefit: You get a +2 bonus on all Fortitude saves.

Great Intelligence

General

Benefit: The character's Intelligence increases by 2 points.

Great Smiting

General

Your smite attacks are much more powerful than normal.

Prerequisites: Charisma 25+, Fire Aspect IX, Smite.

Benefit: Whenever you make a successful smite attack, add twice your fire aspect caster level to damage (rather than just your fire aspect caster level).

Special: You may select this feat multiple times. Its effects stack. (Remember that two doublings equals a tripling, and so forth.)

Great Strength

General

Benefit: The character's Strength increases by 2 points.

Great Wisdom

General

Benefit: The character's Wisdom increases by 2 points.

Greater Fire Meditation

General

You are able to generate even more fire energy than most.

Prerequisites: Strength 17+, Fire Aspect III, Fire Meditation.

Benefit: The bonus fire MP gained from your Strength modifier is tripled.

Special: This bonus supersedes the bonus granted by Fire Meditation.

Greater Forest Meditation

General

You are able to generate even more forest energy than most.

Prerequisites: Constitution 17+, Forest Aspect III, Forest Meditation.

Benefit: The bonus forest MP gained from your Constitution modifier is tripled.

Special: This bonus supersedes the bonus granted by Forest Meditation.

Greater Light Meditation

General

You are able to generate even more light energy than most.

Prerequisites: Intelligence 17+, Light Aspect III, Light Meditation.

Benefit: The bonus light MP gained from your Intelligence modifier is tripled.

Special: This bonus supersedes the bonus granted by Light Meditation.

Greater Magic Fist

General

You can charge your unarmed strike or natural weapon with additional damage potential.

Prerequisites: Strength 13+, Magic Fist, base attack bonus +5.

Benefit: When you use the Magic Fist feat, your unarmed attack or attack with a natural weapon deals an extra 4d6 points of damage instead of an extra 2d6 damage.

Greater Magic Shot

General

You can charge your ranged attacks with additional damage potential.

Prerequisites: Magic Shot, Point Blank Shot, base attack bonus +5.

Benefit: When you use the Magic Shot feat, your ranged attack deals an extra 4d6 points of damage instead of an extra 2d6 damage.

Greater Magic Weapon

General

You can charge your melee weapon with additional damage potential.

Prerequisites: Strength 13+, Magic Weapon, base attack bonus +5.

Benefit: When you use the Magic Weapon feat, your attack with a melee weapon deals an extra 4d6 points of damage instead of an extra 2d6 damage.

Greater Manyshot

General

You are skilled at firing many arrows at once, even at different opponents.

Prerequisites: Dexterity 17+, Manyshot, Point Blank Shot, Rapid Shot, base attack bonus +6.

Benefit: When you use the Manyshot feat, you can fire each arrow at a different target instead of firing them all at the same target. You make a separate attack roll for each arrow, regardless of whether you fire them at separate targets or the same target. Your precision-based damage applies to each arrow fired, and, if you score a critical hit with more than one of the arrows, each critical hit deals critical damage.

Greater Multi-Weapon Fighting

General

Prerequisites: Must have three or more arms, Dexterity 19+, Two-Weapon Fighting, Multi-Weapon Fighting, Improved Multi-Weapon Fighting, Improved Two-Weapon Fighting,

Greater Two-Weapon Fighting, base attack bonus +15.

Benefit: The creature may make up to three extra attacks with each extra offhand weapon it wields, albeit at a -10 penalty on the third attack with each weapon.

Greater Shadow Meditation

General

You are able to generate even more shadow energy than most.

Prerequisites: Charisma 17+, Shadow Aspect III, Shadow Meditation.

Benefit: The bonus shadow MP gained from your Charisma modifier is tripled.

Special: This bonus supersedes the bonus granted by Shadow Meditation.

Greater Spell Focus

General

Choose a school of magic to which you already have applied the Spell Focus feat. Your spells of that school are now even more potent than before.

Benefit: Add +1 to the Difficulty Class for all saving throws against spells from the school of magic you select. This bonus stacks with the bonus from Spell Focus.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take this feat it applies to a new school of magic to which you have already applied the Spell Focus feat.

Greater Spell Penetration

General

Your spells are remarkably potent, breaking through spell resistance more readily than normal.

Prerequisites: Spell Penetration.

Benefit: You get a +2 bonus on caster level checks (1d20 + caster level) made to overcome a creature's spell resistance. This bonus stacks with the one from Spell Penetration.

Greater Spell Specialization

General

You deal more damage with your magic.

Prerequisites: Spell Specialization, Weapon Focus (ray), any Aspect VII feat.

Benefit: Your spells that deal damage deal an extra 2 points of damage. This damage stacks with other bonuses on damage rolls to spells, including the one from Spell Specialization. The damage bonus applies only if the target or targets are within 30 feet.

Greater Spirit Meditation

General

You are able to generate even more spirit energy than most.

Prerequisites: Wisdom 17+, Spirit Aspect III, Spirit Meditation.

Benefit: The bonus spirit MP gained from your Wisdom modifier is tripled.

Special: This bonus supersedes the bonus granted by Spirit Meditation.

Greater Turning

Imbued

You can use the power of light to destroy undead.

Prerequisites: Light Aspect I, Shadow Aspect I, Turn Creature (undead).

Benefit: You may spend 5 light MP and expend your light focus to perform a greater turning against undead. The greater turning is like a normal turning attempt except that the undead creatures that would be turned are destroyed instead.

Greater Two-Weapon Fighting

General

You are a master at fighting two-handed.

Prerequisites: Dexterity 19+, Improved Two-Weapon Fighting, Two-Weapon Fighting, base attack bonus +11.

Benefit: You get a third attack with your off-hand weapon, albeit at a -10 penalty.

Greater Water Meditation

General

You are able to generate even more water energy than most.

Prerequisites: Dexterity 17+, Water Aspect III, Water Meditation.

Benefit: The bonus water MP gained from your Dexterity modifier is tripled.

Special: This bonus supersedes the bonus granted by Water Meditation.

Greater Weapon Focus

General

Choose one type of weapon, such as greataxe, for which you have already selected Weapon Focus. You can also choose unarmed strike or grapple as your weapon for the purposes of this feat. You are especially good at using this weapon.

Prerequisites: Proficiency with selected weapon, Weapon Focus with selected weapon, base attack bonus +8.

Benefit: You gain a +1 bonus on all attack rolls you make using the selected weapon. This bonus stacks with other bonuses on attack rolls, including the one from Weapon Focus.

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

Greater Weapon Specialization

General

Choose one type of weapon, such as greataxe, for which you have already selected Weapon Specialization. You can also choose unarmed strike or grapple as your weapon for the

purposes of this feat. You deal extra damage when using this weapon.

Prerequisites: Proficiency with selected weapon, Greater Weapon Focus with selected weapon, Weapon Focus with selected weapon, Weapon Specialization with selected weapon, base attack bonus +12.

Benefit: You gain a +2 bonus on all damage rolls you make using the selected weapon. This bonus stacks with other bonuses on damage rolls, including the one from Weapon Specialization.

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

Green Fingers

Imbued

As a child of the forest you have got away with plants.

Prerequisites: Must be deku, korok, kokiri, or Minish, Wild Empathy 4 ranks.

Benefit: You may use the Wild Empathy skill against plants at a -4 penalty. In addition, you may spend 5 forest or latent MP to cast a *plant growth* spell as a spell like ability with a caster level equal to half your character level.

Group Performance

General

Prerequisites: Perform 20 ranks, any four Performance feats.

Benefit: The number of creatures the character can affect with his performances doubles.

Haste of the Shiekah

Performance

Prerequisites: Perform (dance) 8 ranks.

Benefit: This feat allows the character to use the following performance as a full-round action which provokes an Attack of opportunity:

Haste of the Shiekah (Su): The character must make a Perform (dance) check (DC 18). If successful, the character's base speed increases by 5 feet, plus an additional five feet by every five points they beat the DC. This effect lasts for 1d4+1 rounds.

Hearth Massage

General

The massage can heal loss of a character level in an instant.

Prerequisites: Pressure Point, Heal 12 ranks

Benefit: You can make a Heal skill check as a Full round action to restore a negative level.

Heighten Spell

Metamagic

You can cast a spell as if it were a higher-level spell than it actually is.

Benefit: A heightened spell has a higher spell level than normal (up to a maximum of 9th level).

Unlike other metamagic feats, Heighten Spell actually increases the effective level of the spell that it modifies. All effects dependant on spell level (such as saving throw DCs and ability to penetrate a *lesser globe of invulnerability*) are calculated according to the heightened level. A heightened spell costs +2 MP per spell level it is increased by to cast, which may be taken from any aspect used in the spell, and its casting time is increased to a full-round action if its casting time is a standard action or a free action.

Heroic Dodge

General

Prerequisites: Dexterity 25+, Dodge, Tumble 20 ranks.

Benefit: Once per round, when struck by an attack from an opponent the character has designated as the object of his or her dodge, the character may automatically avoid all damage from the attack.

Heroic Endurance

General

Prerequisites: Constitution 25+, Endurance.

Benefit: Whenever the character makes a check for performing a physical action that extends over a period of time, he or she gets a +10 bonus on the check.

Heroic Energy Resistance

General

Prerequisites: Energy Resistance.

Benefit: Choose a type of energy (acid, cold, electricity, fire, force, or sonic) for which you already have the Energy Resistance feat. The character's existing energy resistance to that type of energy increases by 10. This feat does not stack with energy resistance granted by magic items or non-permanent magical effects.

Special: A character can gain this feat multiple times. Each time it is taken, it applies to a new energy type that the character already has the Energy Resistance feat for.

Heroic Fey Defense

General

Prerequisites: Must be fey, Constitution 19+, Fey Defense, Improved Fey Defense.

Benefit: Your damage resistance from Fey Defense improves to DR 20/cold iron. This supersedes Improved Fey Defense.

Heroic Fortitude

General

Prerequisites: Great Fortitude.

Benefit: The character gains a +4 bonus on all Fortitude saving throws.

Heroic Inspiration

General

Prerequisites: Charisma 25+, Perform 20 ranks, any four Performance feats.

Benefit: All competence bonuses, dodge bonuses, and morale bonuses granted by the character's performance feats are doubled. If you have the Inspire Greatness feat, it grants one additional bonus HD.

Heroic Magical Focus

General

You can expend your magical focus to greater effect.

Prerequisites: Any Aspect IX feat.

Benefit: When you expend your magical focus, you can simultaneously use two feats that require a magical focus of the type to be expended, instead of just one. The feats must be stackable. You must still spend the requisite MP required to use each of these feats, if applicable.

Heroic Prowess

General

Benefit: Gain a +1 bonus on all attacks.

Heroic Reflexes

General

Prerequisites: Lightning Reflexes.

Benefit: The character gains a +4 bonus on all Reflex saving throws.

Heroic Reputation

General

Benefit: The character gains a +4 bonus on Bluff, Diplomacy, Gather Information, Intimidate, and Perform checks.

Heroic Shifter Defense

Prerequisites: Must be a feravir, Constitution 25+, Shifter Defense, Improved Shifter Defense
Your damage reduction in animal or hybrid form increases to 20/silver.

Heroic Skill Focus

General

Prerequisites: 20 ranks in the skill selected.

Benefit: Choose a skill in which you have 20 ranks in. You gain a +10 bonus on all skill checks with that skill.

Special: A character can gain this feat multiple times. Its effects do not stack. Each time a character takes the feat, it applies to a different skill.

Heroic Speed

General

Prerequisites: Dexterity 21+, Run.

Benefit: The character's speed increases by 30 feet. This benefit does not stack with increased speed granted by magic items or non-permanent magical effects.

Special: This feat only functions when the character is wearing medium armor, light armor, or no armor.

Heroic Spell Focus

General

Prerequisites: Greater Spell Focus and Spell Focus in the school selected, any Aspect IX feat.

Benefit: Add +1 to the Difficulty Class for all saving throws against spells from the school of magic the character selects to focus on. This stacks with the bonuses from Spell Focus and Greater Spell Focus.

Special: A character can gain this feat multiple times. Its effects do not stack. Each time the character takes the feat, it applies to a different school of magic.

Heroic Spell Penetration

General

Prerequisites: Greater Spell Penetration, Spell Penetration.

Benefit: The character gets a +2 bonus on caster level checks to beat a creature's spell resistance. This stacks with the bonuses from Spell Penetration and Greater Spell Penetration.

Heroic Toughness

General

Prerequisites: Toughness.

Benefit: The character gains +3 hit points per level. The character gains +3 hit points whenever they gain a level.

Heroic Weapon Focus

General

Prerequisites: Weapon Focus in the chosen weapon.

Benefit: Add a +2 bonus to all attack rolls the character makes using the selected weapon.

Special: A character can gain this feat multiple times. Its effects do not stack. Each time the character takes the feat it applies to a different type of weapon.

Heroic Weapon Specialization.

General

Prerequisites: Heroic Weapon Focus (chosen weapon), Weapon Focus (chosen weapon), Weapon Specialization (chosen weapon).

Benefit: Add +4 to all damage the character deals using the selected weapon. If the weapon is a ranged weapon, the damage bonus only applies if the target is within 30 feet.

Special: A character can gain this feat multiple times. Its effects do not stack. Each time the character takes the feat, it applies to a different type of weapon.

Heroic Will

General

Prerequisites: Iron Will.

Benefit: The character gains a +4 bonus on all Will saving throws.

Hide of Legends

General

Your natural armor is immensely strong.

Prerequisites: Must be goron, Improved Natural Armor, Toughness, Endurance, Constitution 19+, Strength 15+.

Benefit: Your natural resistance to damage is incredible. Your damage reduction is increased by 1/-.

Hide of Mythology

General

Your natural armor is mythically strong.

Prerequisites: Must be goron, Improved Natural Armor, Hide of Legends, Toughness, Endurance, Great Fortitude, Constitution 21+, Strength 19+.

Benefit: Your natural resistance to damage is incredible. Your damage reduction is increased by +1.

Hindering Song

Performance

Prerequisites: Charisma 13+, Thunderous Cacophony, Perform (percussion) 20 ranks, any six Performance feats.

Benefit: This feat allows the character to use the following performance as a full-round action which provokes an Attack of opportunity:

Hindering Song (Su): The character must make a Perform (percussion) check (DC 30). If successful, one creature within 30 feet of the character has their spellcasting hindered. To successfully cast a spell within this area, the chosen creature must make a Concentration check as if he or she were casting defensively, and all such checks have a penalty equal to the character's Charisma bonus. For every five points by which the character beats the DC, another creature within 30 feet has their spellcasting hindered. This effect lasts for 1d4+1 rounds.

Hold the Line

General

Prerequisites: Combat Reflexes, base attack bonus +2.

Benefit: You may make an attack of opportunity against a charging opponent who enters an area you threaten. Your attack of opportunity happens immediately before the charge attack is resolved.

Normal: You only get an attack of opportunity against a character that exits a square you threaten.

Hostile Mind

General

Your mind recoils violently against those who use magic against you.

Prerequisites: Charisma 15+.

Benefit: Whenever you are subject to a spell from the enchantment school (regardless of whether the spell is harmful or beneficial to you), the caster must make a Will saving throw against a DC of 10 + ½ your character level + your Charisma bonus or take 2d6 points of damage.

Special: You cannot take or use this feat if you have any Aspect or Talent feats.

Hover

General

The creature can come to a halt in midair.

Prerequisites: Fly speed.

Benefit: When flying, the creature can halt its forward motion and hover in place as a move action. It can then fly in any direction, including straight down or straight up, at half speed, regardless of its maneuverability.

If a creature begins its turn hovering, it can hover in place for the turn and take a full-round action. A hovering creature cannot make wing attacks, but it can attack with all other limbs and appendages it could use in a full attack. The creature can instead use a breath weapon or cast a spell instead of making physical attacks, if it could normally do so.

If a creature of Large size or larger hovers within 20 feet of the ground in an area with lots of loose debris, the draft from its wings creates a hemispherical cloud with a radius of 60 feet. The winds so generated can snuff out torches, small campfires, exposed lanterns, and other small, open flames of non-magical origin. Clear vision within the cloud is limited to 10 feet. Creatures have concealment at 15 to 20 feet (20% miss chance). At 25 feet or more, creatures have total concealment (50% miss chance, and opponents cannot use sight to locate the creature).

Those caught in the cloud must succeed on a Concentration check (DC 10 + ½ creature's HD) to cast a spell.

Normal: Without this feat, a creature must keep moving while flying unless it has perfect maneuverability.

Hunter's Mounted Archery

Imbued

The power of the Hunter negates the penalties for firing while mounted.

Prerequisites: Beast's Mounted Combat, Forest Aspect I or Forest Talent, Mounted Combat, Mounted Archery, Ride 1 rank.

Benefit: You may spend 4 forest MP to negate all penalties for using a ranged weapon while mounted.

Normal: Mounted Archery normally halves the penalties for firing a ranged weapon while mounted, reducing it from -4 to -2, or from -8 to -4 if your mount is running.

Ignore Material Components

General

Prerequisites: Eschew Materials, Spellcraft 20 ranks, any Aspect IX feat.

Benefit: The character may cast spells without any material components. This feat does not affect the need for a focus.

Illuminated Far Shot

Imbued

The powers of light allow you to see, and fire at, targets beyond your normal range.

Prerequisites: Far Shot, Light Aspect I or Light Talent, Light's Point Blank Shot. Point Blank Shot.

Benefit: You may spend a number of light MP, up to a maximum of 5, and add this many range increments to the range of the weapon. Normal range penalties apply. In addition, all range penalties are halved.

Normal: Normally, ranged weapons are limited to 10 range increments, while thrown weapons are limited to 5 range increments. In addition, there is usually a -2 penalty for every range increment after the first.

Imbue Arrow (fire)

Imbued

Prerequisites: Strength 13+, Fire Aspect I or Fire Talent, Point Blank Shot, Precise Shot, Base Attack +5.

Benefit: You are able to imbue any arrow you draw with the energies of fire. It costs 4 fire MP to imbue an arrow, and this ability can only be used once every turn. The arrow counts as a *+1 inferno arrow*. Using this ability is a spell-like ability, which can include a ranged attack if you wish. The imbued arrow lasts only one round before being consumed by the magic and becoming useless.

Imbue Arrow (spirit)

Imbued

Prerequisites: Wisdom 13+, Spirit Aspect I or Spirit Talent, Point Blank Shot, Precise Shot, Base Attack +5.

Benefit: You are able to imbue any arrow you draw with the energies of spirit. This ability costs 4 spirit MP and may be used only once per turn. The arrow counts as a *+1 silver arrow*. Using this ability is a spell-like ability, which can include a ranged attack if you wish. The imbued arrow lasts only one round before being consumed by the magic and becoming useless.

Imbue Arrow (water)

Imbued

Prerequisites: Dexterity 13+, Water Aspect I or Water Talent, Point Blank Shot, Precise Shot, Base Attack +5.

Benefit: You are able to imbue any arrow you draw with the energies of cold. It costs 4 water MP to imbue an arrow, and this ability can only be used once every turn. The arrow counts as a *+1 frost arrow*. Using this ability is a spell-like ability, which can include a ranged attack if you wish. The imbued arrow lasts only one round before being consumed by the magic and becoming useless.

Imbue Bolt (light)

Imbued

Prerequisites: Intelligence 13+, Light Aspect I or Light Talent, Point Blank Shot, Precise Shot, Base Attack +5.

Benefit: You are able to imbue any bolt you draw with the energies of light. It costs 4 light MP to imbue an arrow, and this ability can only be used once every turn. The arrow counts as a *+1 light bolt*. Using this ability is a spell-like ability, which can include a ranged attack if you wish. The imbued bolt lasts only one round before being consumed by the magic and becoming useless.

Imbue Bolt (shadow)

Imbued

Prerequisites: Charisma 13+, Shadow Aspect I or Shadow Talent, Point Blank Shot, Precise Shot, Base Attack +5.

Benefit: You are able to imbue any bolt you draw with the energies of shadow. This ability costs 4 shadow MP and may be used only once per turn. The arrow counts as a *+1 shadow bolt*. Using this ability is a spell-like ability, which can include a ranged attack if you wish. The imbued bolt lasts only one round before being consumed by the magic and becoming useless.

Imbue Stone (forest)

Imbued

Prerequisites: Constitution 13+, Forest Aspect I or Forest Talent, Point Blank Shot, Precise Shot, Base Attack +5.

Benefit: You are able to imbue any stone with the energies of forest. This ability costs 4 forest MP and may be used only once per turn. The arrow counts as a *+1 earth stone*. Using this ability is a spell-like ability, which can include a ranged attack if you wish. The imbued stone lasts only one round before being consumed by the magic and becoming useless.

Imbued Might

Imbued

Prerequisites: Strength 13+, Fire Aspect I or Fire Talent, Power Attack.

Benefit: As a free action, you may spend 2 fire MP to add your Charisma bonus to your weapon damage for 1 full round.

Imbued Vengeance

Imbued

Prerequisites: Shadow Aspect I, Extra Turning, Turn Creature (Undead).

Benefit: You can spend 2 shadow MP to add 2d6 points of force damage to all your successful melee attacks against undead until the end of your next action. This is a supernatural ability.

Improved Bull Rush

General

You know how to push opponents back.

Prerequisites: Strength 13+, Power Attack.

Benefit: When you perform a bull rush, you do not provoke an attack of opportunity from the defender. You also gain a +4 bonus on the

opposed grapple check you make to push back the defender.

Improved Combat Casting

General

Prerequisites: Combat Casting, Concentration 20 ranks.

Benefit: The character doesn't incur attacks of opportunity for casting spells when threatened.

Improved Combat Reflexes

General

Prerequisites: Dexterity 21+, Combat Reflexes.

Benefit: There is no limit to the number of attacks of opportunity the character can make in one round. (The character still can't make more than one attack of opportunity for a given opportunity.)

Improved Counterspell

General

You understand the nuances of magic to such an extent that you can counter your opponent's spells with greater efficiency.

Benefit: When counterspelling, you may use a spell of the same school that is one or more spell levels higher than the target spell.

Normal: Without this feat, you may counter a spell only with the same spell or with a spell specifically designated as countering the target spell.

Improved Critical

General

Choose one type of weapon, such as longsword or greataxe. With that weapon, you know how to hit where it hurts.

Prerequisites: Weapon Proficiency feat for the chosen weapon, base attack bonus +8.

Benefit: When using the weapon you selected, your threat range is doubled. For example, a longsword usually threatens a critical hit on a 19-20 (two numbers). If a character using a longsword has Improved Critical (longsword), the threat range becomes 17-20 (four numbers).

Special: You can gain Improved Critical multiple times. The effects do not stack. Each time you take the feat, it applies to a new type of weapon. This effect doesn't stack with any other effect that expands the threat range of a weapon (such as the *keen edge* spell).

Improved Darkvision

General

Prerequisites: Darkvision.

Benefit: The range of the character's darkvision doubles. This feat does not stack with darkvision granted by magic items or non-permanent magical effects.

Improved Disarm

General

You know how to disarm opponents in melee combat.

Prerequisites: Intelligence 13+, Combat Expertise.

Benefit: You do not provoke an attack of opportunity when you attempt to disarm an opponent, nor does the opponent have a chance to disarm you. You also gain a +4 bonus on the opposed attack roll you make to disarm your opponent.

Normal: See the normal disarm rules.

Improved Feint

General

You are skilled at misdirecting your opponent's attention in combat.

Prerequisites: Intelligence 13+, Combat Expertise.

Benefit: You can make a Bluff check to feint in combat as a move action.

Normal: Feinting in combat is a standard action.

Improved Fey Defense

General

Prerequisites: Must be fey, Constitution 15+, Fey Defense

Benefit: Your damage resistance from Fey Defense improves to DR 10/cold iron.

Improved Fire Ally

General

Prerequisites: Must be lizalfos, Constitution 13+, Fire Friend, Fire Ally

Benefit: You may spend 1 additional fire or latent MP when using your breath weapon to deal an extra 1d6 points of fire damage.

Special: You may take this feat multiple times. The effects stack.

Improved Fire Friend

General

Prerequisites: Must be goron or lizalfos, Constitution 13+, Fire Friend

Benefit: Your fire resistance increases to 10.

Improved Flyby Attack

General

Prerequisites: Fly speed, Dodge, Flyby Attack, Mobility.

Benefit: If the standard action taken by a creature during a round in which it uses Flyby Attack is a melee attack, the creature provokes no attacks of opportunity from moving out of squares threatened by its target.

Normal: Without this feat, a creature making an attack as part of a Flyby Attack maneuver provokes attacks of opportunity as normal from moving out of squares threatened by its target.

Improved Flying

General

You can fly more adeptly.

Prerequisites: Fly speed, Dexterity 13+.

Benefit: Your fly maneuverability increases by one class.

Special: You may take this feat more than once; its effects stack.

Improved Grab

General

Prerequisites: Must be hinox, Dexterity 13+, Improved Unarmed Strike, Improved Grapple.

Benefit: When you successfully hit with an unarmed strike against a creature at least one size category smaller than yourself, you can attempt a grapple as a free action without provoking an attack of opportunity. No initial touch attack is required. When grappling a creature at least one size category smaller than yourself, you may take a -20 penalty to grapple checks while grappling, but do not count as grappled (you do not lose your Dexterity bonus to Defense, still threatens an area, and can use any remain attacks against other opponents).

Improved Grapple

General

You are skilled at grappling opponents.

Prerequisites: Dexterity 13+, Improved Unarmed Strike.

Benefit: You do not provoke an attack of opportunity when you make a melee touched attack to start a grapple. You also gain a +4 bonus on all grapple checks, regardless of whether you started the grapple.

Normal: Without this feat, you provoke an attack of opportunity when you make a touch attack to start a grapple.

Improved Heighten Spell

General

Prerequisites: Heighten Spell, Spellcraft 20 ranks.

Benefit: There is no limit to the level to which the character can heighten any spell when using the Heighten Spell feat.

Normal: Without this feat, a spell can only be heightened to a maximum of 9th level with Heighten Spell.

Improved Initiative

General

You react more quickly than normal in a fight.

Benefit: You get a +4 bonus on initiative checks.

Improved Low-light Vision

General

Prerequisites: Low-light vision.

Benefit: The range of the character's low-light vision doubles. This feat does not stack with low-light vision granted by magic items or non-permanent magical effects.

Improved Manyshot

General

Prerequisites: Dexterity 19+, Manyshot, Point Blank Shot, Rapid Shot, base attack bonus +18.

Benefit: As Manyshot, but the number of arrows the character can fire is limited only by his or her

base attack bonus (two arrows, plus one arrow for every 5 points of base attack bonus above +6).

Special: Regardless of the number of arrows the character fires, he or she only applies precision-based damage (such as sneak attack damage or the ranger's favored enemy bonus) once. If the character scores a critical hit, only one of the arrows deals critical damage (character's choice); all others deal normal damage.

Normal: With the Manyshot feat, the character is limited to a maximum of four arrows fired (when the character's base attack bonus is +16 or higher).

Improved Metamagic

General

You can cast spells using metamagic feats more easily than normal.

Prerequisites: Any four metamagic feats, Spellcraft 20 ranks.

Benefit: The additional cost of casting a metamagic spell is reduced by 2 MP (to a minimum of 1 additional MP per metamagic feat).

Special: You can gain this feat multiple times. The effects stack, though you can't lower the additional MP cost of metamagic feats that only increase the cost of spell by 1 MP in the first place.

Improved Multi-Attack

General

Prerequisites: Three or more natural weapons, Multi-Attack

Benefit: The creature's secondary attacks with natural weapons have no penalty. They still add only one-half the creature's Strength bonus, if any, to damage dealt.

Normal: Without this feat, the creature's secondary natural attacks have a -5 penalty (or a -2 penalty if it has the Multi-Attack feat).

Improved Multi-Weapon Fighting

General

Prerequisites: Must have three or more arms, Dexterity 15+, Two-Weapon Fighting, Multi-Weapon Fighting, Improved Two-Weapon Fighting, base attack bonus +9.

Benefit: In addition to the single extra attack a creature gets with each extra weapon from Multi-Weapon Fighting, it gets a second attack with each extra weapon, albeit at a -5 penalty.

Normal: With only Multi-Weapon Fighting, a creature can only get a single attack with each extra weapon.

Improved Natural Armor

General

The creature's natural armor is thicker and harder than that of others of its kind.

Prerequisites: Natural armor, Constitution 13+.

Benefit: The creature's Natural Armor damage reduction increases by 1.

Improved Natural Attack

General

The creature's natural attacks are more dangerous than its size and type would otherwise dictate.

Prerequisites: Natural attack, base attack bonus +4.

Benefit: Choose one of the creature's natural attack forms. The damage for this natural weapon increase by one step, as if the creature's size had increased by one category: 1d2, 1d3, 1d4, 1d6, 1d8, 2d6, 3d6, 4d6, 6d6, 8d6, 12d6. A weapon or attack that deals 1d10 points of damage increases as follows: 1d10, 2d8, 3d8, 4d8, 6d8, 8d8, 12d8.

Improved Overrun

General

You are skilled at knocking down opponents.

Prerequisites: Strength 13, Power Attack.

Benefit: When you attempt to overrun an opponent, the target may not choose to avoid you. You also gain a +4 bonus on your Strength check to knock down your opponent.

Normal: Without this feat, the target of an overrun can choose to avoid you or block you.

Improved Power Seed

General

Your seed shots are legendary for their power.

Prerequisites: Must be deku, Strength 15+, Constitution 13+, Improved Natural Attack (seed shot), Power Seed.

Benefit: You may add double your Strength bonus to your seed shot damage rolls.

Improved Precise Shot

General

Your ranged attacks can ignore the effects of cover or concealment.

Prerequisites: Dexterity 19+, Point Blank Shot, Precise Shot, base attack bonus +11.

Benefit: Your ranged attacks ignore the Defense bonus granted to targets by anything less than total cover, and the miss chance gained by targets by anything less than total concealment. Total cover and total concealment provide normal benefits against ranged attacks.

In addition, when you shoot or throw ranged weapons at a grappling opponent, you automatically strike at the opponent you have chosen.

Normal: Without this feat, a character that shoots or throws a ranged weapon at a target involved in a grapple must roll randomly to see which grappling combatant the attack strikes.

Improved Seed Shot

General

Your seed shot does more damage than normal.

Prerequisite: Must be deku, Improved Natural Attack (seed shot).

Benefit: Your seed shot range increment increases by 5 ft to a starting range increment of 20ft. This feat also changes the damage type from subdual to normal.

Improved Shield Bash

General

You can bash with a shield while retaining its shield bonuses to your Defense.

Prerequisites: Shield Proficiency.

Benefit: When you perform a shield bash, you may still apply the shield's shield bonus to your Defense.

Normal: Without this feat, a character that performs a shield bash loses the shield's shield bonus to Defense until his next turn.

Improved Shifter Defense

General

Prerequisites: Must be a feravir, Constitution 13+, Shifter Defense

Benefit: Your damage reduction in animal or hybrid form increases to 10/silver.

Improved Sneak Attack

General

Your sneak attacks are more deadly than normal.

Prerequisite: Sneak attack +5d6.

Benefit: Add +1d6 to your sneak attack damage.

Special: This feat can be gained multiple times. Its effects stack.

Improved Speed Roll

General

You are able to put incredible speed into your rolls.

Prerequisites: Must be goron, Strength 13+, Speed Roll, Tumble 5 ranks.

Benefit: You may move up to four times your speed when using your curl-and-roll ability.

Improved Spell Capacity

General

Choose a non-latent aspect that you have the Aspect IX and Meditation Master feats for. You can cast spells beyond the normal limits of spellcasting.

Prerequisite: Any Aspect IX (chosen aspect), Greater Meditation (chosen aspect), Meditation (chosen aspect), Meditation Master (chosen aspect), Magic Prodigy (chosen aspect), Talent (chosen aspect).

Benefit: You gain +15 MP in any non-latent aspect of your choice for which you have the relevant Aspect IX, Magic Prodigy, Meditation, Greater Meditation, and Meditation Master feats. The maximum MP capacity for this aspect is increased by +15 MP.

Special: You may take this feat multiple times. Its effects stack.

Improved Stunning Fist

General

Your stunning attacks are harder to resist than normal.

Prerequisites: Dexterity 19+, Wisdom 19+, Improved Unarmed Strike, Stunning Fist.

Benefit: Add +2 to the DC of your stunning attacks.

Special: This feat may be taken multiple times. Its effects stack.

Improved Sunder

General

You are skilled at attacking your opponent's weapons and shields, as well as other objects.

Prerequisites: Strength 13+, Power Attack.

Benefit: When you strike at an object held or carried by an opponent (such as a weapon or shield), you do not provoke an attack of opportunity.

You also gain a +4 bonus on any attack roll made to attack an object held or carried by another character.

Normal: Without this feat, you provoke an attack of opportunity when you strike at an object held or carried by another character.

Improved Trip

General

You are trained not only at tripping opponents safely but also in following through with an attack.

Prerequisites: Intelligence 13+, Combat Expertise.

Benefit: You do not provoke an attack of opportunity when you attempt to trip an opponent while you are unarmed. You also gain a +4 bonus on your Strength check to trip your opponent.

If you trip an opponent in melee combat, you immediately get a melee attack against that opponent as if you hadn't used your attack for the trip attempt. For example, at 11th level, Mido gets three attacks at bonuses +11, +6, and +1. In the current round, he attempts to trip his opponent. His first attempt fails (using up his first attack). His second attempt succeeds, and he immediately makes a melee attack against his opponent with a bonus of +6. Finally, he takes his last attack at a bonus of +1.

Normal: Without this feat, you provoke an attack of opportunity when you attempt to trip an opponent while you are unarmed.

Improved Turning

General

Your turning attempts are more powerful than normal.

Prerequisites: Turn Creature (any)

Benefit: You turn or rebuke creatures as if you were one level higher.

Improved Two-Weapon Fighting

General

You are an expert in fighting two-handed.

Prerequisites: Dexterity 17+, Two-Weapon Fighting, base attack bonus +6.

Benefit: In addition to the standard single extra attack you get with an off-hand weapon, you get a second attack with it, albeit at a -5 penalty.

Normal: Without this feat, you can only get a single extra attack with an off-hand weapon.

Improved Unarmed Strike

General

You are skilled at fighting while unarmed.

Benefit: You are considered to be armed even when unarmed – that is, you do not provoke attacks of opportunity from armed opponents when you attack them while unarmed. However, you still get an attack of opportunity against any opponent who makes an unarmed attack on you.

In addition, your unarmed attacks can deal lethal or non-lethal damage at your option.

Normal: Without this feat, you are considered unarmed when making an unarmed strike, and can deal only non-lethal damage with such an attack.

Improved Water Skipping

General

You can travel greater distances when skipping across the surface of water.

Prerequisites: Must be deku.

Benefit: When using the water skipping ability, you increase the distance you can travel by 10 ft. In addition, you gain a +4 to Balance checks made while using your water skipping ability.

Improved Whirlwind Attack

General

Prerequisites: Intelligence 13+, Dexterity 23+, Combat Expertise, Dodge, Mobility, Spring Attack, Whirlwind Attack.

Benefit: As a standard action, the character can make one melee attack for every five points of his or her base attack bonus (including epic attack bonus, round fractions down).

The character cannot attack any one opponent more than once as part of this action. These attacks (as well as all other attacks made until the start of the character's next turn) suffer a -4 penalty.

When using the Improved Whirlwind feat, the character also forfeits any bonus or extra attacks granted by other spells or abilities (such as Cleave or the haste spell).

Since these attacks are made as part of a standard action the character can't make a 5-foot step between any two of the attacks.

Normal: Without this feat, using the Whirlwind Attack feat requires a full attack action, and the character can take a 5-foot step between any two of the attacks.

Incorporate Armor

General

Prerequisites: Must be gibdos, Gibdos Plate.

Benefit: You may incorporate a suit of magical armor into your own form, in order to gain the magical effects of that armor as if you were wearing it. The suit of magical armor is not harmed by this process, but cannot be used by others while it is incorporated into your form. While you are alive, only you can remove the armor from your own form. When you are defeated, the magical armor remains intact and can be looted from your corpse. While incorporated into your form, you gain all the magical effects from the armor, such as special abilities or enhancement bonuses, but none of the traits possessed by the base armor type of the magical armor, such as armor bonuses, armor check penalties, or automatic spell failure percentages.

Infinite Deflection

General

Prerequisites: Dexterity 25+, Combat Reflexes, Deflect Arrows, Improved Unarmed Strike.

Benefit: The character may perform any number of deflections each round, as the Deflect Arrows feat.

Infusion of Flame

Imbued

Your melee weapons are imbued with fire.

Prerequisites: Must be subrosian, Touch of Flame.

Benefit: While you maintain fire or latent focus, your melee attacks deal fire damage instead of normal damage. Your weapon must be a metallic weapon of some kind.

Inquisitor

Imbued

You know when others lie.

Prerequisites: Wisdom 13+.

Benefit: To use this feat, you must expend your spirit or latent focus. You gain a +10 bonus on a Sense Motive check to oppose a Bluff check.

You must decide whether or not to use this feat prior to making a Sense Motive check. If the check fails, or if the opponent isn't lying, you still expend your magical focus.

Inspire Greatness

Performance

Prerequisites: Perform (oratory) 12 ranks.

Benefit: This feat allows the character to use the following performance as a full-round action which provokes an Attack of opportunity:

Inspire Greatness (Su): The character must make a Perform (oratory) check (DC 22). If successful, the character or a chosen ally within 30 feet gains two bonus d10 Hit Dice, and the temporary hit points that brings. For every five points in which the character beats the DC, an additional ally within 30 feet may also be affected. This effect lasts for 1d4+1 rounds.

Instant Reload

General

Prerequisites: Quick Draw, Rapid Reload, Weapon Focus (crossbow type to be selected).

Benefit: The character may fire the selected type of crossbow at his or her full normal attack rate. Reloading the crossbow does not provoke attacks of opportunity.

Special: A character can gain this feat multiple times. Its effects do not stack. Each time a character takes the feat, it applies to a different type of crossbow.

Intensify Spell

Metamagic

Prerequisites: Empower Spell, Empower Magic, Maximize Spell, Maximize Magic, Spellcraft 20 ranks, any Aspect IX feat.

Benefit: All variable, numeric effects of an intensified spell are maximized, and then doubled. An intensified spell deals twice maximum damage, cures twice the maximum number of hit points, affects twice the maximum number of targets, and so forth, as appropriate. Saving throws and opposed rolls are not affected. An intensified spell costs an extra +14 MP. A character can't combine the effects of this feat with any other feat that affects the variable, numeric effects of a spell.

Iron Will

General

You have a stronger will than normal.

Benefit: You get a +2 bonus on all Will saving throws.

Jack Of All Trades

General

Prerequisites: Character level 6th+, Swift Learner.

Benefit: You can use any skill untrained, even those that normally require training.

Keen Strike

General

Prerequisites: Strength 23+, Wisdom 23+, Improved Critical (unarmed strike), Improved Unarmed Strike, Stunning fist.

Benefit: The character's unarmed strike has a critical threat range of 18-20 and deals slashing damage (at the character's option any attack can deal bludgeoning damage, but cannot then take advantage of the enhanced threat range). This ability doesn't stack with other abilities that expand that character's unarmed strike's threat range.

Knock-Down

General

Prerequisites: Strength 15+, Improved Trip, base attack bonus +2.

Benefit: Whenever you deal 10 or more points of damage to your opponent in melee, you make

a trip attack as a free action against the same target.

Lasting Performance

General

Your performances continue to influence long after your words have faded.

Prerequisites: Any Performance feat, Perform (any one) 20 ranks.

Benefit: The effects of your performances last for ten times as long as normal after you stop performing. This has no effect on performances that have no duration after you stop singing.

Latent Euphony

Performance

Prerequisites: Perform (keyboard) 8 ranks.

Benefit: This feat allows the character to use the following performance as a full-round action which provokes an Attack of opportunity:

Latent Euphony (Su): The character must expend their latent focus and make a Perform (keyboard) check (DC 18). If successful, the character and all his allies within 30 feet gain +1 latent MP plus an additional point for every point by which they beat the DC. This additional MP last until spent, or for 1d4+1 rounds, whichever comes first.

Leadership

General

A character with this feat is the sort of individual others want to follow, and he has done some work attempting to recruit cohorts and followers.

Prerequisites: 6th level.

Benefit: Having this feat enables the character to attract loyal companions and devoted followers, subordinates who assist him. See the table for what sort of cohorts and how many followers the character can recruit.

Leadership Modifiers: Several factors can affect a character's Leadership score, causing it to vary from the base score (character level + Cha modifier). A character's reputation (from the point of view of the cohort or follower he is trying to attract) raises or lowers his Leadership score. Other modifiers may apply when the character tries to attract a cohort.

Legendary Climber

General

Prerequisites: Dexterity 21+, Balance 12 ranks, Climb 20 ranks.

Benefit: The character can ignore any check penalties applied for accelerated climbing or rapid climbing.

Normal: Without this feat, a character takes a -5 penalty on Climb checks when attempting to cover his or her full speed in climbing distance in a round, or a -20 penalty when attempting to cover twice his or her speed in climbing distance in a round.

Table 5.3 – Cohorts, Followers and Modifiers

Leadership Score	Cohort Level	Number of Followers by Level					
		1 st	2 nd	3 rd	4 th	5 th	6 th
1 or lower	-	-	-	-	-	-	-
2	1 st	-	-	-	-	-	-
3	2 nd	-	-	-	-	-	-
4	3 rd	-	-	-	-	-	-
5	3 rd	-	-	-	-	-	-
6	4 th	-	-	-	-	-	-
7	5 th	-	-	-	-	-	-
8	5 th	-	-	-	-	-	-
9	6 th	-	-	-	-	-	-
10	7 th	5	-	-	-	-	-
11	7 th	6	-	-	-	-	-
12	8 th	8	-	-	-	-	-
13	9 th	10	1	-	-	-	-
14	10 th	15	1	-	-	-	-
15	10 th	20	2	1	-	-	-
16	11 th	25	2	1	-	-	-
17	12 th	30	3	1	1	-	-
18	12 th	35	3	1	1	-	-
19	13 th	40	4	2	1	1	-
20	14 th	50	5	3	2	1	-
21	15 th	60	6	3	2	1	1
22	15 th	75	7	4	2	2	1
23	16 th	90	9	5	3	2	1
24	17 th	110	11	6	3	2	1
25 or higher	17 th	135	13	7	4	2	2

Leadership Score: A character's base Leadership score equals his Level plus any Charisma modifier. In order to take into account negative Charisma modifiers, this table allows for very low Leadership scores, but the character must still be 6th level or higher in order to gain the Leadership feat. Outside factors can affect a character's Leadership score.

Cohort Level: The character can attract a cohort up to this level. Regardless of a character's Leadership score, he can only recruit a cohort who is two or more levels lower than himself. A 6th-level noble with a +3 Charisma bonus, for example, can still only recruit a cohort of 4th level or lower. The cohort should be equipped with gear appropriate for its level.

Number of Followers by Level: The character can lead up to the indicated number of characters of each level. For example, a character with a Leadership score of 14 can lead up to fifteen 1st-level followers and one 2nd-level follower.

Leader's Reputation	Modifier
Great renown	+2
Fairness and generosity	+1
Special power	+1
Failure	-1
Aloofness	-1
Cruelty	-2
Caused the death of a cohort	-2*

* Cumulative per cohort killed.

Legendary Leaper

General

Prerequisites: Jump 20 ranks.

Benefit: The character need only move 5 feet in a straight line to make a running jump.

Normal: Without this feat, a character must move at least 20 feet in a straight line before attempting a running jump.

Legendary Rider

General

Prerequisites: Ride 20 ranks.

Benefit: The character doesn't take a penalty on Ride checks when riding a mount without a saddle (bareback). The character never needs to make a Ride check to control a mount in combat (and even controlling a mount not trained for combat doesn't require an action).

Normal: Without this feat, a character takes a –5 penalty on Ride checks without a saddle, and must make a Ride check to control a mount in combat (and controlling a mount not trained for combat requires a move action).

Legendary Temperature Resistance

General

Your resistance to extreme water temperatures is legendary.

Prerequisites: Must be a zora, Temperature Resistance.

Benefit: When submerged in very cold (sub zero or slightly above or below) water, you take no damage from exposure.

Normal: You would suffer 1d3 points of subdual damage per minute of exposure from the Temperature Resistance feat.

Legendary Wrestler

General

Prerequisites: Strength 21+, Dexterity 21+, Improved Unarmed Strike, Escape Artist 15 ranks.

Benefit: The character gains a +10 bonus on all grapple checks.

Light Affinity

General

You have an affinity with light magic beyond that of other members of your race.

Prerequisites: Intelligence 15+, Light Focus, must have light as your favored Aspect.

Benefit: All light aspect spells have a base magic points cost equal to their level instead of their normal base cost.

Normal: The base magic points cost of spells is usually (level x 2) -1.

Light Aspect I

Triforce

You can cast first level spells from the light aspect.

Prerequisites: Intelligence 11+.

Benefit: You can place MP in your light aspect pool, and the max MP cap for your light aspect pool increases by +3. You gain bonus MP in your light aspect pool according to your Intelligence bonus, which does not count against your max MP cap. Your light aspect caster level increases by +1. You automatically learn any three 1st-level light aspect spells of your choice.

Normal: Without this feat, you cannot place any MP in your light aspect pool.

Special: When you take this feat, you may allocate any amount of MP from your latent pool to your light aspect pool, up to your max MP cap for the light aspect pool.

Light Aspect II

Triforce

You can cast second level spells from the light aspect.

Prerequisites: Intelligence 12+, Light Aspect I, character level 3+.

Benefit: The max MP cap for your light aspect pool increases by +3. Your light aspect caster level increases by +1. You automatically learn

any three 2nd-level light aspect spells of your choice.

Special: When you take this feat, you may allocate any amount of MP from your latent pool to your light aspect pool, up to your max MP cap for the light aspect pool.

Light Aspect III

Triforce

You can cast third level spells from the light aspect.

Prerequisites: Intelligence 13+, Light Aspect II, character level 5+.

Benefit: The max MP cap for your light aspect pool increases by +3. Your light aspect caster level increases by +1. You automatically learn any three 3rd-level light aspect spells of your choice.

Special: When you take this feat, you may allocate any amount of MP from your latent pool to your light aspect pool, up to your max MP cap for the light aspect pool.

Light Aspect IV

Triforce

You can cast fourth level spells from the light aspect.

Prerequisites: Intelligence 14+, Light Aspect III, character level 7+.

Benefit: The max MP cap for your light aspect pool increases by +3. Your light aspect caster level increases by +1. You automatically learn any three 4th-level light aspect spells of your choice.

Special: When you take this feat, you may allocate any amount of MP from your latent pool to your light aspect pool, up to your max MP cap for the light aspect pool.

Light Aspect IX

Triforce

You can cast ninth level spells from the light aspect.

Prerequisites: Intelligence 19+, Light Aspect VIII, character level 17+.

Benefit: The max MP cap for your light aspect pool increases by +3. Your light aspect caster level increases by +1. You automatically learn any three 9th-level light aspect spells of your choice.

Special: When you take this feat, you may allocate any amount of MP from your latent pool to your light aspect pool, up to your max MP cap for the light aspect pool.

Light Aspect V

Triforce

You can cast fifth level spells from the light aspect.

Prerequisites: Intelligence 15+, Light Aspect IV, character level 9+.

Benefit: The max MP cap for your light aspect pool increases by +3. Your light aspect caster

level increases by +1. You automatically learn any three 5th-level light aspect spells of your choice.

Special: When you take this feat, you may allocate any amount of MP from your latent pool to your light aspect pool, up to your max MP cap for the light aspect pool.

Light Aspect VI

Triforce

You can cast sixth level spells from the light aspect.

Prerequisites: Intelligence 16+, Light Aspect V, character level 11+.

Benefit: The max MP cap for your light aspect pool increases by +3. Your light aspect caster level increases by +1. You automatically learn any three 6th-level light aspect spells of your choice.

Special: When you take this feat, you may allocate any amount of MP from your latent pool to your light aspect pool, up to your max MP cap for the light aspect pool.

Light Aspect VII

Triforce

You can cast seventh level spells from the light aspect.

Prerequisites: Intelligence 17+, Light Aspect VI, character level 13+.

Benefit: The max MP cap for your light aspect pool increases by +3. Your light aspect caster level increases by +1. You automatically learn any three 7th-level light aspect spells of your choice.

Special: When you take this feat, you may allocate any amount of MP from your latent pool to your light aspect pool, up to your max MP cap for the light aspect pool.

Light Aspect VIII

Triforce

You can cast eighth level spells from the light aspect.

Prerequisites: Intelligence 18+, Light Aspect VII, character level 15+.

Benefit: The max MP cap for your light aspect pool increases by +3. Your light aspect caster level increases by +1. You automatically learn any three 8th-level light aspect spells of your choice.

Special: When you take this feat, you may allocate any amount of MP from your latent pool to your light aspect pool, up to your max MP cap for the light aspect pool.

Light Aversion

General

You detest light magic so strongly that you are resistant to its effects.

Prerequisites: Must have light as your opposed aspect, must not have the Light Aspect I or Light Talent feats.

Benefit: You gain spell resistance 10 + your character level against Light Aspect magic effects.

Special: You lose the benefits of this feat if you later take the Light Aspect I or Light Talent feats.

Light Chorus

Performance

Prerequisites: Light Aspect I, Perform (sing) 8 ranks.

Benefit: This feat allows the character to use the following performance as a full-round action which provokes an Attack of opportunity:

Light Chorus (Su): The character must expend their light focus and make a Perform (sing) check (DC 18). If successful, all creatures within 90 feet get +1 caster level when casting light aspect spells, plus one level for every five points by which they beat the DC. This effect lasts for 1d4+1 rounds.

Light Eater

General

Prerequisites: Must be Ghini.

Benefit: You can regenerate electricity damage. You treat electricity damage as non-lethal damage, and heal an amount of electricity damage equal to your character level each hour.

Light Euphony

Performance

Prerequisites: Light Aspect I, Perform (sing) 8 ranks.

Benefit: This feat allows the character to use the following performance as a full-round action which provokes an Attack of opportunity:

Light Euphony (Su): The character must expend their light focus and make a Perform (sing) check (DC 18). If successful, the character and all his allies within 30 feet gain +1 light MP plus an additional point for every point by which they beat the DC. Characters without the Light Aspect I or Light Talent will instead gain this as latent MP. This additional MP last until spent, or for 1d4+1 rounds, whichever comes first.

Light Focus

General

You are adept at the use of light magic.

Prerequisites: Intelligence 13+, Light Aspect I.

Benefit: You get +1 caster level for determining the effects of Light Aspect magic.

Light Meditation

General

You are able to generate more light energy than most.

Prerequisites: Intelligence 15+, Light Aspect I.

Benefit: The bonus light MP gained from your Intelligence modifier is doubled.

Light Meditation Master

General

You are able to generate much more light energy than most.

Prerequisites: Intelligence 19+, Light Aspect V, Greater Light Meditation, Light Meditation.

Benefit: The bonus light MP gained from your Intelligence modifier is multiplied by five.

Special: This feat supersedes the light Meditation and Greater light Meditation feats.

Light Seed

Imbued

You are able to imbue your seed shot with the power of light.

Prerequisites: Must be deku, Charged Shot, Light Aspect I or Light Talent.

Benefit: You may spend 2 light MP to change your seed shot to electricity damage. Each use of this ability affects a single seed shot. The damage value of the seed shot remains unchanged. This ability is a spell-like ability that requires a move-equivalent action.

Light Talent

General

Your mind wakes up to a previously unrealized talent for light magic.

Benefit: Your latent power of light magic flares to life. The MP cap for your light pool is increased by +3, and you can allocate MP from your latent pool to your light pool. You are treated as if you have the light aspect feat. This feat does not allow you to cast spells.

Normal: You cannot place MP in your light pool unless you have the Light Aspect feat.

Light's Point Blank Shot

Imbued

The guidance of light increases your ranged attacks as if they were close range.

Prerequisites: Light Aspect I or Light Talent, Point Blank Shot.

Benefit: You may spend a number of light MP, up to a maximum of 4. Each magic point spent adds 10 feet to Point Blank Shot, thus granting you the bonuses from Point Blank Shot at distances farther than 30 feet.

Normal: Point Blank Shot normally only applies to shots within 30 feet, regardless of range increments.

Lightning Reflexes

General

You have faster reflexes than normal.

Benefit: You get a +2 bonus on all Reflex saving throws.

Lingering Damage

General

Prerequisites: Sneak attack +8d6.

Benefit: Any time the character deals damage with a sneak attack, that target takes damage equal to the character's sneak attack bonus damage on the character's next turn as well.

Luck of the Goddesses

Imbued

The goddesses smile upon you.

Prerequisites: Must be hylian, Luck of the Hylian.

Benefit: You may spend 3 MP as an immediate action to shift your total luck bonus to a single saving throw, thereby tripling the total bonus applied.

Luck of the Hylian

General

You are slightly luckier than most hylians.

Prerequisite: Must be a hylian.

Benefit: You receive an additional +1 luck bonus to all your saving throws.

Magic Body

General

Your magic reinforces your body.

Benefit: You gain 2 additional hit points. You gain 2 additional hit points for every imbued or triforme feat you have. Whenever you take a new imbued or triforme feat, you gain 2 additional hit points.

Magic Charge

Imbued

You can charge in a crooked line.

Prerequisites: Dexterity 13+, Speed of Thought.

Benefit: To use this feat, you must expend your forest or latent focus. When you charge, you can make one turn of up to 90 degrees during your movement. All other restrictions on charges still apply; for instance, you cannot pass through a square that blocks or slows movement, or contains a creature. You must have line of sight to the opponent at the start of your turn.

Magic Dodge

Imbued

You are proficient at dodging blows.

Prerequisite: Dexterity 13+, Dodge.

Benefit: You must have shadow or latent focus to use this feat. You receive a +1 dodge bonus to your Defense. This bonus stacks with the bonus from the Dodge feat (but only applies on attacks made by the opponent you have designated).

Magic Fist

Imbued

You can charge your unarmed strike or natural weapon with additional damage potential.

Prerequisites: Strength 13+.

Benefit: To use this feat, you must expend your spirit or latent focus. Your unarmed strike or attack with a natural weapon deals an extra 2d6 points of damage.

You must decide whether or not to use this feat prior to making an attack. If your attack misses, you still expend your magical focus.

Magic Hole

General

You are an anathema to magic creatures and characters.

Prerequisites: Wisdom 15+.

Benefit: When a foe strikes you in melee combat, the foe immediately loses its magic focus, if any.

Also, if you are the target of a spell, the caster of the spell must spend an additional number of MP equal to your Wisdom bonus, or the spell fails (all the MP spent on the spell are still lost). This extra cost does not count towards the maximum power points a caster can spend on a single power.

Special: You cannot take or use this feat if you have any Aspect or Talent feats.

Magic Meditation

General

You can focus your mind faster than normal, even under duress.

Prerequisites: Wisdom 13+, Concentration 7 ranks.

Benefit: You can take a move action to become magically focused.

Normal: A character without this feat must take a full-round action to become magically focused.

Magic Prodigy

General

Choose a non-latent aspect that you have the Aspect feat for. You can cast spells beyond the normal limits of spellcasting.

Prerequisite: Any Aspect I feat.

Benefit: You gain +3 MP in any non-latent aspect of your choice for which you have an Aspect feat. The maximum MP capacity for this aspect is increased by +3 MP.

Special: You may take this feat multiple times. Its effects stack.

Magic Shot

Imbued

You can charge your ranged attacks with additional damage potential.

Prerequisites: Point Blank Shot.

Benefit: To use this feat, you must expend your light or latent focus. Your ranged attack deals an extra 2d6 points of damage.

You must decide whether or not to use this feat prior to making an attack. If your attack misses, you still expend your magical focus.

Magic Weapon

Imbued

You can charge your melee weapon with additional damage potential.

Prerequisites: Strength 13+.

Benefit: To use this feat, you must expend your fire or latent focus. Your attack with a melee weapon deals an extra 2d6 points of damage.

You must decide whether or not to use this feat prior to making an attack. If your attack misses, you still expend your magical focus.

Magical Aptitude

General

You have a knack for magical endeavors.

Benefit: You get a +2 bonus on all Spellcraft checks and Use Magic Device checks.

Magical Training

General

You have received training on how to harness the powers of the Triforce.

Prerequisites: Any Aspect I feat, Knowledge (Triforce) 4 ranks.

Benefit: You learn an additional spell of the relevant level and aspect for each Aspect feat you have. Whenever you gain another Aspect feat, you learn an additional spell of the relevant level and aspect.

Manbo's Mambo

Performance

Prerequisites: Perform (keyboard) 12 ranks.

Benefit: This feat allows the character to use the following performance as a full-round action which provokes an Attack of opportunity:

Manbo's Mambo (Su): The character must expend their shadow or latent focus and make a Perform (keyboard) check (DC 22). If successful, the character and his allies are transported to the nearest subterranean exit within 100 feet. For every two points by which the character beats this DC, the range of this effect is increased by a further 100 feet. This performance has no effect if the character is already above ground.

Manyshot

General

You can fire multiple arrows simultaneously against a nearby target.

Prerequisites: Dexterity 17+, Point Blank Shot, Rapid Shot, base attack bonus +6.

Benefit: As a standard action, you may fire two arrows at a single opponent within 30 feet. Both arrows use the same attack roll (with a -4 penalty) to determine success and deal damage normally.

For every five points of base attack bonus you have above +6, you may add one additional arrow to this attack, to a maximum of four arrows at a base attack bonus of +16. However, each arrow after the second adds a cumulative -2 penalty on the attack roll (for a total of -6 for three arrows and -8 for four).

Damage reduction and other resistances apply separately against each arrow fired.

Marching Formation

General

You can form a marching formation to move vast distances.

Prerequisites: Coordinate Action.

Benefit: You may use this feat as a standard action on an ally within 30 feet that you have coordinated your action with this turn. Both characters gain +5 to their base speed this turn. You may only use one formation feat per turn.

Normal: Characters without this feat cannot enter marching formation, but another character with the Marching Formation feat may use this feat on this character at no penalty.

Special: Multiple characters may use the Marching Formation feat while coordinated, each gaining a cumulative +5 feet to their base speed for every character using their Marching Formation feat this turn.

Master Singer

General

Your voice is as finely tuned as a masterwork instrument

Prerequisites: Perform (sing) 1 rank.

Benefit: You get a +2 bonus on Perform (sing)

Master Staff

General

Prerequisites: Craft Staff, Spellcraft 15 ranks.

Benefit: When the character activates a staff, he or she can substitute his own MP instead of using the MP in the staff. The MP spent must be equal to the MP cost of the specific spell stored in the staff, including any level-increasing metamagic enhancements, and must be of the same aspects. A character cannot emulate a charge for a staff function that does not match a specific spell.

Master Strategist

General

You are a master tactician.

Prerequisites: Any two formation feats.

Benefit: You may use two formation feats each turn, and gain the benefits of both.

Master Wand

General

Prerequisites: Craft Wand, Spellcraft 15 ranks.

Benefit: When the character activates a wand, he or she can substitute his own MP instead of using the MP in the wand. The MP spent must be equal to the cost of the spell stored in the wand, including any level-increasing metamagic enhancements, and must be of the same aspects.

Maximize Magic

Metamagic

You can cast spell beyond maximum effect.

Prerequisites: Maximize Spell.

Benefit: To use this feat, you must expend your non-latent magical focus. You can maximize a spell of the same aspect as the expended focus. All variable, numeric effects of a spell modified by this feat are maximized. A maximized spell

deals maximum damage, cures the maximum number of hit points, affects the maximum number of targets, and so on, as appropriate. Saving throws and opposed checks are not affected, or are spells without random variables.

Augmented spells can be maximized; a maximized augmented spell deals the maximum damage (or cures the maximum hit points, and so on) of the augmented spell.

An empowered and maximized spell gains the separate benefits of each feat: the maximum result plus one-half the normally rolled result.

Using this feat increases the MP cost of the spell by 4.

Special: The effects of this feat do not stack with Maximize Spell. Instead, the spell is cast at maximum effect, with all numeric variables increased by +1 per die. This bonus is applied after any bonuses for Empower Spell, if any.

Maximize Spell

Metamagic

You can cast spells to maximum effect.

Benefit: All variable, numeric effects of a spell modified by this feat are maximized. A maximized spell deals maximum damage, cures the maximum number of hit points, affects the maximum number of targets, etc., as appropriate. For example, a maximized *fireball* deals 6 points of damage per caster level (up to a maximum of 60 points of damage at 10th caster level). Saving throws and opposed rolls (such as the one you make when you cast *dispel magic*) are not affected, nor are spells without random variables. A maximized spell costs +6 MP to cast, which may be taken from any aspect used in the spell, and its casting time is increased to a full round action if its casting time is a standard action or a free action.

Mental Leap

Imbued

You can make amazing jumps.

Prerequisite: Strength 13+, Jump 5 ranks.

Benefit: To use this feat, you must expend your fire or latent focus. You gain a +10 bonus on a Jump check.

Mental Resistance

General

Your mind is armored against mental intrusion.

Prerequisites: Base Will save bonus +2.

Benefit: Against magical attacks that do not employ an energy type to deal damage, such as *mind thrust*, you gain damage reduction 3/-. In addition, when you are hit with ability damage (but not ability drain or ability burn damage) from a magical attack, you take 3 less points of damage than you would normally take.

Special: You cannot take this feat if you have any Aspect or Talent feats.

Mental Spell

Metamagic

Prerequisites: Eschew Materials, Silent Spell, Still Spell

Benefit: A mental spell ignores all verbal and somatic components, and does not provoke attacks of opportunity. When you cast it, you do not need to handle any components or focuses (but still expend components) as long as you have them on your person. Spells without verbal or somatic components are not affected. A mental spell costs +4 MP to cast, which may be taken from any aspect used in the spell, requires you to expend your focus in an aspect used in the spell, and its casting time is increased to a full round action if its casting time is a standard action or a free action.

Metamorphic Transfer

General

You can gain a supernatural ability of a metamorphed form.

Prerequisites: Wisdom 13+, any Aspect III feat.

Benefit: Each time you change your form, such as through the *metamorphosis* spell, you gain one of the new form's supernatural abilities, if it has any.

The save DC to resist a supernatural ability gained through Metamorphic Transfer (if it is an attack) is 10 + your Cha modifier + ½ your Hit Dice.

Normal: You cannot use the supernatural abilities of creatures whose form you assume.

Special: You can gain this feat multiple times. Each time, you can gain one additional supernatural ability.

Mind Over Body

General

Your ability damage heals more rapidly.

Prerequisites: Constitution 13+.

Benefit: You heal ability damage and ability burn damage more quickly than normal. You heal a number of ability points per day equal to 1 + your Constitution bonus.

Normal: You heal ability damage and ability burn damage at a rate of 1 point per day.

Minuet of Forest

Imbued, Performance

Prerequisites: Perform (wind) 1 rank.

Benefit: This feat allows the character to use the following performance as a full-round action which provokes an Attack of opportunity:

Minuet of forest (Su): The character must expend their forest or latent focus and make a Perform (wind) check (DC 11). If successful, the character may detect the nearest concentration of forest magic within 10 ft. For every point by which the character beats this DC, the range of this effect is increased by 10 feet. If the character beats the DC by 20, they may opt to

end the performance immediately and teleport directly to any concentration of forest magic detected. This effect lasts for 1d4+1 rounds and moves with the character.

Mobility

General

You are skilled at dodging past opponents and avoiding blows.

Prerequisites: Dexterity 13, Dodge.

Benefit: You get a +4 dodge bonus to Defense against attacks of opportunity caused when you move out of or within a threatened area. A condition that makes you lose your Dexterity bonus to Defense (if any) also makes you lose dodge bonuses. Dodge bonuses stack with each other, unlike most other types of bonuses.

Monkey Music

General

You can mimic the sound of music instrument.

Prerequisites: Must be kiki, Master Singer, Perform (sing) 1 rank, Perform (wind) 1 rank.

Benefit: Whenever you are asked to make a Perform (wind) check, you may make a Perform (sing) check instead and use that result.

Monkey Rage

General

As a Kiki, you are able to forget yourself and cripple your enemy.

Prerequisites: Must be kiki, Rage.

Benefit: Every time you hit with a melee attack while in a rage, your opponent must make a Fortitude save (DC 10 + damage dealt) or suffer 2 points of temporary Strength damage in addition to the normal damage.

Mounted Archery

General

You are skilled at using ranged weapons while mounted.

Prerequisites: Ride 1 rank, Mounted Combat.

Benefit: The penalty you take when using a ranged weapon while mounted is halved: -2 instead of -4 if your mount is taking a double move, and -4 instead of -8 if your mount is running.

Mounted Combat

General

You are skilled in mounted combat.

Prerequisites: Ride 1 rank.

Benefit: Once per round when your mount is hit in combat, you may attempt a Ride check (as a reaction) to negate the hit. The hit is negated if your Ride check result is greater than the opponent's attack roll. (Essentially, the Ride check result becomes the mount's Defense if it's higher than the mount's regular Defense.

Multiattack

General

The creature is adept at using all its natural weapons at once.

Prerequisites: Three or more natural attacks.

Benefit: The creature's secondary attacks take only a -2 penalty.

Normal: Without this feat, the creature's secondary attacks with natural weapons take a -5 penalty.

Multispell

General

Prerequisites: Quicken Spell, Quicken Magic, any Aspect IX feat.

Benefit: The character may cast one additional quickened spell in a round.

Multi-Weapon Fighting

General

A creature with three or more hands can fight with a weapon in each hand. The creature can make one extra attack each round with each extra weapon.

Prerequisites: Must have three or more hands, Dexterity 15+, Two-Weapon Fighting.

Benefit: Penalties for fighting with multiple weapons are reduced by 2 with the primary hand and reduced by 6 with off hands.

Normal: A creature without this feat takes a -6 penalty on attacks made with its primary hand and a -10 penalty on attacks made with its off hands. (It has one primary hand, and all the others are off hands).

Multi-Weapon Rend

General

Prerequisites: Dexterity 15+, base attack bonus +9, three or more hands, Two-Weapon Fighting, Multi-Weapon Fighting.

Benefit: If the character hits an opponent with two or more weapons (wielded in different hands) in the same round, he or she may automatically rend the opponent. This rending deals additional damage equal to the base damage of the smallest weapon that hit plus 1 1/2 times the character's Strength modifier. The character can only rend once per round, regardless of how many successful attacks he or she makes.

Special: This feat replaces the Two-Weapon Rend feat for creatures with more than two arms.

Music of the Goddesses

General

Prerequisites: Charisma 25+, Perform (any) 20 ranks, any four Performance feats.

Benefit: The character's Performances can affect even those normally immune to mind-affecting effects. However, such creatures gain a +10 bonus on their Will saves to resist such effects.

Narrow Consumption

General

You are adept at surviving on even less provisions than normal in the desert.

Prerequisite: Must be gerudo.

Benefit: You are able to survive on 1/8 the food and water that non desert-dwelling creatures need on a daily basis.

Normal: You are able to survive on 1/4 the food and water that non desert-dwelling creatures need on a daily basis.

Narrow Mind

General

Your ability to concentrate is as keen as an arrowhead, allowing you to gain your magical focus even in the most turbulent situations.

Prerequisite: Wisdom 13+.

Benefit: You gain a +4 bonus on Concentration checks you make to become magically focused.

Natural Agility

General

Prerequisites: Must be kiki.

Benefit: You may use your Dexterity modifier for Climb and Jump checks.

Normal: Climb and Jump are Strength-based.

Natural Spell

General

You can cast spells while in an animal form.

Prerequisites: Wisdom 13, Animal Form (any).

Benefit: You can complete the verbal and somatic components of spells whilst in an animal form. For example, while in the form of a raven, you could substitute screeches and gestures with your talons for the normal verbal and somatic components of a spell. You can also use any material components or focuses you possess, even if such items are melded within your current form. This feat does not permit the use of magic items while you are in a form that could not ordinarily use them, and you do not gain the ability to speak while in an animal form.

Nayru's Intelligence

Performance

Prerequisites: Perform (string) 3 ranks.

Benefit: This feat allows the character to use the following performance as a full-round action which provokes an Attack of opportunity:

Nayru's Intelligence (Su): The character must make a Perform (string) check (DC 13). If successful, the character gains a +2 enhancement bonus to Intelligence, plus two additional points for every five points by which they beat the DC. This effect lasts for 1d4+1 rounds.

Nayru's Judgment

Performance

Prerequisites: Perform (act) 5 ranks.

Benefit: This feat allows the character to use the following performance as a full-round action which provokes an Attack of opportunity:

Nayru's Judgment (Su): The character must make a Perform (act) check (DC 15). If successful, once character within 90 feet must make a Will Save (DC 15 + the character's Charisma bonus) or they can take no actions and are dazed. For every five points by which you beat the DC, you may choose to affect one additional creature within 90 feet. This effect lasts for 1d4+1 rounds.

Nayru's Wisdom

Performance

Prerequisites: Perform (sing) 3 ranks.

Benefit: This feat allows the character to use the following performance as a full-round action which provokes an Attack of opportunity:

Nayru's Wisdom (Su): The character must make a Perform (sing) check (DC 13). If successful, the character gains a +2 enhancement bonus to Wisdom, plus two additional points for every five points by which they beat the DC. This effect lasts for 1d4+1 rounds.

Negotiator

General

You are good at arguing and swaying attitudes.

Benefit: You get a +2 bonus on all Diplomacy checks and Sense Motive checks.

Noble Inspiration

Performance

Prerequisites: Perform (oratory) 5 ranks.

Benefit: This feat allows the character to use the following performance as a full-round action which provokes an Attack of opportunity:

Noble Inspiration (Su): The character must make a Perform (oratory) check (DC 15). If successful, the character or a chosen ally within 30 feet gains a +1 bonus to all rolls. For every five points by which the character beats the DC, an additional ally within 30 feet may also gain this bonus. This effect lasts for 1d4+1 rounds.

Nocturne of Shadow

Imbued, Performance

Prerequisites: Perform (comedy) 1 rank.

Benefit: This feat allows the character to use the following performance as a full-round action which provokes an Attack of opportunity:

Nocturne of Shadow (Su): The character must expend their shadow or latent focus and make a Perform (comedy) check (DC 11). If successful, the character may detect the nearest concentration of shadow magic within 10 ft. For every point by which the character beats this DC, the range of this effect is increased by 10 feet. If the character beats the DC by 20, they may opt to end the performance immediately and teleport directly to any concentration of shadow magic detected. This effect lasts for 1d4+1 rounds and moves with the character.

Nomad's Ride-By Attack

Imbued

The speed of the Nomad allows you to make multiple attacks against your foes when making a mounted charge.

Prerequisites: Forest Aspect I or Forest Talent, Mounted Combat, Ride-By Attack, Beast's Mounted Combat, Ride 1+ rank.

Benefit: You may spend a number of forest MP, up to your total Dexterity bonus. You may make this many attacks, against any opponents in range, when making a Ride-By attack.

Normal: Ride-By Attack normally only allows you to make a single attack in a Ride-By attack.

Oath to Order

Imbued, Performance

Prerequisites: Perform (act) 20 ranks.

Benefit: This feat allows the character to use the following performance as a full-round action which provokes an Attack of opportunity:

Oath to Order (Su): The character must expend their spirit or latent focus and make a Perform (act) check (DC 30). If successful, the character may summon a guardian spirit to him. If the guardian spirit cannot be physically summoned (for example, if it is trapped or immobile) then an emissary of the guardian spirit will be summoned instead. For every point by which the character beats this DC, the character has a +1 bonus to all Diplomacy checks when dealing with the guardian spirit or its emissary. The guardian spirit or its emissary is not under the character's control, and can act normally, although most will at least listen to the character while he explains why he summoned them.

One Mind

General

Your consciousness is linked to others.

Prerequisites: Must be a kokiri, Wisdom 13+.

Benefit: Choose a single other kokiri, animal, or fey that you are familiar with. When within 10 ft. of this chosen creature, you become aware of situations as they do. Once one of you has acted in combat, both of you are considered to no longer be flat-footed, thus you both retain your Dexterity bonus to Defense.

Special: The other creature does not have to have this feat. If the other creature does have this feat, the range of the empathic link is doubled to 20 ft.

Open Minded

General

You learn skills more easily than others.

Benefit: You immediately gain +1 skill point per level. You spend these skill points as normal. If you spend them on cross-class skills they count as ½ ranks. You cannot exceed the normal maximum ranks for your level in any skill. From now on you gain +1 additional skill point per level.

Opportunity Spell

Metamagic

You can make spell-enhanced attacks of opportunity.

Benefit: To use this feat, you must expend your magical focus. When you make an attack of opportunity, you can use any spell you know with a range of touch, if you have at least one hand free. Casting this spell is an immediate action.

You cannot use this feat with a touch spell whose casting time is longer than 1 full-round action.

Using this feat increases the MP cost of the spell by 6.

Normal: Attacks of opportunity can be made only with melee weapons.

Overchannel

General

You can burn your life force to strengthen your powers.

Benefit: While casting a spell, you can increase your effective caster level by one, but in so doing you take 1d8 points of damage. At 8th level, you can choose to increase your effective caster level by two, but you take 3d8 points of damage. At 15th level, you can increase your effective caster level by three, but you take 5d8 points of damage.

The effective increase in caster level increases all caster level-dependant effects, such as range, duration, and overcoming spell resistance.

Overwhelming Critical

General

Choose one type of melee weapon, such as longsword or greataxe. With that weapon, you do more damage on a critical hit.

Prerequisites: Strength 23+, Cleave, Great Cleave, Improved Critical (weapon to be chosen), Power Attack, Weapon Focus (weapon to be chosen).

Benefit: When using the weapon you have selected, you deal an extra 1d6 points of damage on a successful critical hit. If the weapon's critical multiplier is x3, add an extra 2d6 points of damage instead, and if the multiplier is x4, and an extra 3d6 points of damage instead. (Creatures immune to critical hits can't be affected by this feat.)

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

Penetrate Damage Reduction

General

Select a special material, such as adamantine.

Benefit: The character's melee weapons (including natural weapons) are treated as being crafted from the chosen special material for the purposes of bypassing the damage reduction of any creature the character strikes. None of the other special properties of special materials are gained by the character's melee weapons.

Special: A character can gain this feat multiple times. Each time the feat is selected the character selects a different special material. The character's melee attacks are treated as being crafted of all chosen materials for the purposes of bypassing damage reduction.

Perfect Health

General

Prerequisites: Constitution 25+, Great Fortitude.

Benefit: The character is immune to all non-magical diseases, as well as to all poisons whose Fortitude save DC is 25 or less.

Perfect Multi-Weapon Fighting

General

Prerequisites: Dexterity 25+, three or more hands, Two-Weapon Fighting, Multi-Weapon Fighting, Greater Multi-Weapon Fighting, Greater Two-Weapon Fighting, Perfect Two-Weapon Fighting.

Benefit: The character can make as many attacks with each extra weapon as with his or her primary weapon, using the same base attack bonus. The character still takes the normal penalties for fighting with two weapons.

Normal: A creature without this feat can make only one attack per round with each extra weapon (or two attacks per round with each weapon if it has Multi-Weapon Fighting, or three attacks per round with each extra weapon if it has Greater Multi-Weapon Fighting). Each attack after the first extra attack has a cumulative -5 penalty.

Special: This feat replaces the Perfect Two-Weapon Fighting feat for creatures with more than two arms.

Perfect Two-Weapon Fighting

General

Prerequisites: Dexterity 25+, Greater Two-Weapon Fighting, Improved Two-Weapon Fighting, Two-Weapon Fighting.

Benefit: The character can make as many attacks with his or her off-hand weapon as with his or her primary weapon, using the same base attack bonus. The character still takes the normal penalties for fighting with two weapons.

Normal: Without this feat, a character can only get a single attack with an off-hand weapon (or two attacks with an off-hand weapon if he or she has Improved Two-Weapon Fighting, or three attacks with an off-hand weapon if he or she has Greater Two-Weapon Fighting).

Permanent Emanation

General

Prerequisites: Spellcraft 20 ranks, any Aspect V feat.

Benefit: Designate any one of the character's spells whose area is an emanation from the character. This spell's effect is permanent

(though the character can dismiss or restart it as a free action). Effects that would normally dispel this spell instead suppress it for 2d4 rounds.

Special: This feat may be taken multiple times. Each time, select a different spell to become permanent.

Persistent Spell

Metamagic

Prerequisites: Extend Spell.

Benefit: A persistent spell has a duration of 24 hours. The persistent spell must have a personal range or a fixed range. Spells of instantaneous duration cannot be affected by this feat, nor can spells whose effects are discharged. You need not concentrate on spells such as detect magic or detect thoughts to be aware of the mere presence or absence of the things detected, but you must still concentrate to gain additional information as normal. Concentration on such a spell is a standard action that does not provoke an attack of opportunity. A persistent spell costs +12 MP to cast, which may be taken from any aspect used in the spell, and its casting time is increased to a full round action if its casting time is a standard action or a free action.

Persuasive

General

You have a way with words and body language.

Benefit: You get a +2 bonus on all Bluff checks and Intimidate checks.

Pike Formation

General

You can form a pike formation to guard an area.

Prerequisites: Coordinate Action.

Benefit: You may use this feat as a move-equivalent action on an ally within 30 feet that you have coordinated your action with this turn. Both characters gain an additional attack of opportunity this turn. You may only use one formation feat per turn.

Normal: Characters without this feat cannot enter pike formation, but another character with the Pike Formation feat may use this feat on this character at no penalty.

Special: Multiple characters may use the Pike Formation feat while coordinated, each gaining an additional attack of opportunity for every character using their Pike Formation feat this turn.

Plant Control

General

Prerequisites: Forest Aspect II, Turn Creature (Plants).

Benefit: You may spend 2 forest MP rebuke or command plant creatures. To command a plant, you must be able to speak with it via a *speak with plants* effect, though it may do so mentally if desired.

Point Blank Shot

General

You are skilled at making well-placed shots with ranged weapons at close range.

Benefit: You get a +1 bonus on attack and damage rolls with ranged weapons at ranges of up to 30 feet.

Polyglot

General

Prerequisites: Intelligence 25+, Speak Language (any five languages).

Benefit: The character can speak all languages. If the character is literate, he or she can also read and write all languages (not including magical script).

Power Athletics

Imbued

You can use magic to increase your athletic prowess.

Prerequisites: Strength 13+, Climb 2 ranks, Jump 2 ranks, Swim 2 ranks.

Benefit: You may spend a number of MP from your fire or latent pool when making Climb, Jump, or Swim checks. The maximum number of MP that can be spent on a single check is equal to your Strength bonus. For every fire or latent MP spent, you gain a +1 bonus to your check.

Power Attack

General

You can make exceptionally powerful melee attacks.

Prerequisites: Strength 13+.

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

Special: if you attack with a two-handed weapon, or with a one-handed weapon wielded in two hands, instead add twice the number subtracted from your attack rolls. You can't add the bonus from Power Attack to the damage dealt with a light weapon (except with unarmed strikes or natural weapon attacks), even though the penalty on attack rolls still applies. (Normally, you treat a double weapon as a one-handed weapon and a light weapon. If you choose to use a double weapon like a two-handed weapon, attacking with only one end of it in a round, you treat it as a two-handed weapon.)

Power Critical

General

Prerequisites: Weapon focus (chosen weapon), base attack bonus +4.

Benefit: When using the weapon you selected, you gain a +4 bonus on the roll to confirm a threat.

Special: You can gain Power Critical multiple times. Each time you take the feat, it may be with a different weapon or the same weapon. If you take it with the same weapon, the effects of the feats stack.

Power Roll

General

You have the ability to put a great deal into the force of your rolls.

Prerequisites: Must be goron, Strength 13+.

Benefit: You may add twice your Strength bonus to any damage done when using your curl-and-roll ability.

Power Seed

General

Your seed shot is more powerful than normal.

Prerequisites: Must be deku, Strength 13+, Improved Natural Attack (seed shot).

Benefit: You may use one and a half times your Strength bonus as a bonus to damage for your seed shots.

Normal: You may normally only use your base Strength bonus as a bonus to damage.

Precise Shot

General

You are skilled at timing and aiming ranged attacks.

Prerequisites: Point Blank Shot.

Benefit: You can shoot or throw ranged weapons at an opponent engaged in melee without taking the standard -4 penalty on your attack roll.

Prelude of light

Imbued, Performance

Prerequisites: Perform (sing) 1 rank.

Benefit: This feat allows the character to use the following performance as a full-round action which provokes an Attack of opportunity:

Prelude of light (Su): The character must expend their light or latent focus and make a Perform (sing) check (DC 11). If successful, the character may detect the nearest concentration of light magic within 10 ft. For every point by which the character beats this DC, the range of this effect is increased by 10 feet. If the character beats the DC by 20, they may opt to end the performance immediately and teleport directly to any concentration of light magic detected. This effect lasts for 1d4+1 rounds and moves with the character.

Preserve Shift

General

You can change from animal to hybrid form for no mp cost

Prerequisites: Must be a feravir, any two Animal Form feats (matching animal and hybrid forms), Concentration 13 ranks.

Benefit: Changing from hybrid form to animal form or from animal form to hybrid form doesn't cost any MP.

Normal: Changing form costs 5 forest or latent MP.

Pressure Point

General

You are able to slow the reaction time of a creature with a single touch.

Prerequisites: Must be zuna.

Benefit: You may attempt a melee touch attack. If successful, make an Intelligence check or a Knowledge skill check appropriate to the creature you attacked opposed by the creature's Fortitude save. If you win, the creature is dazed for 1 round. If you beat the roll by 5 or more, the creature is dazed for 1d4+1 rounds, or if you beat the roll by 10 or more, the creature is dazed until he is regains 1 or more hit points or has 8 hours of rest.

Protective Ward

Imbued

You can use the power of water to protect yourself or others.

Prerequisites: Water Aspect I.

Benefit: You may spend 5 water MP and expend your water focus to generate a *protective ward* as a supernatural ability. Grant someone you touch a resistance bonus equal to your water aspect caster level on his next saving throw. Activating this power is a standard action. The *protective ward* is an abjuration effect with a duration of 1 hour.

Pure Blood

General

You are descended from a pure hylian bloodline of ancient rulers or nobles.

Prerequisites: Must be a hylian.

Benefit: You gain a +4 bonus to all charisma-based checks when dealing with other hylions.

Quick Draw

General

You can draw weapons with startling speed.

Prerequisite: Base attack bonus +1.

Benefit: You can draw a weapon as a free action instead of as a move action. You can draw a hidden weapon as a move action.

A character who has selected this feat may throw weapons at his full normal rate of attacks (much like a character with a bow).

Normal: Without this feat, you may draw a weapon as a move action, or (if your base attack bonus is +1 or higher) as a free action as part of movement. Without this feat, you can draw a hidden weapon as a standard action.

Quicken Magic

Metamagic

You can cast a spell with less than a moment's thought.

Prerequisites: Quicken Spell.

To use this feat, you must expend your magical focus. You can quicken a spell of the same aspect as the expended focus. You can perform another action, even cast another spell, in the same round that you cast a quickened spell. You can manifest only one quickened spell per round. A spell whose casting time is longer than 1 round cannot be quickened.

Using this feat increases the MP cost of the spell by 6.

Special: The effects of this feat do not stack with Quicken Spell. Instead, your quickened spell can only be countered by another quickened spell of the appropriate type.

Quicken Spell

Metamagic

You can cast spells with a moment's thought.

Benefit: Casting a quickened spell is a free action which does not provoke an attack of opportunity. You can perform another action, even casting another spell, in the same round as you cast a quickened spell. You may cast only one quickened spell per round. A spell whose casting time is more than 1 full-round action cannot be quickened. A quickened spell costs +8 MP to cast, which may be taken from any aspect used in the spell.

Quicken Spell-Like Ability

General

The creature can use a spell-like ability with greater effect than normal.

Prerequisites: Spell-like ability at caster level 3rd or higher.

Benefit: Choose one of the creature's spell-like abilities, subject to the restrictions below. The creature can use that ability as a quickened spell-like ability.

Using a quickened spell-like ability is a free action which does not provoke an attack of opportunity. The creature can perform another action – including the use of another spell or spell-like ability – in the same round as it uses a quickened spell-like ability. You may cast only one quickened spell or spell-like ability per round.

The creature can only select a spell-like ability duplicating a spell with a level less than or equal to half its caster level -4. For a summary see the table. For example, a creature that uses its spell-like abilities as a 6th level caster can only empower spell-like abilities duplicating spells of 2nd level or lower. In addition, a spell-like ability that duplicates a spell with a casting time greater than 1 full round cannot be quickened.

Table 5-4: Quicken Spell-Like Ability

Spell Level	Caster Level to Quicken
0	4 th
1 st	5 th
2 nd	6 th
3 rd	7 th
4 th	8 th
5 th	9 th
6 th	-
7 th	-
8 th	-
9 th	-

Normal: Normally the use of a spell-like ability requires a standard action and provokes an attack of opportunity unless noted otherwise.

Special: This feat can be taken multiple times. Each time it is taken, the creature can apply it to a different one of its spell like abilities.

Radiant Awareness

Imbued

You can use Magic to increase your Awareness.

Prerequisites: Wisdom 13+, Listen 2 ranks, Search 2 ranks, Spot 2 ranks.

Benefit: You may spend a number of MP from your light or latent pool when rolling skill checks using the Listen, Search, or Spot skills. The maximum number of MP that can be spent on a single check is equal to your Wisdom bonus. For every light or latent MP spent, you gain a +1 bonus to your check.

Rage

General

You can fly in a rage inflicting and taking more damage before dropping.

Benefit: As a free action, you may enter a blind rage once per encounter. While in a rage, you get +4 Strength and Constitution, and a +2 morale bonus to Will saves. You immediately gain temporary hit points equal to twice your character level from this Constitution bonus. However, while in a rage, you get a -2 penalty to your Defense, and must charge your enemies or attack them in melee. You cannot make subdual attacks while enraged. Your rage lasts for a number of rounds equal to 3 + your new Constitution modifier (minimum of 1 round), although you may voluntarily end your rage before then as a free action. After your rage, you are fatigued (-2 to Strength and Dexterity, and cannot run or charge) until the end of the encounter.

Rain's Disarm

Imbued

The driving power of the rains helps you knock the weapons from your opponent's hands.

Prerequisites: Intelligence 13+, Water Aspect I or Water Talent, Improved Disarm, Water's Expertise.

Benefit: You may expend a number of water MP, up to a maximum of 5, and include this as a

bonus to your disarm roll. You do not provoke an attack of opportunity when you make a disarming attempt, nor does your opponent have a chance to disarm you.

Normal: Improved Disarm does not include a bonus to disarm checks.

Ranged Inspiration

General

Prerequisites: Any two Performance feats, Perform (any) 20 ranks

Benefit: Double the range of any performance feats that has a range.

Rapid Metabolism

General

Your wounds heal rapidly.

Prerequisites: Constitution 13+.

Benefit: You naturally heal a number of hit points equal to the standard healing rate + double your Constitution bonus. You heal even if you do not rest. This healing replaces your normal natural healing. If you are tended successfully by someone with the Heal skill, you instead regain double the normal amount of hit points + double your Constitution bonus.

Rapid Performance

General

Prerequisites: Perform (any) 20 ranks, any two performance feats.

Benefit: The character can use any of his or her performance abilities as a standard action. The performance takes effect immediately after the character concludes the action.

Rapid Reload

General

Choose a type of crossbow (hand, light, or heavy). You can reload a crossbow of that type more quickly than normal.

Prerequisites: Weapon Proficiency (technical).

Benefit: The time required for you to reload your chosen type of crossbow is reduced to a free action (for hand or light crossbows) or a move action (for a heavy crossbow). Reloading a crossbow still provokes an attack of opportunity. If you have selected this feat for hand crossbow or light crossbow, you may fire that weapon as many times in a full attack action as you could attack if you were using a bow.

Normal: A character without this feat needs a move action to reload a hand or light crossbow, or a full-round action to reload a heavy crossbow.

Special: You can gain Rapid Reload multiple times. Each time you take the feat, it applies to a new type of crossbow.

Rapid Shot

General

You can use ranged weapons with exceptional speed.

Prerequisites: Dexterity 13, Point Blank Shot.

Benefit: You can get one extra attack per round with your highest base attack bonus, but each attack you make in that round (the extra one and the normal ones) takes a -2 penalty. You must use the full attack action to use this feat.

Reach Spell

Metamagic

Benefit: You may cast a spell that normally has a range of touch at any distance up to 30 feet. The spell effectively becomes a ray, so you must succeed at a ranged touch attack to bestow the spell upon the recipient. A reach spell costs +4 MP to cast, which may be taken from any aspect used in the spell, and its casting time is increased to a full round action if its casting time is a standard action or a free action.

Reactive Countersong

General

Prerequisites: Combat Reflexes, Countersong, Rapid Performance, any two other performance feats, Perform (sing) 20 ranks.

Benefit: The character can use the Countersong performance at any time, even when it isn't his or her turn (much like a wizzrobe who has readied a counterspell action), though the character doesn't have to ready an action to do so.

Normal: Without this feat, a character can only use Countersong on his or her turn.

Reckless Blows

General

Prerequisite: Constitution 13+.

Benefit: You increase your melee damage at the expense of Defense. For one round, you may subtract a number of points from your Defense and add that number to your melee damage rolls. This number cannot exceed your class Defense bonus.

Reckless Offence

General

You can shift your focus from defense to offence.

Prerequisites: Reckless Blows, base attack bonus +1.

Benefit: When you use the attack action or full attack action in melee, you can take a penalty of -4 to your Defense and add a +2 bonus on your melee attack roll. The bonus on attack rolls and penalty to Defense last until the beginning of your next turn.

Reflect Arrows

General

Prerequisites: Dexterity 25+, Deflect Arrows, Improved Unarmed Strike.

Benefit: When the character deflects an arrow or other ranged attack, the attack is reflected back upon the attacker at the character's base ranged attack bonus.

Reflex's Lament

Performance

Prerequisites: Perform (comedy) 8 ranks.

Benefit: This feat allows the character to use the following performance as a full-round action which provokes an Attack of opportunity:

Reflex's Lament (Su): The character must expend their fire or latent focus and make a Perform (comedy) check (DC 18). If successful, one creature within 90 feet of the character gets a -2 penalty to Reflex saving throws. For every five points by which they beat the DC, this performance affects another creature within range. This effect lasts for 1d4+1 rounds.

Reflexes of the Triforce

Imbued, Performance

Prerequisites: Perform (dance) 5 ranks.

Benefit: This feat allows the character to use the following performance as a full-round action which provokes an Attack of opportunity:

Reflexes of the Triforce (Su): The character must expend their water or latent focus and make a Perform (dance) check (DC 15). If successful, the character gains a +1 enhancement bonus to Reflex saving throws, plus one additional point for every five points by which they beat the DC. This effect lasts for 1d4+1 rounds.

Remote Body

General

Even without a head your body still fights on.

Prerequisites: Must be Stalfos, Skull of Soaring.
Benefit: You may remotely control your body while your skull is detached, as long as you are within 60 ft. of it. You must make a Concentration check (DC 10 + any damage taken by the skull) to control your body as a free action, otherwise it remains motionless and helpless. While you are remotely controlling your body, it may act normally, but with a -4 penalty to all attack rolls, skill checks, and saving throws, and a -4 penalty to Defense. If you fail your Concentration check, your body remains motionless, counting as helpless, and cannot take any actions until the start of your next round.

Normal: When using the Skull of Soaring, your body counts as helpless and cannot take any actions.

Repeat Spell

Metamagic

Prerequisites: Any other metamagic feat.

Benefit: A repeated spell is automatically cast again at the beginning of your next round of actions. No matter where you are, the secondary spell originates from the same location and affects the same area as the primary spell. If the repeated spell designates a target, the secondary spell retargets the same target if the target is within 30 feet of its original position; otherwise the secondary spell fails to go off. Repeat Spell

cannot be used on spells with a range of touch. A repeated spell costs +6 MP to cast, which may be taken from any aspect used in the spell, and its casting time is increased to a full round action if its casting time is a standard action or a free action.

Requiem of Spirit

Imbued, Performance

Prerequisites: Perform (string) 1 rank.

Benefit: This feat allows the character to use the following performance as a full-round action which provokes an Attack of opportunity:

Requiem of Spirit (Su): The character must expend their spirit or latent focus and make a Perform (string) check (DC 11). If successful, the character may detect the nearest concentration of spirit magic within 10 ft. For every point by which the character beats this DC, the range of this effect is increased by 10 feet. If the character beats the DC by 20, they may opt to end the performance immediately and teleport directly to any concentration of spirit magic detected. This effect lasts for 1d4+1 rounds and moves with the character.

Return Shot

Imbued

You can return incoming arrows, as well as crossbow bolts, spears, and other projectile or thrown weapons.

Prerequisites: Point Blank Shot, Magic Shot, Fell Shot, base attack bonus +3.

Benefit: To use this feat, you must expend your light or latent focus and have at least one hand free. Once per round when you would normally be hit by a projectile or a thrown weapon no more than one size category larger than your size, you can deflect the attack so that you take no damage from it. The attack is deflected back at your attacker, using the attack bonus of the original attack on you. You must be aware of the attack and not flat-footed. Attempting to return a shot is a free action.

Special: if you also have the Deflect Arrows feat, the deflected attack is made with the original attack bonus plus your Dexterity bonus.

Ride-By Attack

General

You are skilled at making fast attacks from your mount.

Prerequisites: Ride 1 rank, Mounted Combat.

Benefit: When you are mounted and use the charge action, you may move and attack as if with a standard charge and then move again (continuing the straight line of the charge). Your total movement for the round can't exceed double your mounted speed. You and your mount do not provoke an attack of opportunity from the opponent that you attack.

Rock Stance

General

Prerequisites: Must be goron, Constitution 15+.

Benefit: The Total Defense action grants you +8 to your Defense.

Normal: The Total Defense action grants you +4 to your Defense.

Run

General

You are fleet of foot.

Benefit: When running, you move five times your normal speed (if wearing light or no armor and carrying no more than a light load) or four times your speed (if wearing medium or heavy armor or carrying a medium or heavy load). If you make a jump after a running start, you gain a +4 bonus on your Jump check. While running, you retain your Dexterity bonus to Defense.

Normal: You move at four times your speed while running (if wearing light or no armor and carrying no more than a light load) or three times your speed while running (if wearing medium or heavy armor or carrying a medium or heavy load), and you lose your Dexterity bonus to Defense.

Saboteur

General

You have a natural gift for destruction on any scale.

Benefit: You get a +2 bonus on all Demolition checks and Disable Device checks.

Saria's Song

Imbued, Performance

Prerequisites: Perform (string) 6 ranks.

Benefit: This feat allows the character to use the following performance as a full-round action which provokes an Attack of opportunity:

Saria's Song (Su): The character must expend their forest or latent focus and make a Perform (string) check (DC 16). If successful, the character may *speak with plants*, as per the spell. For every point by which they beat this DC, they gain a +1 bonus to Diplomacy and Gather Information checks made against plants. This effect lasts for 1d4+1 rounds.

Scarecrow Shuffle

Performance

Prerequisites: Perform (comedy) 5 ranks.

Benefit: This feat allows the character to use the following performance as a full-round action which provokes an Attack of opportunity:

Scarecrow Shuffle (Su): The character must make a Perform (comedy) check (DC 15). If successful, one creature within 90 feet must make a Will save (DC 15 + the character's Charisma bonus) or they can take no actions and are fascinated. For every five points by which you beat the DC, you may affect another creature. This effect lasts for 1d4+1 rounds.

Scarecrow's Song

Imbued, Performance

Prerequisites: Perform (comedy) 5 ranks.

Benefit: This feat allows the character to use the following performance as a full-round action which provokes an Attack of opportunity:

Scarecrow's Song (Su): The character must expend their forest or latent focus and make a Perform (comedy) check (DC 15). If successful, the character may summon forth a crude scarecrow. The scarecrow is under the direct control of the character, who must spend a full round action to control it, otherwise the scarecrow remains stationary. This scarecrow lasts for 1 round, plus 1 round for every point by which the character beats the DC.

Scent Reflex

General

Your senses aid you in escaping danger.

Prerequisites: Must be a moblin, Wisdom 13+, Alert Tracker

Benefit: You gain a +2 bonus to Reflex saves and Defense against the very first attack made by opponents you are tracking by scent.

Scholarly

General

You have a natural bent towards academic pursuits.

Benefit: You get a +2 bonus on all Decipher Script checks and Research checks.

Scribe Scroll

Item Creation

You can create scrolls, from which you or another spellcaster can cast the scribed spells.

Prerequisites: Any Aspect I feat.

Benefit: You can create a potion of any spell that you know. Brewing a potion takes one day for each 1,000 rp in its base cost. The base price of a scroll is its spell level × its caster level × 25 rp. To brew a potion, you must spend 1/25 of this price in XP and use up raw materials costing one half of this base price.

Any scroll that stores a spell with a costly material component or an XP cost also carries a commensurate cost. In addition to the costs derived from the base price, you must expend the material component or pay the XP when scribing the scroll.

Self-Concealment

General

Prerequisites: Dexterity 30+, Hide 20 ranks, Tumble 20 ranks.

Benefit: Attacks against the character have a 10% miss chance, similar to the effect of concealment. The character loses this benefit whenever he or she would lose his or her Dexterity bonus to Defense.

Self-Sufficient

General

You can take care of yourself in harsh environments and situations.

Benefit: You get a +2 bonus on all Heal checks and Survival checks.

Serenade of Water

Imbued, Performance

Prerequisites: Perform (dance) 1 rank.

Benefit: This feat allows the character to use the following performance as a full-round action which provokes an Attack of opportunity:

Serenade of Water (Su): The character must expend their water or latent focus and make a Perform (dance) check (DC 11). If successful, the character may detect the nearest concentration of water magic within 10 ft. For every point by which the character beats this DC, the range of this effect is increased by 10 feet. If the character beats the DC by 20, they may opt to end the performance immediately and teleport directly to any concentration of water magic detected. This effect lasts for 1d4+1 rounds and moves with the character.

Shade's Mobility

Imbued

The power of shadows allows you to bend and weave around your opponents.

Prerequisites: Dexterity 13+, Shadow Aspect I or Shadow Talent, Mobility, Shadow's Dodge.

Benefit: You may spend a number of shadow MP and gain that value as a dodge bonus to Defense against attacks of opportunity caused when you move out of or within threatened areas. This bonus stacks with the bonuses from the Mobility feat.

Normal: Mobility normally only allows a +4 bonus to AC against attacks of opportunity within threatened areas.

Shadow Affinity

General

You have an affinity with shadow magic beyond that of other members of your race.

Prerequisites: Charisma 15+, shadow Focus, must have shadow as your favored Aspect.

Benefit: All shadow aspect spells have a base magic points cost equal to their level instead of their normal base cost.

Normal: The base magic points cost of spells is usually (level x 2) -1.

Shadow Aspect I

Triforce

You can cast first level spells from the shadow aspect.

Prerequisites: Charisma 11+.

Benefit: You can place MP in your shadow aspect pool, and the max MP cap for your shadow aspect pool increases by +3. You gain bonus MP in your shadow aspect pool according to your

Charisma bonus, which does not count against your max MP cap. Your shadow aspect caster level increases by +1. You automatically learn any three 1st-level shadow aspect spells of your choice.

Normal: Without this feat, you cannot place any MP in your shadow Pool.

Special: When you take this feat, you may allocate any amount of MP from your latent pool to your shadow aspect pool, up to your max MP cap for the shadow aspect pool.

Shadow Aspect II

Triforce

You can cast second level spells from the shadow aspect.

Prerequisites: Charisma 12+, Shadow Aspect I, character level 3+.

Benefit: The max MP cap for your shadow aspect pool increases by +3. Your shadow aspect caster level increases by +1. You automatically learn any three 2nd-level shadow aspect spells of your choice.

Special: When you take this feat, you may allocate any amount of MP from your latent pool to your shadow aspect pool, up to your max MP cap for the shadow aspect pool.

Shadow Aspect III

Triforce

You can cast third level spells from the shadow aspect.

Prerequisites: Charisma 13+, Shadow Aspect II, character level 5+.

Benefit: The max MP cap for your shadow aspect pool increases by +3. Your shadow aspect caster level increases by +1. You automatically learn any three 3rd-Level shadow aspect spells of your choice.

Special: When you take this feat, you may allocate any amount of MP from your latent pool to your shadow aspect pool, up to your max MP cap for the shadow aspect pool.

Shadow Aspect IV

Triforce

You can cast fourth level spells from the shadow aspect.

Prerequisites: Charisma 14+, Shadow Aspect III, character level 7+.

Benefit: The max MP cap for your shadow aspect pool increases by +3. Your shadow aspect caster level increases by +1. You automatically learn any three 4th-level shadow aspect spells of your choice.

Special: When you take this feat, you may allocate any amount of MP from your latent pool to your shadow aspect pool, up to your max MP cap for the shadow aspect pool.

Shadow Aspect IX

Triforce

You can cast ninth level spells from the shadow aspect.

Prerequisites: Charisma 19+, Shadow Aspect VIII, character level 17+.

Benefit: The max MP cap for your shadow aspect pool increases by +3. Your shadow aspect caster level increases by +1. You automatically learn any three 9th-level shadow aspect spells of your choice.

Special: When you take this feat, you may allocate any amount of MP from your latent pool to your shadow aspect pool, up to your max MP cap for the shadow aspect pool.

Shadow Aspect V

Triforce

You can cast fifth level spells from the shadow aspect.

Prerequisites: Charisma 15+, Shadow Aspect IV, character level 9+.

Benefit: The max MP cap for your shadow aspect pool increases by +3. Your shadow aspect caster level increases by +1. You automatically learn any three 5th-level shadow aspect spells of your choice.

Special: When you take this feat, you may allocate any amount of MP from your latent pool to your shadow aspect pool, up to your max MP cap for the shadow aspect pool.

Shadow Aspect VI

Triforce

You can cast sixth level spells from the shadow aspect.

Prerequisites: Charisma 16+, Shadow Aspect V, character level 11+.

Benefit: The max MP cap for your shadow aspect pool increases by +3. Your shadow aspect caster level increases by +1. You automatically learn any three 6th-level shadow aspect spells of your choice.

Special: When you take this feat, you may allocate any amount of MP from your latent pool to your shadow aspect pool, up to your max MP cap for the shadow aspect pool.

Shadow Aspect VII

Triforce

You can cast seventh level spells from the shadow aspect.

Prerequisites: Charisma 17+, Shadow Aspect VI, character level 13+.

Benefit: The max MP cap for your shadow aspect pool increases by +3. Your shadow aspect caster level increases by +1. You automatically learn any three 7th-level shadow aspect spells of your choice.

Special: When you take this feat, you may allocate any amount of MP from your latent pool to your shadow aspect pool, up to your max MP cap for the shadow aspect pool.

Shadow Aspect VIII

Triforce

You can cast eighth level spells from the shadow aspect.

Prerequisites: Charisma 18+, Shadow Aspect VII, character level 15+.

Benefit: The max MP cap for your shadow aspect pool increases by +3. Your shadow aspect caster level increases by +1. You automatically learn any three 8th-level shadow aspect spells of your choice.

Special: When you take this feat, you may allocate any amount of MP from your latent pool to your shadow aspect pool, up to your max MP cap for the shadow aspect pool.

Shadow Aversion

General

You detest shadow magic so strongly that you are resistant to its effects.

Prerequisites: Must have shadow as your opposed aspect, must not have the Shadow Aspect I or Shadow Talent feats.

Benefit: You gain spell resistance 10 + your character level against Shadow Aspect magic effects.

Special: You lose the benefits of this feat if you later take the Shadow Aspect I or Shadow Talent feats.

Shadow Chorus

Imbued, Performance

Prerequisites: Shadow Aspect I, Perform (comedy) 8 ranks.

Benefit: This feat allows the character to use the following performance as a full-round action which provokes an Attack of opportunity:

Shadow Chorus (Su): The character must expend their shadow focus and make a Perform (comedy) check (DC 18). If successful, all creatures within 90 feet get +1 caster level when casting shadow aspect spells, plus one level for every five points by which they beat the DC. This effect lasts for 1d4+1 rounds.

Shadow Eater

General

Prerequisites: Must be garo

Benefit: You can regenerate force damage. You treat force damage as non-lethal damage, and heal an amount of force damage equal to your character level each hour.

Shadow Euphony

Imbued, Performance

Prerequisites: Shadow Aspect I, Perform (comedy) 8 ranks.

Benefit: This feat allows the character to use the following performance as a full-round action which provokes an Attack of opportunity:

Shadow Euphony (Su): The character must expend their shadow focus and make a Perform (comedy) check (DC 18). If successful, the

character and all his allies within 30 feet gain +1 shadow MP plus an additional point for every point by which they beat the DC. Characters without the Shadow Aspect I or Shadow Talent will instead gain this as latent MP. This additional MP last until spent, or for 1d4+1 rounds, whichever comes first.

Shadow Focus

General

You are adept at the use of shadow magic.

Prerequisites: Charisma 13+, Shadow Aspect I.

Benefit: You get +1 caster level for determining the effects of Shadow Aspect magic.

Shadow Meditation

General

You are able to generate more shadow energy than most.

Prerequisites: Charisma 15+, Shadow Aspect I.

Benefit: The bonus shadow MP gained from your Charisma modifier is doubled.

Shadow Meditation Master

General

You are able to generate much more shadow energy than most.

Prerequisites: Charisma 19+, Shadow Aspect V, Shadow Meditation, Greater Shadow Meditation.

Benefit: The bonus shadow MP gained from your Charisma modifier is multiplied by five.

Special: This feat supersedes the Shadow Meditation and Greater shadow Meditation feats.

Shadow Seed

Imbued

You are able to imbue your seed shot with the power of shadow.

Prerequisites: Must be deku, Charged Shot, Shadow Aspect I or Shadow Talent.

Benefit: You may spend 2 shadow MP to change your seed shot to force damage. Each use of this ability affects a single seed shot. The damage value of the seed shot remains unchanged. This ability is a spell-like ability that requires a move-equivalent action.

Shadow Talent

General

Your mind wakes up to a previously unrealized talent for shadow magic.

Benefit: Your latent power of shadow magic flares to life. The MP cap for your shadow pool is increased by +3, and you can allocate MP from your latent pool to your shadow pool. You are treated as if you have the shadow aspect feat. This feat does not allow you to cast spells.

Normal: You cannot place MP in your shadow pool unless you have the shadow aspect feat.

Shadow's Dodge

Imbued

The power of shadow confounds your opponents.

Prerequisites: Dexterity 13+, Shadow Aspect I or Shadow Talent, Dodge.

Benefit: You may expend a number of shadow MP and designate that many opponents for which your dodge bonus applies for this round.

Normal: Dodge normally only allows you to designate one opponent for which the bonus applies.

Shadowrunner

General

Prerequisites: Must be garo

Benefit: When you use the shadow Walk ability, your initial MP expenditure is only 1.

Normal: A garo using the shadow Walk ability must spend 2 MP to activate it.

Share Focus

Imbued

You can share your inner power with others.

Benefit: You may expend your magical focus to allow one touched ally to immediately gain the same type of focus as that expended, even if they cannot usually use that aspect.

Normal: Characters normally cannot transfer focus in this way.

Special: Without an Aspect I or Talent feat, you can only pass on latent focus with this feat.

Share Infusion

General

Your shared fire is even more potent.

Prerequisites: Must be subrosian, Charisma 15+, Share Focus, Touch of Flame.

Benefit: When you use your Share Focus feat, the touched ally also counts as having the Burst of Flame, Cloak of Flame, Infusion of Flame, Shield of Flame, and Touch of Flame feats if you have them, even if they are not subrosian. Once they lose the fire or latent focus granted by the Share Focus feat, they no longer count as having any of the above feats, even if they later regain fire or latent focus from another source.

Shark Charge

General

Your charges carry the fury of a frenzied shark.

Prerequisites: Must be a zora, Strength 15+, Dexterity 13+, Power Attack.

Benefit: You receive an additional +2 bonus on attacks when charging underwater granting a total bonus of +4.

Sharp-Shooting

General

Prerequisites: Point Blank Shot, Precise Shot, base attack bonus +3.

Benefit: Your targets only receive a +2 bonus to Defense due to cover. This feat has no effect against foes with no cover or total cover.

Normal: Cover normally gives a +4 bonus to Defense.

Shattering Strike

General

Prerequisites: Heroic Weapon Focus (unarmed strike), Weapon Focus (unarmed strike), Concentration 20 ranks.

Benefit: When using an unarmed strike to attempt to break an object with sudden force (rather than by dealing normal damage), make a Concentration check rather than a Strength check. The break DC remains the same. Using Shattering Strike is a full-round action that incurs attacks of opportunity. The character can't use Shattering Strike to escape bonds (unless he or she is so bound as to allow the character to make an unarmed strike against his or her bindings).

Shell Formation

General

You can form a shell formation to move through a threatened area.

Prerequisites: Coordinate Action.

Benefit: You may use this feat as a standard action on an ally within 30 feet that you have coordinated your action with this turn. Both characters may ignore a single attack of opportunity this turn. You may only use one formation feat per turn.

Normal: Characters without this feat cannot enter shell formation, but another character with the Shell Formation feat may use this feat on this character at no penalty.

Special: Multiple characters may use the Shell Formation feat while coordinated, each ignoring one attack of opportunity for every character using their Shell Formation feat this turn.

Shield Concerto

Performance

Prerequisites: Perform (sing) 3 ranks.

Benefit: This feat allows the character to use the following performance as a full-round action which provokes an Attack of opportunity:

Shield Concerto (Su): The character must make a Perform (sing) check (DC 13). If successful, the character gains 1/- damage reduction, plus one additional point of damage reduction for every five points by which they beat the DC. This effect lasts for 1d4+1 rounds.

Shield of Acid

Performance

Prerequisites: Perform (keyboard) 5 ranks.

Benefit: This feat allows the character to use the following performance as a full-round action which provokes an Attack of opportunity:

Shield of Acid (Su): The character must make a Perform (keyboard) check (DC 15). If successful, the character gains acid resistance 1, plus one additional point for every five points by which they beat the DC. This effect lasts for 1d4+1 rounds.

Shield of Fire

Performance

Prerequisites: Perform (keyboard) 5 ranks.

Benefit: This feat allows the character to use the following performance as a full-round action which provokes an Attack of opportunity:

Shield of Fire (Su): The character must make a Perform (keyboard) check (DC 15). If successful, the character gains fire resistance 1, plus one additional point for every five points by which they beat the DC. This effect lasts for 1d4+1 rounds.

Shield of Flame

Imbued

Your shield has a fiery sting.

Prerequisites: Must be subrosian, Cloak of Flame, Touch of Flame.

Benefit: When an opponent hits you in melee, you may expend your fire or latent focus to force that character to make a Reflex save (DC 15 + Constitution modifier) or take 3d6 fire damage and is set alight.

Shield of Force

Performance

Prerequisites: Perform (keyboard) 5 ranks.

Benefit: This feat allows the character to use the following performance as a full-round action which provokes an Attack of opportunity:

Shield of Magic (Su): The character must make a Perform (keyboard) check (DC 15). If successful, the character gains force resistance 1, plus one additional point for every five points by which they beat the DC. This effect lasts for 1d4+1 rounds.

Shield of Ice

Performance

Prerequisites: Perform (keyboard) 5 ranks.

Benefit: This feat allows the character to use the following performance as a full-round action which provokes an Attack of opportunity:

Shield of Ice (Su): The character must make a Perform (keyboard) check (DC 15). If successful, the character gains cold resistance 1, plus one additional point for every five points by which they beat the DC. This effect lasts for 1d4+1 rounds.

Shield of Lightning

Performance

Prerequisites: Perform (keyboard) 5 ranks.

Benefit: This feat allows the character to use the following performance as a full-round action which provokes an Attack of opportunity:

Shield of Lightning (Su): The character must make a Perform (keyboard) check (DC 15). If successful, the character gains electricity resistance 1, plus one additional point for every five points by which they beat the DC. This effect lasts for 1d4+1 rounds.

Shield of Silence

Performance

Prerequisites: Perform (keyboard) 5 ranks.

Benefit: This feat allows the character to use the following performance as a full-round action which provokes an Attack of opportunity:

Shield of Silence (Su): The character must make a Perform (keyboard) check (DC 15). If successful, the character gains sonic resistance 1, plus one additional point for every five points by which they beat the DC. This effect lasts for 1d4+1 rounds.

Shield Proficiency

General

You are proficient with bucklers, small shields, and large shields.

Prerequisites: Armor Proficiency (light).

Benefit: You can use a shield and suffer only the standard penalties.

Normal: When you are using a shield with which you are not proficient, you take the shield's armor check penalty on attack rolls and on all skill checks that involve moving, including Ride checks.

Shifter Defense

General

Prerequisites: Must be a feravir, Constitution 13+.

While in animal form, you gain damage reduction 5/silver. This does not stack with any armor you may be wearing.

Shot on the Run

General

You are highly trained in skirmish ranged weapon tactics.

Prerequisites: Dexterity 13, Dodge, Mobility, Point Blank Shot, base attack bonus +4.

Benefit: When using the attack action with a ranged weapon, you can move both before and after the attack, provided that your total distance moved is not greater than your speed.

Sidestep Charge

General

You are skilled at dodging past charging opponents and taking advantage when they miss.

Prerequisites: Dexterity 13+, Dodge.

Benefit: You get a +4 dodge bonus to Defense against charge attacks. If a charging opponent fails to make a successful attack against you, you gain an immediate attack of opportunity. This feat does not grant you more attacks of opportunity than you are normally allowed in a round. If you are flat-footed or otherwise denied your Dexterity bonus to Defense, you do not gain the benefit of this feat.

Sight of the Far Prey

Imbued, Performance

Prerequisites: Perform (wind) 3 ranks.

Benefit: This feat allows the character to use the following performance as a full-round action which provokes an Attack of opportunity:

Sight of the Far Prey (Su): The character must expend their light or latent focus and make a Perform (wind) check (DC 13). If successful, the character's range of vision is increased by +10 feet, plus ten additional feet for every five points by which they beat the DC. This effect lasts for 1d4+1 rounds.

Sight of the Nether Reaches

Imbued, Performance

Prerequisites: Perform 6 ranks.

Benefit: This feat allows the character to use the following performance as a full-round action which provokes an Attack of opportunity:

Sight of the Nether Reaches (Su): The character must make a Perform check (DC 16). If successful, the character or one ally within 30 feet gains dark vision (40 ft.). For every five points by which you beat the DC, an additional ally within 30 feet may also gain dark vision (40 ft.). This effect lasts for 1d4+1 rounds.

Silent Spell

Metamagic

You can cast spells silently.

Benefit: A silent spell can be cast with no verbal components. Spells without verbal components are not affected. A silent spell costs +2 MP to cast, which may be taken from any aspect used in the spell, and its casting time is increased to a full round action if its casting time is a standard action or a free action.

Skill Focus

General

Choose a skill, such as Move Silently. You have a special knack with that skill.

Benefit: You get a +3 bonus on all checks involving the chosen skill.

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

Skilled Inspiration

Performance

Prerequisites: Perform (oratory) 1 rank.

Benefit: This feat allows the character to use the following performance as a full-round action which provokes an Attack of opportunity:

Skilled Inspiration (Su): The character must make a Perform (oratory) check (DC 11). If successful, the character or an ally within 30 feet gains a +1 competence bonus to one skill of their choice that the character has at least 1 rank in, plus one additional point for every five points by which they beat the DC. The total bonus cannot be higher than the character's rank bonus in the chosen skill. This effect lasts for 1d4+1 rounds.

Skilled Rider

General

You are extremely skilled at riding.

Prerequisites: Ride 2 ranks, Dexterity 13+.

Benefit: Choose a specific type of mount (horses, dolphins, donkeys, etc.) You gain a +4 competency bonus on Ride checks when mounted on that animal type.

Skull of Soaring

General

You can separate your skull from your body.

Prerequisites: Must be Stalfos, Throw Bone.

Benefit: You may lose 1d10 hit points to separate your skull from your body. Your skull is a tiny object that gets a +2 size bonus to attack rolls and Defense, and a +8 size bonus to Hide skill checks. Your skull may fly at your usual base movement and has medium maneuverability, and gets a bite attack that deals 1d2 + Strength modifier piercing damage, and has a critical multiplier of x2. Your body remains useless in the space you were in when you detach your skull. You may reattach your skull at any time as a move action to regain control of your body.

Special: While your skull is detached, your body is useless. It counts as helpless, and cannot take any actions. It counts as an object, and can only be targeted by effects that target objects. It has a hardness of 6 and 10 hit points. If your body is destroyed while your skull is detached, you permanently lose the 1d10 hit points sacrificed to use this ability and are trapped as a skull, until such time as you either restore your body or find a new one.

Slippery

General

Your skin retains more water, making you as slippery as an eel.

Prerequisites: Must be tokay.

Benefit: Your natural slipperiness increases your racial Defense bonus by +1.

Smite

Imbued

You can use the power of fire to smite your foes.

Prerequisites: Fire Aspect I.

Benefit: You may spend 5 fire MP and expend your fire focus to make a single melee attack with a +4 bonus on attack rolls and a bonus on damage rolls equal to your fire aspect caster level (if you hit). You must declare that you are using your smite before making the attack.

Snatch

General

The creature can grab opponents much smaller than itself and hold them in its mouth or claw.

Prerequisite: Size Huge or larger.

Benefit: The creature can choose to start a grapple when it hits with a claw or bite attack, as though it had the improved grab special attack. If

the creature gets a hold on a creature three or more sizes smaller, it squeezes each round for automatic bite or claw damage. A snatched opponent held in the creature's mouth is not allowed a Reflex save against the creature's breath weapon, if it has one.

The creature can drop a creature it has snatched as a free action or use a standard action to fling it aside. A flung creature travels 1d6x10 feet, and takes 1d6 points of damage per 10 feet traveled. If the creature flings a snatched opponent while flying, the opponent takes this amount or falling damage, whichever is greater.

Snatch Arrows

General

You are adept at grabbing incoming arrows, as well as crossbow bolts, spears, and other projectiles or thrown weapons.

Prerequisites: Dexterity 15, Deflect Arrows, Improved Unarmed Strike.

Benefit: When using the Deflect Arrows feat, you may catch the weapon instead of just deflecting it. Thrown weapons, such as spears or axes, can immediately be thrown back at your attacker (even though it isn't your turn) or kept for later use.

You must have at least one hand free (holding nothing) to use this feat.

Sneak Attack of Opportunity

General

Prerequisites: Sneak attack +8d6.

Benefit: Any attack of opportunity the character makes is considered a sneak attack.

Solar Vitality

General

Prerequisites: Must be ghini.

Benefit: When in natural or magical light, you gain +1 to all attack rolls, skill rolls, and saving throws.

Sonata of Awakening

Imbued, Performance

Prerequisites: Perform (act) 4 ranks.

Benefit: This feat allows the character to use the following performance as a full-round action which provokes an Attack of opportunity:

Sonata of Awakening (Su): The character must expend their spirit or latent focus and make a Perform (act) check (DC 14). If successful, all creatures within 10 feet of the character awaken, even if they were put to sleep by magic. For every point by which the character beats the DC, the range of this affect is increased by 10 feet.

Song of Double Time

Imbued, Performance

Prerequisites: Perform (wind) 18 ranks.

Benefit: This feat allows the character to use the following performance as a full-round action which provokes an Attack of opportunity:

Song of Double Time (Su): The character must expend their fire or latent focus and make a Perform (wind) check (DC 28). If successful, the character and his allies may travel up to 24 hours forwards in time. For every two points by which the character beats this DC, the character and his allies may travel forwards up to a further 24 hours in time.

Song of Freedom

Performance

Prerequisites: Perform (sing) 15 ranks.

Benefit: This feat allows the character to use the following performance as a full-round action which provokes an Attack of opportunity:

Song of Freedom (Su): The character must make a Perform (sing) check (DC 25). If successful, a single creature within 30 feet is affected by the *break enchantment* spell. For every five points in which the character beats the DC, one additional creature within 30 feet is also affected by the *break enchantment* effect. This effect lasts for 1d4+1 rounds.

Song of Healing

Imbued, Performance

Prerequisites: Perform (sing) 10 ranks.

Benefit: This feat allows the character to use the following performance as a full-round action which provokes an Attack of opportunity:

Song of Healing (Su): The character must expend their spirit or latent focus and make a Perform (sing) check (DC 20). If successful, the character may allow one creature to make another Will save against being possessed, held, dominated, or otherwise directly controlled. For every point by which the character beats the Perform DC, the creature gains a +1 bonus to this Will save.

Song of Inverted Time

Imbued, Performance

Prerequisites: Perform (dance) 15 ranks.

Benefit: This feat allows the character to use the following performance as a full-round action which provokes an Attack of opportunity:

Song of Inverted Time (Su): The character must expend their water or latent focus and make a Perform (dance) check (DC 25). If successful, then time slows for the character, allowing him to take twice as many actions each round, and to make twice as many attacks of opportunity each round. The durations of effects are doubled. This effect lasts for 1 round, plus an extra round for every point the character beats the DC.

Song of Passing

Imbued, Performance

Prerequisites: Perform (comedy) 12 ranks.

Benefit: This feat allows the character to use the following performance as a full-round action which provokes an Attack of opportunity:

Song of Passing (Su): The character must expend their forest or latent focus and make a Perform (comedy) check (DC 12). If successful, the character may turn daylight into nightfall or nightfall into daylight. The effect covers an area within 50 feet of the character, plus an additional 50 feet for every two points he beats the DC. This effect lasts until the natural cycle catches up, resulting in abnormally long days and nights. Those outside of the area of effect are unaware of any change until they enter the affected area, while those within the area are unaware of the natural cycle outside the affected area until they leave the area. This effect does not affect the actual time in any way, but may affect how creatures act.

Song of Soaring

Imbued, Performance

Prerequisites: Perform (keyboard) 15 ranks.

Benefit: This feat allows the character to use the following performance as a full-round action which provokes an Attack of opportunity:

Song of Soaring (Su): The character must expend their forest or latent focus and make a Perform (keyboard) check (DC 25). If successful, the character and his allies are transported to the nearest teleport stone within 100 feet. For every two points by which the character beats this DC, the range of this effect is increased by a further 100 feet.

Song of Soul

Imbued, Performance

Prerequisites: Perform (sing) 15 ranks.

Benefit: This feat allows the character to use the following performance as a full-round action which provokes an Attack of opportunity:

Song of Soul (Su): The character must expend their spirit or latent focus and make a Perform (sing) check (DC 25). If successful, the character may resurrect one creature whose remains are within 30 feet, as per the *resurrection* spell. For every five points the character beats the DC, he may resurrect one additional creature. The character must pay 500 XP per creature resurrected by this performance, or the creature dies after 24 hours.

Song of Storms

Imbued, Performance

Prerequisites: Perform (wind) 12 ranks.

Benefit: This feat allows the character to use the following performance as a full-round action which provokes an Attack of opportunity:

Song of Storms (Su): The character must expend their forest or latent focus and make a Perform (wind) check (DC 12). If successful, the character may control the weather as per the *control weather* spell. This effect lasts for 1 round, plus 1 round for every two points by which the character beats the DC.

Song of Time

Imbued, Performance

Prerequisites: Perform (wind) 18 ranks.

Benefit: This feat allows the character to use the following performance as a full-round action which provokes an Attack of opportunity:

Song of Time (Su): The character must expend their water or latent focus and make a Perform (wind) check (DC 28). If successful, the character and his allies may travel up to 24 hours backwards in time. For every two points by which the character beats this DC, the character and his allies may travel backwards up to a further 24 hours in time.

Sonic Substitution

Metamagic

Prerequisites: Any other metamagic feat, Spirit Aspect I, Knowledge (Triforce) 5 ranks.

Benefit: When employing a spell with the acid, cold, electricity, fire, or force designator, you can modify the spell to use sonic energy instead. The altered spell works normally in all respects except the type of damage dealt. A sonic substituted spell costs +1 spirit MP to cast, and its casting time is increased to a full round action if it's casting time is a standard action or a free action.

Soul's Stunning Fist

Imbued

The power of the Soul assists you in seeking vital areas of your foes.

Prerequisites: Dexterity 13+, Wisdom 13+, Spirit Aspect I or Spirit Talent, Improved Unarmed Strike, Stunning Fist, Spirit's Improved Unarmed Strike, base attack bonus 8+.

Benefit: You may spend a number of spirit MP, up to your Dexterity bonus. You may make this many Stunning Fist attacks this round, and these may be used on the same target, resulting in multiple saving throws, but not compounded stunning effects.

Normal: Stunning Fist usually only allows a single Stunning Fist attack each round.

Speed of Thought

Imbued

The energy of your magic energizes the alacrity of your body.

Prerequisites: Wisdom 13+.

Benefit: As long as you have forest or latent focus, and not wearing heavy armor, you gain an insight bonus to your speed of 10 feet.

Speed Roll

General

You are able to put more speed into your rolls.

Prerequisites: Must be goron, Strength 13+, Tumble 6+ ranks.

Benefit: You may move up to three times your movement when using your curl-and-roll ability.

Speed Seed

General

You may use your seed shot with greater frequency.

Prerequisite: Must be deku

Benefit: You gain one extra seed shot per day. This feat stacks with the benefits granted by the Improved Seed Shot feat.

Spell Focus

General

Choose a school of magic, such as Illusion. Your spells of that school are more potent than normal.

Benefit: Add +1 to the Difficulty Class for all saving throws against spells from the school of magic you select.

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

Spell Knowledge

General

Choose a non-latent aspect that you have the Aspect I feat for. You learn additional spells of this aspect.

Prerequisites: Any Aspect I feat.

Benefit: You learn three new spells of any level belonging to the non-latent aspect that you have chosen for which you have the Aspect I feat. This feat does not grant any additional MP.

Special: You can gain this feat multiple times.

Spell Opportunity

General

Prerequisites: Combat Casting, Combat Reflexes, Quicken Spell, Spellcraft 20 ranks.

Benefit: Whenever the character is allowed an attack of opportunity, he or she may cast (and attack with) a touch spell as the character's attack of opportunity. This incurs attacks of opportunity just as if the character had cast the spell normally.

Normal: Without this feat, a character can only make a melee attack as an attack of opportunity.

Spell Penetration

General

Your spells are especially potent, breaking through spell resistance more readily than normal.

Benefit: You get a +2 bonus on caster level checks (1d20 + caster level) made to overcome a creature's spell resistance.

Spell Specialization

Imbued

You deal more damage with your spells.

Prerequisites: Weapon Focus (ray), any Aspect III feat.

Benefit: With rays and ranged attack spells that deal damage, you deal an extra 2 points of damage. If you expend your magical focus when

you cast a ray or ranged attack spell that deals damage from the matching aspect, you add the key ability bonus of that aspect to the damage (instead of adding 2).

Spell Stowaway

General

Prerequisites: Spellcraft 20 ranks, any Aspect VII feat.

Benefit: Choose a spell-like ability the character knows, or a spell the character can cast. The character is attuned to the magic he or she chooses. If another spellcaster within 300 feet of the character uses this magic, the character also immediately gains the magic's effect as if it had been used on the character by the same caster. The character must have direct line of effect to the spellcaster in order to gain the benefit of the attuned magic (though the character does not have to know the spellcaster is present, and he or she can be flat-footed). The magic's duration, effect, and other specifics are determined by its original caster's level.

Special: A character can gain this feat multiple times. Its effects do not stack. Each time a character takes the feat, it applies to a different spell or spell-like ability.

Spellcasting Harrier

General

Prerequisites: Combat Reflexes.

Benefit: Any spellcaster the character threatens in melee provokes an attack of opportunity if he or she tries to cast defensively. The character gets a +4 bonus on this attack roll.

Spikes of Darmani

Imbued

While rolling, you can make spikes spring forth from your body, adding traction and a nasty surprise to those you impact with.

Prerequisites: Must be goron, Strength 13+, Improved Natural Armor, Power Roll, Tumble 6 ranks.

Benefit: You may spend 5 fire or latent MP to make spikes spring out of your curled body. While your spikes are extended, any opponent that you impact with is dealt an additional +1d6 points of piercing and bludgeoning damage. On rolling charge attacks with your spikes extended, you also deal triple damage on a critical hit. Your spikes are immediately withdrawn if you stop rolling or uncurl.

Normal: Curl-and-roll attacks deal only bludgeoning damage, and critical hits deal only double damage.

Spirit Affinity

General

You have an affinity with spirit magic beyond that of other members of your race.

Prerequisites: Wisdom 15+, spirit Focus, must have spirit as your favored Aspect.

Benefit: All spirit aspect spells have a base magic points cost equal to their level instead of their normal base cost.

Normal: The base magic points cost of spells is usually (level x 2) -1.

Spirit Aspect I

Triforce

You can cast first level spells from the spirit aspect.

Prerequisites: Wisdom 11+.

Benefit: You can place MP in your spirit aspect pool, and the max MP cap for your spirit aspect pool increases by +3. You gain bonus MP in your spirit aspect pool according to your Wisdom bonus, which does not count against your max MP cap. Your spirit aspect caster level increases by +1. You automatically learn any three 1st-level spirit aspect spells of your choice.

Normal: Without this feat, you cannot place any MP in your spirit Pool.

Special: When you take this feat, you may allocate any amount of MP from your latent pool to your spirit aspect pool, up to your max MP cap for the spirit aspect pool.

Spirit Aspect II

Triforce

You can cast second level spells from the spirit aspect.

Prerequisites: Wisdom 12+, Spirit Aspect I, character level 3+.

Benefit: The max MP cap for your spirit aspect pool increases by +3. Your spirit aspect caster level increases by +1. You automatically learn any three 2nd-level spirit aspect spells of your choice.

Special: When you take this feat, you may allocate any amount of MP from your latent pool to your spirit aspect pool, up to your max MP cap for the spirit aspect pool.

Spirit Aspect III

Triforce

You can cast third level spells from the spirit aspect.

Prerequisites: Wisdom 13+, Spirit Aspect II, character level 5+.

Benefit: The max MP cap for your spirit aspect pool increases by +3. Your spirit aspect caster level increases by +1. You automatically learn any three 3rd-Level spirit aspect spells of your choice.

Special: When you take this feat, you may allocate any amount of MP from your latent pool to your spirit aspect pool, up to your max MP cap for the spirit aspect pool.

Spirit Aspect IV

Triforce

You can cast fourth level spells from the spirit aspect.

Prerequisites: Wisdom 14+, Spirit Aspect III, character level 7+.

Benefit: The max MP cap for your spirit aspect pool increases by +3. Your spirit aspect caster level increases by +1. You automatically learn any three 4th-level spirit aspect spells of your choice.

Special: When you take this feat, you may allocate any amount of MP from your latent pool to your spirit aspect pool, up to your max MP cap for the spirit aspect pool.

Spirit Aspect IX

Triforce

You can cast ninth level spells from the spirit aspect.

Prerequisites: Wisdom 19+, Spirit Aspect VIII, character level 17+.

Benefit: The max MP cap for your spirit aspect pool increases by +3. Your spirit aspect caster level increases by +1. You automatically learn any three 9th-level spirit aspect spells of your choice.

Special: When you take this feat, you may allocate any amount of MP from your latent pool to your spirit aspect pool, up to your max MP cap for the spirit aspect pool.

Spirit Aspect V

Triforce

You can cast fifth level spells from the spirit aspect.

Prerequisites: Wisdom 15+, Spirit Aspect IV, character level 9+.

Benefit: The max MP cap for your spirit aspect pool increases by +3. Your spirit aspect caster level increases by +1. You automatically learn any three 5th-level spirit aspect spells of your choice.

Special: When you take this feat, you may allocate any amount of MP from your latent pool to your spirit aspect pool, up to your max MP cap for the spirit aspect pool.

Spirit Aspect VI

Triforce

You can cast sixth level spells from the spirit aspect.

Prerequisites: Wisdom 16+, Spirit Aspect V, character level 11+.

Benefit: The max MP cap for your spirit aspect pool increases by +3. Your spirit aspect caster level increases by +1. You automatically learn any three 6th-level spirit aspect spells of your choice.

Special: When you take this feat, you may allocate any amount of MP from your latent pool to your spirit aspect pool, up to your max MP cap for the spirit aspect pool.

Spirit Aspect VII

Triforce

You can cast seventh level spells from the spirit aspect.

Prerequisites: Wisdom 17+, Spirit Aspect VI, character level 13+.

Benefit: The max MP cap for your spirit aspect pool increases by +3. Your spirit aspect caster level increases by +1. You automatically learn any three 7th-level spirit aspect spells of your choice.

Special: When you take this feat, you may allocate any amount of MP from your latent pool to your spirit aspect pool, up to your max MP cap for the spirit aspect pool.

Spirit Aspect VIII

Triforce

You can cast eighth level spells from the spirit aspect.

Prerequisites: Wisdom 18+, Spirit Aspect VII, character level 15+.

Benefit: The max MP cap for your spirit aspect pool increases by +3. Your spirit aspect caster level increases by +1. You automatically learn any three 8th-level spirit aspect spells of your choice.

Special: When you take this feat, you may allocate any amount of MP from your latent pool to your spirit aspect pool, up to your max MP cap for the spirit aspect pool.

Spirit Aversion

General

You detest spirit magic so strongly that you are resistant to its effects.

Prerequisites: Must have spirit as your opposed aspect, must not have the Spirit Aspect I or Spirit Talent feats.

Benefit: You gain spell resistance 10 + your character level against Spirit Aspect magic effects.

Special: You lose the benefits of this feat if you later take the Spirit Aspect I or Spirit Talent feats.

Spirit Chorus

Imbued, Performance

Prerequisites: Spirit Aspect I, Perform (string) 8 ranks.

Benefit: This feat allows the character to use the following performance as a full-round action which provokes an Attack of opportunity:

Spirit Chorus (Su): The character must expend their spirit focus and make a Perform (string) check (DC 18). If successful, all creatures within 90 feet get +1 caster level when casting spirit aspect spells, plus one level for every five points by which they beat the DC. This effect lasts for 1d4+1 rounds.

Spirit Eater

General

Prerequisites: Must be gibdos.

Benefit: You can regenerate sonic damage. You treat sonic damage as non-lethal damage, and heal an amount of sonic damage equal to your character level each hour.

Spirit Euphony

Imbued, Performance

Prerequisites: Spirit Aspect I, Perform (string) 8 ranks.

Benefit: This feat allows the character to use the following performance as a full-round action which provokes an Attack of opportunity:

Spirit Euphony (Su): The character must expend their spirit focus and make a Perform (string) check (DC 18). If successful, the character and all his allies within 30 feet gain +1 spirit MP plus an additional point for every point by which they beat the DC. Characters without the Spirit Aspect I or Spirit Talent will instead gain this as latent MP. This additional MP last until spent, or for 1d4+1 rounds, whichever comes first.

Spirit Focus

General

You are adept at the use of spirit magic.

Prerequisites: Wisdom 13+, Spirit Aspect I.

Benefit: You get +1 caster level for determining the effects of Spirit Aspect magic.

Spirit Meditation

General

You are able to generate more spirit energy than most.

Prerequisites: Wisdom 15+, Spirit Aspect I.

Benefit: The bonus spirit MP gained from your Wisdom modifier is doubled.

Spirit Meditation Master

General

You are able to generate much more spirit energy than most.

Prerequisites: Wisdom 19+, Spirit Aspect V, Spirit Meditation, Greater Spirit Meditation.

Benefit: The bonus spirit MP gained from your Wisdom modifier is multiplied by five.

Special: This feat supersedes the Spirit Meditation and Greater Spirit Meditation feats.

Spirit Seed

Imbued

You are able to imbue your seed shot with the power of spirit.

Prerequisites: Must be deku, Charged Shot, Spirit Aspect I or Spirit Talent.

Benefit: You may spend 2 spirit MP to change your seed shot to sonic damage. Each use of this ability affects a single seed shot. The damage of the seed shot remains unchanged. This ability is a spell-like ability that requires a move-equivalent action.

Spirit Talent

General

Your mind wakes up to a previously unrealized talent for spirit magic.

Benefit: Your latent power of spirit magic flares to life. The MP cap for your spirit pool is increased by +3, and you can allocate MP from your latent pool to your spirit pool. You are treated as if you have the spirit aspect feat. This feat does not allow you to cast spells.

Normal: You cannot place MP in your spirit pool unless you have the spirit aspect feat.

Spirit's Improved Unarmed Strike

Imbued

The pure essence of the spirit imbues your unarmed attacks.

Prerequisites: Spirit Aspect I or Spirit Talent, Improved Unarmed Strike.

Benefit: You may spend a number of spirit MP, up to a maximum of your base attack. Your unarmed strike counts as a magic weapon for this many rounds. You count as armed when making unarmed attacks, so that opponents do not get attacks of opportunity against you. You still get attacks of opportunity against other unarmed opponents.

Normal: Improved Unarmed Strike does not improve the enhancement of your unarmed attacks for the purposes of damage reduction.

Spirited Charge

General

You are trained at making a devastating mounted charge.

Prerequisites: Mounted Combat, Ride-By Attack, Ride 1 rank.

Benefit: When mounted and using the charge action, you deal double damage with a melee weapon (or triple damage with a lance).

Split Magical Ray

Metamagic

You can affect two targets with a single ray.

Prerequisites: Any other metamagic feat.

Benefit: To use this feat, you must expend your magical focus. You can split magical rays from a spell of the same aspect as the expended focus. The split ray affects any two targets that are both within the spell's range and within 30 feet of each other. If the ray deals damage, each target takes as much damage as a single target would take.

Using this feat increases the MP of the spell by 2.

Spring Attack

General

You are trained in fast melee attacks and fancy footwork.

Prerequisites: Dexterity 13, Dodge, Mobility, base attack bonus +4.

Benefit: When using the attack action with a melee weapon, you can move both before and after the attack, provided that your total distance moved is not greater than your speed. Moving in

this way does not provoke an attack of opportunity from the defender you attack, though it might provoke attacks of opportunity from other creatures, if appropriate. You can't use this feat if you are wearing heavy armor. You must move at least 5 feet both before and after you make your attack in order to utilize the benefits of Spring Attack.

Stand Still

General

You can prevent foes from fleeing or closing.

Prerequisites: Strength 13+.

Benefit: When a foe's movement out of a square you threaten grants you an attack of opportunity, you can give up that attack and instead attempt to stop your foe in his tracks. Make your attack of opportunity normally. If you hit your foe, he must succeed on a Reflex save against a DC of 10 + your damage roll (the opponent does not actually take damage), or immediately half as if he had used up his movement actions for the round.

Since you use the Stand Still feat in place of your attack of opportunity, you can do so only a number of times per round equal to the number of times per round you could make an attack of opportunity (normally just one).

Normal: Attacks of opportunity cannot halt your foes in their tracks.

Stealthy

General

You are particularly good at avoiding notice.

Benefit: You get a +2 bonus on all Hide checks and Move Silently checks.

Steed's Trample

Imbued

The thundering strength of the steed assists you and your mount in knocking down opponents.

Prerequisites: Forest Aspect I or Forest Talent, Mounted Combat, Trample, Beast's Mounted Combat, Ride 2+ ranks.

Benefit: You may spend a number of forest MP, up to a maximum of 4. If you knock your opponent down using the Trample feat, your mount may immediately make this many hoof attacks against them.

Normal: Trample normally only allows a single hoof attack against an opponent knocked down by your mount.

Sticky Tongue

General

Prerequisites: Must be Ghini.

Benefit: The poison of your natural tongue attack also *slows* your opponents for 1d4+1 rounds if they fail a Fortitude save for poison.

Still Spell

Metamagic

You can cast spells without gestures.

Benefit: A stilled spell can be cast with no somatic components. Spells without somatic components are not affected. A stilled spell costs +2 MP to cast, which may be taken from any aspect used in the spell, and its casting time is increased to a full round action if its casting time is a standard action or a free action.

Storm of Throws

General

Prerequisites: Dexterity 23+, Point Blank Shot, Quick Draw, Rapid Shot.

Benefit: As a full-round action, the character may throw a light weapon at his or her full base attack bonus at each opponent within 30 feet. All light weapons thrown need not be the same type.

Stunning Fist

General

You know how to strike opponents in vulnerable areas.

Prerequisites: Dexterity 13+, Wisdom 13+, Improved Unarmed Strike, base attack bonus +8.

Benefit: You must declare that you are using this feat before you make your attack roll (thus, a failed attack roll ruins the attempt). Stunning Fist forces a foe damaged by your unarmed attack to make a Fortitude saving throw (DC 10 + ½ your character level + your Wisdom modifier), in addition to dealing damage normally. A defender who fails his saving throw is stunned for 1 round (until just before your next action). A stunned character can't act, loses any Dexterity bonus to Defense, and takes a -2 penalty to Defense. You may attempt a stunning fist attack once per day for every four levels you have attained, and no more than once per round. Constructs, oozes, plants, undead, incorporeal creatures, and creatures immune to critical hits cannot be stunned.

Subdual Substitution

Metamagic

Prerequisites: Any other metamagic feat, Knowledge (Triforce) 5 ranks.

Benefit: When employing a spell with the acid, cold, electricity, fire, force, or sonic designator, you can modify the spell to deal non-lethal damage instead of the indicated type of energy damage. The altered spell works normally in all respects except the type of damage dealt. A subdual spell costs +1 MP to cast, which may be taken from any aspect used in the spell, and its casting time is increased to a full round action if its casting time is a standard action or a free action.

Suggestion

Performance

Prerequisites: Scarecrow Shuffle, Perform (comedy) 9 ranks.

Benefit: This feat allows the character to use the following performance as a full-round action which provokes an Attack of opportunity:

Suggestion (Su): The character must make a Perform (comedy) check (DC 19). If successful, the character may attempt to make one *suggestion* (as per the spell) to one creature already fascinated by the character. The creature gets a Will Save (DC 15 + the character's Charisma modifier) to negate the effect. Succeeding at this will save does not end the fascination effect of the Scarecrow Shuffle performance. For every five points by which the character beats the DC, they may attempt to make one additional *suggestion* attempt against creatures they have already fascinated. This effect lasts for 1d4+1 rounds.

Sun's Song

Imbued, Performance

Prerequisites: Perform (act) 8 ranks.

Benefit: This feat allows the character to use the following performance as a full-round action which provokes an Attack of opportunity:

Sun's Song (Su): The character must expend their light or latent focus and make a Perform (act) check (DC 18). If successful, one undead creature within 30 feet of the character must make a Will save (DC 18 + character's Charisma bonus) or be stunned (even if they are immune to the effects of stunning). For every two points by which the character beats this DC, one additional undead creature can be affected. This effect lasts for 1d4+1 rounds.

Superior Expertise

General

Prerequisites: Intelligence 13+, Combat Expertise, base attack bonus +6.

Benefit: When you use the Combat Expertise feat to improve your Defense, the number you subtract from your attack and add to your Defense can be any number that does not exceed your base attack bonus. This feat eliminates the +5 maximum for the Combat Expertise feat.

Superior Initiative

General

Prerequisites: Improved Initiative.

Benefit: The character gets a +8 bonus on initiative checks. This bonus overlaps (does not stack with) the bonus from Improved Initiative.

Swarm of Arrows

General

Prerequisites: Dexterity 23+, Point Blank Shot, Rapid Shot, Weapon Focus (type of bow used).

Benefit: As a full-round action, the character may fire an arrow at his or her full base attack bonus at each opponent within 30 feet.

Swift Learner

General

You pick up new tricks faster than normal.

Prerequisites: Wisdom 19+.

Benefit: You gain a 10% bonus to all experience awards.

Tag Team

General

Prerequisites: Must be bokomoblin, Dexterity 13+.

Benefit: You may forgo your action to tag team any opponents you are flanking. When you tag team an opponent, that opponent suffers a -2 penalty to all die rolls, while all allies flanking that opponent gain +2 bonus to die rolls. These modifiers last until the start of your next round.

Tailless Tokay

Imbued

You are one of the fated tailless tokay.

Prerequisites: Must be tokay, Charisma 16+.

Benefit: You gain a +4 bonus to all charisma-based checks when dealing with other tokay. You may also spend a number of water or latent MP and add this as a luck bonus to any single saving throw you are required to make. The maximum number of MP you may spend is equal to your base save bonus for each save.

Talented

Imbued

You can overchannel spells with least cost to yourself.

Prerequisite: Overchannel.

Benefit: To use this feat, you must expend your non-latent magical focus. When casting a spells of 3rd level or lower from the matching aspect, you do not take damage from overchannelling.

Team Leader

General

You can coordinate teams of people.

Prerequisites: Charisma 13+, Coordinate Action.

Benefit: A number of chosen allies within 30 feet equal to your Charisma bonus count as having the Coordinate Action feat.

Temperature Resistance

General

You are resistant to extreme water temperatures.

Prerequisite: Must be a zora.

Benefit: When submerged in very cold (sub zero or slightly above or below) water, you take only 1d3 points of subdual damage from hypothermia per minute of exposure.

Normal: You would suffer 1d6 points of subdual damage per minute of exposure.

Tenacious Magic

General

Prerequisites: Spellcraft 15 ranks.

Benefit: Choose one spell the character knows or spell-like ability the character possesses. Whenever the chosen form of magic would

otherwise end due to a dispel effect, the magic is instead only suppressed for 1d4 rounds. The magic still ends when its duration expires, but the suppressed rounds do not count against its duration. The character can dismiss his or her own spell or spell-like ability (if dismissible) or dispel his or her own tenacious magic normally.

Special: A character can gain this feat multiple times. Each time he or she takes the feat, it applies to a different spell or spell-like ability.

The Ballad of the Wind Fish

Imbued, Performance

Prerequisites: Perform (sing) 18 ranks.

Benefit: This feat allows the character to use the following performance as a full-round action which provokes an Attack of opportunity:

Ballad of the Wind Fish (Su): The character must expend their spirit or latent focus and make a Perform (sing) check (DC 28). If successful, the character may commune with a guardian spirit. For every point by which the character beats this DC, the character has a +1 bonus to all Diplomacy checks when dealing with the guardian spirit. The guardian spirit is not under the character's control, and can communicate normally, although most will at least listen to the character while he explains why he called upon them.

The Fall of Invincibility

Performance

Prerequisites: Perform (wind) 8 ranks.

Benefit: This feat allows the character to use the following performance as a full-round action which provokes an Attack of opportunity:

The Fall of Invincibility (Su): The character must make a Perform (wind) check (DC 18). If successful, the character's attacks bypass damage reduction. For every 5 points by which they beat the DC, the attacks of one ally within 30 feet also bypasses damage reduction. This effect lasts for 1d4+1 rounds.

Thirst of the Sands

General

You suffer fewer penalties for dehydration.

Prerequisites: Must be gerudo, Narrow Consumption.

Benefit: Any numeric penalties due to dehydration are halved during the first day that dehydration has set in. After the first day, you may make a Constitution check (DC 20 +2 per day after the first). If the check is successful, your dehydration penalties are still halved. If the check fails, you suffer full penalties for dehydration.

Special: While this feat allows you to halve dehydration penalties, be aware that penalties may increase in severity over the course of time, thus increasing the penalty this feat affects.

Throw Bone

General

As a Stalfos, you can use your own bones as throwing weapons.

Prerequisites: Must be Stalfos.

Benefit: You may lose 1d3 hit points to throw one of your bones as a standard action. The bone counts as a thrown weapon that causes 1d6 points of subdual bludgeoning damage. This attack has a critical multiplier of x2, and has a range increment of 15 ft.

Thundering Sunder

Imbued

The tremendous fury of thunder assists you in shattering your opponent's weapons.

Prerequisites: Strength 13+, Fire Aspect I or Fire Talent, Power Attack, Sunder, and fire's Power Attack.

Benefit: You may spend a number of fire MP, up to your Strength bonus, and add this to your sunder attack rolls.

Normal: Sunder normally does not provide any bonuses.

Thunderous Cacophony

Imbued, Performance

Prerequisites: Perform (percussion) 5 ranks.

Benefit: This feat allows the character to use the following performance as a full-round action which provokes an Attack of opportunity:

Thunderous Cacophony (Su): The character must expend their spirit or latent focus and make a Perform (percussion) check (DC 15). If successful, one creature within 90 feet must make a Fort save (DC 15 + character's Charisma bonus) or be deafened. For every five points by which you beat the DC, one additional creature within 90 feet may be affected. This effect lasts for 1d4+1 rounds.

Time

Imbued, Performance

Prerequisites: Perform (dance) 10 ranks.

Benefit: This feat allows the character to use the following performance as a full-round action which provokes an Attack of opportunity:

Time (Su): The character must expend their shadow or latent focus and make a Perform (dance) check (DC 20). If successful, the initiative for the character or one creature within 90 feet is rerolled. For every five points by which the character beats the DC, another creature of the character's choice has their initiative total rerolled. This effect is instantaneous.

Tinkerer

General

You are an avid tinkerer with mechanics and technology.

Benefit: You get a +2 bonus on all Open Locks checks and Use Technological Device checks.

Torrent of Sorrow

Imbued, Performance

Prerequisites: Perform (string) 15 ranks.

Benefit: This feat allows the character to use the following performance as a full-round action which provokes an Attack of opportunity:

Torrent of Sorrow (Su): The character must expend their spirit or latent focus and make a Perform (string) check (DC 25). If successful, one creature within 90 feet of the character must make three Will saves (DC 15 + character's Charisma bonus). If the creature succeeds, they are unaffected. If they fail one save, they become shaken, if they fail two saves they become frightened, or if they fail all three saves, they become panicked. For every five additional points by which the character beats the DC, another creature within 90 feet may be affected. This effect lasts for 1d4+1 rounds.

Touch of Flame

Imbued

Your touch flickers with fire.

Prerequisites: Must be subrosian.

Benefit: While you maintain fire or latent focus, your unarmed attacks deal fire damage instead of normal damage.

Normal: Unarmed attacks normally deal subdual damage.

Touch of the Trident

General

Your touch could lower the greatest hero to a weakling.

Prerequisites: Must be zuna, Pressure Point, Hearth Massage

Benefit: You may attempt a melee touch attack. If successful, make an Intelligence check or a Knowledge skill check appropriate to the creature you attacked opposed by the creature's Reflex save. If you win, the creature is gains one negative level. If you beat the roll by 5 or more, the creature gains two negative levels, or if you beat the roll by 10 or more, the creature is gains 1d4+1 negative levels. Creatures reduced to less than 1st level are considered helpless rather than die. The creature automatically succeeds at his fortitude save to recover these levels.

Toughness

General

You are tougher than normal.

Benefit: You gain +1 hit point per level you already have. You get +1 hit point per level from now on.

Tower Shield Proficiency

General

You are proficient with tower shields.

Prerequisites: Armor Proficiency (light), Shield Proficiency.

Benefit: You can use a tower shield and suffer only the standard penalties.

Normal: When you are using a shield with which you are not proficient, you take the shield's armor check penalty on attack rolls and on all skill checks that involve moving, including Ride checks.

Track

General

You can follow the trails of creatures and characters across most types of terrain.

Benefit: To find tracks or follow them for 1 mile requires a successful Survival check. You must make another Survival check every time the tracks become difficult to follow, such as when other tracks cross them or when the tracks backtrack and diverge.

You move at half your normal speed (or at your normal speed with a -5 penalty on the check, or at up to twice your normal speed with a -20 penalty on the check). The DC depends on the surface and the prevailing conditions, given on the table.

Very Soft Ground: Any surface (fresh snow, thick dust, wet mud) that holds deep, clear impressions of footprints.

Soft Ground: Any surface soft enough to yield to pressure, but firmer than wet mud or fresh snow, in which a creature leaves frequent but shallow footprints.

Firm Ground: Most normal outdoor surfaces (such as lawns, fields, woods, and the like) or exceptionally soft or dirty indoor surfaces (thick rugs and very dirty or dusty floors). The creature might leave some traces (broken branches or tufts of hair), but it leaves only occasional or partial footprints.

Hard Ground: Any surface that doesn't hold footprints at all, such as bare rock or an indoor floor. Most streambeds fall into this category, since footprints left behind are obscured or washed away. The creature leaves only traces (scuff marks or displaced pebbles).

Several modifiers may apply to the Survival check, given on the table.

If you fail a Survival check, you can retry after 1 hour (outdoors) or 10 minutes (indoors) of searching.

Normal: Without this feat, you can use the Survival skill to find tracks, but you can follow them only if the DC for the task is 10 or lower. Alternatively, you can use the Search skill to find a foot print or similar sign of a creature's passing using the DCs given above, but you can't use Search to follow tracks, even if someone else has already found them.

Special: This feat does not allow you to find or follow the tracks made by a subject of a *pass without trace* spell.

Table 5-5: Survival DCs and Modifiers

Surface	Survival DC	Surface	Survival DC
Very soft ground	5	Firm ground	15
Soft ground	10	Hard ground	20

Condition	Survival DC Modifier
Every three creatures in the group being tracked	-1
Size of creature or creatures being tracked: ¹	
Fine	+8
Diminutive	+4
Tiny	+2
Small	+1
Medium	+0
Large	-1
Huge	-2
Gargantuan	-4
Colossal	-8
Every 24 hours since the trail was made	+1
Every hour of rain since the trail was made	+1
Fresh snow cover since the trail was made	+10
Poor visibility: ³	
Overcast or moonless night	+6
Moonlight	+3
Fog or precipitation	+3
Tracked party hides trail (and moves at half speed)	+5

¹ For a group of mixed sizes, apply only the modifier for the largest size category.

² Apply only the largest modifier from this category.

Trample

General

You are trained in using your mount to knock down opponents.

Prerequisites: Ride 1 rank, Mounted Combat.

Benefit: When you attempt to overrun an opponent while mounted, your target may not choose to avoid you. Your mount may make one hoof attack against any target you knock down, gaining the standard +4 bonus on attack rolls against prone targets.

Trap Sense

General

Prerequisites: Search 20 ranks, Spot 20 ranks.

Benefit: If the character passes within 5 feet of a trap, he or she is entitled to a Search check to notice it as if the character was actively looking for it.

Tune of Ages

Imbued, Performance

Prerequisites: Perform (string) 20 ranks.

Benefit: This feat allows the character to use the following performance as a full-round action which provokes an Attack of opportunity:

Tune of Ages (Su): The character must expend their forest or latent focus and make a Perform (string) check (DC 30). If successful, the character and his allies may travel 100 years forwards or backwards in time. For every point by which the character beats this DC, the character and his allies may travel backwards or forwards a further 100 years in time. Due to the power and complexity of this performance, the

character and his allies cannot fine tune this time travel effect beyond the 100 year increments allowed by the Perform check result.

Tune of Currents

Imbued, Performance

Prerequisites: Perform (string) 18 ranks.

Benefit: This feat allows the character to use the following performance as a full-round action which provokes an Attack of opportunity:

Tune of Currents (Su): The character must expend their water or latent focus and make a Perform (string) check (DC 28). If successful, the character and his allies travel 100 years forwards or backwards through time towards their original time periods. For every two points by which the character beats this DC, the character and his allies travel forwards or backwards a further 100 years through time towards their original time periods. The character and his allies have no control over the direction or distance which they travel through time, but are instead returned to their own time periods (or as close to them as the Perform check result allows).

Tune of Echoes

Imbued, Performance

Prerequisites: Perform (keyboard) 15 ranks.

Benefit: This feat allows the character to use the following performance as a full-round action which provokes an Attack of opportunity:

Tune of Echoes (Su): The character must expend their forest or latent focus and make a Perform (keyboard) check (DC 25). If successful, all time portals within 10 ft of the character are opened. For every point by which the character beats this

DC, the range of this effect is increased by 10 ft. Opened time portals remain open for 1d4+1 rounds.

Turn Creature (Air)

Imbued

You can use the power of forest to turn or rebuke air creatures.

Prerequisites: Forest Aspect I.

Benefit: You have the power to affect air creatures by channeling the power of forest through yourself. You may spend 2 forest MP to attempt to turn air creatures. This is a supernatural ability.

Turn Creature (Earth)

Imbued

You can use the power of forest to turn or rebuke earth creatures.

Prerequisites: Forest Aspect I.

Benefit: You have the power to affect earth creatures by channeling the power of forest through yourself. You may spend 2 forest MP to attempt to turn earth creatures. This ability is a supernatural ability.

Turn Creature (Fire)

Imbued

You can use the power of fire to turn or rebuke fire creatures.

Prerequisites: Fire Aspect I.

Benefit: You have the power to affect fire-based creatures by channeling the power of fire through yourself. You may spend 2 fire MP to attempt to turn fire creatures. This ability is a supernatural ability.

Turn Creature (Outsider)

General

You can turn or rebuke outsiders.

Prerequisites: Wisdom 25+, Charisma 25+, Spirit Aspect XI.

Benefit: You have the power to affect outsiders by channeling the power of spirit through yourself. You may spend 3 spirit MP to attempt to turn outsiders. This ability is a supernatural ability.

Turn Creature (Plants)

Imbued

You can use the power of forest to turn or rebuke plants.

Prerequisites: Forest Aspect I.

Benefit: You have the power to affect plants by channeling the power of forest through yourself. You may spend 2 forest MP to attempt to turn plants. This ability is a supernatural ability.

Turn Creature (Undead)

Imbued

You can use the power of shadow to turn or rebuke undead.

Prerequisites: Shadow Aspect I.

Benefit: You have the power to affect undead creatures (such as stalfos, gibdos, garo, or ghini) by channeling the power of shadow through yourself. You may spend 2 shadow MP to attempt to turn undead. This ability is a supernatural ability.

Turn Creature (Water)

Imbued

You can use the power of water to turn or rebuke water creatures.

Prerequisites: Water Aspect I.

Benefit: You have the power to affect water creatures by channeling the power of water through yourself. You may spend 2 water MP to attempt to turn water-based creatures. This ability is a supernatural ability.

Twilight Secrecy

Imbued

You can use magic to increase your secretive actions.

Prerequisites: Dexterity 13+; Hide 2 ranks, Move Silently 2 ranks, Sleight of Hand 2 ranks.

Benefit: You may spend a number of MP from your shadow or latent pool when rolling skill checks using the Hide, Move Silently, or Sleight of Hand skills. The maximum number of MP that can be spent on a single check is equal to your Dexterity bonus. For every shadow or latent MP spent, you gain a +1 bonus to your check.

Twin Spell

Metamagic

You can cast a spell simultaneously with another spell just like it.

Benefit: To use this feat, you must expend your magical focus. You can twin a spell of the same aspect as the expended focus. Casting a spell altered by this feat causes the power to take effect twice on the area or target, as if you were simultaneously casting the same power two times on the same location or target. Any variables in the spell (such as duration, number of targets, and so on) are the same for both of the resulting spells. The target experiences all the effects of both of the resulting spells individually and receives a saving throw (if applicable) for each. In some cases, such as a twinned *charm person*, failing both saving throws results in redundant effects (although, in this example, any ally of the target would have to succeed on two dispel attempts to free the target from the charm effect).

Using this feat increases the MP of the spell by 6.

Two-Weapon Defense

General

Your two-weapon fighting style bolsters your defense as well as your offence.

Prerequisites: Dexterity 15+, Two-Weapon Fighting.

Benefit: When wielding a double weapon or two weapons (not including natural weapons or unarmed strikes), you gain a +1 shield bonus to your Defense.

When you are fighting defensively or using the total defense action, this shield bonus increases to +2.

Two-Weapon Fighting

General

You can fight with a weapon in each hand. You can make one extra attack each round with the second weapon.

Prerequisites: Dexterity 15+.

Benefit: Your penalties on attack rolls for fighting with two weapons are reduced. The penalty for your primary hand lessens by 2 and the one for your off hand lessens by 6.

Two-Weapon Rend

General

Prerequisites: Dexterity 15+, base attack bonus +9, Improved Two-Weapon Fighting, Two-Weapon Fighting.

Benefit: If the character hits an opponent with a weapon in each hand in the same round, he or she may automatically rend the opponent. This deals additional damage equal to the base damage of the smaller weapon plus 1 1/2 times the character's Strength modifier. Base weapon damage includes an enhancement bonus on damage, if any. The character can only rend once per round, regardless of how many successful attacks he or she makes.

Unavoidable Strike

Imbued

You can strike your foe with an unarmed strike or use a natural weapon as if they were unarmored.

Prerequisites: Strength 13+, Magic Fist, base attack bonus +5.

Benefit: To use this feat, you must expend your spirit or latent magical focus. If you hit with an unarmed strike or an attack with a natural weapon, your attack ignores damage reduction. You must decide whether or not to use this feat prior to making an attack. If your attack misses, you still expend your magical focus.

Uncanny Accuracy

General

Prerequisites: Dexterity 21+, Point Blank Shot, Precise Shot, Improved Precise Shot, Spot 20 ranks, base attack bonus +11.

Benefit: The character's ranged attacks ignore the miss chance granted to targets by total concealment. The character must aim his or her attacks at the correct square to gain advantage of this feat.

Normal: Without this feat, characters suffer a 50% miss chance when making a ranged attack against a target with total concealment.

Unconditional Spell

Metamagic

Disabling conditions do not hold you back.

Benefit: To use this feat, you must expend your magical focus. Your mental strength is enough to overcome some otherwise disabling conditions. You can cast an unconditional spell when you are dazed, *confused*, nauseated, shaken, or stunned. Only personal spells and spells that affect your person can be cast as unconditional spells. Using this feat increases the MP cost of the spell by 8.

Undead Mastery

General

Prerequisites: Charisma 21+, Turn Creature (undead).

Benefit: The character may command up to ten times his or her level in HD of undead.

Up the Walls

Imbued

You can run on walls for brief distances.

Prerequisites: Wisdom 13+.

Benefit: While you have forest or latent focus, you can take part of one of your move actions to traverse a wall or other relatively smooth vertical surface if you begin and end your move on a horizontal surface. The height you can achieve on the wall is limited only by this movement restriction. If you do not end your move on a horizontal surface, you fall prone, taking falling damage as appropriate for your distance above the ground. Treat the wall as a normal floor for the purposes of measuring your movement; you can change surfaces freely. Opponents on the ground can make attacks of opportunity as you move up the wall.

Special: You can take other move actions in conjunction with moving along a wall. For instance, the Spring Attack feat allows you to make an attack from the wall against a foe standing on the ground that is within the area you threaten; however, if you are somehow prevented from completing your move, you fall. Likewise, you could tumble along the wall to avoid attacks of opportunity.

Useable Tail

General

You can use your tail almost as well as your hands.

Prerequisites: Must be kiki or keaton.

Benefit: Your tail counts as an extra arm, although any attack rolls or skill checks made using it get an off-hand penalty of -4. Using this tail with your normal hands gives you a +1 bonus to any skill or grapple checks.

Vast Spell Knowledge

General

Choose a non-latent aspect that you have the Aspect IX feat for. You learn additional spells of this aspect.

Prerequisites: Any Aspect IX feat, Spell Knowledge.

Benefit: You learn six new spells of any level belonging to the non-latent aspect that you have chosen for which you have the Aspect IX feat. This feat does not grant any additional MP.

Special: You can gain this feat multiple times.

Virtuous Aid

Performance

Prerequisites: Perform (oratory) 5 ranks.

Benefit: This feat allows the character to use the following performance as a full-round action which provokes an Attack of opportunity:

Virtuous Aid (Su): The character must make a Perform (oratory) check (DC 15). If successful, one ally within 30 feet gains the benefits of being aided on their skill checks where applicable. For every five points by which you beat the DC, an additional ally within 30 feet gains the benefits of being aided on their skill checks. This effect lasts for 1d4+1 rounds.

Vorpal Strike

General

Prerequisites: Strength 25+, Wisdom 25+, Improved Critical (unarmed strike), Improved Unarmed Strike, Keen Strike, Stunning Fist.

Benefit: The character's unarmed strike is considered to be a slashing vorpal weapon. (At the character's option, any unarmed strike can do bludgeoning damage instead, but it loses the vorpal quality.) This ability doesn't stack with similar abilities

Waltz of Acid

Imbued, Performance

Prerequisites: Perform (keyboard) 5 ranks.

Benefit: This feat allows the character to use the following performance as a full-round action which provokes an Attack of opportunity:

Waltz of Acid (Su): The character must expend their forest or latent focus and make a Perform (keyboard) check (DC 15). If successful, the character or an ally within 30 feet gains +1d6 acid damage on all their melee attacks. For every five points by which the character beats the DC, an additional ally within 30 feet gains this bonus. This effect lasts for 1d4+1 rounds.

Waltz of Fire

Imbued, Performance

Prerequisites: Perform (keyboard) 5 ranks.

Benefit: This feat allows the character to use the following performance as a full-round action which provokes an Attack of opportunity:

Waltz of Fire (Su): The character must expend their fire or latent focus and make a Perform (keyboard) check (DC 15). If successful, the character or an ally within 30 feet gains +1d6

fire damage on all their melee attacks. For every five points by which the character beats the DC, an additional ally within 30 feet gains this bonus. This effect lasts for 1d4+1 rounds.

Waltz of Ice

Imbued, Performance

Prerequisites: Perform (keyboard) 5 ranks.

Benefit: This feat allows the character to use the following performance as a full-round action which provokes an Attack of opportunity:

Waltz of Ice (Su): The character must expend their water or latent focus and make a Perform (keyboard) check (DC 15). If successful, the character or an ally within 30 feet gains +1d6 cold damage on all their melee attacks. For every five points by which the character beats the DC, an additional ally within 30 feet gains this bonus. This effect lasts for 1d4+1 rounds.

Waltz of Lightning

Imbued, Performance

Prerequisites: Perform (keyboard) 5 ranks.

Benefit: This feat allows the character to use the following performance as a full-round action which provokes an Attack of opportunity:

Waltz of Lightning (Su): The character must expend their light or latent focus and make a Perform (keyboard) check (DC 15). If successful, the character or an ally within 30 feet gains +1d6 electricity damage on all their melee attacks. For every five points by which the character beats the DC, an additional ally within 30 feet gains this bonus. This effect lasts for 1d4+1 rounds.

Waltz of the Void

Imbued, Performance

Prerequisites: Perform (keyboard) 5 ranks.

Benefit: This feat allows the character to use the following performance as a full-round action which provokes an Attack of opportunity:

Waltz of Magic (Su): The character must expend their shadow or latent focus and make a Perform (keyboard) check (DC 15). If successful, the character or an ally within 30 feet gains +1d6 force damage on all their melee attacks. For every five points by which the character beats the DC, an additional ally within 30 feet gains this bonus. This effect lasts for 1d4+1 rounds.

Waltz of Thunder

Imbued, Performance

Prerequisites: Perform (keyboard) 5 ranks.

Benefit: This feat allows the character to use the following performance as a full-round action which provokes an Attack of opportunity:

Waltz of Thunder (Su): The character must expend their spirit or latent focus and make a Perform (keyboard) check (DC 15). If successful, the character or an ally within 30 feet gains +1d6 sonic damage on all their melee attacks. For every five points by which the character beats

the DC, an additional ally within 30 feet gains this bonus. This effect lasts for 1d4+1 rounds.

Water Affinity

General

You have an affinity with water magic beyond that of other members of your race.

Prerequisites: Dexterity 15+, Water Focus, must have water as your favored Aspect.

Benefit: All water aspect spells have a base magic points cost equal to their level instead of their normal base cost.

Normal: The base magic points cost of spells is usually (level x 2) -1.

Water Aspect I

Triforce

You can cast first level spells from the water aspect.

Prerequisites: Dexterity 11+.

Benefit: You can place MP in your water aspect pool, and the max MP cap for your water aspect pool increases by +3. You gain bonus MP in your water aspect pool according to your Dexterity bonus, which does not count against your max MP cap. Your water aspect caster level increases by +1. You automatically learn any three 1st-level water aspect spells of your choice.

Normal: Without this feat, you cannot place any MP in your water aspect pool.

Special: When you take this feat, you may allocate any amount of MP from your latent pool to your water aspect pool, up to your max MP cap for the water aspect pool.

Water Aspect II

Triforce

You can cast second level spells from the water aspect.

Prerequisites: Dexterity 12+, Water Aspect I, character level 3+.

Benefit: The max MP cap for your water aspect pool increases by +3. Your water aspect caster level increases by +1. You automatically learn any three 2nd-level water aspect spells of your choice.

Special: When you take this feat, you may allocate any amount of MP from your latent pool to your water aspect pool, up to your max MP cap for the water aspect pool.

Water Aspect III

Triforce

You can cast third level spells from the water aspect.

Prerequisites: Dexterity 13+, Water Aspect II, character level 5+.

Benefit: The max MP cap for your water aspect pool increases by +3. Your water aspect caster level increases by +1. You automatically learn any three 3rd-Level water aspect spells of your choice.

Special: When you take this feat, you may allocate any amount of MP from your latent pool to your water aspect pool, up to your max MP cap for the water aspect pool.

Water Aspect IV

Triforce

You can cast fourth level spells from the water aspect.

Prerequisites: Dexterity 14+, Water Aspect III, character level 7+.

Benefit: The max MP cap for your water aspect pool increases by +3. Your water aspect caster level increases by +1. You automatically learn any three 4th-level water aspect spells of your choice.

Special: When you take this feat, you may allocate any amount of MP from your latent pool to your water aspect pool, up to your max MP cap for the water aspect pool.

Water Aspect IX

Triforce

You can cast ninth level spells from the water aspect.

Prerequisites: Dexterity 19+, Water Aspect VIII, character level 17+.

Benefit: The max MP cap for your water aspect pool increases by +3. Your water aspect caster level increases by +1. You automatically learn any three 9th-level water aspect spells of your choice.

Special: When you take this feat, you may allocate any amount of MP from your latent pool to your water aspect pool, up to your max MP cap for the water aspect pool.

Water Aspect V

Triforce

You can cast fifth level spells from the water aspect.

Prerequisites: Dexterity 15+, Water Aspect IV, character level 9+.

Benefit: The max MP cap for your water aspect pool increases by +3. Your water aspect caster level increases by +1. You automatically learn any three 5th-level water aspect spells of your choice.

Special: When you take this feat, you may allocate any amount of MP from your latent pool to your water aspect pool, up to your max MP cap for the water aspect pool.

Water Aspect VI

Triforce

You can cast sixth level spells from the water aspect.

Prerequisites: Dexterity 16+, Water Aspect V, character level 11+.

Benefit: The max MP cap for your water aspect pool increases by +3. Your water aspect caster level increases by +1. You automatically learn

any three 6th-level water aspect spells of your choice.

Special: When you take this feat, you may allocate any amount of MP from your latent pool to your water aspect pool, up to your max MP cap for the water aspect pool.

Water Aspect VII

Triforce

You can cast seventh level spells from the water aspect.

Prerequisites: Dexterity 17+, Water Aspect VI, character level 13+.

Benefit: The max MP cap for your water aspect pool increases by +3. Your water aspect caster level increases by +1. You automatically learn any three 7th-level water aspect spells of your choice.

Special: When you take this feat, you may allocate any amount of MP from your latent pool to your water aspect pool, up to your max MP cap for the water aspect pool.

Water Aspect VIII

Triforce

You can cast eighth level spells from the water aspect.

Prerequisites: Dexterity 18+, Water Aspect VII, character level 15+.

Benefit: The max MP cap for your water aspect pool increases by +3. Your water aspect caster level increases by +1. You automatically learn any three 8th-level water aspect spells of your choice.

Special: When you take this feat, you may allocate any amount of MP from your latent pool to your water aspect pool, up to your max MP cap for the water aspect pool.

Water Aversion

General

You detest water magic so strongly that you are resistant to its effects.

Prerequisites: Must have water as your opposed aspect, must not have the Water Aspect I or Water Talent feats.

Benefit: You gain spell resistance 10 + your character level against Water Aspect magic effects.

Special: You lose the benefits of this feat if you later take the Water Aspect I or Water Talent feats.

Water Chorus

Imbued, Performance

Prerequisites: Water Aspect I, Perform (dance) 8 ranks.

Benefit: This feat allows the character to use the following performance as a full-round action which provokes an Attack of opportunity:

Water Chorus (Su): The character must expend their water focus and make a Perform (dance) check (DC 18). If successful, all creatures within

90 feet get +1 caster level when casting water aspect spells, plus one level for every five points by which they beat the DC. This effect lasts for 1d4+1 rounds.

Water Eater

General

Prerequisites: Must be Stalfos.

Benefit: You can regenerate cold damage. You treat cold damage as nonlethal damage, and heal an amount of cold damage equal to your character level each hour.

Water Euphony

Imbued, Performance

Prerequisites: Water Aspect I, Perform (dance) 8 ranks.

Benefit: This feat allows the character to use the following performance as a full-round action which provokes an Attack of opportunity:

Water Euphony (Su): The character must expend their water focus and make a Perform (dance) check (DC 18). If successful, the character and all his allies within 30 feet gain +1 water MP plus an additional point for every point by which they beat the DC. Characters without the Water Aspect I or Water Talent will instead gain this as latent MP. This additional MP last until spent, or for 1d4+1 rounds, whichever comes first.

Water Focus

General

You are adept at the use of water magic.

Prerequisites: Dexterity 13+, Water Aspect I.

Benefit: You get +1 caster level for determining the effects of Water Aspect magic.

Water Meditation

General

You are able to generate more water energy than most.

Prerequisites: Dexterity 15+, Water Aspect I.

Benefit: The bonus water MP gained from your Dexterity modifier is doubled.

Water Meditation Master

General

You are able to generate much more water energy than most.

Prerequisites: Dexterity 19+, Water Aspect V, Water Meditation, Greater Water Meditation.

Benefit: The bonus water MP gained from your Dexterity modifier is multiplied by five.

Special: This feat supersedes the water Meditation and Greater water Meditation feats.

Water Seed

Imbued

You are able to imbue your seed shot with the power of water.

Prerequisites: Must be deku, Charged Shot, Water Aspect I or Water Talent.

Benefit: You may spend 2 water MP to change your seed shot to cold damage. Each use of this

ability affects a single seed shot. The damage value of the seed shot remains unchanged. This ability is a spell-like ability that requires a move-equivalent action.

Water Talent

General

Your mind wakes up to a previously unrealized talent for water magic.

Benefit: Your latent power of water magic flares to life. The MP cap for your water pool is increased by +3, and you can allocate MP from your latent pool to your water pool. You are treated as if you have the water aspect feat. This feat does not allow you to cast spells.

Normal: You cannot place MP in your water pool unless you have the Water Aspect I feat.

Water's Expertise

Imbued

The flowing power of water helps you use your attack for defense.

Prerequisites: Intelligence 13+, Combat Expertise, Water Aspect I or Water Talent.

Benefit: You may spend a number of water MP and subtract this from your base attack bonus to add it to your Defense as a dodge bonus until your next action. This number may not exceed your base attack bonus.

Normal: Expertise normally has a limit of +5.

Wave's Trip

Imbued

The tremendous powers of the Waves assist you in knocking over your opponent.

Prerequisites: Intelligence 13+, Expertise, Water Aspect I or Water Talent, Water's Expertise.

Benefit: You may expend a number of water MP, up to a maximum of 5, and include this as a bonus to your trip roll. If you succeed, you may make an immediate melee attack against that opponent, as if you did not spend your attack making the trip attack.

Normal: Improved Trip does not include a bonus to trip attacks.

Weapon Finesse

General

You are especially skilled at using weapons which can benefit as much from Dexterity as from Strength.

Prerequisites: Base attack bonus +1.

Benefit: With a light weapon, rapier, whip, or spiked chain made for a creature of your size category, you may use your Dexterity modifier instead of your Strength modifier on attack rolls. If you carry a shield, its armor check penalty applies to your attack rolls.

Special: Natural weapons are always considered light weapons.

Weapon Focus

General

Choose a type of weapon, such as greataxe. You can also choose unarmed strike or grapple (or ray, if you are a spellcaster) as your weapon for the purposes of this feat. You are especially good at using this weapon. (If you have chosen ray, you are especially good with rays, such as the one produced by the *ray of frost* spell.)

Prerequisites: Weapon Proficiency (selected weapon), base attack bonus +1.

Benefit: You gain a +1 bonus on all attack rolls you make using the selected weapon.

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

Weapon Proficiency (Exotic)

General

You understand how to use exotic weapons in combat.

Prerequisites: Weapon Group Proficiency (Martial), Weapon Group Proficiency (Simple), base attack bonus +1.

Benefit: You make attack rolls with all exotic weapons normally.

Normal: A character who uses a weapon with which he is not proficient takes a -4 penalty on attack rolls.

Weapon Proficiency (Gunpowder)

General

You understand how to use gunpowder weapons in combat.

Prerequisites: Weapon Proficiency (Simple), Weapon Proficiency (Technical), base attack bonus +1.

Benefit: You make attack rolls with all gunpowder weapons normally.

Normal: A character who uses a weapon with which he is not proficient takes a -4 penalty on attack rolls.

Weapon Proficiency (Martial)

General

You understand how to use martial weapons in combat.

Prerequisites: Weapon Proficiency (Simple).

Benefit: You make attack rolls with all martial weapons normally.

Normal: A character who uses a weapon with which he is not proficient takes a -4 penalty on attack rolls.

Weapon Proficiency (Simple)

General

You understand how to use simple weapons in combat.

Benefit: You make attack rolls with all simple weapons normally.

Normal: A character who uses a weapon with which he is not proficient takes a -4 penalty on attack rolls.

Weapon Proficiency (Technical)

General

You understand how to use technical weapons in combat.

Prerequisites: Weapon Proficiency (Simple).

Benefit: You make attack rolls with all technical weapons normally.

Normal: A character who uses a weapon with which he is not proficient takes a -4 penalty on attack rolls.

Weapon Specialization

General

Choose a type of weapon, such as greataxe, for which you have already selected the Weapon Focus feat. You can also choose unarmed strike or grapple as your weapon for the purposes of this feat. You deal extra damage when using this weapon.

Prerequisites: Weapon Proficiency (selected weapon), Weapon Focus (selected weapon), base attack bonus +4.

Benefit: You gain a +2 bonus on all damage rolls you make using the selected weapon.

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

Whale Slam

General

Your bull rush attacks are as ferocious as a great whale's.

Prerequisites: Must be a zora, Strength 15+, Power Attack, Improved Bull Rush.

Benefit: You gain a +2 bonus to Strength checks when attempting the bull rush maneuver. In addition, if you attempt the bullrush on land, you push the defender back the normal 5 feet. If the bull rush is done underwater or you and the defender are at least half submerged, you push them back 10 feet.

Whirlwind Attack

General

You can strike nearby opponents in an amazing, spinning attack.

Prerequisites: Dexterity 13+, Intelligence 13+, Combat Expertise, Dodge, Mobility, Spring Attack, base attack bonus +4.

Benefit: When you use the full attack action, you can give up your regular attacks and instead make one melee attack at your full base attack bonus against each opponent within reach.

When you use the Whirlwind Attack feat, you also forfeit any bonus or extra attacks granted by other feats or abilities (such as the Cleave feat or the *haste* spell).

Widen Magic

Metamagic

You can increase the area of your spells even further.

Prerequisites: Widen Spell.

Benefit: To use this feat, you must expend your magical focus. You can alter a burst, emanation, line, or spread-shaped spell of the same aspect as the expended focus to increase its area. Spells that do not have an area of one of these four sorts are not affected by this feat. Any numeric measurements of the spell's area increase by 100%. For example, an *energy burst* spell (which normally produces a 40-foot-radius spread) that is widened now fills an 80-foot-radius spread.

Using this feat increases the MP cost of the spell by 4.

Special: The effects of this feat stack with Widen Spell, resulting in all numeric measurements of the spell's area increasing by 200%.

Widen Spell

Metamagic

You can increase the area of your spells.

Benefit: You can alter a burst, emanation, line, or spread-shaped spells to increase its area. Any numeric measurements of the spell's area increase by 100%. For example, a *fireball* spell (which normally produces a 20-foot radius spread) that is widened now fills a 40-foot radius spread. A widened spell costs +6 MP to cast, which may be taken from any aspect used in the spell, and its casting time is increased to a full round action if its casting time is a standard action or a free action.

Spells that do not have an area of one of these four sorts are not affected by this feat.

Will of the Triforce

Imbued, Performance

Prerequisites: Perform (sing) 5 ranks.

Benefit: This feat allows the character to use the following performance as a full-round action which provokes an Attack of opportunity:

Will of the Triforce (Su): The character must expend their light or latent focus and make a Perform (sing) check (DC 15). If successful, the character gains a +1 enhancement bonus to Will saving throws, plus one additional point for every five points by which they beat the DC. This effect lasts for 1d4+1 rounds.

Will's Lament

Performance

Prerequisites: Perform (comedy) 8 ranks.

Benefit: This feat allows the character to use the following performance as a full-round action which provokes an Attack of opportunity:

Will's Lament (Su): The character must expend their spirit or latent focus and make a Perform (comedy) check (DC 18). If successful, one creature within 90 feet of the character gets a -2 penalty to Will saving throws. For every five points by which they beat the DC, this performance affects another creature within range. This effect lasts for 1d4+1 rounds.

Wind Concerto

Performance

Prerequisites: Perform (wind) 12 ranks.

Benefit: This feat allows the character to use the following performance as a full-round action which provokes an Attack of opportunity:

Wind Concerto (Su): The character must make a Perform (wind) check (DC 22). If successful, the character becomes immune to the effects of high wind, and cannot be knocked down or distracted by high winds and are not affected by spells with the air descriptor. For every five points by which you beat the DC, one ally within 30 feet also becomes immune to high winds. This effect lasts for 1d4+1 rounds.

Wind God's Aria

Imbued, Performance

Prerequisites: Perform (wind) 5 ranks.

Benefit: This feat allows the character to use the following performance as a full-round action which provokes an Attack of opportunity:

Wind God's Aria (Su): The character must expend their forest or latent focus and make a Perform (wind) check (DC 15). If successful, the hardness of all doors or non-living organic matter within 50 feet of the character is reduced by 1 point, plus an additional point for every four points the character beats the DC. This effect lasts for 1d4+1 rounds.

Wind's Requiem

Imbued, Performance

Prerequisites: Perform (wind) 8 ranks.

Benefit: This feat allows the character to use the following performance as a full-round action which provokes an Attack of opportunity:

Wind's Requiem (Su): The character must expend their forest or latent focus and make a Perform (wind) check (DC 18). If successful, the character may control winds as per the *control winds* spell. This effect lasts for 1 round, plus 1 round for every two points by which the character beats the DC.

Wingover

General

The creature can change direction quickly while flying.

Prerequisites: Fly speed.

Benefit: A flying creature with this feat can change direction quickly once each round as a free action. This feat allows it to turn up to 180 degrees regardless of its maneuverability, in addition to any other turns it is normally allowed. A creature cannot gain altitude during a round when it executes a wingover, but it can dive. The change of direction consumes 10 feet of flying movement.

Winter Pelt

General

Prerequisites: Must be goriya, Keaton, or kiki.

Benefit: You gain cold resistance 10. You take 50% extra fire damage.

Wish Bone

General

Breaking your own bones gives you extraordinary luck.

Prerequisites: Must be Stalfos, Throw Bone.

Benefit: You may lose 1d4 hit points as a move-equivalent action that allows you to reroll any single attack roll, skill check, or saving throw you make, or to force one opponent that hits you in combat to reroll his attack roll. You must use this reroll before the start of your next round.

Wounding Attack

Imbued

Your vicious attacks wound your foe.

Prerequisites: base attack bonus +8.

Benefit: To use this feat, you must expend your fire or latent focus. You can make an attack with such vicious force that you wound your opponent. A wound deals 1 point of Constitution damage to your foe in addition to the usual damage dealt.

You must decide whether or not to use this feat prior to making an attack. If your attack misses, you still expend your magical focus.

Zelda's Lullaby

Imbued, Performance

Prerequisites: Perform (string) 4 ranks.

Benefit: This feat allows the character to use the following performance as a full-round action which provokes an Attack of opportunity:

Zelda's Lullaby (Su): The character must expend their spirit or latent focus and make a Perform (string) check (DC 14). If successful, the character gains a +2 bonus to Diplomacy and Gather Information skill checks. For every point by which they beat this DC, they gain an additional +2 points to this bonus. This effect lasts for 1d4+1 rounds.

Zone of Animation

General

Prerequisites: Charisma 25, Undead Mastery, Turn Creature (undead).

Benefit: The character can use a rebuke or command undead attempt to animate corpses within range of his or her rebuke or command attempt. The character animates a total number of HD of undead equal to the number of undead that would be commanded by the character's result (though the character can't animate more undead than there are available corpses within range). The character can't animate more undead with any single attempt than the maximum number he or she can command (including any undead already under his or her command). These undead are automatically under the character's command, though his or her normal limit of commanded undead still

applies. If the corpses are relatively fresh, the animated undead are zombies. Otherwise, they are skeletons.

Zoran Charm

Performance

Prerequisites: Perform (string) 5 ranks.

Benefit: This feat allows the character to use the following performance as a full-round action which provokes an Attack of opportunity:

Zoran Charm (Su): The character must make a Perform (string) check (DC 15). If successful, one character within 90 feet must make a Will Save (DC 15 + Charisma bonus) or become charmed by the character and will not attack the character. For every five points by which the character beats the DC, another character may be charmed. This effect lasts for 1d4+1 rounds.

