

## New Feats

Al Here are some feats on found on the web. They are in other books (traps and treachery, Magic of Fareum, Forgotten realms campaign setting, etc).

Acrobatic: +2 to Tumble and Balance skill checks.

Blooded: You get +2 to initiative and spot checks

Casing Sense: You get +2 on search checks and can determine the most valuable objects in a room with a quick glance. Prereq: Spot 5.

Chain Feat: Once you have this feat when you choose a feat up a feat tree (i.e. going from dodge to improved dodge) you can forget the old feat and choose another.

Chain power: When choosing a psionic power up a power tree (i.e. going from lessor concussion to concussion) you can forget the old power and choose another

Controlled breathing: You can hold your breath twice as long as normal.

Chain Spell: Ray spells can be arced to a second target. Cost spell level +3.

Cosmopolitan: With this feat you can choose a skill that is normally inaccessible to you and make it a cross class skill. Cross class skills become class skill feats.

Discipline: You gain +2 to will saves and concentration checks.

Extra familiar: You get one extra familiar.

Fast armor: It takes you half the normal time to put on or take off armor.

Fast Rider: You can get more speed from your mount. Add +15 move. Prereq Ride 6.

Improved Alertness: Gain an additional +2 to alertness skills.

Improved counterspell: You can use a spell 1 level lower to counter another mages spell. Prereq Knowledge arcane 9.

Improved Sneak attack: You deal 1 extra d6 on a sneak attack. Prereq BAB 10.

Jack of all trades: allows you to choose any two skills restricted from your class and make one a class skill and one a cross class skill. This feat may only be taken once.

Keen Vision: +2 to search and spot checks.

Light sleeper: You can make listen checks while sleeper as if you were awake.

Mechanical Aptitude: You get +2 to disable device and open lock checks.

Pebble underfoot: You can trip creatures two size categories above yours.

Poison Immunity: You are immune to poisons of a particular type. This feat can be taken to cover more than one type. Prereq Knowledge Poison 12.

Quickstrike: On a sucessful sneak attack you can make one additional attack against the same target (non sneak). Prereq quickdraw.

Range Disarm: You can disarm opponents with your ranged attack.

Ray Burst. Ray spells now go off in a 20' burst. Prereq Arcane knowledge 10, chain spell.

Ray Coning: Ray spells expand into a cone effect (5' wide at caster, 20' at end of cone, 5' per level long). Prereq arcane knowledge 10, chain spell.

Ray Extension: Ray spells last long enough to be used against a second target (or same target) in the following round. Prereq arcane knowledge 8, extend spell.

Ray Focus. Target gets +4DC vs your ray spells.

Ray splitting: Ray spells can target up to three targets. Prereq arcane knowledge 10, chain spell.

Spell Girding: Your spells are harder to dispell then normal (hmm this one doesn't say what the bonus is)

Spell Mastery: You can memorize this spell without your spellbook. This feat can be taken multiple times but for different spells.

Stealth: You get +2 to move silent and hide checks.

Stoic Composure: You always make your massive Damage save.

Strong Soul: You get +2 to Will and Fort saves. Prereq Iron will, great fortitude.

Two handed unarmed attack: You can make one unarmed attack (using both hands together) and gain +50% str damage.

Vengeful Strike: You get one additional attack against any creature reducing you below 1HP.

Weapon Mastery: You double a weapons threat range and increase its critical multiplier by 1. Prereq Weapon focus (particular weapon), Weapon finesse (particular weapon, if this is not a light weapon then the normal weapon finesse feat does not apply, but is still required for weapon mastery), BAB 11.

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