

--New or Revised Feats--

Acidic Splatter [Reserve]

You can channel magical energy into orbs of acid.

Prerequisites: Ability to cast 2nd-level spells, Elemental Focus (Earth).

Benefit: As long as you have an elemental (earth) spell of 2nd level or higher in your known spells and have at least 2 MP in your MP pool, you can throw an orb of acid as a ranged touch attack. The attack has a range of 5 feet per level of the highest-level earth spell you have and deals 1d6 points of earth damage per level of that earth spell. As a secondary benefit, you gain a +1 competence bonus to your caster level when casting elemental (earth) spells.

Adamantine Body [Shindroid]

Prerequisites: Shindroid, composite plating racial trait.

Benefit: This plating is counted as a heavy armor. It grants a +8 armor bonus to Armor Class and a damage reduction bonus of 2/adamantine. The character also incurs a 35% chance for spell failure, a -10-foot movement speed (minimum of 5 feet), a -5 armor check penalty, and a +1 maximum dexterity bonus. Plating is considered weightless for determining the shindroid's encumbrance. Plating may be enchanted as magic armor, though the shindroid must be present at all times during the process. This also replaces the composite plating racial trait.

Special: You may only select this feat at 1st level.

Advanced Martial Training (Combat)

You've learned the advanced training in swordplay.

Prerequisites: Base attack bonus +11, Martial Training.

Benefit: Select a Swordplay Form (Dark Sword, Destroy Sword, Holy Sword, or Universal). You may select any one master swordskill from the list, and you may ready an additional swordskill. You must meet the prerequisites for the master swordskill. The damage inflicted by the swordskill is determined as though your sword saint level is equal to half of your character level, stacking with any sword saint levels you may have. The DC is determined by adding your Charisma modifier to half of your character level, with a total no higher than your character level, and then dividing that in half before adding 10 + your Charisma modifier.

Special: This feat can be selected multiple of times, but must meet the prerequisites for each master swordskill.

Advanced Power Weapons Wielder [Combat]

You're able to gain a third additional attack with your power rod/staff.

Prerequisites: Caster Level 13th, Improved Power Weapons Wielder feat.

Benefit: With a full round action, you can use your power weapon a third time in a round at a -10 penalty. In addition, increases ranged power weapon's range to 60 feet.

Advanced Telepathy [Tonkin]

You have learned to cast your thoughts further with your telepathy.

Prerequisites: Tonkin, limited telepathy.

Benefit: Your limited telepathy's range has doubled, allowing you to communicate with any number of creatures within 60 feet up to a max equal to your Intelligence, Wisdom, or Charisma modifier, regardless if you share a common language or not.

Normal: A tonkin's limited telepathy's range is 30 feet and must share a common language to understand.

Aeroblooded [Goblin]

The power of the wind flows through your blood, enabling you emulate your ancestors.

Prerequisites: Character level 3, Int 13+, goblin

Benefit: Your Goblin Punch can be used a number of times per day equal to your Intelligence modifier.

Agile Tongue [Qu]

Your long pink tongue is capable of manipulating small items and even stealing objects.

Prerequisite: Qu.

Benefit: You have a prehensile tongue with a range of 10 feet. You can pick up items weighing no more than 5 pounds, make Sleight of Hand checks, perform the steal or disarm combat maneuvers, or make melee touch attacks with your tongue.

Airship Battle Run [Combat]

You are skilled at airship skirmish tactics, zipping in and out of an enemy's sights.

Prerequisites: Dexterity 13, Airship Dodge, Airship Mobility.

Benefit: When using an attack action with an airship ranged weapon, you can move both before and after the attack, provided that the total distance does not exceed the airship's movement. Moving in this way does not provoke an attack of opportunity from the defender you are attacking (though it can provoke attacks of opportunity from other nearby airships, as normal).

Airship Dodge [General]

You are adept at dodging attacks while piloting airships.

Prerequisites: Dexterity 13, Pilot 6 ranks, Airship Operation

Benefit: When piloting an airship, you apply a +1 dodge bonus to your airship's AC.

Airship Feint [Combat]

You are skilled at misleading your enemy in airship combat.

Prerequisites: Pilot 9 ranks, Airship Operation

Benefit: When piloting an airship, you can make a Bluff check in airship combat as a move action. In addition, you receive a +2 bonus on Bluff checks made to feint in airship combat. See the expanded Bluff skill description for details.

Airship Gunnery [General]

You are proficient with airship weapons.

Benefit: You do not take a penalty on Attack rolls when firing an airship weapon.

Normal: Without this feat, you take a -4 non-proficient penalty on Attack rolls when firing an airship weapon.

Airship Mobility [Combat]

You are adept at dodging attacks while piloting airships.

Prerequisite: Dexterity 13, Airship Dodge

Benefit: When piloting an airship, you apply a +4 dodge bonus to your airship's AC against attacks of opportunity caused when you out of or within an airship's threatened area. Any condition that makes you lose your Dexterity bonus to AC also makes you lose your dodge bonuses. Dodge bonuses (such as this one and the dodge bonus granted by the Airship Dodge feat) stack with each other, unlike most types of bonuses.

Airship Operation [General]

You are proficient at operating airships of any type.

Benefit: You gain Pilot and Navigate as class skills you obtained this feat. When operating an airship, you take no penalty on Pilot checks made when operating the airship, and you also gain a +1 dodge bonus to your airship's AC per 5 ranks of your Pilot skill.

Normal: Without this feat, you take a -4 non-proficient penalty on Pilot checks made to operate an airship, and you do not gain the dodge bonus to your airship's AC.

Airy Step [Aegyl]

The air responds to your mastery of the skies, protecting you from harm and cushioning your falls.

Prerequisite: Aegyl.

Benefit: You gain a +2 bonus on saving throws against effects with the wind or lightning descriptors and effects that deal wind or lightning damage. You may ignore the first 30 feet of any fall when determining falling damage.

Amateur Fencer [Combat]

Though not a fencer, you have and can use panache.

Prerequisite: No levels in a class that has the panache class feature.

Benefit: You gain a small amount of panache and the ability to perform a single 1st-level fencer deed. Choose a 1st-level deed from the fencer's deeds class feature (you can't select opportune parry and riposte). Once chosen, this deed can't be changed. At the start of each day, you gain 1 panache point. Throughout the day, you can gain a number of panache points up to a maximum of your Charisma modifier (minimum 1). You can regain panache points as the fencer's panache class feature. You can spend these panache points to perform the 1st-level deed you chose upon taking this feat as well as any other deeds you have gained through feats or magic items.

Special: If you gain levels in a class that has the panache class feature, you can immediately trade this feat for the Extra Panache feat.

Amateur Gunner [Combat]

Although you are not a gunner, you have and can use grit.

Prerequisite: You have no levels in a class that has the grit class feature.

Benefit: You gain a small amount of grit and the ability to perform a single 1st-level deed from the base gunner's deed class feature. At the start of the day, you gain 1 grit point, though throughout the day you can gain grit points up to a maximum of your Wisdom modifier (minimum 1). You can regain grit using the rules for the gunner's grit class feature. You can spend this grit to perform the 1st-level deed you chose upon taking this feat, and any other deed you have gained through feats or magic items.

Special: If you gain levels in a class that grants the grit class feature, you can immediately trade this feat for the Extra Grit feat.

Apocalyptic Spell [Metamagic]

Your spell becomes infused with the devastating horror personified by the Horsemen of the Apocalypse, temporarily transforming reality into a treacherous ruin.

Benefit: You can alter a spell with an area of effect and a duration of instantaneous to become an apocalyptic spell. When you cast the spell, the area affected by the spell's instantaneous effect becomes ruined and devastated in appearance. All surfaces in the area are treated as difficult terrain, and Climb, Fly, and Swim checks attempted in the area take a penalty equal to the spell's original spell level. The difficult terrain and skill penalties last for a number of rounds equal to the spell's original spell level.

MP Increase: +1 (an apocalyptic spell costs 1 additional MP more than the actual MP cost of the spell.)

Aquatic Breath [Reserve]

Your reservoir of magic allows you to breathe normally even underwater.

Prerequisites: Ability to cast 3rd-level spells, Elemental Focus (Water).

Benefit: As long as you have an elemental (water) spell of 3rd level or higher in your known spells and have at least 3 MP in your MP pool, you can breathe normally in both air and water. This supernatural quality requires no activation. As a secondary benefit, you gain a +1 competence bonus to your caster level when casting elemental (water) spells.

Aquatic Spell [Metamagic]

You can cast your spells underwater or into water with little difficulty.

Benefit: An aquatic spell functions normally underwater and requires no caster level check to cast, even if it has the fire descriptor. In addition, the spell can be cast from the surface into water and still be effective.

MP Increase: +1 (an aquatic spell costs 1 additional MP more than the actual MP cost of the spell.)

Arcane Aptitude [Tarutaru]

A magic item that casts spells is more powerful in your hands.

Prerequisite: Tarutaru.

Benefit: Add one to the DC of a spell or spell-like effect that originates from a magic item that you have activated.

Arcane Craft [Item Creation, Al Bhed]

Your innate talent allows you to use sheer genius in place of skill or prowess.

Prerequisites: Al Bhed, Int 15.

Benefit: You may create a magic item without the requisite item creation feat, though this increases the DC by +5.

Arcane Ruin [Al Bhed]

You can easily break magical items.

Prerequisites: Al Bhed, 6th level.

Benefit: Any successful hit that you score against a magic item that causes damage to that item also causes that item to obtain the broken condition. The item must be restored to its original hit points before it may lose this condition.

Arcane Shield [General]

You can convert any spell into a defense.

Prerequisites: Spellcaster, caster level 10th.

Benefit: As an immediate action, you can spend MP up to your caster level and gain a deflection bonus to AC equal to the MP you sacrificed for 1 round.

Arcane Talent [Nu Mou or Tarutaru]

Magic is in your blood, and at your fingertips.

Prerequisites: Cha 10; nu mou or tarutaru.

Benefit: Choose a 0-level spell from the black mage or white mage spell list. You can cast this spell three times per day as a spell-like ability. The caster level is equal to your character level. The save DC is 10 + your Charisma modifier.

Armor Focus [General]

You are well-trained in the use of particular sets of armor.

Prerequisites: BAB +1, proficiency with armor

Benefit: Select one weight class of armor (light, medium, heavy) that you are proficient with. When wearing armor in that weight class, you gain another +1 armor bonus to your AC.

Special: You may take this feat multiple times. Its effects do not stack. Each time you take this feat, you apply it to a different weight class of armor.

Armor Specialization [General]

You have developed a familiarity with particular sets of armor that allows you to prevent some damage from your enemy's blows.

Prerequisites: BAB +6, Armor Focus

Benefit: When wearing armor in the weight class selected for Armor Focus, you gain DR 1/-. This stacks with any other damage reduction of the same type, such as the armor being made of adamantine, or that granted by class abilities or racial traits.

Special: You may take this feat multiple times. Its effects do not stack. Each time you take this feat, you apply it to a different weight class of armor.

Armored Mage (Light) [General]

Your specialized training in light armor allows you to avoid spell failure.

Prerequisite: Armor Focus (Light).

Benefit: While wearing light armor, you avoid the chance for spell failure.

Normal: Armor interferes with a spell-caster's gestures, which can cause spells to fail if those spells have a somatic component.

Armored Mage (Medium) [General]

Your specialized training in medium armor allows you to avoid spell failure.

Prerequisite: Armor Focus (Medium).

Benefit: While wearing medium armor, you avoid the chance for spell failure.

Normal: Armor interferes with a spell-caster's gestures, which can cause spells to fail if those spells have a somatic component.

Armored Mage (Heavy) [General]

Your specialized training in heavy armor allows you to avoid spell failure.

Prerequisite: Armor Focus (Heavy).

Benefit: While wearing heavy armor, you avoid the chance for spell failure.

Normal: Armor interferes with a spell-caster's gestures, which can cause spells to fail if those spells have a somatic component.

Armored Thief (Light) [General]

Your specialized training in light armor allows you to reduce skill penalties and improves maximum Dexterity bonus.

Prerequisite: Armor Focus (Light).

Benefit: While wearing light armor, you reduce skill penalties by 1 and improve the maximum Dexterity bonus by 3.

Normal: Armor incur skill penalties and usually have a maximum Dexterity bonus.

Armored Thief (Medium) [General]

Your specialized training in medium armor allows you to reduce skill penalties and improves maximum Dexterity bonus.

Prerequisite: Armor Focus (Medium).

Benefit: While wearing medium armor, you reduce skill penalties by 2 and improve the maximum Dexterity bonus by 2.

Normal: Armor incur skill penalties and usually have a maximum Dexterity bonus.

Armored Thief (Heavy) [General]

Your specialized training in heavy armor allows you to reduce skill penalties and improves maximum Dexterity bonus.

Prerequisite: Armor Focus (Heavy).

Benefit: While wearing heavy armor, you reduce skill penalties by 3 and improve the maximum Dexterity bonus by 1.

Normal: Armor incur skill penalties and usually have a maximum Dexterity bonus.

Artifice's Desolation [Fayth]

Through your study of Yevon's teachings, you have learned to understand the destructive power they possess... and why Sin must destroy them at all costs.

Prerequisite: Knowledge (Religion) 3 ranks.

Benefit: As a standard action, you cause all constructed objects and constructs within 30 feet of you to weaken

significantly, effectively reducing their hardness, and/or damage reduction, to zero for 1 round, with a Fortitude save (DC 10 + your ranks in Knowledge: Religion) to negate the effect. Unattended non-magical items or constructs with a hit dice of half your ranks in Knowledge (Religion) or less do not get a save. The duration of this ability increases by 1 round for every 5 ranks in Knowledge (Religion) you have. You can use this feat once per day, plus an additional time per day for every 5 ranks in Knowledge (Religion) you have. This feat does not function in a region or plane of existence that does not worship Yevon or have Sin as a notable "enemy" of machina.

Artisan of Ark [Fayth]

Through the sacred mission of Ark, you feel at ease behind the wheel of a ship.

Prerequisites: Knowledge (Religion) 1 Ranks, Pilot 1 Rank.

Benefit: You treat the following skills as class skills: Navigation and Pilot. When piloting an airship, you treat the wind speeds involved in turbulence as 10 lower (minimum of 0). In addition, you gain no penalty for operating an airship. This counts as having the Airship Operation feat for the purposes of prerequisites. This feat does not function in a region or plane of existence that does not worship or have heard of Ark.

Aspect of the Beast [General]

Whether by magic or a curse of your blood, some part of you is more beast than man.

Prerequisite: Beast shape class feature.

Benefit: Your bestial nature manifests itself in one of the following ways. You choose the manifestation when you choose the feat, and then you cannot change it.

- *Night Senses (Ex):* If your base race has normal vision, you gain low-light vision. If your base race has low-light vision, you gain darkvision out to a range of 30 feet. If your base race has darkvision, the range of your darkvision increases by 30 feet.
- *Claws of the Beast (Ex):* You grow a pair of claws. These claws are primary attacks that deal 1d4 points of damage (1d3 if you are Small). If your beast shape already has claws, then it improves by 1 size larger (1d6 medium, 1d4 small, for example).
- *Predator's Leap (Ex):* You can make a running jump without needing to run 10 feet before you jump.
- *Wild Instinct (Ex):* You gain a +2 bonus on initiative checks and a +2 bonus on Survival skill checks.

Assault Twister [Combat, Style]

By using the momentum of your weapon, you can use its weight to perform acrobatic maneuvers.

Prerequisites: Dex 13+, Operator Style, 3 ranks in Acrobatics.

Benefit: When in Operator Style, whenever you successfully hit a creature with a melee weapon attack, you can immediately make an Acrobatics check to Tumble through an adjacent square the creature threatens (up to 10 feet) as a free action that can occur outside of your turn. You can add half your weapon's weight (up to your base attack bonus) as a circumstance bonus to the check. You can perform this feat once per round.

Attuned to the Wild [Viera]

You share a strong mystic connection with one type of wilderness terrain.

Prerequisite: Viera.

Benefit: Select one type of terrain from the geomancer class's favored terrain class feature (except urban). While you are in your selected terrain type, your natural healing rate (the amount of hit points and ability damage you heal from a full night's rest) doubles.

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

Authoritative Song [Metasong]

Your songs hold all the intricacies of Axis's idealized laws, enforcing their strictures upon your enemies.

Benefit: You can alter any song that targets a single creature per round to become an authoritative song. When you perform an authoritative song, choose one of the following activities to prohibit: move closer to you, move away from you, make a melee weapon attack, make a ranged weapon attack, cast an offensive spell, or cast a non-offensive spell. A creature that is affected by the song and fails its saving throw against that song (if the song allows a saving throw to resist) cannot perform any action of the selected type on its next turn. This additional effect is a mind-affecting compulsion effect.

MP Increase: +2 (an authoritative song costs 2 additional MP more than the actual MP cost of the song.) In addition, the perform check DC increases by +2.

Authoritative Spell [Metamagic]

Your magic holds all the intricacies of Axis's idealized laws, enforcing their strictures upon your enemies.

Benefit: You can alter any spell that targets a single creature to become an authoritative spell. When you cast an authoritative spell, choose one of the following activities to prohibit: move closer to you, move away from you, make a melee weapon attack, make a ranged weapon attack, cast an offensive spell, or cast a non-offensive spell. A creature that is affected by the spell and fails its saving throw against that spell (if the spell allows a saving throw to resist) cannot perform any action of the selected type on its next turn. An authoritative spell gains the lawful descriptor, and the additional effect is a mind-affecting compulsion effect.

MP Increase: +2 (an authoritative spell costs 2 additional MP more than the actual MP cost of the spell.)

Azure Knowledge [General]

Prerequisite: Blue Mage level 5th.

Benefit: Add to your spells known one additional blue magic spell of any level up to one level lower than the highest-level spell you can cast. For example, an 8th-level blue mage gains either a new 1st, 2nd, or 3rd-level blue magic spell.

Special: You can gain this feat multiple times. Each time, you learn one new blue magic spell at any level up to one less than the highest-level spell you can cast.

Bargain [Moogle]

You have an instinctual knack for dealing with money.

Prerequisites: Moogle, Wis 13

Benefit: You may add your Wisdom modifier as a competence bonus to Appraise and Diplomacy skill checks.

Beast Rider [Galka, Roegadyn]

You gain the service of a monstrous companion or mount.

Prerequisites: Animal companion or mount class feature, character level 7th, galka or roegadyn.

Benefit: Select one of the following creature types: elephant, pteranodon, rhinoceros, stegosaurus, or triceratops. Add this creature type to your list of possible animal companions or mounts. When summoning a creature of the selected type to serve as a mount or companion, treat your effective beastmaster level as if it were two levels higher (to a maximum of your character level). If the creature is large enough for you to ride, it gains the combat training general purpose (see Handle Animal) at no cost.

Benthic Spell [Metamagic]

Explorers in the depths of the Arcadian Ocean have learned that deadly pressure can be just as lethal as any flame.

Benefit: You can modify a spell that deals earth, fire, ice, or lightning damage to deal damage through high-pressure water instead. The spell gains the water descriptor, and you can either replace the spell's normal damage with water damage or split the spell's damage so that half is bludgeoning and half water. Creatures with damage reduction apply their damage reduction to bludgeoning damage from a benthic spell, but the spell counts as bludgeoning and magic for the purposes of bypassing damage reduction.

MP Increase: +1 (a benthic spell costs 1 additional MP more than the actual MP cost of the spell.)

Bismarckian Buoyancy [Fayth]

By filling your spiritual center with the weightlessness of Bismarck, you gain the ability to swim normally when you couldn't.

Prerequisites: Knowledge (Religion) 3 ranks, Swim 1 Rank.

Benefit: You gain a Swim speed equal to half your land speed. If you already have a swim speed, it increases by half your land speed. For every 5 ranks in Knowledge (Religion) you have, your swim speed increases by 5 ft. In addition, when you reach 10 ranks in Knowledge (Religion), you gain a fly speed (average maneuverability) equal to half your swim speed and can use your ranks in Swim for Fly checks. You cannot use this feat in a region or plane of existence that does not worship or have heard of Bismarck.

Black Cat [Mithra]

Bad luck befalls those who dare to cross you.

Prerequisite: Mithra.

Benefit: Once per day as an immediate action, when you are hit by a melee attack, you can force the opponent who made the attack to reroll it with a -4 penalty. The opponent must take the result of the second attack roll. This is a supernatural ability.

Special: If you take this feat and don't already have all black fur, your fur turns completely black when you takes this feat.

Blissful Spell [Metamagic]

The absolute peace of Nirvana infuses your spells, giving pause to foes and granting boldness to allies.

Benefit: You can alter any spell that targets a single creature to become a blissful spell, although the exact effects of the metamagic vary depending on whether the spell is beneficial or offensive. A creature successfully hit by an offensive blissful spell (if the spell requires an attack roll) or that fails its saving throw against an offensive blissful spell takes a -2 penalty on attack rolls and weapon damage rolls for 1 round. A beneficial blissful spell instead grants affected creatures a $+2$ morale bonus on skill checks and saving throws for 1 round in addition to its normal effects. A blissful spell gains the good descriptor, and the additional effect is a mind-affecting compulsion effect.

MP Increase: $+1$ (a blissful spell costs 1 additional MP more than the actual MP cost of the spell.)

Blitz Ace Style [Combat, Style]

You know how to throw blitzballs further than most.

Prerequisites: Dex 13, proficiency with blitzballs or spiked blitzballs, base attack bonus $+1$ or acrobatics 1 rank

Benefit: While in this style (which takes a swift action), you may throw blitzballs or spiked blitzballs up to two range increments, both above and below the water, without penalty (though it is still counted as a range increment when making attacks from the third range increment onwards). For every feat you possess that has Blitz Ace Style as a prerequisite, you may throw blitzballs or spiked blitzballs an additional range increment without penalty, to a maximum of four range increments.

Special: You may use your ranks in acrobatics in place of your base attack bonus to qualify for feats that specifically affect blitzballs or spiked blitzballs.

Blitz Bizarre [Combat, Style]

You can use your acrobatic prowess to confuse the enemy, even from a distance.

Prerequisites: Dex 13, proficiency with blitzballs or spiked blitzballs, base attack bonus $+3$ or Acrobatics 3 ranks, Blitz Ace Style

Benefit: While using Blitz Ace Style, you may, as a move action, attempt to Feint against all targets in any range increment you are not taking penalties with your blitzbomb or spiked blitzbomb, making a single check against all targets. You only gain the benefit of feinting until your first successful attack, rather than your first attack at all, though targets you have successfully feinted cannot take readied or immediate actions or otherwise use abilities to catch or divert your blitzbombs or spiked blitzbombs for the entire round, not just until your first successful hit. You may use Acrobatics in place of Bluff for this feint attempt, though any bonuses you have to

feint apply to this Acrobatics check.

Special: If you have Improved Feint, you may make this feint attempt as a swift action, instead. Additionally, you may qualify for feats that specifically affect blitzballs or spiked blitzballs as though you had a Fighter level equal to your ranks in Acrobatics -2.

Blitz Continuous [Combat, Style]

You have learned how to use blitzballs to such a degree you can attack more often than others.

Prerequisites: Dex 13, proficiency with blitzballs or spiked blitzballs, Blitz Ace Style, Blitz Bizarre, base attack bonus +6 or higher or Acrobatics 6 ranks

Benefit: While using Blitz Ace Style, for every attack with a blitzball or spiked blitzball you make due to your base attack bonus, (but not due to haste, two weapon fighting, etc) you may make an additional attack with a blitzball or spiked blitzball at the same base attack bonus -5. Additional attacks made this way only add half your Strength modifier to the damage roll, as if you were making off-hand attacks.

Special: When making attacks with blitzballs or spiked blitzballs, you may use your ranks in Acrobatics in place of your base attack bonus.

Blundering Defense [Combat, Moogle]

Your feverish and sometimes comical defensive techniques offer enough distraction to aid allies.

Prerequisites: Cautious Fighter, moogle.

Benefit: Whenever you fight defensively or use the total defense action, allies gain a luck bonus to AC and CMD equal to 1/2 the dodge bonus you gain from the action you are taking. Allies only gain this bonus while they are adjacent to you.

Booby Trap [Al Bhed]

At the beginning of combat, you may attack once in response to being hit.

Prerequisites: Al Bhed, Spring Loaded, 3 ranks in Knowledge (engineering).

Benefit: If your Spring Loaded feat has not yet been activated, the first successful melee attack against you triggers an attack of opportunity against the foe that attacked you. This attack of opportunity does not count against your limit per round. This effect expends the use of your Spring Loaded feat.

Body Fuel [General]

You can expand your MP at the expense of your health.

Benefit: As a swift action, you can recover 2 MP by taking 1 point of ability burn to each of your three ability scores: Strength, Dexterity, and Constitution. You can recover additional MP for a proportional cost; for example, you could choose to recover 6 MP by taking 3 points of ability burn to Strength, Dexterity, and Constitution.

Special: Ability Burn is a special form of ability damage that cannot be magically healed. It returns only through natural healing.

Bone-Crushing Jaws [Varg]

Your jaws have strengthened so much that your bite is deadly.

Prerequisites: Str 11, varg.

Benefit: Your bite damage improves to 1d6. You are considered proficient with this attack and can apply feats or effects that modify natural attacks to your bite.

Boon Companion [General]

Your bond with your companion or familiar is unusually close.

Prerequisites: Companion (Animal, Mount, Automaton, Bone Commander, etc.) class feature or familiar class feature (or feat).

Benefit: The abilities of your companion or familiar are calculated as though your class were 4 levels higher, to a maximum effective class level from where you get your companion or familiar from equal to your character

level. If you have more than one companion or familiar, choose one to receive this benefit. If you dismiss or lose a companion or familiar that has received this benefit, you can apply this feat to the replacement creature. **Special:** You can select this feat more than once. The effects do not stack. Each time you take the feat, it applies to a different companion or familiar.

Borne Aloft [Reserve]

You can channel the magic of the winds to briefly grant you flight.

Prerequisite: Ability to cast 5th-level spells, Elemental Focus (Wind).

Benefit: As long as you have an elemental (wind) spell of 5th level or higher in your known spells and at least 5 MP in your MP pool, you can fly up to 30 feet (perfect maneuverability) as a move action once per round. You must begin and end this flight solidly supported, or you fall. You can't use this ability if you wear heavy armor or carry a heavy load. As a secondary benefit, you gain a +1 competence bonus to your caster level when casting elemental (wind) spells.

Bouncing Spell [Metamagic]

You can direct a failed spell against a different target.

Benefit: Whenever a bouncing spell targeting a single creature has no effect on its intended target (whether due to spell resistance or a successful saving throw) you may, as a swift action, redirect it to target another eligible creature within range. The redirected spell behaves in all ways as if its new target were the original target for the spell. Spells that affect a target in any way (including a lesser effect from a successful saving throw) may not be redirected in this manner.

MP Increase: +1 (a bouncing spell costs 1 additional MP more than the actual MP cost of the spell.)

Brackish Spell [Metamagic]

You can conjure a seawater orb to protect yourself.

Benefit: This feat can be applied only to spells with the water descriptor. You can modify the spell to surround you with a thin sheath of brackish salt water in addition to the spell's normal effect. You gain DR/piercing equal to the spell's level for 1 round after you finish casting the spell. After this round, the water collapses into a briny puddle and the effect ends.

MP Increase: None (a brackish spell spell does not cost any additional MP to cast.)

Breadth of Experience [Nu Mou]

The years have granted you experience and knowledge.

Prerequisites: Nu Mou, 100+ years old.

Benefit: You get a +2 bonus on all Knowledge and Profession skill checks, and can make checks with those skills untrained.

Breath of the Void [Fayth]

You let the emptiness of the Void slip into our reality.

Prerequisites: Knowledge (Religion) 10 ranks, Knowledge (Planes) 5 ranks.

Benefit: You can create a crushing field of gravity down on an area. Choose an area within 100 feet. You create a 60-ft.-tall, 30-ft.-wide cylinder of gravitational pull. This field must be maintained each round as a full-round action. Any attack, feint or other form of distraction that succeeds against you forces you to make a concentration check using your ranks in Knowledge (Religion) as your caster level and your Wisdom or Charisma modifier as your casting modifier. When you use this feat, you can perform one of two options each round: Hold or Crush. Ending either effect is a free action. You can use this feat once per day, plus an additional time per day for every 5 ranks in Knowledge (Religion) you possess. This feat does not function in a region or plane of existence that does not worship or have heard of The Void.

- **Hold:** As a full-round action, you can cause all corporeal creatures in its area of effect to become too heavy to move. Creatures in the gravity field must succeed on a Fortitude save (DC 10 + Your Ranks in

Knowledge: Religion) or gain the Immobilized status effect until you release them or they break free. A flying creature has a -4 penalty applied to the save; failure means it is unable to remain airborne and must land. If the user maintains this ability, on successive rounds a held creature can break free by succeeding on a Strength check with a DC equal to the initial Fortitude save. Any land-bound creature two size categories smaller than the user of this feat has its speed automatically reduced by half, even if the Strength check is successful. This ability only works on creatures with weight and mass; incorporeal and gaseous creatures are immune to this power.

- **Crush:** As a full-round action, you can attempt to crush all corporeal creatures and objects (Constructs and unattended objects) to be subject bonus extreme force. Each corporeal creature in the field must make a Fortitude save (DC 10 + your ranks in Knowledge: Religion) or take 3d6 bludgeoning damage. Success reduces this damage by half. Objects automatically fail the save. This damage is treated as non-elemental damage for the purposes of bypassing damage reduction. In addition, the damage is increased by 1d6 per 100 lbs of weight the creature has.

Brisk Spell [Metamagic]

Your movement spells make allies swifter than normal.

Prerequisite: Dex 13+.

Benefit: You can alter spells that grant a creature a movement type it doesn't normally have to increase the speed for that movement type by 10 feet.

MP Increase: None (a brisk spell does not cost any additional MP to cast.)

Builder [General]

The character can create useful items and structures with the right tools.

Benefit: You gain a +2 bonus on all Craft skill checks and can make checks with those skills untrained.

Bullying Blow [Combat, Galka/Roegadyn]

With a simple hit, you more easily intimidate an opponent.

Prerequisites: Intimidate 1 rank, galka or roegadyn.

Benefit: As a standard action, you may make a melee attack with a -2 penalty on the attack roll. If the attack damages your opponent, you may make an Intimidate check to demoralize that opponent as a free action.

Normal: Intimidating an opponent is a standard action.

Burn! Burn! Burn! [Goblin]

You take the goblin love of arson and fireplay to a whole new level.

Prerequisites: Goblin, Disable Device 1 rank.

Benefit: You deal an extra 1d4 points of fire damage when you attack with fire from a non-magical or alchemical source (such as with torches or alchemical fire) and gain a +4 competence bonus on Reflex saving throws made to avoid catching on fire or putting yourself out when on fire. Additional damage caused by this feat does not apply to magical attacks or to splash damage.

Burning Spell [Metamagic]

You cause creatures to take extra damage when you affect them with a spell that has the fire descriptor.

Benefit: The fire effects of the affected spell adhere to the creature, causing more damage the next round. When a creature takes fire damage from the affected spell, that creature takes fire damage equal to 2x the spell's actual level at the start of its next turn.

MP Increase: +2 (a burning spell costs 2 additional MP more than the actual MP cost of the spell.)

Burrowing Teeth [Burmecian]

You have teeth and claws that suit you well to digging.

Prerequisites: Sharpclaw, burmecian.

Benefit: You gain a burrow speed equal to 1/2 your base speed. You can burrow through sand, dirt, clay, gravel,

or similar materials, but not solid stone. You do not leave a hole behind, nor is your passage marked on the surface.

Cactuar Affinity [Mandragora]

Your ancestors have cactuar sap coursing through you, granting you another spell-like ability.

Prerequisites: Able to use mandragora spell-like abilities, character level 9, paragon mandragoran, cactuar kin racial trait, mandragora.

Benefit: You may use *Thousand Needles* as a spell-like ability up to 3 times per day. In addition, you gain another use of *Dream Pollen* and *Photosynthesis* per day. Your caster level is equal to your character level.

Cautious Fighter [Combat, Mooglee]

You care more about survival than victory.

Prerequisite: Mooglee.

Benefit: When fighting defensively or using total defense, your dodge bonus to AC increases by 2.

Centered Spell [Metamagic]

You can make a spell explode around you, leaving a safe zone for yourself at the center of the blast.

Prerequisite: Spellcraft 3 ranks.

Benefit: You can center the area of a spell with an area effect and duration of instantaneous on you, and exclude yourself from the effects of the spell. Your familiar (if any) is also excluded from the effect, provided that it is in your square and at least one size category smaller than you.

MP Increase: None (a centered spell does not cost any additional MP to cast.)

Chain Spell [Metamagic]

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

Benefit: You can chain any spell that affects a single target and that deals either earth, fire, lightning, ice, water, or wind damage. After the primary target is struck, the spell can arc to a number of secondary targets equal to your character 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 can 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.)

MP Increase: +3 (a chained spell costs 3 additional MP more than the actual MP cost of the spell.)

Cherry Blossom Spell [Metamagic]

You can infuse your spells with the ability to cripple your targets with old age or regress them to the folly of youth.

Benefit: When a living creature takes damage from the affected spell, that creature also takes 2 points of damage to Strength, Dexterity, and Constitution or 2 points of damage to Intelligence, Wisdom, and Charisma (your choice). If the spell does not normally allow a save, the target can attempt a Fortitude save to negate the effect. Ageless or immortal creatures are immune to this effect. This is a magical aging effect, but it does not alter the creature's true age—it merely simulates the effects of old age on the flesh or the reversion to a more infantile mental age.

MP Increase: +3 (a cherry blossom spell costs 3 additional MP more than the actual MP cost of the spell.)

Chocobo Drift [Combat, Style]

You are able to turn on a dime while charging.

Prerequisites: Improved Unarmed Strike, Chocobo Style, Acrobatics 3 ranks.

Benefit: While charging or using Chocobo Style, you are able to make one 90 degree turn during your movement. In addition, you gain a +4 bonus on attack rolls instead of +2 while charging.

Chocobo Meteor [Combat, Style]

You explode in a fiery explosion when you connect with Chocobo Style.

Prerequisites: Improved Unarmed Strike, Chocobo Drift, Chocobo Style, Acrobatics 5 ranks.

Benefit: When you strike a target with Chocobo Style, an explosion of fiery energy happens, dealing 1d6 points of fire damage per two character levels to the target and all creatures (except the one using Chocobo Style) within a 15-ft.-radius, a Reflex save (DC 10 + half your character level + your Strength or Dexterity modifier, whichever is higher) for half damage. This is in addition to the damage the target takes from Chocobo Style and is not multiplied on a critical hit.

Chocobo Style [Combat, Style]

You emulate the ways of the chocobo with flair.

Prerequisites: Improved Unarmed Strike, Acrobatics 1 rank.

Benefit: As a full-round action, you charge up to twice your movement speed and make a flying kick attack. If this attack hits, you deal double unarmed strike damage and the target must make a Reflex save (DC 10 + half your character level + your Strength or Dexterity modifier, whichever is higher) or they are knocked prone.

Chocobo Time [Bardic Performance]

Your lively cadence puts a spring in the step of weary marchers.

Prerequisite: Perform (percussion) 3 ranks, Perform (string) 3 ranks, or Perform (wind) 3 ranks.

Effect: This bright and spritely tune mimics the sound of chocobo feet, slowly building to a steady, ground-eating pace. When you complete this performance, you affect one ally in hearing range per bard level. This feat increases the affected target's base land speed by 10 feet for 1 hour. This adjustment is treated as an enhancement bonus. There is no effect on other modes of movement, such as burrow, climb, fly, or swim. As with any effect that increases your speed, this spell affects your jumping distance (see Athletics).

Use: 1 bardic performance round.

Action: 1 minute.

Claw Pounce [Combat, Mithra]

You can charge and make an attack with your paws.

Prerequisites: Str 13, Dex 15, Nimble Striker, base attack bonus +10, mithra, cat's claws racial trait.

Benefit: When you make a charge, you can make a full attack with your claws.

Normal: Charging is a special full-round action that limits you to a single attack.

Close Quarters Spell [Metamagic]

Your magic can delivered up close and personal rather than at range.

Benefit: You can alter a spell with a range of close, medium, or long that makes a ranged touch attack. Spells modified by this spell become melee touch attacks.

MP Increase: None (A close quarters spell does not cost any additional MP.)

Cloud Gazer [Aegyl]

Your insight into your knowledge of the skies gives you a clarity of sight few humes possess.

Prerequisite: Aegyl.

Benefit: You can see through fog, mist, and clouds, without penalty, ignoring any cover or concealment bonuses from such effects. If the effect is created by magic, this feat instead triples the distance you can see without penalty.

Clutch of Earth [Reserve]

You briefly increase the earth's pull on the target creature.

Prerequisites: Ability to cast 2nd-level spells, Elemental Focus (Earth).

Benefit: As long as you have an elemental (earth) spell of 2nd level or higher in your known spells and have at least 2 MP in your MP pool, you can spend a standard action to reduce the speed of any land bound creature

within 30 feet of you. The creature's normal land speed, as well as its burrow and climb speeds, decrease by 5 feet per level of the highest level earth spell you have, to a minimum speed of 5 feet. This effect lasts for 1 round. A successful Fortitude (DC 10 + half caster level + caster modifier) save negates this effect and renders the target immune to the feat's effect for 24 hours. Creatures currently swimming or flying are immune to this effect. As a secondary benefit, you gain a +1 competence bonus to your caster level when casting elemental (earth) spells.

Coaxing Song [Metasong]

Your songs reach the minds of even the lowliest dungeon denizens.

Prerequisite: Knowledge (dungeoneering) 6 ranks.

Benefit: This feat only works with mind-affecting songs. A coaxing song affects mindless oozes and vermin as if they weren't mindless, but has no effect on other creature types.

MP Increase: +2 (a coaxing song costs 2 additional MP more than the actual MP cost of the song.) In addition, the perform check DC increases by +2.

Coaxing Spell [Metamagic]

Your charms and enfeebling spells reach the minds of even the lowliest dungeon denizens.

Prerequisites: Spell Focus (enfeebling), Knowledge (dungeoneering) 6 ranks.

Benefit: This feat only works with mind-affecting spells. A coaxing spell affects mindless oozes and vermin as if they weren't mindless, but has no effect on other creature types.

MP Increase: +2 (a coaxing spell costs 2 additional MP more than the actual MP cost of the spell.)

Combo Burst [Teamwork]

You've learn how to combo effectively with other allies.

Prerequisite: Combo Finisher class feature.

Benefit: If you use a combo finisher on an enemy that has also been hit by a combo finisher by an ally within 30 feet that also has this feat in the same round and both attacks used the same amount of weapon dice (such as triple weapon damage or martial damage) you deal additional damage equal to your double weapon or martial damage to the target. This can happen on multiple targets if they have been hit by a combo finisher that also hits multiple targets as long as the amount of weapon damage matches. A combo burst can only happen once per round per target and happens immediately when it can. The window for a combo burst lasts until for 1 round after the first combo finisher is used.

Construct Lock [Shindroid]

Your knowledge of construct nature allows you to deal extra damage to or even immobilize such foes.

Prerequisites: Base attack bonus +2, shindroid.

Benefit: You gain a +2 bonus on damage rolls against creatures with the construct type. If you roll a critical threat against a construct, you can forego the confirmation roll to make another attack roll using the same modifier. If this second attack also hits and deals at least 1 point of damage, the construct must succeed on a Fortitude save (DC 10 + 1/2 your character level + your Int modifier) or be rendered immobile and helpless for 1 round (as if it had been paralyzed).

Special: If you spend a hero point to improve an attack roll against a construct and hit with the attack, the attack roll is automatically considered to be a critical threat regardless of the number rolled on the die.

Contagious Spell [Metamagic]

Your spells are dangerous to dispel and likely to backfire upon those who try.

Benefit: You can apply Contagious Spell only to targeted spells that are harmful to their target and don't have a range of personal; a contagious spell never spreads to someone who would benefit from being the target of the spell. A caster level check to dispel or remove a contagious spell that fails by 5 or more causes it to spread from the original target to the creature that attempted to remove it. The spell spreads to the new target regardless of its normal range or any special targeting requirement like a melee or ranged touch attack. The spell is treated as

if you had just cast it on the new target. The new target receives a saving throw or the benefit of spell resistance (if applicable) if the spell normally allows it.

MP Increase: +2 (a contagious spell costs 2 additional MP more than the actual MP cost of the spell.)

Special: A contagious spell can be identified normally as it is being cast with a successful Spellcraft check.

Contingent Spell [Metamagic]

You are able to set up healing spells in advance so that they instantly take effect at the most opportune moments, especially those that take place on the field of battle.

Prerequisite: Ability to cast cure spells (a cure spell is any spell with “cure” in its name).

Benefit: A contingent spell infuses a target with a dormant healing or restorative spell that can trigger when the target needs it the most. This metamagic feat can be applied to only cure spells; breath of life; or any harmless spell that can be used to remove ability score damage, ability score drain, or a negative condition or effect.

When you cast a contingent spell, you must set a specific trigger that dictates under what circumstances the target is immediately subject to the spell’s effects (for instance, “When the target dies, breath of life takes effect”). The contingent spell’s effects can remain dormant within the target for up to 10 minutes per caster level you have. A creature can be infused with only one contingent spell at a time.

MP Increase: +2 (a contingent spell costs 2 additional MP more than the actual MP cost of the spell.)

Cooperative Finisher [Teamwork]

You are skilled with working with an ally to finish a combo finisher.

Prerequisite: Combo Finisher class feature

Benefit: When using blitz/kenki/blade techniques, you or an ally with this teamwork feat can fulfill the requirements for a combo finisher by performing the exact steps in the combo finisher. For example, a monk performing Boot Shine, hits with Strong Kick, and then an ally with this feat hits with Knee Thrust, either the ally or the monk can perform the combo finisher on their turn or the next (for the monk). The combo finisher must use the same type of techniques to perform it.

Craft Alchemical Item [Item Creation]

You can create alchemical items, which can heal, cure status effects, etc. See the Alchemical Item section for more details on what you can make for alchemical items.

Prerequisite: Caster level 3rd.

Benefit: You can create Tier 1 alchemical items. Crafting an alchemical item takes one hour per tier and requires the Craft (Alchemy) skill (DC: 5 + the item's tier level + the item's caster level.) Unlike normal Item Creation feats, crafting alchemical items requires the necessary spells and for the crafter to be of the caster level needed (these requirements cannot be waived for a higher crafting difficulty check.) In addition, the item crafter cannot set the caster level. The base prices of the alchemical items are in the Alchemical Item section. To craft an alchemical item, you must use up raw materials costing one half this base price.

Special: To create Tier 2 alchemical items, you must have a caster level of at least 7th level. To create Tier 3 alchemical items, you must have a caster level of at least 11th level. To create Tier 4 alchemical items, you must have a caster level of at least 15th level.

Craft Cybernetics [Item Creation]

You can build cyberware and install it in a creature's body.

Prerequisites: Technologist feat, Heal 9 ranks, Craft (Electronic) 9 ranks.

Benefit: You can create cybernetic items. Creating a cybernetic item takes 1 day for every 1,000 gil in the item's price. To create the object, you must use up raw materials costing half of this total price. You can repair a broken cybernetic item if it is one that you could make. Doing so costs half the raw materials and half the time it would take to craft that item from scratch. You can also install a cybernetic item in a creature's body. See the Cybertech section on installing cyberware.

Craft Materia [Item Creation]

You can create materia, which are special little crystal orbs that contain magicite that provide a magical effect when affixed to a weapon, shield, or suit of armor.

Prerequisite: Caster level 5th.

Benefit: You can create a materia of one of the five types: Spell, Support, Independent, Ability, or Summon (See the Materia section for more details on what you can make for materia). Creating a materia takes 1 day for every 1,000 gil in the materia's price. When you create a Spell, Support, or Summon materia, you set the caster level, which must be sufficient to cast the spell in question and no higher than your own level. To craft materia, you must use up raw materials costing one-half of its base price. All crafted materia begin at level 0 with 0 MXP.

Cross-Combo [Teamwork]

You've learn to combine different techniques to perform combo finishers with an ally.

Prerequisites: Cooperative Finisher, combo finisher class feature.

Benefit: When using blitz/kenki/blade techniques, as long as both you and an ally have this feat, you and your ally may use any blitz/kenki/blade technique to substitute for any other equivalent blitz/kenki/blade techniques to finish a combo. For example, a samurai could perform Thrust, followed by a monk performing Knee Thrust, after which the monk could activate the Bootshine combo finisher.

Cybertech Savant [General]

You are one with cybernetics and are able to implant more devices than normal.

Benefit: Your Constitution and Intelligence score are considered four points higher for purposes of determining how many implantations of cybertech you can have.

Crypt Song [Metasong]

You can infuse your songs with the power of the crypts, sending foes to face ineluctable judgment.

Benefit: You can enhance any song that inflicts hit point damage to become a crypt song. A creature that dies within 1 round of being damaged by a crypt song is considered to have been killed by a death effect for the purpose of being returned to life. An undead creature damaged by a crypt song gains the sickened condition for a number of rounds equal to the song's original song level; this duration is halved if the undead creature succeeds at its saving throw against the song. A crypt song gains the death descriptor.

MP Increase: +2 (a coaxing song costs 2 additional MP more than the actual MP cost of the song.) In addition, the perform check DC increases by +2.

Crypt Spell [Metamagic]

You can infuse your magic with the power of the crypts, sending foes to face ineluctable judgment.

Benefit: You can enhance any spell that inflicts hit point damage to become a crypt spell. A creature that dies within 1 round of being damaged by a crypt spell is considered to have been killed by a death effect for the purpose of being returned to life. An undead creature damaged by a crypt spell gains the sickened condition for a number of rounds equal to the spell's original spell level; this duration is halved if the undead creature succeeds at its saving throw against the spell. If the spell does not allow a save, the target can attempt a Will save to negate the sickened effect. A crypt spell gains the death descriptor.

MP Increase: +1 (a crypt spell costs 1 additional MP more than the actual MP cost of the spell.)

Dazing Song [Metasong]

You can daze creatures with the power of your songs.

Benefit: You can modify a song to daze a creature damaged by the song. When a creature takes damage from this song, they become dazed for a number of rounds equal to the original level of the song. If the song allows a saving throw, a successful save negates the daze effect. If the song does not allow a save, the target can make a Will save to negate the daze effect. If the song effect also causes the creature to become dazed, the duration of this metasong effect is added to the duration of the song. Songs that do not inflict damage do not benefit from this feat.

MP Increase: +3 (a dazing song costs 3 additional MP more than the actual MP cost of the song.) In addition, the perform check DC increases by +3.

Dazing Spell [Metamagic]

You can daze creatures with the power of your spells.

Benefit: You can modify a spell to daze a creature damaged by the spell. When a creature takes damage from this spell, they become dazed for a number of rounds equal to the original level of the spell. If the spell allows a saving throw, a successful save negates the daze effect. If the spell does not allow a save, the target can make a Will save to negate the daze effect. If the spell effect also causes the creature to become dazed, the duration of this metamagic effect is added to the duration of the spell. Spells that do not inflict damage do not benefit from this feat.

MP Increase: +3 (a dazing spell costs 3 additional MP more than the actual MP cost of the spell.)

Deep Roots [Combat, Mandragora]

You can root yourself into place to avoid being tripped or pushed.

Prerequisite: Mandragora.

Benefit: As a move-equivalent action that does not provoke an attack of opportunity, you can root yourself in place. While rooted, you receive a +5 circumstance bonus to your Combat Maneuver Defense when resisting a bull rush or trip attempt. If you move or are moved from the square in which you initiated this ability, the bonus ends.

Delayed Spell [Metamagic]

You can set a spell to trigger on a delay.

Benefit: A delayed spell can be activated as a standard action anytime within 1 minute per spell level of being cast. Only spells that target one or more squares or grid intersections can be affected by Delayed Spell, and the target (as well as any other variables determined at the time of casting) cannot be changed once the delayed spell is cast. You can have as many delayed spells as you wish at any given time, but only one spell can be triggered in a single standard action. Though a delayed spell does not manifest until it is triggered, it emits a magical aura as normal and can be identified with Knowledge (arcana) as a spell effect in place.

MP Increase: +1 (a delayed spell costs 1 additional MP more than the actual MP cost of the spell.)

Desert Runner [Varg]

In your native desert and savannah environments, you are unmatched in speed.

Prerequisites: Con 13, varg.

Benefit: You gain a +5-foot racial bonus to your base speed when you travel through desert or plains terrain. Additionally, you gain the benefits of the Run feat while in those terrains.

Special: You may take this feat an additional time, which adds +5 feet to your base speed. This also increases your run multiplier by 1, and grants you an additional +4 bonus to your Acrobatics checks for jumping after a running start.

Desperate Swing [Combat, Moogle]

You land your most telling blows in desperate situations.

Prerequisites: Cautious Fighter, base attack bonus +1, moogle.

Benefit: Once per day, you can make a single melee attack while taking the total defense action. You take a -4 penalty on attack rolls when making this attack. You also gain a +4 bonus on critical confirmation rolls made while fighting defensively or making an attack of opportunity using this feat.

Deter

You deter a person's attention away from you.

Prerequisites: Diplomacy or Bluff 5 ranks.

Benefit: As a standard action, you can stop an opponent within 30 feet from attacking you by making a

Diplomacy or Bluff skill check (DC 10 + the target's Hit Dice + the target's Wisdom modifier or ranks in Sense Motive). If successful, the target cannot attack you for 1 round plus an additional round for every 5 you beat the DC. If you attack the creature in any way, they can attack you normally thereafter. *Once you have targeted a creature with this ability, you cannot target it again for 1 day.*

Discerning Eye [Elvaan]

You are not easily fooled by illusions and forgeries.

Prerequisites: Elvaan, keen senses racial trait.

Benefit: You receive a +2 racial bonus on saving throws against illusion spells and effects and a +2 bonus on Linguistics checks to detect forgeries. You can use the Linguistics skill to detect forgeries untrained.

Disruptive Song [Metasong]

Your songs are difficult to ignore, and interfere with the spellcasting or songperforming of your enemies.

Benefit: Targets affected by a disruptive song must make concentration checks when using songs, spells or spell-like abilities (DC equals the save DC of the disruptive song plus the level of the song being cast) for 1 round. Targets that avoid the song's effects avoid this feat's effect as well.

MP Increase: +1 (a disruptive song costs 1 additional MP more than the actual MP cost of the song.) In addition, the perform check DC increases by +1.

Disruptive Spell [Metamagic]

Your magical energies cling to enemies, interfering with their spellcasting.

Benefit: Targets affected by a disruptive spell must make concentration checks when using spells or spell-like abilities (DC equals the save DC of the disruptive spell plus the level of the spell being cast) for 1 round. Targets that avoid the spell's effects avoid this feat's effect as well.

MP Increase: +1 (a disruptive spell costs 1 additional MP more than the actual MP cost of the spell.)

Doomtrain's Voyage [Fayth]

By emulating the unceasing momentum of Doomtrain, you bring the forbearance of death upon your enemies.

Prerequisite: Knowledge (Religion) 3 ranks

Benefit: Once a day, you can perform a special charge attack or bull rush combat maneuver. Upon landing a hit you deal an extra 1d6 points of shadow damage that increases per extra 10 feet past the minimum needed to charge. In addition, you count as one size higher for the purposes of bull rushing when using this feat. You can use this feat once per day, plus an additional time per day for every 5 ranks in Knowledge (Religion) you possess. This feat does not function in a region or plane of existence that does not worship or have heard of Doomtrain.

Draconian Diplomacy [Fayth]

By performing the rituals and traditions necessary to appease Bahamut, your inner courage instills fear in your enemies.

Prerequisite: Knowledge (Religion) 10 ranks.

Benefit: As a full-round action, you let loose a guttural cry that echoes with draconic fury. Make a Diplomacy check against all enemy creatures that can hear you within 60 feet (DC 25 + the creature's Charisma modifier for Hostile creatures). If you succeed the check, those creatures are shaken for a number of rounds equal to your Charisma modifier. If you succeed the check by 5 or more, affected creatures are Panicked instead. If you succeed the check by 10 or more, affected creatures are Cowering instead. This is a mind affecting, fear and sonic effect. Creatures affected by this feat cannot be affected again for 24 hours. You can use this feat once per day, plus an additional time per day for every 5 ranks in Knowledge (Religion). You cannot use this feat in regions or planes of existence that do not worship or have heard of Bahamut.

Drive-By Attack [Combat]

While operating a vehicle, you can move, strike at a foe and then continue moving.

Prerequisite: 1 rank in Drive.

Benefit: If the character is the operator of the vehicle, he or she can take a standard action to attack with a weapon at any point along the vehicle's movement.

Drive to Live [Fayth]

Through the worship of Melphina the Lover, Althana, Hydaelyn or any other deity or being that champions love and life, you can instill a small bit of hope in a dying creature's darkest hour.

Prerequisite: Knowledge (Religion) 1 Rank.

Benefit: As a standard action, you can touch a creature to instill them with the will to live. By giving them flashes of family, loved ones, or anything else that inspires them to go on, creatures touched in this fashion receive a +1 sacred bonus on saves against death effects and checks to stabilize when dying. This benefit lasts for 1 minute. This bonus is increased for every 5 ranks in Knowledge (Religion) you possess. You can use this feat once per day, plus an additional time per day per 5 ranks in Knowledge (Religion) you have. This feat does not function in regions or planes of existence that do not worship, or have heard of Melphina, Althana, Hydaelyn or similar deities like them.

Drowning Glance [Reserve]

With a look, you create a small but incapacitating amount of water in the subject's lungs.

Prerequisites: Ability to cast 4th-level spells, Elemental Focus (Water).

Benefit: As long as you have an elemental (water) spell of 4th level or higher in your known spells and at least 4 MP in your MP pool, you can use a standard action to transform a small portion of the air in a living creature's lungs to water, making it difficult for the creature to breathe. The subject must be within 30 feet. The target becomes exhausted for 1 round; if it succeeds on a Fortitude (DC 10 + half caster level + caster modifier) save, it is instead fatigued for 1 round. Whether or not a targeted creature successfully saves, it is immune to any further uses of your drowning glance for 24 hours. Creatures that can breathe water (or who don't breathe) are immune to this effect. As a secondary benefit, you gain a +1 competence bonus to your caster level when casting elemental (water) spells.

Dueling Slash [Combat, Fayth]

You practiced the rigorous techniques of mercenaries and warrior monks that follow Yojimbo. You channel a semblance of Yojimbo's devastating cuts into your fighting style.

Prerequisites: Knowledge (Religion) 5 ranks, Weapon Focus (one handed exotic blades, such as a Katana).

Benefit: As a standard action, make an Intimidate check to Antagonize an enemy creature. On a success, if the creature attacks you, regardless if they hit or miss, within the next round, you can make a life-threatening cut. You can spend an immediate action to make an attack roll at your highest base attack bonus. If you hit your antagonized opponent, in addition to your weapon damage, you can add double your critical modifier as precision damage. If it is a critical hit and you confirm it, you add triple your critical modifier on the damage roll. Creatures immune to critical hits and precision damage are immune to the effects of this feat. You can use this feat once per day, plus an additional time per day per every 5 ranks in Knowledge (Religion) you have. This feat does not function in regions or planes of existence that do not worship or have heard of Yojimbo.

Eclipsed Spell [Metamagic]

You alter how your spells affect illumination.

Benefit: Only spells that create areas of light or darkness can be eclipsed spells. If the eclipsed spell creates an area that shines like a torch or raises the light level by one step, you can choose to have the spell lower the illumination level in the affected area by one step, functioning like darkness. If the eclipsed spell creates an area that shines like daylight or raises the light level by two steps, you can choose to have the spell lower the illumination level in the affected area by two steps and create an area of magical darkness, functioning like deeper darkness. If the eclipsed spell lowers the illumination level in the affected area by one step, you can choose to have the spell cause the affected area to glow with normal light, functioning like light. If the eclipsed spell lowers the illumination level in the affected area by two steps, you can choose to have the spell cause the

affected area to shed bright light, functioning like daylight.

MP Increase: None (an eclipsed spell does not cost any additional MP to cast.)

Ectoplasmic Spell [Metamagic]

Your spells breach the gulf between dimensions, sending ghostly emanations into the ether.

Benefit: An ectoplasmic spell has full effect against incorporeal or ethereal creatures.

MP Increase: +1 (an ectoplasmic spell costs 1 additional MP more than the actual MP cost of the spell.)

Eden's Refuge [Fayth]

Through hours of meditation, your soul gets closer to the peace within Eden.

Prerequisite: Knowledge (Religion) 1 Rank.

Benefit: At the beginning of each day, You can meditate for 1 hour to gain a +1 bonus to any one D20 within the next 8 hours. If it is not used within that time it is lost. This bonus increases by 1 for every 5 ranks in Knowledge (Religion) you possess. In addition, you can spend 1 point of the bonus to reroll a single failed d20 roll. You must take the second result, even if it's worse. (For example: With 15 ranks, you have a +3 bonus. You can spend 1 point of that bonus, lowering it to a +2 and either add that to the reroll or use it for later.) This feat does not function in a region or plane of existence that does not worship or have heard of Eden.

Elemental Claws [General]

You empower your claws with elemental energy.

Prerequisites: Con 13, Wis 13, beast shape class feature.

Benefit: When you attack with a natural weapon, select one of the following elemental types: earth, fire, ice, lightning, water, or wind. If you hit, the attack deals its normal damage plus 1d6 points of damage of the chosen elemental type. You must declare that you are using this feat before you make your attack roll (a failed attack roll ruins the attempt). You can attempt one elemental claws attack per day for every 4 levels you have, and no more than once per round.

Elemental Focus [General]

Choose an element, such as dark, earth, fire, ice, light, lightning, water, or wind. Your spells of that element are more potent than normal.

Benefit: Add +1 to the Difficulty Class for all saving throws against spells from the element you select, but a -1 to its opposing element.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take this feat, it applies to a new element type.. This feat stacks with the Spell Focus feat.

Elemental Penetration [General]

Choose an element, such as dark, earth, fire, ice, light, lightning, water, or wind. Your spells of that element are especially potent, breaking through element resistance more readily than normal.

Benefit: Spells of the element you select are harder to resist. Any elemental resistance on a creature is considered 2 less when determining damage from a spell of the element you select, but is considered 2 more with spells from its opposing element.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take this feat, it applies to a new element type. This feat stacks with the Spell Penetration feat.

Elemental Spell [Metamagic]

You can manipulate the elemental nature of your spells.

Benefit: Choose one element type: earth, fire, ice, lightning, water, or wind. You may replace a spell's normal damage with that element type or split the spell's damage, so that half is of that element type and half is of its normal type. Using this metamagic changes the elemental descriptor to the replaced element type.

MP Increase: +1 (an elemental spell costs 1 additional MP more than the actual MP cost of the spell.)

Special: You can gain this feat multiple times. Each time you must choose a different energy type.

Elvaan Battle Training [Combat, Elvaan]

You have been specially trained to wield a weapon you have a Weapon Focus with.

Prerequisites: Base attack bonus +1, martial background racial trait, elvaan.

Benefit: You have received special training with the weapon that you have a Weapon Focus feat with. You receive a +2 bonus to your CMD against disarm and sunder maneuvers directed at one of these weapons you are wielding. In addition, if you are wielding one of these melee weapons, you may make an additional attack of opportunity each round (this bonus stacks with Combat Reflexes).

Empathy [Shindroid]

You have learned to experience emotion.

Prerequisites: Cha 13, shindroid, emotionless racial trait.

Benefit: You lose the emotionless special quality. You can gain morale bonuses, and can be affected by emotion-based effects and fear effects. You lack the +4 racial bonus on saving throws against mind-affecting effects.

Empower Song [Metasong]

You can increase the power of your songs, causing them to deal more damage.

Benefit: All variable, numeric effects of an empowered song are increased by half including bonuses to those dice rolls. Saving throws and opposed rolls are not affected, nor are songs without random variables.

MP Increase: +2 (an empowered song costs 2 additional MP more than the actual MP cost of the song.) In addition, the perform check DC increases by +2.

Empower Spell [Metamagic]

You can increase the power of your spells, causing them to deal more damage.

Benefit: All variable, numeric effects of an empowered spell are increased by half including bonuses to those dice rolls. Saving throws and opposed rolls are not affected, nor are spells without random variables.

MP Increase: +2 (an empowered spell costs 2 additional MP more than the actual MP cost of the spell.)

Empowered Touch [General]

Your touch attacks become exceptionally deadly by sacrificing accuracy for magical strength.

Prerequisites: Int 13 or Wis 13 or Cha 13.

Benefit: You can choose to take a –1 penalty on all spell and supernatural touch attack rolls (including power rods and power staves) to gain a +2 bonus on all spell and supernatural touch damage rolls. When your caster level reaches 4th, and every 4 caster levels thereafter, the penalty increases by –1 and the bonus to damage increases by +2. You must choose to use this feat before making a touch attack roll, and its effects last until your next turn. The bonus damage does not apply to effects that do not deal hit point damage.

Encouraging Song [Metasong]

Your inspiration provides your allies with greater support.

Prerequisites: Cha 13, Diplomacy 6 ranks.

Benefit: Any morale bonus granted by an encouraging song is increased by 1.

MP Increase: +1 (a disruptive song costs 1 additional MP more than the actual MP cost of the song.) In addition, the perform check DC increases by +1.

Encouraging Spell [Metamagic]

Your inspiration provides your allies with greater support.

Prerequisites: Cha 13, Diplomacy 6 ranks.

Benefit: Any morale bonus granted by an encouraging spell is increased by 1.

MP Increase: +1 (an encouraging spell costs 1 additional MP more than the actual MP cost of the spell.)

Energized Beast Shape [General]

Your beast shape form gains the benefits of one element type for both offensive and defensive purposes.

Prerequisites: Con 19, beast shape class feature.

Benefit: When you assume a beast shape form, choose one of the following element types: earth, fire, ice, lightning, water or wind. You gain resistance 10 to that element type. Also, one of your natural attacks deals an additional 1d6 points of damage of the chosen element type.

Special: You can take this feat more than once. Each time you take this feat, choose a different element type.

Enlarge Spell [Metamagic]

You can increase the range of your spells.

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. + 5 ft./level, while medium-range spells have a range of 200 ft. + 20 ft./level and long-range spells have a range of 800 ft. + 80 ft./level. Spells whose ranges are not defined by distance or spells whose ranges are not close, medium, or long, do not benefit from this feat.

MP Increase: +1 (an enlarged spell costs 1 additional MP more than the actual MP cost of the spell.)

Etro's Chaos [Fayth]

By letting Etro touch the bottom of your soul, you can tap into the inner chaos within.

Prerequisite: Knowledge (Religion) 5 Ranks.

Benefit: As an immediate action, whenever you are subject to an effect that forces you to roll a percentile die (such as wild magic, primal events or similar effects) you treat the result of the die as 5 lower if it would present you with an advantage. If you subject a creature to an effect that forces them roll a percentile die, you can use this feat as an immediate action to treat their result as 5 higher if it would instill a disadvantage. You can use this feat once per day, plus an additional time per day for every 5 ranks in Knowledge (Religion) you possess. This feat does not function in a region or plane of existence that does not worship or have heard of Etro.

Evasive Action [Combat]

You are adept at guiding your vehicle or Magitek through combat.

Prerequisite: Drive 1 rank.

Benefit: Once per round, when your vehicle or Magitek is hit in combat, you may attempt a Drive check (as an immediate action) to lessen the damage dealt. If the check result exceeds the attack roll, the damage is reduced by half (rounded down, minimum of 1 point of damage).

Exotic Weapon Proficiency (Advanced Firearms) [General]

You can use firearms set on autofire.

Prerequisite: Exotic Weapon Proficiency (Simple Firearms).

Benefit: You can fire any firearm on autofire without penalty (provided, of course, that it has an autofire setting). In addition, you are familiarize with certain advanced firearm weaponry.

Normal: A character who uses firearms with which he or she is not proficient takes a –4 penalty on attack rolls.

Exotic Weapon Proficiency (Artillery Firearms) [General]

You can use exotic firearms such as the grenade launcher, rocket launcher, heavy autotek, and flamethrower.

Prerequisites: Exotic Weapon Proficiency (Simple Firearms), Exotic Weapon Proficiency (Advanced Firearms).

Benefit: You can use any of the exotic firearms without penalty.

Normal: A character who uses firearms with which he or she is not proficient takes a –4 penalty on attack rolls.

Exotic Weapon Proficiency (Simple Firearms) [General]

You understand how to use firearms in combat.

Prerequisite: Base attack bonus +1.

Benefit: You make attack rolls with the weapon normally.

Normal: A character who uses firearms with which he or she is not proficient takes a –4 penalty on attack rolls.

Exotic Weapon Proficiency (Gunblades) [General]

You understand how to use gunblades in combat.

Prerequisites: Base attack bonus +1, Str 13.

Benefit: You make attack rolls with the weapon normally.

Normal: A character who uses gunblades with which he or she is not proficient takes a –4 penalty on attack rolls.

Extend Song [Meta-Song]

You are able to perform your Bard songs longer than most.

Prerequisites: Able to perform 1st-level bard songs.

Benefit: Your Bard songs last an additional three rounds beyond its normal duration.

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

Extend Spell [Metamagic]

You can make your spells last twice as long.

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.

MP Increase: +1 (an extended spell costs 1 additional MP more than the actual MP cost of the spell.)

Extra Abyssal Arts [General]

You can use your abyssal arts abilities more often.

Prerequisite: Abyssal Arts class feature.

Benefit: You can use your abyssal arts abilities two additional times per day.

Special: You can gain this feat multiple times. Its effects stack.

Extra Acrobatic Talent [General]

You have unlocked a new acrobatic talent.

Prerequisite: Acrobatic talent class feature.

Benefit: You gain one additional acrobatic talent. You must meet all of the prerequisites for this acrobatic talent.

Special: You can gain Extra Acrobatic Talent multiple times.

Extra Analysis [General]

You can analyze creatures more times per day.

Prerequisite: Analysis class feature.

Benefit: You can analyze two additional times per day.

Special: You can gain Extra Analysis multiple times. Its effects stack.

Extra Arcane Pool [General]

You have learned how to draw more power from your arcane pool.

Prerequisite: Arcane pool class feature.

Benefit: Your arcane pool increases by 2.

Special: You can gain this feat multiple times. Its effects stack, granting you an increase to your arcane pool each time you take this feat.

Extra Arcane Reservoir [General]

You have learned how to draw more power from your arcane reservoir.

Prerequisite: Arcane reservoir class feature.

Benefit: Your arcane reservoir increases by 2.

Special: You can gain this feat multiple times. Its effects stack, granting you an increase to your arcane reservoir each time you take this feat.

Extra Astrology Secret [General]

You have unlocked a new astrology secret.

Prerequisite: Astrology secret class feature.

Benefit: You gain one additional astrology secret. You must meet all of the prerequisites for this astrology secret.

Special: You can gain Extra Astrology Secret multiple times.

Extra Azure Talent [General]

You have unlocked a new azure talent.

Prerequisite: Azure talent class feature.

Benefit: You gain one additional azure talent. You must meet all of the prerequisites for this azure talent.

Special: You can gain Extra Azure Talent multiple times.

Extra Battle Dance [General]

You can use your battle dance ability more often than normal.

Prerequisite: Battle dance class feature.

Benefit: You can use battle dance for 6 additional rounds per day.

Special: You can gain Extra Battle Dance multiple times. Its effects stack.

Extra Blessing [General]

Your lay on hands ability adds an additional blessing.

Prerequisites: Lay on hands class feature, blessing class feature.

Benefit: Select one additional blessing for which you qualify. When you use lay on hands to heal damage to one target, it also receives the additional effects of this blessing.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take this feat, select a new blessing.

Extra Bushido [General]

You can use your bushido pool more times per day than most.

Prerequisite: Bushido Pool class feature.

Benefit: Your bushido pool increases by 2.

Special: You can gain Extra Bushido multiple times. Its effects stack.

Extra Bushido Arts [General]

You have made a new bushido art.

Prerequisite: Bushido Arts class feature.

Benefit: You gain one additional bushido. You must meet all of the prerequisites for this bushido.

Special: You can gain Extra Bushido Arts multiple times.

Extra Cantrips or Jingles [General]

You are a master of minor spells or songs.

Prerequisite: Ability to cast cantrips or jingles.

Benefit: Add two cantrips to your cantrips known or two jingles to your jingles known.

Special: You can take this feat multiple times. Each time you do, add two cantrips to your cantrips known or two jingles to your jingles known.

Extra Challenge [General]

You can challenge additional times per day.

Prerequisite: Challenge class feature.

Benefit: You can challenge two additional times per day.

Special: You can gain Extra Challenge multiple times. Its effects stack.

Extra Combo Finisher [General]

You have made a new combo finisher.

Prerequisite: Combo Finisher class feature.

Benefit: You gain one additional combo finisher. You must meet all of the prerequisites for this combo finisher.

Special: You can gain Extra Combo Finisher multiple times.

Extra Commander's Aura [General]

You manage to maintain your commander's aura for longer than others.

Prerequisite: Commander's aura class feature.

Benefit: You can use your commander's aura for an additional 6 rounds per day.

Special: You can gain Extra Commander's Aura multiple times. Its effects stack.

Extra Convert [General]

You can use your convert ability more often.

Prerequisite: Convert class feature.

Benefit: You can use your convert ability two additional times per day.

Special: You can gain this feat multiple times. Its effects stack.

Extra Defensive Stance [General]

You are able to maintain your defensive stance longer than most.

Prerequisite: Defensive stance class feature.

Benefit: You can enter a defensive stance for 6 additional rounds per day.

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

Extra Defile [General]

Your harm touch ability adds an additional defile.

Prerequisites: Harm touch class feature, defile class feature.

Benefit: Select one additional defile for which you qualify. When you use harm touch to deal damage to one target, it also receives the additional effects of this defile.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take this feat, select a new defile.

Extra Discovery [General]

You have made a new alchemical discovery.

Prerequisite: Discovery class feature.

Benefit: You gain one additional discovery. You must meet all of the prerequisites for this discovery.

Special: You can gain Extra Discovery multiple times.

Extra Dissonance [General]

You can use your dissonance ability more often.

Prerequisite: Dissonance class feature.

Benefit: You can use your dissonance ability two additional times per day.

Special: You can gain this feat multiple times. Its effects stack.

Extra Divine Arts [General]

You can use your divine arts abilities more often.

Prerequisite: Divine Arts class feature.

Benefit: You can use your divine arts abilities two additional times per day.

Special: You can gain this feat multiple times. Its effects stack.

Extra Draw [General]

You can use your draw ability more often.

Prerequisite: Draw class feature.

Benefit: You can use your draw ability two additional times per day.

Special: You can gain this feat multiple times. Its effects stack.

Extra Engineer Trick [General]

You have unlocked a new engineer trick.

Prerequisite: Engineer Trick class feature.

Benefit: You gain one additional engineer trick. You must meet all of the prerequisites for this engineer trick.

Special: You can gain Extra Engineer Trick multiple times.

Extra Fighter Talent [General]

You have unlocked a new fighter talent.

Prerequisite: Fighter talent class feature.

Benefit: You gain one additional fighter talent. You must meet all of the prerequisites for this fighter talent.

Special: You can gain Extra Fighter Talent multiple times.

Extra Gambler Gambit [General]

You have unlocked a new gambler trick.

Prerequisite: Gambler gambits class feature.

Benefit: You gain one additional gambler gambit. You must meet all of the prerequisites for this gambler gambit.

Special: You can gain Extra Gambler Gambit multiple times.

Extra Geomancy [General]

You can use your geomancy ability more often.

Prerequisite: Geomancy class feature.

Benefit: You can use your geomancy ability two additional times per day.

Special: You can gain this feat multiple times. Its effects stack.

Extra Geomancy Trick [General]

You have unlocked a new geomancy trick.

Prerequisites: Geomancy Trick class feature.

Benefit: You gain one additional geomancy trick. You must meet all of the prerequisites for this geomancy trick.

Special: You can gain Extra Geomancy Trick multiple times.

Extra GF Ability [General]

Focusing their training solely on controlling their GFs, some SeeDs find a way to utilize more of their power.

Prerequisites: Cha 14, SeeD Operative 2.

Benefit: The SeeD Operative may choose either the 2nd or 4th level ability, and a utility ability from their Guardian Force at 2nd level. If this feat is selected after the choice was made, the SeeD Operative may immediately choose either the 2nd or 4th level ability if they had chosen a utility ability, or a utility ability if they selected a 2nd or 4th level ability.

Special: This feat can be chosen at SeeD Operative 4, 6, 8 and 10 to gain another selection at those levels, as long as it contains one utility ability and one of the GF's level abilities.

Normal: Without this feat, you can only choose 1 ability from a GF every 2 levels.

Extra Grit [General]

You have more grit than the ordinary gunner.

Prerequisite: Grit class feature or the Amateur Gunner feat.

Benefit: You gain 2 extra grit points at the start of each day, and your maximum grit increases by 2.

Normal: If you are a gunner, you gain your Wisdom modifier in grit points at the start of each day, which is also your maximum grit. If you have the Amateur Gunner feat, you gain 1 grit point at the start of each day, and your maximum grit is equal to your Wisdom modifier.

Special: If you possess levels in the gunner class, you can take this feat multiple times.

Extra Gunbreaker Talent [General]

You have unlocked a new gunbreaker talent.

Prerequisite: Gunbreaker talent class feature.

Benefit: You gain one additional gunbreaker talent. You must meet all of the prerequisites for this gunbreaker talent.

Special: You can gain Extra Gunbreaker Talent multiple times.

Extra Gun Arm Technique [General]

You have unlocked a new gun arm technique.

Prerequisite: Gun arm technique class feature.

Benefit: You gain one additional gun arm technique. You must meet all of the prerequisites for this gun arm technique.

Special: You can gain Extra Gun Arm Technique multiple times.

Extra Gunnery Talent [General]

You have unlocked a new gunnery talent.

Prerequisite: Gunnery talent class feature.

Benefit: You gain one additional gunnery talent. You must meet all of the prerequisites for this gunnery talent.

Special: You can gain Extra Gunnery Talent multiple times.

Extra Harm Touch [General]

You can use your lay on hands ability more often.

Prerequisite: Harm touch class feature.

Benefit: You can use your harm touch ability two additional times per day.

Special: You can gain this feat multiple times. Its effects stack.

Extra Hunter Trick [General]

You have unlocked a new hunter trick.

Prerequisite: Hunter's tricks class feature.

Benefit: You gain one additional hunter trick. You must meet all of the prerequisites for this hunter trick.

Special: You can gain Extra Hunter Trick multiple times.

Extra Injections [General]

You can prepare more injections per day.

Prerequisite: Injections class feature.

Benefit: You can prepare two additional injections per day.

Special: You can gain Extra Injections multiple times. Its effects stack.

Extra JP [General]

You managed to eke out a few extra job points.

Prerequisite: Freelancer class only.

Benefit: You gain 10 additional job points.

Special: You can gain this feat multiple times. Its effects stack.

Extra Ki [General]

You can use your ki pool more times per day than most.

Prerequisite: Ki pool class feature.

Benefit: Your ki pool increases by 2.

Special: You can gain Extra Ki multiple times. Its effects stack.

Extra Ki Power [General]

You have unlocked a new ki power

Prerequisite: Ki power class feature.

Benefit: You gain one additional ki power. You must meet all of the prerequisites for this ki power.

Special: You can gain Extra Ki Power multiple times.

Extra Knight Talent [General]

You have unlocked a new knight talent.

Prerequisite: Knight talent class feature.

Benefit: You gain one additional knight talent. You must meet all of the prerequisites for this knight talent.

Special: You can gain Extra Knight Talent multiple times.

Extra Lay on Hands [General]

You can use your lay on hands ability more often.

Prerequisite: Lay on hands class feature.

Benefit: You can use your lay on hands ability two additional times per day.

Special: You can gain this feat multiple times. Its effects stack.

Extra Limit Break [General]

You can use your limit breaks more often.

Benefit: You can activate a limit break one additional time.

Special: You can gain Extra Limit Break multiple times. Its effects stack.

Extra Luck Pool [General]

You have learned how to draw more luck from your luck pool.

Prerequisite: Luck pool class feature.

Benefit: Your luck pool increases by 2.

Special: You can gain this feat multiple times. Its effects stack, granting you an increase to your luck pool each time you take this feat.

Extra Lunge Technique [General]

You have unlocked a new lunge technique.

Prerequisite: Lunge technique class feature.

Benefit: You gain one additional lunge technique. You must meet all of the prerequisites for this lunge technique.

Special: You can gain Extra Lunge Technique multiple times.

Extra Mage Talent [General]

You have unlocked a new mage talent.

Prerequisite: Mage talent class feature.

Benefit: You gain one additional mage talent. You must meet all of the prerequisites for this mage talent.

Special: You can gain Extra Mage Talent multiple times.

Extra Martial Art Talent [General]

You have unlocked a new martial art talent.

Prerequisite: Martial art talent class feature.

Benefit: You gain one additional martial art talent. You must meet all of the prerequisites for this martial art talent.

Special: You can gain Extra Martial Art Talent multiple times.

Extra Medical Practice [General]

You are better at preparing your allies for unexpected emergencies.

Prerequisite: Medical practice class feature.

Benefit: You learn a new medical practice. You must meet the prerequisites for this practice as normal.

Special: You can take this feat multiple times. Each time you do, you learn a new medical practice.

Extra Motes [General]

You can use your pool of motes more times per day than most.

Prerequisite: Motes of time class feature.

Benefit: Your pool of motes increases by 2.

Special: You can gain Extra Motes multiple times. Its effects stack.

Extra Mounted Talent [General]

Through constant practice, you have learned how to perform a mounted trick.

Prerequisite: Mounted talent class feature.

Benefit: You gain one additional mounted talent. You must meet all of the prerequisites for this mounted talent.

Special: You can gain Extra Mounted Talent multiple times.

Extra MP [General]

You gain additional MP to supplement those you already had.

Prerequisite: Caster Level 1st.

Benefit: When you take this feat for the first time, you gain 2 MP. For every caster level you possess beyond 2 you gain an additional +1 MP (such as when you gain a level in a spellcasting class).

Special: You cannot take this feat more than once.

Extra Mystic Dance [General]

You have unlocked a new mystic dance.

Prerequisite: Mystic Dance class feature.

Benefit: You gain one additional mystic dance. You must meet all of the prerequisites for this mystic dance.

Special: You can gain Extra Mystic Dance multiple times.

Extra Necromancy Talent [General]

You have unlocked a new necromancy talent.

Prerequisite: Necromancy talent class feature.

Benefit: You gain one additional necromancy talent. You must meet all of the prerequisites for this necromancy talent.

Special: You can gain Extra Necromancy Talent multiple times.

Extra Ninja Trick [General]

You have unlocked a new ninja trick.

Prerequisite: Ninja tricks class feature.

Benefit: You gain one additional ninja trick. You must meet all of the prerequisites for this ninja trick.

Special: You can gain Extra Ninja Trick multiple times.

Extra Ninjutsu [General]

You have unlocked a new ninjutsu.

Prerequisite: Ninjutsu class feature.

Benefit: You gain one additional ninjutsu. You must meet all of the prerequisites for this ninjutsu.

Special: You can gain Extra Ninjutsu multiple times.

Extra Panache [General]

You have more panache than the ordinary swashbuckler.

Prerequisite: Amateur Fencer or panache class feature.

Benefit: You gain two more panache points at the start of each day, and your maximum panache increases by two.

Special: If you have levels in the fencer class, you can take this feat multiple times. Its effects stack.

Extra Performance [General]

You can use your bardic performance ability more often than normal.

Prerequisite: Bardic performance class feature.

Benefit: You can use bardic performance for 6 additional rounds per day.

Special: You can gain Extra Performance multiple times. Its effects stack.

Extra Rage [General]

You are able to maintain your rage longer than most.

Prerequisite: Rage class feature.

Benefit: You can rage for 6 additional rounds per day.

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

Extra Rage Power [General]

You have unlocked a new ability to use while raging.

Prerequisite: Rage power class feature.

Benefit: You gain one additional rage power. You must meet all of the prerequisites for this rage power.

Special: You can gain Extra Rage Power multiple times.

Extra Repair [General]

You can use your repair ability more often.

Prerequisite: Repair class feature.

Benefit: You can use your repair ability two additional times per day.

Special: You can gain this feat multiple times. Its effects stack.

Extra Ruby Arcana [General]

You have unlocked the secret of a new ruby arcana.

Prerequisite: Ruby arcana class feature.

Benefit: You gain one additional ruby arcana. You must meet all the prerequisites for this ruby arcana.

Special: You can gain this feat multiple times. Its effects stack, granting a new arcana each time you gain this feat.

Extra Scholar Exploit [General]

You have unlocked a new scholar exploit

Prerequisite: Scholar exploit class feature.

Benefit: You gain one additional scholar exploit. You must meet all of the prerequisites for this scholar exploit.

Special: You can gain Extra Scholar Exploit multiple times.

Extra Song Talent [General]

You have unlocked a new song talent.

Prerequisite: Song talent class feature.

Benefit: You gain one additional song talent. You must meet all of the prerequisites for this song talent.

Special: You can gain Extra Song Talent multiple times.

Extra Stamina Pool [General]

You have learned how to draw more stamina from your stamina pool.

Prerequisite: Stamina pool class feature.

Benefit: Your stamina pool increases by 5 + your Constitution modifier.

Special: You can gain this feat multiple times. Its effects stack, granting you an increase to your stamina pool each time you take this feat.

Extra Summons [General]

You can summon monsters more often each day.

Prerequisites: Ability to cast summon monster as a spell-like ability, summoner 1st.

Benefit: You gain 1 additional use of your summon monster spell-like ability per day.

Special: You can take this feat multiple times, but it can only be taken once for every five summoner levels you possess.

Extra Summon Talent [General]

You have unlocked a new summon talent.

Prerequisite: Summon talent class feature.

Benefit: You gain one additional summon talent. You must meet all of the prerequisites for this summon talent.

Special: You can gain Extra Summon Talent multiple times.

Extra Sword Saint Talent [General]

Through practice, you have learned a new talent from a talent tree.

Prerequisite: Sword Saint talent class feature.

Benefit: You gain one additional sword saint talent. You must meet all of the prerequisites for this sword saint talent.

Special: You can gain Extra Sword Saint Talent multiple times.

Extra Swordskill [General]

You have unlocked a new swordskill.

Prerequisite: Swordskill class feature.

Benefit: You gain one additional swordskill. You must meet all of the prerequisites for this swordskill.

Special: You can gain Extra Swordskill multiple times.

Extra Temporal Talent [General]

You have unlocked a new temporal talent.

Prerequisite: Temporal talent class feature.

Benefit: You gain one additional temporal talent. You must meet all of the prerequisites for this temporal talent.

Special: You can gain Extra Temporal Talent multiple times.

Extra Thief Talent [General]

Through constant practice, you have learned how to perform a special trick.

Prerequisite: Thief talent class feature.

Benefit: You gain one additional thief talent. You must meet all of the prerequisites for this thief talent.

Special: You can gain Extra Thief Talent multiple times.

Extra Triage [General]

You can treat creatures with healing more times per day.

Prerequisite: Triage class feature.

Benefit: You can triage two additional times per day.

Special: You can gain Extra Triage multiple times. Its effects stack.

Extra Veil Pool [General]

You can use your veil pool more times per day than most.

Prerequisite: Veil pool class feature.

Benefit: Your veil pool increases by 2.

Special: You can gain Extra Veil Pool multiple times. Its effects stack.

Extra Veil Power [General]

You have unlocked the secret of a new veil power.

Prerequisite: Veil power class feature.

Benefit: You gain one additional veil power. You must meet all the prerequisites for this veil power.

Special: You can gain this feat multiple times. Its effects stack, granting a new veil power each time you gain this feat.

Extra Weaponskill [General]

You have unlocked the secret of a new weaponskill.

Prerequisite: Weaponskill class feature.

Benefit: You gain one additional weaponskill. You must meet all the prerequisites for this weaponskill.

Special: You can gain this feat multiple times. Its effects stack, granting a new weaponskill each time you gain this feat.

Face-Changer [Reserve]

Your mastery of illusions allows you to subtly alter your appearance at whim.

Prerequisites: Ability to cast 3rd-level spells, Spell Focus (Illusion).

Benefit: As long as you have an illusion spell of 3rd level or higher in your known spells and have at least 3 MP in your MP pool, you can alter your appearance as the spell *disguise self*, except that the duration lasts 1

minute per level of the illusion spell. This illusory transformation requires a full-round action to activate. As a secondary benefit, you gain a +1 competence bonus to your caster level when casting illusion spells.

Familiar [General]

You form a powerful bond with a familiar.

Prerequisite: Caster Level 1. Must be chosen at 1st level.

Benefit: A familiar is a magical pet that enhances the caster's skills and senses and can aid him in magic. See this link for more information on familiars: <http://www.finalfantasyd20.com/magic/familiars/>

Fantastic Tongue [Combat, Qu]

Your tongue is very long and good at grappling.

Prerequisites: Agile Tongue, Grasping Tongue, qu.

Benefit: When using your grasping tongue, your range improves by 10 feet, and you gain a +2 bonus on checks made to grapple a foe in this way.

Fearsome Song [Metasong]

Your songs inspire great fear in those harmed by them.

Benefit: When a creature takes damage from a fearsome song, if that creature fails its save against the song, it becomes shaken for a number of rounds equal to the song's original level. If the song doesn't allow a save, creatures harmed by it can attempt a Will save (against the same DC the song would have if it did allow a save) to negate the shaken effect. If the song effect already causes creatures to become shaken, on a failed save, add the duration of this metasong effect to the duration of the shaken condition imposed by the song. A fearsome song can't cause a creature to become frightened, even if that creature is already shaken.

MP Increase: +2 (a fearsome song costs 2 additional MP more than the actual MP cost of the song.) In addition, the perform check DC increases by +2.

Fearsome Spell [Metamagic]

Your spells inspire great fear in those harmed by them.

Benefit: When a creature takes damage from a fearsome spell, if that creature failed its save against the spell, it becomes shaken for a number of rounds equal to the spell's original level. If the spell doesn't allow a save, creatures harmed by it can attempt a Will save (against the same DC the spell would have if it did allow a save) to negate the shaken effect. If the spell effect already causes creatures to become shaken, on a failed save, add the duration of this metamagic effect to the duration of the shaken condition imposed by the spell. A fearsome spell can't cause a creature to become frightened, even if that creature is already shaken.

MP Increase: +2 (a fearsome spell costs 2 additional MP more than the actual MP cost of the spell.)

Feline Grace [Mithra]

Your innate grace allows you to get out of the stickiest situations.

Prerequisites: Dexterity 13, mithra.

Benefit: You gain a +2 bonus to your CMD against bull rush, grapple, overrun, repositioning, and trip combat maneuvers.

Ferocious Action [Galka/Roegadyn]

Your ferocity is quick but shorter lived.

Prerequisites: Ferocity racial trait, galka or roegadyn.

Benefit: When you fall to 0 hit points or fewer, you lose 2 hit points each round, but you are not staggered. If you are in a rage (such as that caused by the beastmaster rage class feature), you instead only lose 1 hit point per round.

Ferocious Resolve [Galka/Roegadyn]

Your heritage allows you to fight on.

Prerequisites: Con 13, galka or roegadyn, ferocity racial trait.

Benefit: You gain the ferocity universal monster ability, allowing you to continue fighting at negative hit points. When using this ability, you gain a +2 bonus on Intimidate checks.

Normal: A galka or roegadyn with the ferocity racial trait can fight for 1 more round after he is brought below 0 hit points.

Ferocious Tenacity [Combat, Galka/Roegadyn]

You spit in the face of death.

Prerequisites: Ferocity racial trait, galka or roegadyn, rage class feature.

Benefit: When raging, if you are hit by an attack that would deal enough hit points of damage to kill you (negative hit points equal to your Constitution score), as an immediate action you may expend 1 or more rounds of rage to negate some of this damage and keep yourself alive. Each round of rage you spend reduces the attack's damage by your raging Constitution bonus, but cannot reduce the damage taken below 1 hit point.

For example, if you are raging, have a raging Constitution score of 18, are currently at 2 hit points, and are hit for 20 hit points of damage (which is enough to bring you to -18 hit points, killing you), you may spend 1 round of rage to reduce the damage by 4 (leaving you perilously close to death at -14 hit points); if you spend 5 rounds of rage, you reduce the damage to 1 (the minimum), leaving you with 1 hit point.

Fiery Burst [Reserve]

You channel your magical talent into a blast of fire.

Prerequisites: Ability to cast 2nd-level spells, Elemental Focus (Fire).

Benefit: As long as you have an elemental (fire) spell of 2nd level or higher in your known spells and have at least 2 MP in your MP pool, you can spend a standard action to create a 5-foot-radius burst of fire at a range of 30 feet. This burst deals 1d6 points of fire damage per level of the highest level fire spell you have. A successful Reflex (DC 10 + half caster level + caster modifier) save halves the damage. As a secondary benefit, you gain a +1 competence bonus to your caster level when casting elemental (fire) spells.

Fire Tamer [Goblin]

You know your way around even magical fire.

Prerequisite: Goblin.

Benefit: You gain a +2 bonus on saves against spells with the fire descriptor. Additionally, your scars mark you as a talented fire tamer, granting you a +2 circumstance bonus on Diplomacy and Intimidate checks when dealing with other goblins.

First Aid Training [General]

You have been trained to identify and patch up wounds in preparation for more serious treatment.

Benefit: When you make a Heal check to perform first aid on a creature, that creature gains temporary hit points equal to your Wisdom modifier plus your ranks in the Heal skill. These temporary hit points last for 1 minute or until lost.

Special: If you use an ability score other than Wisdom to determine your bonus to Heal checks, you use that ability score in place of Wisdom for determining the number of temporary hit points the target gains.

Flame Heart [Goblin]

You have mastered fire magic and alchemy.

Prerequisites: Fire Tamer, character level 5th, goblin.

Benefit: You gain fire resistance 5. When casting spells with the fire descriptor or throwing chemist bombs that deal fire damage, treat your caster level or chemist level as if you were 1 level higher.

Flames of Restoration [Fayth]

Through your study of the phoenix's flames, you know how to use them not for harming, but healing.

Prerequisites: Knowledge (Religion) 5 Ranks, Must know at least one [Fire] spell or otherwise be able to deal non-extraordinary fire damage.

Benefit: You may activate this feat when casting a [Fire] spell, or activating a non-extraordinary effect that deals fire damage, with an area of effect. Select a number of creatures within the area of effect to a maximum of your ranks in Knowledge (Religion). Instead of taking fire damage, those creatures are healed a number of hit points equal to your ranks in Knowledge (Religion). You can use this feat once per day, plus an additional time per day for every 5 ranks in Knowledge (Religion) you have. This feat does not function in a region or plane of existence that does not worship or has heard of Phoenix.

Flaring Spell [Metamagic]

You dazzle creatures when you affect them with a spell that has the fire, light, or lightning descriptor.

Benefit: The lightning, fire, or light effects of the affected spell create a flaring that dazzles creatures that take damage from the spell. A flare spell causes a creature that takes fire, holy or lightning damage from the affected spell to become dazzled for a number of rounds equal to the actual level of the spell. A flaring spell only affects spells with a fire, light, or lightning descriptor.

MP Increase: +1 (a flaring spell costs 1 additional MP more than the actual MP cost of the spell.)

Fleeting Spell [Metamagic]

Your spells vanish with unusual speed.

Benefit: A fleeting spell's duration becomes dismissible, if it is not already. You can dismiss your own fleeting spell as a swift action. When you dismiss a fleeting spell, its lingering aura cannot be detected by magic unless the caster succeeds at a caster level check against a DC equal to 11 + your caster level. The DC of dispel checks to counter a fleeting spell is reduced by 2, and once active, dispel magic removes a fleeting spell without a caster level check. A fleeting spell has half its normal duration (with an extended fleeting spell, these duration adjustments cancel out). Only spells with a duration of at least 2 rounds can be made fleeting, and instantaneous or permanent spells cannot be fleeting spells.

Normal: It is a standard action to dismiss a dismissible spell, and only spells whose Duration entry is marked with a D are dismissible.

MP Increase: None (a fleeting spell does not cost any additional MP to cast.)

Focused Song [Metasong]

When you perform a song that affects more than one creature, one opponent finds it more difficult to resist.

Benefit: When performing a song that affects or targets more than one creature, you can choose one target or creature within the song effect. That creature's saving throw DC to resist the song is increased by +2. You must choose which target to focus the song on before performing the song. Songs that do not require a saving throw to resist or lessen the song's effect do not benefit from this feat.

MP Increase: +1 (a focused song costs 1 additional MP more than the actual MP cost of the song.) In addition, the perform check DC increases by +1.

Focused Spell [Metamagic]

When you cast a spell that affects more than one creature, one opponent finds it more difficult to resist.

Benefit: When casting a spell that affects or targets more than one creature, you can choose one target or creature within the spell effect. That creature's saving throw DC to resist the spell is increased by +2. You must choose which target to focus the spell on before casting the spell. Spells that do not require a saving throw to resist or lessen the spell's effect do not benefit from this feat.

MP Increase: +1 (a focused spell costs 1 additional MP more than the actual MP cost of the spell.)

Focusing Blow [Teamwork, Ronso]

You and your allies work together to shake off mental effects.

Prerequisites: Ronso Discipline, ronso.

Benefit: An ally who also has this feat can deal damage to you in order to break an ongoing mind-affecting effect that allows a saving throw. The ally must cause at least 5 points of damage to you with an attack, spell, or other ability. You then reroll your saving throw, with a +1 bonus for every 5 additional points of damage the attack caused. If your save is successful, the mind-affecting effect ends. Only damage actually dealt counts for purposes of this feat; nonlethal damage and damage reduced or eliminated by damage reduction, resistances, and so on does not qualify.

Frightful Shape [General]

Your beast shape form strikes fear into your opponents.

Prerequisites: Con 19, beast shape class feature.

Benefit: When you use beast shape, it is supernaturally ferocious and disquieting in appearance, such that when you attack a creature, you can use this ferocity to frighten observers. Opponents within 30 feet of you when you attack must succeed at a Will save (DC = 10 + half your character level + your Charisma modifier) to resist being affected by your frightful shape. On a failed save, creatures with fewer Hit Dice than you become shaken, or panicked if they have 4 Hit Dice or fewer; in either case, the effect lasts for a number of rounds equal to your character level. An opponent that succeeds at its saving throw is immune to your frightful shape for 24 hours. This is a mind-affecting fear effect.

Fulgarian's Spark [Fayth]

By studying the magical prowess of Ramuh or emulating the surging storms of Ixion, you have discovered a way to discharge a bit of lightning.

Prerequisite: Knowledge (Religion) 3 Ranks.

Benefit: As a standard action, you send a ripple of lightning through the ground in a 20-ft.-diameter circle centered around yourself. Enemy creatures caught in the area must make a Fortitude save (DC 10 + your ranks in Knowledge (Religion) or receive the Static status for 1 round. A success negates this effect. The charged area lingers for one round per rank in Knowledge (Religion). If created on a metal surface, the area is increased by 10 feet. If used on a surface drenched with water, it increases by 20 feet and the DC increases by 2. You can use this feat once per day, plus an additional time per day for every 5 ranks in Knowledge (Religion) you have. This feat does not function in a region or plane of existence that does not worship or have heard of Ramuh or Ixion.

Galka Weapon Expertise [Combat, Galka]

You can do more with the weapons galkas favor the most.

Prerequisites: Base attack bonus +1, galka.

Benefit: When you take this feat, choose one of the benefits below. Whenever you wield a galkan war pick, you gain the benefit you chose.

- Bully: Gain a +1 bonus on damage rolls against creatures at least one size smaller than you.
- Defender: Gain a +2 shield bonus to your AC.
- Disrupter: Add +3 to opponents' concentration checks to cast a spell within your threatened area. This only applies if you are aware of the enemy's location and are capable of taking an attack of opportunity. If you have already used all of your available attacks of opportunity for the round, this increase does not apply.
- Killer: Gain a +2 competence bonus on attack rolls made to confirm critical hits.
- Thug: Deal +1 point of nonlethal damage with the weapon.
- Trickster: Gain a +2 bonus on a single type of combat maneuver check that you can perform with that weapon.

Special: You can gain this feat multiple times. Each time you take this feat, you must choose a different benefit. You may only apply one of these benefits per round (chosen as a free action at the start of your turn).

Gear Head [General]

The character excels at working on electronic and mechanical items.

Benefit: You gain a +2 bonus on Craft (electronic and mechanical). If you have 10 or more ranks in one of these

skills, the bonus increases to +4 for that skill.

Good King Moogle Mog XII's Great Rescue [Fayth]

By emulating the final act of Good King Moogle Mog XII, you are able to rescue those close to you from extinction.

Prerequisite: Knowledge (Religion) 3 ranks.

Benefit: Once per day as an immediate action when a friendly character within 30 feet (+5 feet for every rank in Knowledge (Religion) after 3) would be reduced to 0 or less hit points, you may instead move that friendly character to the closest point out of sight of any enemy, set their hit points to 1 and remove all status effects from that friendly character.

Grasping Tongue [Combat, Qu]

A qu's tongue can grapple opponents.

Prerequisites: Agile Tongue, qu.

Benefits: The qu can choose to make a grapple maneuver with its tongue on targets up to 10 feet away. You do not provoke an attack of opportunity or incur penalties for not having both hands free when starting a grapple in this manner. Normal rules for grappling apply afterwards.

Great Swimmer [Bangaa]

You move in the water as easily as you do on dry land.

Prerequisites: Character level 1st, bangaa.

Benefit: Your swim speed equals your base land speed.

Greater Armor Focus [General]

Your training with your armor lets you increase its effectiveness even further.

Prerequisites: BAB +8, Armor Focus

Benefit: When wearing armor in the weight class selected for Armor Focus, you gain another +1 armor bonus to your AC that stacks with the bonus from Armor Focus. You also reduce the ACP of that weight class by 1 after any other adjustments are made (such as the -3 ACP from armor made of mithral).

Special: You may take this feat multiple times. Its effects do not stack. Each time you take this feat, you apply it to a different weight class of armor.

Greater Armor Specialization [General]

Your preferred sets of armor are not unlike a second skin to you, letting you move just right to deflect your enemy's attacks.

Prerequisites: BAB +12, Armor Focus, Armor Specialization, Greater Armor Focus

Benefit: When wearing armor in the weight class selected for Greater Armor Focus, the damage reduction from Armor Specialization increases to DR 3/-. This stacks with any other damage reduction of the same type, such as the armor being made of adamantite, or that granted by class abilities or racial traits. Also, whenever an enemy makes a critical threat, your AC is treated as 4 points higher when rolling to confirm.

Special: You may take this feat multiple times. Its effects do not stack. Each time you take this feat, you apply it to a different weight class of armor.

Greater Blessing [General]

Your blessing has incredible recuperative properties.

Prerequisites: Cha 13, lay on hands class feature, blessing class feature.

Benefit: When you use your lay on hands ability and the target of that ability does not have any conditions your blessings can remove, it instead heals an additional +1d6 points of damage.

Greater Defile [General]

Your defile has incredible damaging properties.

Prerequisites: Cha 13, harm touch class feature, defile class feature.

Benefit: When you use your harm touch ability and the target of that ability is immune to any conditions your defiles can inflict, it instead deals an additional +1d6 points of damage.

Greater Elemental Focus [General]

Choose an element to which you already have applied the Elemental Focus feat. Your spells of that element are now even more potent than before.

Prerequisite: Elemental Focus.

Benefit: Add +1 to the Difficulty Class for all saving throws against spells from the element you select, but a -1 to its opposing element. This bonus and penalty stacks with the one from Elemental 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 element type to which you have already applied the Elemental Focus feat. This stacks with the Spell Focus feat.

Greater Elemental Penetration [General]

Choose an element to which you already have applied the Elemental Focus feat. Your spells are remarkably potent, breaking through elemental resistance more readily than normal.

Prerequisite: Elemental Penetration.

Benefit: Spells of the element you select are harder to resist. Any elemental resistance on a creature is considered 2 less when determining damage from a spell of the element you select, but is considered 2 more with spells from its opposing element. This bonus and penalty stacks with the one from Elemental Penetration.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take this feat, it applies to a new element type to which you have already applied the Elemental Penetration feat. This stacks with the Spell Penetration feat.

Greater Weapon Shift [General]

In animal form, your natural attacks are as deadly as the weapons you were holding.

Prerequisites: Improved Weapon Shift, Weapon Shift, beast shape class feature.

Benefit: When you apply a melee weapon's damage type and properties to your natural attacks using the Weapon Shift feat, your natural attacks also gain an enhancement bonus on attack and damage rolls equal to the enhancement bonus (if any) of the weapon.

Group Limit Break [Teamwork]

You've learned to link up with other allies with their limit breaks.

Benefit: Whenever you or your allies within 30 feet with this teamwork feat are at half health, you or your allies can initiate a Limit Break (regardless if you or your allies aren't at half health, as long as one of you are).

Grudge Fighter [Combat, Seeq]

You feel great anger at anyone who dares to attack you, and this fury makes your own attacks that much stronger.

Prerequisite: Seeq.

Benefit: You gain a +1 morale bonus on attack and damage rolls made against any creature that attacked you in the current combat.

Guardian of the Wild [Viera]

Your mystic connection with the wilderness enhances your ability to react to threats.

Prerequisites: Attuned to the Wild, viera.

Benefit: When you are in a terrain type you have selected the Attuned to the Wild feat for, you gain a +2 dodge bonus to Armor Class. If you are in an area that qualifies as more than one kind of terrain, these bonuses do not stack; you receive the bonus for only one of the terrain types.

Gunblade Expertise [General]

Your understanding of Gunblades allows you to swing and fire your gunblade at the same time.

Prerequisite: Exotic Weapon Proficiency (Gunblades).

Benefit: When you use the full-attack action, you may fire your gunblade as an additional attack against the same target if you have successfully hit with a melee attack using the gunblade during the round, using the same BAB with a -5 penalty without provoking attacks of opportunity. You may only use this feat once a round.

Normal: Without this feat, you can't fire the gunblade at the same time as you swing your sword.

Gunslinger (Combat, Goblin, Gnath, Tarutaru, Moogle, Mandragora, Tonkin, Palico)

You have learned how to fire the big guns.

Prerequisites: Goblin, gnath, tarutaru, moogle, mandragora, tonkin, or palico.

Benefit: You can wield Medium firearms without taking the penalty for an inappropriately sized weapon.

Normal: You take a -2 penalty when using an inappropriately sized weapon.

Gunsmithing

You know the secrets of repairing and restoring firearms and gun arms.

Benefit: If you have access to a gunsmith's kit, you can create and restore firearms/gun arms, craft bullets, and mix black powder for all types of firearms. You do not need to make a Craft check to create firearms, gun arms, and ammunition or to restore firearms/gun arms.

Crafting Firearms/Gun Arms: You can craft any firearms or gun arms for a cost in raw materials equal to half the price of the firearm/gun arm. Crafting a firearm or gun arm in this way takes 1 day of work.

Crafting Ammunition: You can craft a stack of ammo for a cost in raw materials equal to 10% of the price. Crafting a stack of ammo takes 1 day of work.

Restoring a Broken Firearm/Gun Arm: Each day, with an hour's worth of work, you can use this feat to repair a single firearm or gun arm with the broken condition. You can take time during a rest period to restore a broken firearm/gun arm with this feat.

Special: If you are a gunner or gunbreaker, this feat grants the following additional benefit. You can use this feat to repair and restore your initial, battered weapon. It costs 300 gil and 1 day of work to upgrade it to a masterwork firearm/gun arm of its type.

Halone's Prowess [Combat, Fayth]

By living a life of war and conflict, you are always ready for a skirmish at a moment's notice. Living such a life earns you the favor of Halone the Fury.

Prerequisites: Knowledge (Religion) 3 ranks, Profession (Soldier, Mercenary) 3 ranks.

Benefit: Whenever you are about to make an initiative check for a surprise round, you can spend a use of this feat to gain the benefits of the Quick Draw or Quick Stow combat feats for the duration of the surprise round without needing to meet their prerequisites. You can only use this feat if you are aware of a threat in your immediate vicinity (usually within 30 to 50 feet but can be subject to GM discretion). You can use this feat once per day, plus an additional time per day for every 5 ranks in Knowledge (Religion) you possess. This feat does not function in a region or plane of existence that does not worship or has heard of Halone.

Harmonic Song [Meta-Song]

You can weave bardic music effects into your songs in such a way that your song-performing and bardic performance become indistinguishable.

Prerequisite: Bardic performance ability.

Benefit: Whenever you perform a 1st or higher level song while you are maintaining a bardic performance, you can maintain the bardic performance for that round without expending one of your rounds of performance for

the day. In addition, you can switch from one bardic performance to another as a swift action when you perform a song while maintaining a bardic performance.

Heighten Song [Metasong]

You can perform songs as if they were a higher level.

Benefit: A heightened song has a higher song level than normal (up to a maximum of 6th level). Unlike other metasong feats, Heighten song actually increases the effective level of the song that it modifies. All effects dependent on song level (such as saving throw DCs) are calculated according to the heightened level.

MP Increase: The heightened song costs MP equal to a song of its effective level. In addition, the perform check DC increases by its new effective level.

Heighten Spell [Metamagic]

You can cast spells as if they were a higher level.

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 dependent on spell level (such as saving throw DCs) are calculated according to the heightened level.

MP Increase: The heightened spell costs MP equal to a spell of its effective level.

Horde Charge [Teamwork, Galka]

When you charge with an ally, you are more deadly.

Prerequisites: Base attack bonus +1, galka.

Benefit: When charging during the same round as an ally with this feat, you gain a +2 bonus on attack and damage rolls in addition to the normal bonus for charging. If you can make multiple attacks on a charge, this bonus only applies to the first attack.

Hurricane Breath [Reserve]

The power of elemental wind you hold in your mind allows you to exhale the wind.

Prerequisites: Ability to cast 2nd-level spells, Elemental Focus (Wind).

Benefit: As long as you have an elemental (wind) spell of 2nd level or higher in your known spells and have at least 2 MP in your MP pool, you can attempt to knock a single creature within 30 feet back with a blast of wind. This requires a standard action and functions much like a bull rush; roll 1d20 + the level of the highest-level wind spell you have opposed by your opponent's Strength check. If you succeed, you push the creature back 5 feet. As a secondary benefit, you gain a +1 competence bonus to your caster level when casting elemental (wind) spells.

Hydaelyn's Grace [Fayth]

By living a virtuous life, you manage to be instilled with a small mote of Hydaelyn's drive for preservation.

Prerequisite: Knowledge (Religion) 3 ranks.

Benefit: When you cast a spell, spell-like ability, or supernatural ability that deals holy damage to an opponent, you heal 1d4 hit points. This increases by 1d4 per 5 ranks in Knowledge (Religion) you have. You can use this feat once per day, plus an additional time per day for every 5 ranks in Knowledge (Religion) you possess. This feat does not function in a region or plane of existence that does not worship Hydaelyn.

Hydraean's Flood [Fayth]

Through the worship of the tides, you imbue a small semblance of Leviathan's torrent in you.

Prerequisite: Knowledge (Religion) 10 Ranks.

Benefit: As a full-round action, you send out a 30-ft.-cone of torrential waters at your foes. Enemy creatures caught in the area must make a Fortitude save (DC 10 + half your character level + your Charisma or Wisdom modifier) or take 4d6 + your ranks in Knowledge (Religion) in water damage and be knocked prone and Drenched. The Drench status lasts for a number of rounds equal to your Charisma or Wisdom modifier. A success lets them take half damage and negate the prone and Drench effect. You can use this feat once per day,

plus an additional time per day for every 5 ranks in Knowledge (Religion) you possess. This feat does not function in regions or planes of existence that do not worship or have heard of Leviathan.

Improved Assault Twister [Combat, Style]

Your rapid Acrobatics can disorient unprepared foes.

Prerequisites: Dex 15+, Operator Style, Assault Twister, 5 ranks in Acrobatics.

Benefit: Should you successfully Tumble through a square in a creature's threatened area, you can use your Acrobatics check, in place of a Bluff check, to perform a feint attempt against that opponent at the end of the movement, as a free action.

Special: When using the movement of Assault Twister to successfully move into a charging opponent's path, you count as having Readied a Brace against them if they choose to end their charge by attacking you or continue the charge by trying to Overrun you.

Improved Antagonize [General]

You can target the same person multiple of times to antagonize or deter.

Prerequisite: Deter or Antagonize feat.

Benefit: The number of times per day you can target an opponent with Antagonize or Deter is equal to your Charisma modifier.

Improved Aura [General]

You have a larger radius for your auras.

Prerequisite: Must have an Aura class feature.

Benefit: The radius of your auras is increased by double.

Improved Damage Reduction [Shindroid]

You gain damage reduction or improve your existing damage reduction.

Prerequisite: Shindroid.

Benefit: You gain damage reduction 1/adamantine or improve your existing damage reduction by 1.

Special: If you have the Advanced Construction (Adamantine) feat, you can take this feat multiple times.

Improved Darkside

Your connection to the darkness within deepens, and can carry it for longer without succumbing to your own malice.

Prerequisites: Dark Knight level 5th, Darkside class feature.

Benefit: Reduce the hit points you sacrifice every turn while in Darkside by your Charisma modifier. This cannot reduce the hit points sacrificed lower than half of your dark knight level.

Normal: A dark knight sacrifices hit points equal to his dark knight level every round.

Improved Deft Pugilist [Bangaa]

Your unarmed training goes beyond that of other Bangaa.

Prerequisites: Bangaa, deft pugilist racial trait.

Benefit: Instead of the benefits of the deft pugilist racial trait, you gain the Improved Unarmed Strike feat. In addition, when making an unarmed attack, you may apply your Dexterity modifier to attacks and damage, instead of your Strength modifier.

Improved Deter [General]

You deter a person's attention away from you quicker than most.

Prerequisites: Deter, Diplomacy or Bluff 10 ranks.

Benefit: Your diplomacy or bluff skill to convince an opponent to not attack you requires only a swift action to use.

Normal: It takes a standard action to use Diplomacy or Bluff skill to convince an opponent to not attack you.

Improved Power Weapons Wielder [Combat]

You're able to gain an additional attack with your power rod/staff.

Prerequisites: Caster Level 7th.

Benefit: With a full round action, you can use your power weapon a second time in a round at a -5 penalty. In addition, increases ranged power weapon's range to 45 feet.

Improved Provoke [General]

You swiftly get people's attention faster.

Prerequisites: Provoke, Intimidate 10 ranks, Antagonize feat.

Benefit: Your intimidate skill to antagonize requires only a swift action to use.

Normal: It takes a standard action to intimidate to antagonize.

Improved Riot Battery [Combat, Style]

Your techniques with Shinsect melee weapons can send foes reeling.

Prerequisites: Shinsect Riot Style, Riot Battery, Base Attack Bonus +5.

Benefit: When you use Forceful Strike and deal non-lethal damage to your opponent, you can increase the DC by 1 for every 5 points of non-lethal damage dealt. In addition, should the opponent fail the DC of their save by 5 or more, they are stunned instead of staggered.

Improved Soul Eater [General]

The abyssal might you empower your strikes with has strengthened -- Rewarding you for shedding blood and felling your enemies, and eats away at you when you fail to appease it.

Prerequisite: Soul Eater class feature

Benefit: Your Soul Eater ability only deals 10 damage to you if the attack misses.

Normal: Regardless of a hit or miss, an attack enhanced by Soul Eater deals 10 damage to the dark knight.

Improved Stability [Qu]

Your heavy frame and firm footing make you difficult to move or knock over.

Prerequisites: Qu, Con 13, BAB +1.

Benefit: You gain a +4 CMD against bull rush, trip, and overrun attacks.

Improved Surprise Follow-Through [Combat, Galka]

You follow up an attack with a surprising series of sweeping blows.

Prerequisites: Str 13, Cleave, Great Cleave, Power Attack, Surprise Follow Through, base attack bonus +8, galka.

Benefit: When using Great Cleave, each opponent you attack on your turn (other than the first) is denied his Dexterity bonus against you.

Improved Tonberry Nobility [Tonkin]

Your magical heritage is more potent than that of your peers, as demonstrated by your superior spell-like abilities.

Prerequisites: Int 15, Wis 15, or Cha 15, Level 11th+, Tonkin Nobility, able to use tonkin spell-like abilities, tonkin.

Benefit: You may use your *daylight* spell-like ability, four times per day. You also gain *Everyone's Grudge* as a spell-like ability once per day, using your character level as your caster level. In addition, there is a 30% chance when you take damage from an attack action or spell made by a foe, you gain an additional use of Everyone's Grudge that you may use immediately, as a free action that can be used outside your turn, against the character that damaged you. This extra use can only be made against your assailant and only on the round you receive damage. This ability does activate on damage suffered from sneak attacks and attacks of opportunity. This ability can be used a number of times per round equal to your Dexterity modifier and you also increase the

damage by 1 point each time it is used. You cannot use this ability on the same opponent more than twice per round.

Improved Weapon Shift [General]

When you change forms, your natural attacks take on not just the physical properties of your weapons, but their magical abilities as well.

Prerequisites: Weapon Shift, beast shape class feature.

Benefit: When you apply a melee weapon's damage type and properties to your natural attacks using the Weapon Shift feat, your natural attacks also gain the weapon special abilities of the weapon, such as the flaming special ability. Improved Weapon Shift does not apply the dancing special ability or any special abilities limited to thrown or ranged weapons, and it does not apply the weapon's enhancement bonuses to your attacks.

Improved Weighted Strike [Combat, Style]

After using Weighted Strike, regardless of whether you hit or miss your target you send a small shockwave through the ground.

Prerequisites: Str 15, Operator Style, Weighted Strike, Base Attack Bonus +5.

Benefit: All adjacent creatures must make a Reflex save (DC 10 + half your character level + your Strength modifier) or be knocked prone. If you hit the target of your Weighted Strike, they must make a Fortitude save in addition to a Reflex save. If the target fails one of the saves, they are knocked prone. If the target fails both saves, they suffer the effects of the Awesome Blow combat maneuver and are knocked prone. A successful save against both negates the Awesome Blow and prone effects. Creatures that are one size size category larger than you gain a +2 bonus to the saves of either effect while creatures that are two sizes larger are immune. Creatures that are one size smaller than you receive a -2 penalty to the save of either effect, while creatures two sizes smaller receive a -4 penalty to either effect.

Infernian's Blaze [Fayth]

By channeling the inner heat of the soul, as described in the traditions of the Amal'jaa, you can light flammable objects on fire with a touch

Prerequisite: Knowledge (Religion) 1 Rank.

Benefit: You can focus and touch an object as a standard action. Flammable objects will be set on fire immediately. Fire generated in this manner is non-magical and can be put out with mundane means. You can also attempt to touch a creature using this feat as a melee touch attack. On a successful hit, you deal 1 point of fire damage equal to the number of ranks in Knowledge (Religion) you have. You can use this feat once per day, plus an additional time per day for every 5 ranks in Knowledge (Religion). This feat does not work in regions or planes of existence that does not worship or have heard of Ifrit.

Infernian's Pyre [Fayth]

You channel the burning pyre of the soul's wrath. Assured that Ifrit lights your inner fire.

Prerequisites: Knowledge (Religion) 5 ranks, Knowledge (Planes or Nature) 3 Ranks, Infernian's Blaze.

Benefit: As a standard action, you gain the Burning status effect for a number of rounds equal to your ranks in Knowledge (Religion). While under this status effect, you can gain a number of benefits. Using a benefit consumes a round of Burning. If the duration of this feat or the Burning status is removed from you, any benefits you are using, immediately ends. You can use this feat once per day, plus an additional time per day for every 5 ranks in Knowledge (Religion) you possess. This feat does not function in a region or plane of existence that does not worship or have heard of Ifrit.

- **Enblaze:** As a standard action, you can super heat your melee weapon attack, unarmed strike, or natural attack with scorching fire. This benefit lasts for 3 rounds until expended. When you hit, you deal normal weapon damage + 1 point of fire damage and 10-ft.-cone of flame erupts from your opponent. Your opponent and any enemies within the cone must make a Reflex save (DC 10 + your ranks in Knowledge: Religion) or take 2d6 points of fire damage and gain the Burning status. A success halves the damage

and negates the Burning status. This consumes 2 rounds of Burning status.

- **Conflagration:** As a full-round action, you summon a gaping maw of flame from the ground. Choose a square within 30 feet. A 40-ft.-tall, 20-ft.-wide pillar of flame erupts from the ground. All enemy creatures within the area of effect must make a Reflex save (DC 10 + your ranks in Knowledge: Religion) or take 5d6 points of fire damage and gain the Burning status. You can spend an additional round of Burning status to increase the damage an additional 1d6 per round spent (maximum of 10 rounds). This consumes 3 rounds of Burning status.

Intensified Spell [Metamagic]

Your spells can go beyond several normal limitations.

Benefit: An intensified spell increases the maximum number of damage dice by 5 levels. You must actually have sufficient caster levels to surpass the maximum in order to benefit from this feat. No other variables of the spell are affected, and spells that inflict damage that is not modified by caster level are not affected by this feat.

MP Increase: +1 (an intensified spell costs 1 additional MP more than the actual MP cost of the spell.)

Ironhide [Bangaa, Dwarf or Galka]

Your skin is thicker and more resilient than that of most of your people.

Prerequisites: Con 13; bangaa, dwarf or galka.

Benefit: You gain a +1 natural armor bonus due to your unusually tough hide.

Jaws of Death [Shindroid]

Gnashing teeth and a powerful set of jaws allow you to bite foes.

Prerequisite: Shindroid.

Benefit: You have a bite attack that deals 1d6 points of damage. Your bite is treated as a secondary natural weapon (-5 penalty on your attack roll and you apply only 1/2 your Strength bonus on damage rolls).

Jecht Shot Mark III [Combat]

You can't do it, kid. But don't worry, my boy. You're not the only one. No one else can do it. I'm the best!

Prerequisites: Str 13, Deadly Aim, base attack bonus +1.

Benefit: As a standard action, you can make a single ranged attack at your full base attack bonus against a foe within 5 increments of your blitzball. If you hit, you deal damage normally and can make an additional attack (using your full base attack bonus) against a foe that is within 1 range increment of the first target as the blitzball bounces between them. You can only make one additional attack per round with this feat. When you use this feat, you take a -2 penalty to your Armor Class until your next turn.

Jury-Rig [Al Bhed]

You know how to rig a magic item to use it differently.

Prerequisites: Al Bhed, Item Creation feat related to the item in question.

Benefit: You can wear an item meant for one item location slot in an entirely different slot and still gain the effect as if you were wearing the item normally. For example, you can wear a feet slot item in a belt slot. This only applies to items that fit into the belt, feet, hands, headband, neck, ring, or wrist categories. You may wear only one item affected by this feat at a time.

Keen Scent [Seeq]

Your animal-like sense of smell allows you to detect with your nose.

Prerequisites: Seeq, Wis 13.

Benefit: You gain the Scent special ability.

Lantern Fighter [Combat, Tonkin]

You have learned to wield a lantern with deadly accuracy.

Prerequisite: Tonkin

Benefit: You treat a lantern as a light weapon that deals bludgeoning damage equal to that of a light mace of its size plus 1 point of fire damage, and you do not incur penalties as you would for using it as an improvised weapon.

Large Weapons Wielder

You can wield larger weapons more easily than most.

Prerequisites: BAB +6, Medium-sized, Powerful Build racial trait.

Benefit: You can use weapons designed for a creature one size larger without penalty. However, your space and reach remain those of a creature of your actual size. The benefits of this feat doesn't stack with the effects of powers, abilities, and spells that change the subject's size category.

Leaf Singer [Viera]

Your songs recount the ways and mysteries of your people.

Prerequisites: Cha 13, bardic performance class feature, viera.

Benefit: When you use bardic performance with audible components in a forest, the range or area of your chosen performance is doubled. In addition, the DC for saving throws against your bardic performance is increased by +2 for creatures of the fey type, regardless of where the performance occurs.

Levin's Arbiter [Fayth]

By envisioning the magics of Ramuh or by emulating the storms wrought by Ixion, you temporarily embrace the mercy of lightning.

Prerequisites: Knowledge (Religion) 5 ranks, Knowledge (Nature or Arcana) 3 ranks, Fulgarian's Spark.

Benefit: As a standard action, you can give yourself the Static status effect for a number of rounds equal to your ranks in Knowledge (Religion). While under this status effect, you can gain a number of benefits. Using a benefit consumes a round of Static. If the duration of this feat or the Static status is removed from you, any benefits you are using, immediately ends. You can use this feat once per day, plus an additional time per day for every 5 ranks in Knowledge (Religion) you possess. This feat does not function in a region or plane of existence that does not worship or have heard of Ramuh.

- **Stride:** As a move action, you can teleport by transforming into a bolt of lightning. You can teleport to a point in space within 30 feet. You can use this movement to travel up, down, or across surfaces that conduct electricity. Doing so increases your movement by an additional 10 feet. This consumes 1 round of the Static status.
- **Jolt:** As a standard action, you can fire off a bolt of lightning from your fingertips. Make a ranged touch attack to a target within 30 feet. On a hit, you deal 2d4 points of lightning damage. You can sacrifice additional rounds of Static to increase the damage by an additional 1d4 per round sacrificed (maximum of 10d4). This consumes two rounds of Static status.

Light Step [Viera]

You pick your way nimbly through even the most dangerous and uneven terrain.

Prerequisites: Acrobatic Steps, Nimble Moves, viera.

Benefit: You can ignore the effects of difficult terrain in natural environments, as if it were normal terrain.

Lingering Performance [General]

The effects of your bardic performance carry on, even after you have stopped performing.

Prerequisite: Bardic performance class feature.

Benefit: The bonuses and penalties from your bardic performance continue for 2 rounds after you cease performing. Any other requirement, such as range or specific conditions, must still be met for the effect to continue. If you begin a new bardic performance during this time, the effects of the previous performance immediately cease.

Lingering Spell [Metamagic]

You spell clings to existence, slowly fading from the world.

Benefit: You may cause an instantaneous spell that affects an area to persist until the beginning of your next turn. Those already in the area suffer no additional harm, but other creatures or objects entering the area are subject to its effects. A lingering spell with a visual manifestation obscures vision, providing concealment (20% miss chance) beyond 5 feet and total concealment (50% miss chance) beyond 20 feet.

MP Increase: +1 (a lingering spell costs 1 additional MP more than the actual MP cost of the spell.)

Living Construct [Shindroid]

Your construction used living tissue and you gain the benefit of being able to be healed by healing spells and effects.

Prerequisite: Shindroid.

Benefit: You can be healed by healing spells and effects at full effectiveness. In addition, you can be affected by the Heal skill now.

Normal: Shindroids healed by any healing spells and effects works at 50% efficiency.

Llymlaen's Compass [Fayth]

By living a life of exploration and adventure, your knack for finding your way earns the favor of the Navigator.

Prerequisites: Knowledge (Religion) 1 Rank, Profession (Sailor) or Survival 1 Rank.

Benefit: Once per day, when you are subject to a Survival check to not become lost or explore uncharted regions, you can use this feat to take a 10 on the check even when you would normally not be able to. You can also spend a use of this feat to take a 10 on Profession (Sailor) or Perception checks to navigate through bad weather on land or at sea. Lastly, you can spend a use of this feat to always determine where north is from your current position, so long as you are in a plane of existence with discernible cardinal direction. You can use this feat an additional time per day for every 5 ranks in Knowledge (Religion) you possess.

Lucky Moogle [Moogle]

You are one lucky moogle's foot.

Prerequisite: Moogle.

Benefit: Once per day, when one of your allies within 30 feet makes a saving throw, you may roll the same saving throw as if you were the one subject to the effect requiring it. You may use this ability after your ally has rolled, but before the GM declares if the roll was a success or failure. Your ally may choose to use your saving throw in place of his own.

Mage of the Wild [Viera]

Your mystic connection with the wilderness enhances your spellcasting.

Prerequisites: Attuned to the Wild, viera.

Benefit: When you are in a terrain type you have selected the Attuned to the Wild feat for, you gain a +2 bonus on caster level checks, concentration checks, and, Knowledge (arcana) and Spellcraft checks. If you are in an area that qualifies as more than one kind of terrain, these bonuses do not stack; you receive the bonus for only one of the terrain types.

Magic Burst [Teamwork]

You've learn to cast spells to combined with allies' combo burst.

Prerequisite: Caster Level 3rd

Benefit: When you cast a damaging spell on a target that has been effected by a combo burst in the same round, you deal additional damage equal to the weapon damage used for the combo burst and the DC of the spell (if any) is increased by 2. However, you must cast a spell which spell level matches, or is higher than the multiplier of the weapon damage of the combining combo finisher. For example; if two combo finishers was used that deals double weapon damage, you must cast a spell of 2nd level spell or higher to magic burst their combo

burst. If it is triple weapon damage, you must cast a spell of 3rd level or higher to magic burst. You can magic burst multiple targets provided they have been effected by a combo burst the same round and the appropriate spell is used. The window for a magic burst is 1 round after a combo burst has been completed.

Magitek Operation [General]

You know how to operate a magitek.

Benefit: You gain Drive as a class skill when you obtained this feat. You do not suffer the restrictions on movement and penalties on skill checks for being unfamiliar with magitek controls. You can move normally in a magitek and generally perform any action as if you weren't inside a magitek, subject to the obvious limitations of size. You threaten areas within your reach even if unarmed.

Normal: Characters without this feat take a -4 penalty on Acrobatics, Climb, Drive, Escape Artist, and Stealth checks when operating a magitek. Furthermore, they cannot run or charge.

Martial Training (Combat)

You've learned the basics in swordplay.

Prerequisite: Base attack bonus +5.

Benefit: Select a Swordplay Form (Dark Sword, Destroy Sword, Holy Sword, or Universal). You may select any two basic swordskills from the list, and you may ready one of your swordskills for use. You may recover one swordskill (gained by this feat) by expending a full round action to recover it. The damage inflicted by the swordskill is determined as though your sword saint level is equal to half of your character level, stacking with any sword saint levels you may have. The DC is equal to 10 + half your character level + your Charisma modifier.

Special: This feat can be selected multiple of times, gaining two basic swordskills each time and the ability to ready an additional swordskill.

Master Operator [Style]

You have mastered manipulating the weight of your weapon for both Offense and Defensive maneuvers.

Prerequisites: Str 19 or Dex 19, Operator Style, Weighted Strike, Assault Twister, and a Base Attack Bonus +11.

Benefit: When in Operator Style, you treat any weapon with a weight of 10 lbs. or more as having the blocking, monk, brace, and deadly traits. The competence bonus from Operator Style increases to a maximum of +10 and applies to bull rush, trip, overrun and grapple maneuvers. Whenever you successfully Tumble through an enemy creature's square using Assault Twister, you can spend an immediate action to make an attack at a -2 penalty before you enter the new square. In addition, you can perform Assault Twister a number of times per round equal to the amount attacks allowed by your base attack bonus and the penalty for Weighted Strike is reduced by 2.

Maximize Song [Metasong]

Your songs have the maximum possible effect.

Benefit: All variable, numeric effects of a song modified by this feat are maximized. Saving throws and opposed rolls are not affected, nor are songs without random variables. An empowered, maximized song gains the separate benefits of each feat: the maximum result plus half the normally rolled result.

MP Increase: +3 (a maximized song costs 3 additional MP more than the actual MP cost of the song.) In addition, the perform check DC increases by +3.

Maximize Spell [Metamagic]

Your spells have the maximum possible effect.

Benefit: All variable, numeric effects of a spell modified by this feat are maximized. Saving throws and opposed rolls are not affected, nor are spells without random variables. An empowered, maximized spell gains the separate benefits of each feat: the maximum result plus half the normally rolled result.

MP Increase: +3 (a maximized spell costs 3 additional MP more than the actual MP cost of the spell.)

Megaton Punch [Combat]

You have learned to use your Magitek to the utmost ability and can make two slam attacks.

Prerequisites: Base attack bonus +6, Magitek Operation.

Benefit: You can deliver a second slam in any round in which you make a full attack that includes a slam attack. The second slam uses your highest attack bonus with a -5 penalty, and deals your normal slam attack damage.

Merciful Spell [Metamagic]

Your damaging spells subdue rather than kill.

Benefit: You can alter spells that inflict damage to inflict nonlethal damage instead. Spells that inflict damage of a particular type (such as fire) inflict nonlethal damage of that same type.

MP Increase: None (a merciful spell does not cost any additional MP to cast.)

Mind Over Body [General]

Your ability damage heals more rapidly.

Prerequisite: Con 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 the Malboro [Bardic Performance]

Your winding, twisting dance is helpful in dodging obstacles and climbing.

Prerequisite: Perform (dance) 4 ranks.

Effect: As ivy climbs walls and spills across even the rockiest and most uneven of terrain, so too does your dance propel you across broken stone and up walls. As long as you maintain the performance, whenever you move, you may move through 5 feet of difficult terrain each round as if it were normal terrain; this allows you to take a 5-foot step into difficult terrain. As long as you move laterally at least 10 feet, you may climb as if you had a climb speed equal to your base speed. You may spend the first round of this performance demonstrating the dance to up to one creature per two bard levels; if these students succeed at a DC 15 Perform (dance) check, they also gain the benefits of this feat as long as you maintain the performance.

Use: 1 bardic performance round per round.

Action: 1 full round.

Mithra Exemplar [Mithra]

Your feline traits are more defined and prominent than those of other members of your race.

Prerequisite: Mithra.

Benefit: Your catlike nature manifests in one of the following ways. You choose the manifestation when you take this feat, and cannot change it later.

- *Enhanced Senses (Ex):* If you have low-light vision, you gain the scent mithra racial trait. If you have the scent racial trait, you gain low-light vision.
- *Fast Sprinter (Ex):* You gain a 10-foot racial bonus to your speed when using the charge, run, or withdraw actions. If you have the sprinter racial trait, your racial bonus to speed when using the charge, run, or withdraw action increases to a 20-foot bonus.
- *Sharp Claws (Ex):* If you do not have the cat's claws racial trait, you gain the cat's claws racial trait. If you do have cat's claws racial trait, your claw damage increases to 1d6.

Special: You can take this feat multiple times. Its effects do not stack. Each time you select it, you must choose a different manifestation.

Mithral Body [Shindroid]

Prerequisites: Shindroid, composite plating racial trait.

Benefit: This plating is counted as a light armor and grants a +5 armor bonus to Armor Class. It also incurs a 15% spell failure, a -1 armor check penalty, and has a +5 maximum dexterity bonus. Plating is considered weightless for determining the shindroid's encumbrance. Plating may be enchanted as magic armor, though the shindroid must be present at all times during the process. This also replaces the composite plating racial trait.
Special: You may only select this feat at 1st level.

Mithral Fluidity [Shindroid]

Your movements are smoother and more fluid than those of other shindroids.

Prerequisites: Mithral Body, shindroid.

Benefit: The maximum Dexterity bonus a shindroid with the Mithral Body feat can apply to Armor Class is increased by 1. In addition, the armor check penalties are reduced by 1.

Special: This feat can be taken multiple times. However, armor check penalties cannot be reduced to less than +0.

Mixed Martial Arts [Combat]

You've learned how to use improvised items as weapons while performing kenki/blitz techniques.

Prerequisites: Catch Off Guard, Improved Unarmed Strike, Kenki or Blitz Technique class feature, Base Attack Bonus of +4.

Benefit: Once per round, when you successfully hit with a Blitz or Kenki Technique, you can make an additional attack that can be an unarmed strike or weapon attack with an improvised weapon that is on your person (such as hitting an enemy with the strap of your backpack or with the scabbard of your weapon) with a -2 penalty. The improvised weapon can be drawn as a free action during the attack with your off-hand if it is free. If you hit with the additional attack, it deals unarmed strike damage or the appropriate damage of an improvised weapon of its size +1. If you critically hit with the additional attack, the opponent is flat-footed until the start of its next turn. This additional attack is still subject to the normal penalties of Two-Weapon Fighting. This additional attack does not stack with other sources that provide additional attacks (such as haste) but can be made in place of those additional attacks if the conditions to make the additional attack are met.

Monkey Wrench [Al Bhed]

You get a second chance to disable a device.

Prerequisites: Al Bhed, 3 ranks in Disable Device.

Benefit: If you roll a Disable Device check to disable a trap or open a lock, you may immediately reroll and use the second result instead. This effect is used as an immediate action after the first check is attempted, but before the results are revealed by the GM.

Monstrous Gourmand [Qu]

Your cooking skills allow you to bring out your innate abilities with Blue Magic.

Prerequisite: Qu, 3rd level

Benefit: By cooking and eating a creature that has a learnable Blue Mage spell and making a Profession (Chef) check equal to the Knowledge check that would be required to learn it, gain that Blue Mage spell as a spell-like ability 1/day for 24 hours, with a DC equal to 10 + half of the character's level + your Intelligence modifier. The maximum level of the spell that can be learned from this feat is equal to 1/3rd of the character's level.

Special: A blue mage with this feat can instead add the spell to your spell list, regardless of spell level. You must still be the appropriate level to cast the spell.

Moogles Gunner [Combat, Moogles]

You have learned how to fire the big guns.

Prerequisite: Moogles.

Benefit: You can wield Medium firearms without taking the penalty for an inappropriately sized weapon.

Normal: You take a -2 penalty when using an inappropriately sized weapon.

Mote of Zomala [Fayth]

By studying the march of time with chronomancers, you glean the secret of pulling a single mote of time. Doing so earns you the watchful eye of Zomala.

Prerequisites: Knowledge (Religion) 7 Ranks, Intelligence 15 or Wisdom 15.

Benefit: Once per day, whenever you make an initiative check, you can roll twice and take the better result as your actual result. Alternatively, you can spend a use of this feat to act normally in a surprise round so long as you are aware of a threat. You can use this feat an additional time per day for every 5 ranks in Knowledge (Religion) you possess. This feat does not function in regions or planes of existence that do not worship or have heard of Zomala.

Mutated Shape [General]

Your beast shape form gains an additional appendage you can use to attack your foes.

Prerequisites: Con 19, beast shape class feature.

Benefit: When you use beast shape, you grow an additional appendage of your choice that can be used to make one of the following attacks: bite, claw, gore, slam, sting, or talons. The appendage can be used as part of a full attack using your highest base attack bonus, and it deals damage as described in Table: Mutated Shape Appendage Attacks. This appendage lasts for as long as you stay in the same form with this use of beast shape.

Table: Mutated Shape Appendage Attacks

Natural Attack	Small	Medium	Large	Damage Type	Attack Type
Bite	1d4	1d6	1d8	B/P/S	Primary
Claw	1d3	1d4	1d6	B/S	Primary
Gore	1d4	1d6	1d8	P	Primary
Slam	1d3	1d4	1d6	B	Primary
Sting	1d3	1d4	1d6	P	Primary
Talons	1d3	1d4	1d6	S	Primary

Nald'thal's Pouch [Fayth]

By studying the fickle flow of negotiation and commerce, you know how to hide your belongings on a venture.

Prerequisites: Knowledge (Religion) 5 Ranks, Appraise 1 Rank.

Benefit: Once per day, you can cast *Secret Coffer* as a spell-like ability using your ranks in Knowledge (Religion) as your caster level. In addition, when bargaining with other creatures, you can use your ranks in Appraise instead of Diplomacy in the Initial and Final Offers. When you reach 10 ranks in Knowledge (Religion), you can cast *Secret Chest* once per day as a spell-like ability. You use this feat once per day, plus an additional time per day for every 5 ranks in Knowledge (Religion). This feat cannot be used in a region or plane of existence that does not worship or has heard of Nald'thal.

Natural Instinct [Viera]

You can access your natural instincts of nature and survival.

Prerequisite: Viera.

Benefit: You get a +2 racial bonus on all Knowledge (nature) checks and Survival checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Nimble Striker [Combat, Mithra]

You were born to charge your enemies and nobody does it better.

Prerequisites: Dex 13, base attack bonus +1, mithra, sprinter racial trait.

Benefit: You do not take a -2 penalty to AC when you use the Cleave feat, Lunge feat, or when you charge.

Odin's Zeal [Combat, Fayth]

By seeking and challenging the strongest of enemies, your valor has earned a small bit of Odin's favor.

Prerequisites: Knowledge (Religion) 5 Ranks, Power Attack, Weapon Focus with a one-handed or two-handed melee weapon.

Benefit: Once per day, you can perform a special attack. Make an attack roll as a standard action with a -5 penalty. Should you hit, you deal double weapon damage and reduce the amount of damage reduction or hardness your opponent possesses by an amount equal to half your ranks in Knowledge (Religion), rounded down. This reduction lasts for 3 rounds. You can use this feat an additional time per day for every 5 ranks of Knowledge (Religion) you possess. This feat does not function in a region or plane of existence that does not worship or has heard of Odin.

One with Wood [Mandragora or Viera]

You can get more damage out of wooden weapons.

Prerequisite: Mandragora or viera.

Benefit: You gain a +2 competence bonus to damage rolls when using a weapon that is made of mostly wood (club, quarterstaff, greatclub, greatbow, longbow, shortbow, or weapon made of special materials, such as darkwood.)

Operator [General]

You possess inherent talent at driving and piloting vehicles, magitek, and airships.

Benefit: You get a +2 bonus on Drive and Pilot skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Operator Style [Combat, Style]

By using the centrifugal force of arcing strikes to make powerful maneuvers, this style is popular among Soldiers of all ranks or from talented mercenaries that worked with Shinra.

Prerequisites: Base Attack Bonus of +1, Weapon Focus with a single one-handed or two handed weapon.

Benefit: When assuming this style (which is a swift action), you must be wielding a one-handed or two handed melee weapon that weighs 5 pounds or more and must be the selected weapon of Weapon Focus. Every time you miss a melee attack roll, you get a +1 Competence bonus to your next attack roll until the end of your next turn (this stacks up to a maximum of +5). In addition, you can add the Base weight of your weapon as a circumstance bonus to your CMD (up to your character level) against Bull rush, Trip, and Overrun maneuvers. You cannot gain these benefits with two weapon fighting.

Opportune Technique [Combat]

You are able to pull off techniques during attacks of opportunity.

Prerequisite: Base attack bonus 6+

You may use Blitz, Kenki, or similar techniques as attacks of opportunity.

Normal: You can only perform these techniques with an Attack Action, Full Attack, or Charge.

Oschon's Wayward Winds [Fayth]

By praying to Oschon for favorable winds, you can have the winds give unsuspecting gifts.

Prerequisites: Knowledge (Religion) 5 ranks, Vagrant of the World.

Benefit: You can cast either *Air Bubble* or *Alter Winds* as a spell-like ability, using your ranks in Knowledge (Religion) as your caster level. In addition, when you are under the effects of Vagrant of the World, you can spend a use of this feat as a free action to give your unarmed strikes, 10 pieces of ammunition, or a single melee weapon the Roaring special quality. This quality does count against the cost and total enhancement bonus you can have on a weapon. This benefit lasts for the duration of Vagrant of the World. You can use this feat once per day, plus an additional time per day for every 5 ranks in Knowledge (Religion) you possess. This feat does not function in a region or plane of existence that does not worship or have heard of Oschon.

Overchannel [Metamagic]

You burn your life force to strengthen your spells.

Benefit: While casting a spell, you can increase your effective spell-caster level by one, but in so doing you take 1d8 points of non-elemental damage. At 8th level, you can choose to increase your effective spell-caster level by two, but you take 3d8 points of non-elemental damage. At 15th level, you can increase your effective spell-caster level by three, but you take 5d8 points of non-elemental damage. The effective increase in spell-caster level increases all spell-caster level-dependent effects, such as range, duration, and overcoming spell resistance, but not MP spent.

Pack Tactician [Varg]

Your pack mentality allows you to apply tactical benefits to others in your party.

Prerequisites: Any teamwork feat, varg.

Benefit: As a standard action, you grant one of your teamwork feats to an ally within 30 feet who can hear and see you. This effect lasts for a number of rounds equal to 3 + your Intelligence bonus (if any).

Special: This feat may be taken more than once. For every time you take this feat, you can designate an additional ally to gain a teamwork feat, which must be the same feat for each ally. You still grant the feat as a standard action.

Paragon Mandragoran [Mandragora]

Your sap courses with power, granting you another spell-like ability.

Prerequisites: Able to use mandragora spell-like abilities, character level 5, mandragora.

Benefit: You may use *Dream Pollen* as a spell-like ability up to 3 times per day. In addition, you gain another use of *Photosynthesis* per day. Your caster level is equal to your character level.

Perceive Weakness [General]

When you know what you're dealing with, it is easy to discern your opponents' weaknesses.

Prerequisite: Scan class feature.

Benefit: If you have already successfully identified a monster with the appropriate Knowledge skill check, you may make a Perception skill check to determine an additional weakness of that monster as a move action. The DC for this check is the same as that of the Knowledge check. If you succeed, you automatically learn one more of the monster's weaknesses, regardless of your original Knowledge skill check result. You may only benefit from this feat once per monster.

Persistent Song [Metasong]

You can modify a song to become more tenacious when its targets resist its effect.

Benefit: Whenever a creature targeted by a persistent song or within its area succeeds on its saving throw against the song, it must make another saving throw against the effect. If a creature fails this second saving throw, it suffers the full effects of the song, as if it had failed its first saving throw. Songs that do not require a saving throw to resist or lessen the song's effect do not benefit from this feat.

MP Increase: +2 (a persistent song costs 2 additional MP more than the actual MP cost of the song.) In addition, the perform check DC increases by +2.

Persistent Spell [Metamagic]

You can modify a spell to become more tenacious when its targets resist its effect.

Benefit: Whenever a creature targeted by a persistent spell or within its area succeeds on its saving throw against the spell, it must make another saving throw against the effect. If a creature fails this second saving throw, it suffers the full effects of the spell, as if it had failed its first saving throw. Spells that do not require a saving throw to resist or lessen the spell's effect do not benefit from this feat.

MP Increase: +2 (a persistent spell costs 2 additional MP more than the actual MP cost of the spell.)

Piercing Song [Metasong]

Your studies have helped you develop methods to overcome spell resistance.

Benefit: When you perform a piercing song against a target with spell resistance, it treats the spell resistance of the target as 5 lower than its actual SR.

MP Increase: +1 (a piercing song costs 1 additional MP more than the actual MP cost of the song.) In addition, the perform check DC increases by +2.

Piercing Spell [Metamagic]

Your studies have helped you develop methods to overcome spell resistance.

Benefit: When you cast a piercing spell against a target with spell resistance, it treats the spell resistance of the target as 5 lower than its actual SR.

MP Increase: +1 (a piercing spell costs 1 additional MP more than the actual MP cost of the spell.)

Planar Beast Shape [General]

Your beast shape has taken upon a celestial or fiendish template.

Prerequisites: Beast shape class feature, Knowledge (planes) 5 ranks.

Benefit: When you use beast shape to take the form of an animal, you can add the celestial template or fiendish template to your animal form. (Good beastmasters must use the celestial template, while evil beastmasters must use the fiendish template, neutral beastmasters can choose either). If your form has the celestial template and you score a critical threat against an evil creature while using your form's natural weapons, you gain a +2 bonus on the attack roll to confirm the critical hit. The same bonus applies if your form has the fiendish template and you score a critical threat against a good creature.

Powerful Charge [Ronso]

Your powerful horns deal extra damage while charging.

Prerequisite(s): Base attack bonus +3, gore racial trait, ronso.

Benefit: When you make a charge attack, your horns deal 2d6 additional points of damage in addition to the normal benefits and hazards of a charge. This damage applies only to the first attack you make when you perform your charge.

Powerful Shape [General]

Your beast shapes are mighty and muscular.

Prerequisite: Beast shape class feature.

Benefit: When in beast shape, treat your size as one category larger for the purpose of calculating CMB, CMD, carrying capacity, and any size-based special attacks you use or that are used against you (such as grab, swallow whole, and trample).

Prolong Spell [Metamagic]

You can make a spell last all day.

Prerequisite: Extend Spell.

Benefit: Spells with a fixed or personal range can have their duration increased to 24 hours. Spells of instantaneous duration cannot be affected by this feat, nor can spells whose effects are discharged. You don't need to maintain concentration on prolonged detect spells (such as *detect magic*) for you to be aware of the mere presence or absence of the subject detected, but gaining additional information requires concentration as normal.

MP Increase: +6 (a prolonged spell costs 6 additional MP more than the actual MP cost of the spell.)

Provoke [General]

You swiftly get people's attention.

Prerequisite: Intimidate 5 ranks, Antagonize feat.

Benefit: Your intimidate skill to antagonize requires only a move action to use.

Normal: It takes a standard action to intimidate to antagonize.

PSICOM Flow [Combat, Style]

Your training and experience has allowed you to completely master the ability to switch between your weapon's forms.

Prerequisites: PSICOM Style, PSICOM Switch, Two-Weapon Fighting, proficiency with a Form Switch gun arm, base attack bonus +8 or Gunner or Gunbreaker level 5th

Benefit: While in PSICOM Style, you may switch between melee and ranged modes as a free action, effectively allowing each attack during a full attack to be either a ranged or melee attack, potentially gaining the benefits of PSICOM Style on every attack and enabling you to make as many additional "off-hand" attacks as you have the feats for when using it as a double weapon, though you must switch forms for "each" off-hand attack.

Special: You are always threatening squares as if the weapon was in melee mode, allowing you to switch from ranged to melee as a free action before making the attacks of opportunity.

PSICOM Style [Combat, Style]

Thanks to your training with PSICOM, or having fought with or against them for so long, you've learned how rapidly change between both forms of a form switch weapon.

Prerequisites: Proficiency with a Form Switch gun arm, base attack bonus +3 or Gunner or Gunbreaker level 1st

Benefit: While in this style (which requires a swift action), you may change your gun arm's form as a move action or once as a free action during a full attack. If you switch from melee to gun form, the first ranged attack you make with it after switching with the gun arm does not provoke attacks of opportunity, but if you switch from gun to melee form, the first melee attack you make with it after switching is made against the target's flat-footed AC. (Abilities such as sneak attack that rely on your opponent being denied their Dexterity bonus to AC do not function with this attack inherently, with the exception of Uncanny Dodge which still functions normally.)

Special: If you ready an action to switch your gun arm out of firearm mode into melee mode, you threaten squares as if your weapon was in melee mode, allowing you to switch into melee mode to make the attack of opportunity.

PSICOM Switch [Combat, Style]

Your training with form switch weapons allows you to treat them in many ways as a double weapon.

Prerequisites: PSICOM Style, Two-Weapon Fighting, proficiency with a Form Switch gun arm, base attack bonus +5 or Gunner or Gunbreaker level 3rd

Benefit: While in PSICOM Style, you may use Form Switch gun arms quickly enough you can use them in a similar way to double weapons, treating the "other" form as the off-hand weapon, (if you start the full attack in ranged mode, you must switch to melee mode to gain your extra attack) allowing you to make an additional off-hand attack each round. However, you only gain a single extra attack, regardless of any two-weapon fighting feats you may have. Any abilities you possess that specifically affect double weapons do not apply to form switch gun arms. Additionally, you may switch between forms as a swift action, rather than a move action, though you may still only switch once during a full attack.

Special: Provided you have not already taken an immediate action, if your gun arm is in firearm mode, you always threaten squares as if you were in melee mode, allowing you to switch forms as an immediate action whenever an opponent provokes an attack of opportunity.

Quicken Song [Metasong]

You can perform songs in a fraction of the normal time.

Benefit: Performing a quickened song is a swift action. You can perform another action, even performing another song, in the same round as you perform a quickened song. Performing a quickened song doesn't provoke an attack of opportunity.

MP Increase: +4 (a quickened song costs 4 additional MP more than the actual MP cost of the song.) In

addition, the perform check DC increases by +4.

Quicken Spell [Metamagic]

You can cast spells in a fraction of the normal time.

Benefit: Casting a quickened spell is a swift action. You can perform another action, even casting another spell, in the same round as you cast a quickened spell. A spell whose casting time is more than 1 round or 1 full-round action cannot be quickened. Casting a quickened spell doesn't provoke an attack of opportunity.

MP Increase: +4 (a quickened spell costs 4 additional MP more than the actual MP cost of the spell.)

Quick Strike Technique [Combat]

Your practice of quick and clever strikes is so refined that it's practically a blur.

Prerequisites: Base Attack Bonus of +5, Iaijustu class feature, Sleight of Hand 5 ranks, Quick Draw.

Benefit: As a full-round action, you can perform a special, near sonic speed Iai Strike. When you attack a creature with an Iaijustu strike, you treat that attack as if it were a melee touch attack instead of a regular attack. By doing this, you leave yourself open to more punishment and suffer an additional -4 penalty to AC for 1 round. You can use this feat once per day, plus an additional time per day for every 6 character levels you have.

Reach Song [Metasong]

Your songs can be heard farther than normal.

Benefit: You can alter a song with a range of close or medium to increase its range to a higher range category, using the following order: close, medium, and long. Songs with a fixed range have their range doubled, for the cost of 1 MP. Songs with a range of personal do not benefit from this feat.

MP Increase: Special. A reach song costs 1 additional MP more than the actual MP cost of the song for each increase in range category. For example, a song with a range of close increased to long costs 2 additional MP. In addition, the perform check DC increases by the amount of additional MP spent using this feat.

Reach Spell [Metamagic]

Your spells go farther than normal.

Benefit: You can alter a spell with a range of touch, close, or medium to increase its range to a higher range category, using the following order: touch, close, medium, and long. Spells modified by this feat that require melee touch attacks instead require ranged touch attacks. Spells with a fixed range have their range doubled, for the cost of 1 MP. Spells with a range of personal do not benefit from this feat.

MP Increase: Special. A reach spell costs 1 additional MP more than the actual MP cost of the spell for each increase in range category. For example, a spell with a range of touch increased to long costs 3 additional MP.

Rending Claws [Bangaa]

Your claws tear and rip through flesh and steel.

Prerequisites: Base attack bonus +6, claws racial trait, bangaa.

Benefit: If you hit with two claw attacks in 1 round, the attack deals additional damage equal to 1d3 + your 1-1/2 Strength modifier.

Resilient Brute [Galka]

You absorb punishment others find deadly.

Prerequisite: Galka.

Benefit: Once per day, when a creature confirms a critical hit against you, you may treat half the damage as nonlethal damage. You cannot use this ability if you are immune to nonlethal damage. When your base attack bonus reaches +10, you may use this ability an additional time per day.

Resolute Rager [Seeq]

Fear passes quickly while you are raging.

Prerequisites: Seeq, rage class feature.

Benefit: While raging, when under the effect of a fear effect that allows a saving throw, you can make a new saving throw against that fear effect at the start of each of your turns before acting. If you make the new save, the fear effect ends.

Reverse-Feint [Combat, Galka]

You can goad an opponent into attacking you in order to make your counter attack all the more powerful.

Prerequisites: Toughness, base attack bonus +1, galka.

Benefit: As a swift action, you can leave a gap in your defenses for one adjacent opponent to use. If the opponent attacks you on its next turn, it gains a +4 bonus on its attack roll. Whether or not the opponent successfully hits, you may attack it as an immediate action with a single melee attack, gaining a +2 bonus on your attack roll.

Rime Spell [Metamagic]

Creatures damaged by your spells with the ice descriptor become entangled.

Benefit: The frost of your ice spell clings to the target, impeding it for a short time. A rime spell causes creatures that takes ice damage from the spell to become entangled for a number of rounds equal to the original level of the spell. This feat only affects spells with the ice descriptor.

MP Increase: +1 (a rime spell costs 1 additional MP more than the actual MP cost of the spell.)

Riot Battery [Combat, Style]

Shinsect officers often have to make use of non-lethal and lethal force with their standard issue company weapon: the baton. However, mercenaries have been able to adapt their tactics to be usable for all club-like weapons.

Prerequisites: Shinsect Riot Style, Weapon Focus (Club, Tonfa, or Baton).

Benefit: While in Shinsect Riot Style and wielding a club, baton, or tonfa, you are treated as if you have the Bludgeoner feat when you choose to deal non-lethal damage to an opponent. In addition, you can perform a Forceful Strike as a standard action. Make a melee attack at your highest base attack bonus. Should you hit, that struck creature must make a Fortitude save (DC 10 + half your character level + your Intelligence modifier). On a failure, the opponent becomes staggered for 1 round. You can perform Forceful Strike a number of times per day equal to your Intelligence modifier and only with a club, baton, or tonfa.

Riot Brutality [Combat, Style]

Your takedowns are efficient and impactful.

Prerequisites: Shinsect Riot Style, Riot Takedown, Improved Grapple.

Benefit: When you succeed at grappling or pinning a creature with Riot Takedown, you can spend an attack of opportunity in order to slam them into the ground or into an adjacent, unattended surface or object (such as a wall, a crate, a door, etc.). If you hit, the slam deals 1d6 + your base attack bonus as bludgeoning damage to both the creature and the object or surface. If you choose to do non-lethal damage, the slam is increased to 2d6 + your base attack bonus as bludgeoning damage. You can perform this slam as an attack of opportunity at the end of your turn so long as you maintain the grappled or pinned condition against your opponent.

Riot Dread and Dispersal [Combat, Style]

The Shinsect and their fellow law enforcers make a statement when facing you with a smoking gun: If you are on the 'business end' of their weaponry, you'd best be prepared to leave in a body bag.

Prerequisites: Shinsect Riot Style, Riot Suppressive Fire, 5 ranks in Intimidate or 5 ranks in Bluff.

Benefit: When you succeed on the feint or demoralize attempt provided by the Riot Suppressive Fire feat by 5 or more, the condition of their foe worsens. If you pass the DC to feint your opponent by 5 or more, they suffer an additional penalty to AC equal to your Intelligence modifier for the duration of the feint. If you pass the DC to demoralize an opponent by 5 or more, any movement (except a 5-ft.-step and the movement used in a Withdraw action) in the first range increment of your firearm provokes an attack of opportunity from that opponent so long as they have the shaken condition.

Riot Elite [Combat, Style]

Shinsect Elites make the best of thrown weapons such as grenades, flares, and sometimes their own gear.

Prerequisites: Shinsect Riot Style, Riot Takedown, Riot Battery or Riot Suppressive Fire, and Throw Anything.

Benefit: While in Shinsect Riot Style, you increase the range increment of the following thrown weapons by 10 feet: grenades (of all kinds) and alchemical splash weapons (such as alchemist fire, a flask of acid, flares, bombs, etc.). In addition, while in this style, you are treated as having the Splash Weapon Mastery feat.

Riot Expert [Combat, Style]

By understanding the mentality of riotous mobs, you can use your gear to be ready for anything.

Prerequisites: Shinsect Riot Style, Riot Elite, and a Base Attack Bonus +11.

Benefit: While in Shinsect Riot Style, you gain an insight bonus equal to your Intelligence modifier to AC when you are surrounded by more than two creatures. You increase the DC to Reflex saves for splash weapons you wield by an amount equal to half your Intelligence modifier. You deal an extra 2d6 points of damage on a critical hit with a club, baton, tonfa or small firearm (this counts as precision damage). In addition, you cannot be staggered or stunned by non-magical sources (such as Stunning Fist) while wearing medium or heavy armor.

Riot Suppressive Fire [Combat, Style]

Shinsect officers know the value of Suppressive fire. Often used to distract or demoralize enemies in order to keep collateral damage to a minimum and to capture their targets in the confusion.

Prerequisites: Shinsect Riot Style, Point-Blank Shot, proficiency with small firearms, 3 ranks in Intimidate or 3 ranks in Bluff.

Benefit: When in Shinsect Riot Style and wielding a small firearm, you gain the benefits of the Ranged Feint feat. However, instead of feinting, you can also choose to demoralize a target creature as long as you are within the first range increment of your firearm. You can add your Intelligence modifier as a competence bonus to the feint or demoralize check.

Riot Takedown [Combat, Style]

Using Riot Suppression tactics, you know how to pin targets quickly for capture.

Prerequisites: Shinsect Riot Style, Str 15 or Dex 15, Base Attack Bonus +3.

Benefit: While in Shinsect Riot Style, you can perform a Takedown. Make either a grapple, trip or reposition combat maneuver as a full round action. Should you succeed at any of those maneuvers, you can immediately make a pin attempt as part of the maneuver (which is another grapple check). If you have a club, baton, tonfa and one free hand, you do not suffer the penalty of not having two hands free to grapple a creature.

Normal: Grappling a creature without having two hands free grants a -4 penalty to the grapple attempt.

Risky Striker [Combat, Moogles]

You can make yourself a little more vulnerable to larger creatures in order to land a devastating blow.

Prerequisites: Base attack bonus +1, moogles.

Benefit: You can choose to take a -1 penalty to AC to gain a +2 bonus on melee damage rolls against creatures two or more size categories larger than you. When your base attack bonus reaches +4 and every four levels thereafter, the damage increases by 2. The bonus damage is multiplied in the case of a critical hit. You can only choose to use this feat when you declare that you are making an attack action or a full-attack action with a melee weapon. The effects last until your next turn.

Ritual Spell I [Metamagic]

You are able to cast a 1st-level enhancing spell as a ritual.

Prerequisite: Caster Level 6th.

Benefit: Three times per day, you can cast a single 1st-level enhancing spell (that neither deals or heals damage nor increases or decreases size) as a ritual spell. The casting time of the ritual spell increases to 10 minutes, the duration of the spell increases by 1 step (1 round > 1 round/level > 1 minute/level > 10 minutes/level) to a

maximum of 10 minutes per caster level, and removes the MP cost from casting the spell. This does not work with other metamagic feats, however.

Ritual Spell II [Metamagic]

You are able to cast a 2nd-level enhancing spell as a ritual.

Prerequisite: Caster Level 12th.

Benefit: Twice per day, you can cast a single 2nd-level enhancing spell (that neither deals or heals damage nor increases or decreases size) as a ritual spell. The casting time of the ritual spell increases to 10 minutes, the duration of the spell increases by 1 step (1 round > 1 round/level > 1 minute/level > 10 minutes/level) to a maximum of 10 minutes per caster level, and removes the MP cost from casting the spell. This does not work with other metamagic feats, however.

Ritual Spell III [Metamagic]

You are able to cast a 3rd-level enhancing spell as a ritual.

Prerequisite: Caster Level 18th.

Benefit: Once per day, you can cast a single 3rd-level enhancing spell (that neither deals or heals damage nor increases or decreases size) as a ritual spell. The casting time of the ritual spell increases to 10 minutes, the duration of the spell increases by 1 step (1 round > 1 round/level > 1 minute/level > 10 minutes/level) to a maximum of 10 minutes per caster level, and removes the MP cost from casting the spell. This does not work with other metamagic feats, however.

Rondeau of Bastok [Bardic Performance]

Your carefully structured song imposes rigid order on your listeners.

Prerequisite: Perform (sing) 4 ranks.

Effect: This song follows a set repetition of verses and refrains with a pattern of syllables that remains constant from line to line. As you sing, listeners find their actions bound by your song's relentless order. One enemy per bard level within listening range must make a successful Will save or find its movements hampered. A creature that fails its save can move only in a straight line each turn. The creature can choose which direction it wishes to move each turn, but it can move only along a straight line in that direction, and cannot move around corners or otherwise deviate from this line until its next turn. This effect lasts as long as you maintain the performance.

Although this song has words, it is not language-dependent.

Use: 1 bardic performance round per round.

Action: 1 round.

Ronso Discipline [Ronso]

The presence of other ronsos bolsters your resolve.

Prerequisites: Base attack bonus +1, ronso.

Benefit: While you are within 30 feet of at least two other ronsos, you gain a +1 morale bonus on saving throws.

Scavenger's Eye [Tarutaru]

Your gaze is naturally drawn to valuable glittering objects.

Prerequisite: Tarutaru.

Benefit: You gain a +2 bonus on Appraise checks. You may determine the most valuable item in a hoard as a standard action and gain an additional +2 bonus on the Appraise check to do so. In addition, if you fail an Appraise check by 5 or more, you treat the check as if you had failed by less than 5.

Normal: Determining the most valuable object in a treasure hoard takes 1 full-round action.

Second Slam [Combat, Shindroid]

You have learned to use your form to the utmost and can make two slam attacks.

Prerequisites: Base attack bonus +6, shindroid.

Benefit: You can deliver a second slam in any round in which you make a full attack that includes a slam attack. The second slam uses your highest attack bonus with a -5 penalty, and deals your normal slam attack damage.

Seduction [Lamia]

You have developed your charm and beauty almost as great as your ancestors.

Prerequisites: Character level 8, seducer racial trait, lamia

Benefit: You may use Entice as a spell-like ability up to once per day. In addition, you gain another use of Charm per day. Your caster level is equal to your character level.

Seed's Bottomless Well [Combat]

Plunging deep into the magic reserves of their foes, seeds can draw even more magic from them.

Prerequisites: Cha 16, Seed Operative 4.

Benefit: You may draw from the same creature twice in a 24-hour span. If several creatures have this feat, only one may draw a second time from the same creature.

Special: This feat can be selected more than once, each time it is selected you may draw one additional time per day from the same creature.

Normal: Without this feat creatures can only have their magic drawn once per day.

Seed Quick Para-Draw [Combat]

Seeds who continuously train with drawing from enemies in combat find faster ways to stock their magic.

Prerequisites: Cha 14, Seed Operative 2.

Benefit: When using the Draw class feature of seed operative you may use a move action instead of a standard action. After using a move action to draw a spell you may use your standard to immediately cast it, as long as it takes 1 full-round action or less.

Normal: Without this feat, you can only draw magic as a standard action.

Seeking Spell [Metamagic]

You can cast spells that bend around barriers to reach their intended destination.

Benefit: A seeking spell's range can bend around obstacles to reach the intended target. You can define the route yourself or unambiguously identify a target and allow the spell to determine its own path. However, the spell fails if it would have to travel farther than its maximum range to reach the identified target. A ranged attack roll made to deliver a seeking spell is not subject to cover or concealment. In order to benefit from this feat, the selected spell must have a range greater than touch and target one or more creatures, or it must require the caster to make a ranged touch attack.

MP Increase: +2 (a seeking spell costs 2 additional MP more than the actual MP cost of the spell.)

Selective Spell [Metamagic]

Your allies need not fear friendly fire.

Prerequisite: Spellcraft 10 ranks.

Benefit: When casting a selective spell with an area effect and a duration of instantaneous, you can choose a number of targets in the area equal to the ability score modifier used to determine bonus spells of the same type (Charisma for bards, dark knights, holy knights, illusionists, necromancers, red mages, and summoners; Intelligence for black mages and blue mages; Wisdom for geomancers and white mages). These targets are excluded from the effects of your spell. Spells that do not have an area of effect or a duration of instantaneous do not benefit from this feat.

MP Increase: +1 (a selective spell costs 1 additional MP more than the actual MP cost of the spell.)

Servitor's Diplomacy [Nu Mou]

Years of servitude have made you better at dealing with people and good at either reading them or lying to them.

Prerequisite: Nu Mou.

Benefit: You get a +2 racial bonus on all Diplomacy checks. For this feat, choose either the Sense Motive skill or the Bluff skill. This choice is permanent. Gain a +2 racial bonus in the chosen skill. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Shadow Grasp [Metamagic]

Your darkness spells have substance and bind your foes.

Prerequisites: Tenebrous Spell, Umbral Spell.

Benefit: When you cast a spell with the dark descriptor that affects an area, creatures in the area are entangled. If the spell allows a saving throw, a successful save negates the entangle effect. If the spell does not normally allow a save, a creature can make a Reflex save (DC = the spell's DC if it had a saving throw) to negate the effect. If the spell allows spell resistance, failing to overcome a creature's spell resistance means it is not entangled. An entangled creature remains so as long as it is in the area of the spell and for 1 round after it leaves. A creature that leaves and reenters the area must make a new saving throw to avoid becoming entangled. Creatures that succeed at a save to resist being entangled do not have to make additional saves if they stay within the darkened area. You are never impeded by the effects of your spells modified by this feat.

MP Increase: +1 (a shadow grasp spell costs 1 additional MP more than the actual MP cost of the spell.)

Shadow Veil [Reserve]

You draw wisps of darkness across your enemy's eyes, obscuring the world around him.

Prerequisites: Ability to cast 2nd-level spells, Elemental Focus (Dark).

Benefit: As long as you have a dark spell of 2nd level or higher in your known spells and have at least 2 MP in your MP pool, you can obscure the vision of a subject within 30 feet as a standard action. If the subject fails a Will (DC 10 + half caster level + caster modifier) save, it treats all other creatures and objects as though they had concealment and takes a -5 penalty on Perception checks for 1 round. As a secondary benefit, you gain a +1 competence bonus to your caster level when casting dark spells.

Shapeshifter Savage [Combat]

You have enough control over your transformations that you can lash out at an opponent while assuming your beast form.

Prerequisites: Shapeshifter Style, Shapeshifter Twist, Beast Shape class feature.

Benefit: While you are using Shapeshifter Style, if you use your beast shape ability as a standard action, you can also make a single melee attack with one of your natural weapons at your highest base attack bonus against one foe within your reach.

Shapeshifter Style [Combat, Style]

You can shift your physiology without fully changing your shape, giving you an advantage in battle.

Prerequisite: Beast Shape class feature.

Benefit: You reshape your body, gaining one of the following benefits. You choose the benefit when you enter the style, and while in the style you can change the benefit as a swift action.

- *Brutal Attack:* Choose one of your natural attacks. You gain a +1 bonus on damage rolls with that attack when using this style, plus an additional +1 for every feat you have that lists Shapeshifter Style as a prerequisite (maximum +3).
- *Steady Grip:* You gain a climb speed of 10 feet.
- *Tensed Sinews:* You gain a +1 bonus on Reflex saving throws and a +5 enhancement bonus to your base speed.
- *Toughened Hide:* You gain a +1 enhancement bonus to your existing natural armor bonus.

Shapeshifter Twist [Combat]

Your form flexes and contorts in unexpected ways, making it difficult for enemies to move you against your will.

Prerequisites: Shapeshifter Style, Beast Shape class feature.

Benefit: While you are using Shapeshifter Style, you gain a +2 bonus to your CMD versus bull rush, drag, grapple, overrun, reposition, and trip combat maneuvers. If you begin your turn with the grappled condition, you can attempt a combat maneuver check or an Escape Artist check as a move action to attempt to break the grapple.

Shared Insight [Elvaan]

You deftly direct others' attentions where you wish.

Prerequisites: Wis 13, elvaan.

Benefit: As a move action, you can grant all friendly creatures within 30 feet who can see or hear you a +2 bonus on Perception checks for a number of rounds equal to your Wisdom modifier (minimum 1 round).

Shared Manipulation [Elvaan]

You can subtly bolster allies' ability to misdirect and infuriate their enemies.

Prerequisites: Cha 13, elvaan.

Benefit: As a move action, you can grant all friendly creatures within 30 feet who can see or hear you a +2 bonus on Bluff or Intimidate checks (choose which skill to affect each time you use this ability) for a number of rounds equal to your Charisma modifier (minimum 1 round).

Sharpclaw [Combat, Burmecian]

Your nails are large and strong.

Prerequisite: Burmecian.

Benefit: You gain two claw attacks. These are primary natural attacks that deal 1d4 points of damage.

Shatter The Limit! [Combat]

You reach even deeper at the potential hidden within. You temporarily shatter your mortal Limits to attain brilliance.

Prerequisites: Extra Limit Break, To The Limit!, character level of 9th.

Effect: When using the To The Limit feat, you can choose to treat the Limit Break being used as 4 levels higher for the purposes of determining variable effects. (Such as duration, damage, protections and etc). Once the Limit Break is performed with this effect, you gain 1d4 temporary negative levels. If you are granted the use of a Limit Break outside of the 50% threshold through another source (such as the Group Limit Break feat), you instead only gain one negative level if you use this feat to empower your Limit Break. This bypasses any immunity or resistances to Ability Damage, Ability Drain, or Negative Levels you may possess.

Special: If you are adjacent to an ally that who is in the Limit Break threshold, you can use this feat as a standard action to give them the benefits of this feat until the end of their next turn. You take 2 Temporary ability damage to all ability scores when used in this way. Any ability damage, or negative levels gained using this feat can only be healed through natural rest (8 hours of uninterrupted rest per negative level or ability damage taken).

Shield Ward [Combat]

You use your shield like a wall of steel and wood. When an opponent attempts to draw in close to you, your shield forces him away or ruins his attacks.

Prerequisite: Shield Focus, 8th-level fighter or 12+ BAB.

Benefit: You apply your shield bonus to your touch AC.

Shielded Mage [General]

Your specialized training in shields allows you to avoid spell failure.

Prerequisite: Shield Focus

Benefit: While wielding a shield, you avoid the chance for spell failure. Using a shield does not prevent you from completing somatic spell components with the hand wielding the shield.

Normal: Shields interfere with a spell-caster's gestures, which can cause spells to fail if those spells have a somatic component.

Shinsect Riot Style [Combat, Style]

With Shinsect training, this style makes creative use of Shinsect equipment and similar weapons to disperse or adapt to mob tactics.

Prerequisites: Int 13, Combat Reflexes.

Benefit: You can assume the Shinsect Riot Style as a swift action and you add your Intelligence modifier as a competence bonus to your CMB when making grapple, trip, feint and reposition attempts if you have a club, baton, or tonfa in one hand. In addition, when you are flanking a creature with an ally, you can sacrifice your flanking bonus to reroll a grapple, trip, feint or reposition combat maneuver check once per round. You must take the new roll regardless of the result. You regain your flanking bonus at the start of your next turn.

Shocking Fist [Combat, Shindroid]

Your slam attack can deal a shock.

Prerequisites: Base attack bonus +3, shindroid.

Benefit: As a free action, you can channel some of your life force into a slam attack. You must declare that you are using this feat before you make your attack roll. When you use this feat, you deal damage to yourself (any amount equal to or less than your base attack bonus). If the attack hits, you deal 1d4 points of lightning damage to the target per point of damage you dealt to yourself. For example, if you dealt 3 points of damage to yourself, a successful attack would deal an extra 3d4 points of lightning damage. If the attack misses, the attempt is wasted (but you still take the damage you dealt to yourself). You can attempt a shocking fist attack any number of times per day, but only once per round.

Sickening Song [Metasong]

You can sicken creatures with your songs.

Benefit: You can modify a song to sicken a creature damaged by the song. When a creature takes damage from this song, they become sickened for a number of rounds equal to the original level of the song. If the song allows a saving throw, a successful save negates the sickening effect. If the song does not allow a save, the target can make a Fortitude save to negate the sickening effect. If the song effect also causes the creature to become sickened, the duration of this metasong effect is added on to the duration of the song. Songs that do not inflict damage do not benefit from this feat.

MP Increase: +2 (a sickening song costs 2 additional MP more than the actual MP cost of the song.) In addition, the perform check DC increases by +2.

Sickening Spell [Metamagic]

You can sicken creatures with your spells.

Benefit: You can modify a spell to sicken a creature damaged by the spell. When a creature takes damage from this spell, they become sickened for a number of rounds equal to the original level of the spell. If the spell allows a saving throw, a successful save negates the sickening effect. If the spell does not allow a save, the target can make a Fortitude save to negate the sickening effect. If the spell effect also causes the creature to become sickened, the duration of this metamagic effect is added on to the duration of the spell. Spells that do not inflict damage do not benefit from this feat.

MP Increase: +2 (a sickening spell costs 2 additional MP more than the actual MP cost of the spell.)

Silent Spell [Metamagic]

You can cast your spells without making any sound.

Benefit: A silent spell can be cast with no verbal components. Spells without verbal components are not affected.

MP Increase: +1 (a silent spell costs 1 additional MP more than the actual MP cost of the spell.)

Skilled Flyer [Gria or Moogle]

Your ability to fly gracefully is better than normal.

Prerequisites: Character Level 5th, Gria or Moogle.

Benefit: Add 10 ft. to your fly speed and improve your maneuverability one stage. This feat may be taken multiple times.

Snuffing Spell [Metamagic]

Your magic disrupts sources of light.

Benefit: You can modify a spell to extinguish magical and non-magical light sources that the target has. The first time a creature takes damage from or fails a saving throw against a snuffing spell, any non-magical light sources it has are immediately extinguished and you can attempt to dispel any active spells with the light descriptor that are affecting the target as if you had also cast the targeted version of *dispel*. Spells that do not target creatures can't be snuffing spells.

MP Increase: +2 (a snuffing spell costs 2 additional MP more than the actual MP cost of the spell.)

Soar Above the Limit! [Combat]

Your ability to exceed the fetters of your limitations grows.

Prerequisites: Extra Limit Break, To the Limit!, Shatter the Limit, Group Limit Break, character level of 13th.

Effect: When using the Shatter The Limit feat, you can choose to treat your next Limit Break as 8 levels higher instead of 4. In addition, if you spend an extra use of your Limit Break as part of the action, you can grant a boon to your allies. All Limits breaks used by your allies within 30 feet of you that require a standard action instead may become a swift action to perform. However, a limit break used in this way is treated as 4 levels lower (minimum of their level 1 base effect). This benefit lasts for a number of rounds equal to your remaining uses Limit Break (minimum of 1). Limit breaks that are swift actions become immediate actions while under this effect.

Sociable [Elvaan]

You have a way of helping others to get along.

Prerequisites: Cha 13, elvaan.

Benefit: As a move action, you grant all friendly creatures within 30 feet who can see or hear you (including yourself) a +2 bonus on Diplomacy checks for a number of rounds equal to your Charisma modifier (minimum 1 round).

Solar Spell [Metamagic]

Your spells erupt with the searing light of the sun, blinding or burning creatures of evil.

Benefit: Any spell you cast with the [light] descriptor is fortified with the cleansing energies of the sun. If the spell creates an area of light, all creatures are dazzled for as long as they remain within the spell's area. Oozes, fungal creatures, creatures from the Shadow Plane, and undead must also succeed at a Will save (DC 10 + the spell level + your Wisdom or Charisma bonus) or take a -2 penalty on attack rolls, damage rolls, saving throws, skill checks, and ability checks for as long as they remain within the spell's area. If the spell normally dazzles or blinds affected creatures with a duration other than instantaneous or permanent, the duration of that effect is increased by a number of rounds equal to the spell's original level. Saving throws to remove the effect early still apply and can bypass this increase. If the spell deals more damage against oozes, fungal creatures, creatures from the Shadow Plane, or undead with a specific vulnerability to sunlight or holy damage, the spell deals 1 additional point of damage per die against such creatures. Spells that do not inflict damage do not benefit from this feat.

MP Increase: +1 (a solar spell costs 1 additional MP more than the actual MP cost of the spell.)

Solid Shadows [Metamagic]

Your shadowy illusions are more potent.

Prerequisite: Spell Focus (illusion).

Benefit: When casting greater shadow summoning, greater shadow elemental, shadow summoning, or shadow elemental (and, at the GM's discretion, any similar spell with the shadow descriptor that mimics a spell of another school), that spell is 20% more real than normal.

MP Increase: +1 (a solid shadows spell costs 1 additional MP more than the actual MP cost of the spell.)

Songstress's Voice [Fayth]

Having earned Siren's appreciation of your voice, it's power grows with a hint of her blessing.

Prerequisites: Knowledge (Religion) 4 ranks, Perform (Sing) 4 ranks.

Benefit: Once per day, you may perform one 1st level Bard Song as a song-like ability, chosen when you take this feat. You may use this song, as well as learn an additional 1st level Bard Song at ranks 10, 15 and 20 in Knowledge (Religion). You may use either Wisdom or Charisma to determine DCs and your total class level is your caster level for the songs chosen. This feat does not function in a region or plane of existence that does not worship or has heard of Siren.

Song Perfection [Metasong]

You are unequalled at the performance of one particular song.

Prerequisites: Perform 15 ranks, at least three metasong feats.

Benefit: Pick one song which you have the ability to perform. Whenever you perform that song, you may apply any one metasong feat you have to that song without affecting its MP cost, as long as the total modified cost of the song does not exceed the maximum amount of MP you may spend on a single song. In addition, if you have other feats which allow you to apply a set numerical bonus to any aspect of this song (such as Spell Focus, Spell Penetration, and so on), double the bonus granted by that feat when applied to this song.

Spell Perfection [Metamagic]

You are unequalled at the casting of one particular spell.

Prerequisites: Spellcraft 15 ranks, at least three metamagic feats.

Benefit: Pick one spell which you have the ability to cast. Whenever you cast that spell, you may apply any one metamagic feat you have to that spell without affecting its MP cost, as long as the total modified cost of the spell does not exceed the maximum amount of MP you may spend on a single spell. In addition, if you have other feats which allow you to apply a set numerical bonus to any aspect of this spell (such as Spell Focus, Spell Penetration, Weapon Focus [ray], and so on), double the bonus granted by that feat when applied to this spell.

Spirit of the Wild [Viera]

Your mystic connection with one type of wilderness has grown even stronger.

Prerequisites: Attuned to the Wild, Guardian of the Wild, viera.

Benefit: When you are in a terrain type you have selected the Attuned to the Wild feat for, you gain a +4 bonus on Perception checks made to act in the surprise round of combat. If you act in the surprise round, you gain blindsense out to a range of 30 feet during the surprise round. If you are in an area that qualifies as more than one kind of terrain, these bonuses do not stack; you receive the bonus for only one terrain type.

Spotter [Combat, Teamwork, Varg]

Your ally helps you make subtle corrections to your targeting with distance weapons.

Prerequisite: Varg.

Benefit: When you stand adjacent to an ally with this feat, you gain a +2 circumstance bonus to your ranged attacks. You also benefit from Point-Blank Shot, Far Shot, or Precise Shot, if your ally has the applicable feat.

Spring Loaded [Al Bhed]

Because you have rigged yourself with springs and triggers, you get a free attack before initiative begins.

Prerequisites: Al Bhed, 1 rank in Knowledge (engineering).

Benefit: If an enemy is within melee reach, you may make a single melee attack during the first round of combat, before initiative begins. Afterwards, combat process resumes normally, and you may attack again on

your initiative if able to.

Special: The al bhed must prepare the spring device ahead of time with a successful Knowledge (engineering) check, DC 15. The device can be made of scrap (costs nothing) and has a nominal weight.

Stabbing Shot [Combat, Viera]

You can clear the way to continue using your bow.

Prerequisites: Rapid Shot, viera.

Benefit: When adjacent to an opponent and making a full-attack action with a great bow, longbow or shortbow (including composite bows), you may choose to make a melee attack against that opponent with a drawn arrow rather than firing it. If the attack hits—whether or not it does damage—your target is pushed back 5 feet away from you. You can then fire arrows from your bow normally, at the original target, or at another target within range. This melee attack replaces the extra attack from Rapid Shot, and all of your attack rolls for the round (the melee attack and the ranged attacks) take a –2 penalty. If your initial attack leaves you with no enemies threatening you, you can make the subsequent ranged attack or attacks without provoking attacks of opportunity.

Startling Beast Shape [General]

You use your beastshaping ability in order to demoralize your enemies.

Prerequisites: Dazzling Display, beast shape class feature.

Benefit: You abruptly change shape, startling those who aren't prepared for your reveal. Whenever you use your beast shape ability to assume your beast form or return to your true form, you can also use Dazzling Display as a free action. Reduce the result of your Intimidate check by 5 against opponents who know that you can beast shape. When using Dazzling Display in this manner, you can use the feat without needing a weapon in hand.

Steal MP [Combat]

You siphon off your opponent's MP.

Prerequisites: Sneak attack, must have a MP pool.

Benefit: If you hit an opponent with a successful sneak attack, you can choose to forgo dealing 1d6 points of sneak attack damage and instead steal 1d4 MP from your target. For each die of sneak attack damage you forgo, the more die you steal from your opponent's MP.

Steam Spell [Metamagic]

You've built off of some of the closely-guarded secrets of the undine steamcasters, allowing you to use fire magic underwater easily.

Benefit: You can apply Steam Spell only to a spell with the fire descriptor. A steam spell works underwater without a caster level check, but it requires a caster level check to function above water.

MP Increase: None (a steam spell does not cost any additional MP to cast.)

Still Spell [Metamagic]

You can cast spells without moving.

Benefit: A stilled spell can be cast with no somatic components. Spells without somatic components are not affected.

MP Increase: +1 (a still spell costs 1 additional MP more than the actual MP cost of the spell.)

Stoic Pose [Tarutaru]

You can hold yourself as still as a statue, evading detection.

Prerequisite: Tarutaru.

Benefit: By spending 5 rounds finding a suitable location, you can hold yourself so still that you appear to be a Small object such as a pile of rocks. This allows you to make a Stealth check without cover or concealment, as long as you do not move or take any other actions.

Storm Bolt [Reserve]

The lightning energy contained within your magic rages inside you, begging to be released.

Prerequisites: Ability to cast 3rd level spells, Elemental Focus (Lightning).

Benefit: As long as you have an elemental (lightning) spell of 3rd level or higher in your known spells and have at least 3 MP in your MP pool, you can fire a 20-foot line of lightning as a standard action. This bolt deals 1d6 points of lightning damage per level of the highest-level lightning spell you have. A successful Reflex (DC 10 + half caster level + caster modifier) save halves damage. As a secondary benefit, you gain a +1 competence bonus to your caster level when casting elemental (lightning) spells.

Strengthened Wings [Moogle or Gria]

Your wings have strengthened enough to allow you to fly without limitations.

Prerequisites: Character level 10, moogle or gria.

Benefit: Your fly speed increases by 10 feet, your flight maneuverability increases by 1 step, and you no longer need to rest after flying. You can only fly as long as you do not carry more than a Light load, are not wearing any armor heavier than medium, and are not fatigued or exhausted.

Special: A character with the Armor Training class feature may wear medium or heavy armor with this feat.

Stretched Wings [Aegyl]

You strengthen your crippled wings.

Prerequisites: Str 13, Skill Focus (Fly), aegyl, wing-clipped racial trait.

Benefit: Your aegyl racial fly speed increases to 60 feet (average). You ignore the wing-clipped trait's Fly check requirement to fly upward.

Studied Song [Metasong]

You use your knowledge about the target to bypass its resistances and damage reduction.

Benefit: When performing a studied song, designate one target affected by the song. Attempt an appropriate Knowledge check based on that target's creature type as you perform the song. The DC for this check is equal to 20 + the creature's CR based on its race and not including any class levels or template (a creature that is defined by class levels has an effective CR of 0 for this ability). If you succeed, your studied song ignores any elemental resistance or damage reduction the target has because of its race as well as any bonuses on saving throws against the song granted by the target's race (such as the bonus from a dwarf's hardy ability). Your studied song doesn't ignore elemental resistance, damage reduction, or saving throw bonuses granted by other songs and effects. If you fail the Knowledge check, the song still has its normal effects.

MP Increase: +2 (a studied song costs 2 additional MP more than the actual MP cost of the song.) In addition, the perform check DC increases by +2.

Studied Spell [Metamagic]

You use your knowledge about the target to bypass its resistances and damage reduction.

Benefit: When casting a studied spell, designate one target affected by the spell. Attempt an appropriate Knowledge check based on that target's creature type as you cast the spell. The DC for this check is equal to 20 + the creature's CR based on its race and not including any class levels or template (a creature that is defined by class levels has an effective CR of 0 for this ability). If you succeed, your studied spell ignores any elemental resistance or damage reduction the target has because of its race as well as any bonuses on saving throws against the spell granted by the target's race (such as the bonus from a dwarf's hardy ability). Your studied spell doesn't ignore elemental resistance, damage reduction, or saving throw bonuses granted by other spells and effects. If you fail the Knowledge check, the spell still has its normal effects.

MP Increase: +2 (a studied spell costs 2 additional MP more than the actual MP cost of the spell.)

Summon Elemental [Reserve]

You can channel the summoning power you hold to briefly bring forth an elemental servant.

Prerequisites: Ability to cast 4th-level spells, Spell Focus (Summoning).

Benefit: As long as you have a summoning spell of 4th level or higher in your known spells and have at least 4 MP in your MP pool, you can summon a Small elemental (any element; your choice) within a range of 30 feet. The elemental acts as if summoned by a summon monster spell. The duration of the summoning is equal to 1 round per level of the highest-level summoning spell you have. You can have only one summoned elemental from this feat at a time; if you use the ability a second time, the first elemental disappears. Also, you must remain close to the elemental you summon. If at the end of your turn you are more than 30 feet from the elemental, it disappears. If you have a summoning spell of 6th level or higher available to cast, you can summon a Medium elemental instead. If you have a summoning spell of 8th level or higher available to cast, you can summon a Large elemental instead. As a secondary benefit, you gain a +1 competence bonus to your caster level when casting summoning spells.

Summon Weapon [General]

Prerequisite: MP Pool

Benefit: The character may scribe a rune on a weapon. As long as that weapon is unattended, the character can spend 1 MP to call the weapon to his hand as a swift action. The character can prepare as many weapons as he wants, but cannot use this feat if his hands are full. The weapon must be within line of sight.

Sunlight Eyes [Reserve]

The bright magic within you allows you to see through the darkest shadow.

Prerequisites: Ability to cast 2nd-level spells, Elemental Focus (Light).

Benefit: As long as you have a light spell of 2nd level or higher in your known spells and have at least 2 MP in your MP pool, you can take a swift action to grant yourself the ability to see normally in any conditions of illumination (shadowy illumination, darkness, and magical shadow or darkness). The range of this vision is 10 feet per level of the highest-level light spell you have, and the effect lasts for 1 round. As a secondary benefit, you gain a +1 competence bonus to your caster level when casting light spells.

Sun Loving [Mandragora]

You can use *photosynthesis* more often.

Prerequisites: Mandragora, Character level 5.

Benefit: You can use *photosynthesis* one additional time per day.

Special: You can take this feat more than once.

Surprise Follow-Through [Combat, Galka]

When striking one opponent, you catch its ally off guard.

Prerequisites: Str 13, Cleave, Power Attack, base attack bonus +1, galka.

Benefit: When using Cleave or Great Cleave, the second foe you attack on your turn is denied its Dexterity bonus against you.

Surprise Strike [Combat, Mooglee]

You actually seem to do more damage when frantically trying to avoid your enemies.

Prerequisites: Cautious Fighter, Desperate Swing, base attack bonus +6, mooglee.

Benefit: Once per day, when fighting defensively or making an attack of opportunity while taking the total defense action with the Desperate Swing feat, you take no penalty on the attack roll.

Tail Terror [Combat, Bangaa]

You have strengthened your tail enough to make slap attacks with it.

Prerequisites: Base attack bonus +1, prehensile tail racial trait, bangaa.

Benefit: You can make a tail slap attack with your tail. This is a secondary natural attack that deals 1d4 points of bludgeoning damage.

Tangle Feet [Combat, Mandragora, Moogle or Tarutaru]

Creatures who cross your path find themselves tripping over their own feet.

Prerequisites: Dodge, Mobility, Underfoot, Mandragora, Moogle or Tarutaru, Small size or smaller.

Benefit: When you successfully make an Acrobatics check to avoid provoking an attack of opportunity from a larger opponent when you move through its threatened area or its space, you can make that opponent lose its balance until the end of its next turn as a free action. While that creature's balance is lost, if it attempts to move, it must make a successful DC 15 Acrobatics check or fall prone, wasting the move action. You can only affect one creature with this effect each round.

Taste of Blood [Combat, Varg]

The taste of blood bolsters your bite attack on the following round.

Prerequisites: Bone-Crushing Jaws, base attack bonus +6, varg.

Benefit: When you score a hit with your bite attack, you gain a +2 racial bonus to your attack roll for bite attacks during the next round.

Technologist [General]

You are familiar with the basic mechanics of technology.

Benefit: You gain a +2 bonus to Knowledge (Technology) and Craft (Electronic). If you have 10 or more ranks in these skills, the bonus increases to +4.

Special: At the GM's discretion, this feat may be required in order to be considered trained in any skill used against a technology-based subject. In this case, if the skill in question requires training to use even against non-technological subjects, you must still have ranks in that skill in order to gain the benefit of Technologist.

Telepathic Spellcaster [Tonkin]

You have learned to cast spells telepathically.

Prerequisites: Tonkin, limited telepathy.

Benefit: You can cast spells as long as the creature you're targeting is within range of your telepathy.

Normal: A tonkin can't cast spells with verbal components.

Special: You may only select this feat at 1st level.

Tenacious Spell [Metamagic]

Your magic is difficult to unravel.

Benefit: Increase the DC of caster level checks to counter or dispel a tenacious spell by 2. If a tenacious spell is dispelled or dismissed, it lasts for 1d4 further rounds (to a maximum of the spell's normal duration) before ending (this does not occur if antimagic field or a similar spell or effect suppresses or ends the spell's effect without dispelling or dismissing it). The lingering auras of tenacious spells detectable with detect magic last for twice as long as usual after the spells end.

MP Increase: +1 (a tenacious spell costs 1 additional MP more than the actual MP cost of the spell.)

Tenacious Survivor [Galka]

Your spirit lingers long after any other's would have passed on.

Prerequisites: Con 13, Diehard, Endurance, galka.

Benefit: When you are killed by hit point damage, your soul lingers in your body for a number of rounds equal to your Constitution bonus. You are still dead, but a creature can make a DC 10 Heal check as a standard action to realize that you can still be saved. You can be healed by magic as if you were alive. If you are healed enough hit points that you would no longer be dead, you are alive again, but you gain one permanent negative level.

Tenebrous Spell [Metamagic]

You blend shadow into your spells, increasing their efficacy at the price of susceptibility to light.

Benefit: When you cast a tenebrous spell in darkness or dim light, the spell's effective caster level and any associated save DCs are increased by 1. Any attempts at dispelling a tenebrous spell in darkness or dim light

take a –2 penalty on the dispel check. Casting a tenebrous spell in bright light is difficult, and requires a concentration check (DC 15 + twice the tenebrous spell's effective spell level). Attempts to dispel a tenebrous spell in bright light gain a +4 bonus on the dispel check.

MP Increase: +1 (a tenebrous spell costs 1 additional MP more than the actual MP cost of the spell.)

Thaliak's Repository [Fayth]

By speaking with fellow scholars beholden to Thaliak, you learn to imbue yourself with temporary knowledge.

Prerequisites: Knowledge (Religion) 3 ranks, Linguistics 1 rank, Spellcraft 1 rank.

Benefit: Once per day, you can cast either *Identify* or *Comprehend Languages* using your ranks in Knowledge (Religion) as your caster level. In addition, you gain a +2 bonus on Research checks. You can use this feat once per day, plus an additional time per day for every 5 ranks in Knowledge (Religion). You cannot use this feat in a region or plane of existence that does not worship or has heard of Thaliak.

The Cockatrice Gambit [Bardic Performance]

Your antics can soften even the hardest visage.

Prerequisite: Perform (comedy) or Perform (oratory) 7 ranks.

Effect: You tell an old and humorous tale about a woman who refused to smile at anything, no matter how funny. Through a series of increasingly unlikely events involving a cart of horse manure, a king, and a flying carpet, her legendary frown broke at last. When you complete the performance, the target cured of Petrify status.

Use: 2 bardic performance rounds.

Action: 1 minute.

The Dance of the Moogles [Bardic Performance]

This complex dance makes you difficult to strike.

Prerequisite: Perform (dance) 4 ranks.

Effect: The shuffling steps, bends, and leaps of this intricate dance make you a difficult target to hit, but also make it more difficult for you to perform other actions. When using this feat, you take a –2 penalty on melee attack rolls and combat maneuver checks, and you must make a concentration check to perform any song (DC 15 + the song's level), but you gain a +2 dodge bonus to your Armor Class. When you have 8 ranks in Perform (dance), and every 4 ranks thereafter, the penalty increases by –1 and the dodge bonus increases by +1. You can combine this feat with fighting defensively and Combat Expertise, but not total defense. When you use this feat, it lasts until the start of your next turn. Abilities that extend the duration of a bardic performance (such as Lingering Performance) affect this feat; this allows you to get multiple rounds of its benefit (and its penalties) at the cost of only 1 round of bardic performance.

Use: 1 bardic performance round.

Action: 1 free action.

The Foolish Galka [Bardic Performance]

Your acting conjures hellfire and salt to destroy plants.

Prerequisite: Perform (act) or Perform (comedy) 6 ranks.

Effect: This pantomime tells the tale of a foolish galka farmer who failed to control the weeds that grew so quickly upon his land. In desperation, the farmer bargained with a devil, who blasted the earth with salt and withering heat, leaving the fertile land desolate for a century. When you complete the performance, you can create a 30-foot cone or a 60-foot line that is blasted with scorching air and hot salt. Plants and oozes in this area take 1d6 points of damage per bard level (maximum 10d6); half this damage is fire damage, half is piercing damage. A Reflex save reduces the damage by half. Creatures other than plants or oozes take half damage, or no damage on a successful save.

Use: 2 bardic performance rounds.

Action: 1 full round.

The Kefka Refrain [Bardic Performance]

Your strange melody of hacking gasps and pained wheezes draws upon the dark powers of Kefka to fill a witness with debilitating and distracting phlegm.

Prerequisite: Perform (sing) 5 ranks.

Effect: Your song emulates the sounds of a terrible illness, causing one creature you are aware of who can hear your song to develop a psychosomatic flu. If the target fails its Will save, whenever it attempts any action other than moving up to its base speed or making a single melee attack (but not both) in a single round, it must succeed at a concentration check (DC 10 + your Charisma modifier) to avoid wasting its action because of a fit of coughing and sneezing.

Use: 1 bardic performance round per round.

Action: 1 standard action.

The Mithra Cat-Step [Bardic Performance]

Your agile dancing allows you and others to fall safely and land gracefully.

Prerequisite: Perform (dance) 5 ranks.

Effect: This quick dance is a series of small steps culminating in a series of leaps. When you complete the performance, for the next 10 minutes you treat any distance fallen as if it were a number of feet shorter equal to half your bard level \times 5. You may spend the first minute of this effect demonstrating the dance to up to one creature per two bard levels; if these students succeed at a DC 15 Perform (dance) check, they also gain the benefits of this feat for the remainder of its duration.

Use: 4 bardic performance rounds.

Action: 4 full rounds.

The Requiem of the Fallen Mage-King [Bardic Performance]

Your performance reveals ways to cheat time itself.

Prerequisite: Perform (oratory) 10 ranks or Perform (sing) 10 ranks.

Effect: This piece tells the story of a mighty mage-king who seemed to defy time by snatching near-victory from an overwhelming number of enemies. When you complete the performance, you gain the ability to accelerate time once, which must be used in the next 10 minutes. When you perform this feat, you gain the ability to spend a swift action to perform a nonmagical action that normally requires a move action or a standard action. For example, you could make a full attack, then spend a swift action to take a normal move, load a light crossbow, or draw a weapon in the same round. You must use this extra action within 10 minutes of performing the feat; otherwise the benefit is lost. This ability does not stack with other effects that increase your speed (such as haste). Your allies may benefit from this feat, but they must listen to it intently (to the exclusion of all other activities) for the duration of the performance, and you must expend 1 round of bardic performance for each ally other than yourself whom you want to gain the ability to accelerate time (for example, affecting yourself and five others requires expending 11 rounds of bardic performance). This is a language-dependent effect.

Use: 5 bardic performance rounds, +1 round per additional person affected.

Action: 1 minute.

Threatening Illusion [Metamagic]

You've mastered the art of making illusions that force foes to divide their attention in combat.

Prerequisite: Spell Focus (illusion).

Benefit: You can use this metamagic feat only on illusion spells. A threatening illusion spell causes one target to believe your illusion is a threat. Choose one 5-foot square within the area of your illusion; that square threatens the target as long as it is adjacent. Thus, if you or an ally is on the opposite side of the target, it is considered flanking. Normally the area must contain an illusory creature of Small or Medium size. However, you can select one square of a larger illusory creature to threaten the target. For example, an illusory Large ogre takes up four 5-foot squares; you select one square to be the source of the threat, and its other three squares do not threaten anyone. If the target has reason to believe there is an invisible creature in the vicinity, even an auditory illusion

with no visual elements (such as ghost sound) is sufficient to convince the target that the selected square contains an actual threat. As long as you maintain the illusion, you can change the location of the threatening square as a swift action. When you threaten a target with this spell, the foe may make a Will save to disbelieve (DC 10 + threatening spell's level + your spellcasting ability score modifier). If the target makes this save, the threatening effect of this feat no longer applies to it.

MP Increase: +1 (a threatening illusion spell costs 1 additional MP more than the actual MP cost of the spell.)

Normal: Illusion spells do not threaten squares.

Threnodic Song [Metasong]

Your mind-affecting songs can influence the undead.

Prerequisite: Knowledge (religion) 6 ranks.

Benefit: This feat only works on mind-affecting songs. A threnodic song affects undead creatures (even mindless undead) as if they weren't immune to mind-affecting effects, but has no effect on living creatures.

MP Increase: +2 (a threnodic song costs 2 additional MP more than the actual MP cost of the song.) In addition, the perform check DC increases by +2.

Normal: Undead are immune to mind-affecting effects.

Threnodic Spell [Metamagic]

You can convert mind-affecting magic to necromantic power capable of controlling undead.

Prerequisites: Knowledge (religion) 6 ranks, Spell Focus (necromancy).

Benefit: This feat only works on mind-affecting spells. A threnodic spell affects undead creatures (even mindless undead) as if they weren't immune to mind-affecting effects, but has no effect on living creatures.

MP Increase: +2 (a threnodic spell costs 2 additional MP more than the actual MP cost of the spell.)

Normal: Undead are immune to mind-affecting effects.

Throw Moogle [Combat]

You may toss your enemies about like javelins.

Prerequisites: Wield Moogle

Benefits: When you make a successful grapple check on an opponent at least one size smaller than yourself that you are already grappling, you may throw your opponent like a thrown splash weapon. Make an attack roll at your full BAB, treating the opponent as a two-handed improvised weapon of the same size as the grappled opponent. On a hit, any damage you deal to the target is also dealt to the grappled opponent.

Throwdown Trip [Combat, Varg]

You have learned how to knock the breath out of an opponent that you trip.

Prerequisites: Tripping Bite, (or Int 13, Combat Expertise, Improved Trip), varg.

Benefit: If you successfully trip an opponent, you force your foe to succeed at a Fortitude save (DC equal to CMB result) or become staggered until the end of his next turn.

Thundering Song [Metasong]

Your songs are loud enough to deafen creatures damaged by their effects.

Benefit: You can modify a song to deafen a creature damaged by the song. When a creature takes damage from this song, it becomes deafened for a number of rounds equal to the original level of the song. If the song allows a saving throw, a successful save negates the deafening effect. If the song does not allow a save, the target can make a Fortitude save to negate the deafening effect. If the song effect also causes the creature to become deafened, the duration of this metasong effect is added to the duration of the song. Songs that do not inflict damage do not benefit from this feat.

MP Increase: +2 (a thundering song costs 2 additional MP more than the actual MP cost of the song.) In addition, the perform check DC increases by +2.

Thundering Spell [Metamagic]

You can conjure your spells into existence with blaring thunder or fearful shrieks, deafening creatures damaged by their effects.

Benefit: You can modify a spell to deafen a creature damaged by the spell. When a creature takes damage from this spell, it becomes deafened for a number of rounds equal to the original level of the spell. If the spell allows a saving throw, a successful save negates the deafening effect. If the spell does not allow a save, the target can make a Fortitude save to negate the deafening effect. If the spell effect also causes the creature to become deafened, the duration of this metamagic effect is added to the duration of the spell. Spells that do not inflict damage do not benefit from this feat.

MP Increase: +2 (a thundering spell costs 2 additional MP more than the actual MP cost of the spell.)

To The Limit! [Combat]

By reaching deep within your soul, you find strength beyond strength at a terrible cost.

Prerequisites: Extra Limit Break feat, character level of 5th, must have the Limit Break class feature.

Effect: Once per day, you can use your Limit Break outside of the 50% health threshold. However, doing so increases the action cost of your Limit Break by 1 step. Once a Limit Break is performed in this way, you sacrifice an amount of hit points equal to $1d6 \times$ your character level. This life loss cannot be mitigated in any way. If this loss of life would drop you below negative of your Constitution score, it instead drops 1 above this, stabilized. *Example: a swift action is increased to a move action, a standard action is increased to a full-round action.*

Tonberry's Grudge [Bardic Performance]

The horror of the Tonberry shrieks through your instrument to make a listener experience the death she dreads most.

Prerequisite: Perform (string) 7 ranks.

Effect: You produce a sound that causes creatures to believe they are suffering a particularly ghastly and terrifying death, such as immolation, freezing to death, or being eaten alive by insects. When you complete this performance, all creatures within 30 feet who can hear your performance must make a successful Will saving throw or take 1d6 points of elemental damage. The elemental type can be either earth, fire, ice, lightning, water, or wind (your choice, chosen when you begin performing the feat). Affected creatures that fail their saving throws take damage on the round you begin the performance and each round you continue the performance as long as they remain in range. Abilities that extend the duration of a bardic performance affect this feat.

Use: 1 bardic performance round per round.

Tonberry Nobility [Tonkin]

Your attunement with your lantern courses with power, granting you another spell-like ability.

Prerequisites: Able to use tonkin spell-like abilities, tonkin.

Benefit: You may use *daylight* as a spell-like ability, three times per day. Your caster level is equal to your character level.

Tongue Lash [Combat, Qu]

You can use your tongue as a whip.

Prerequisites: Agile Tongue, Fantastic Tongue, Grasping Tongue, qu

Benefit: You may use your tongue as a whip, either as a primary or a secondary attack. You are considered proficient with this attack.

Tower Shield Bash [General]

Through intense training, you can now shield bash with tower shields

Prerequisites: Str 15, Improved Shield Bash, Tower Shield Proficiency

Benefit: Through intensive training, and a little extra effort, you can now initiate a shield bash with a tower shield. Used this way, a tower shield is an exotic bludgeoning weapon. For the purpose of penalties on attack rolls, treat a tower shield as a one-handed weapon, although it can be wielded as a two handed martial weapon,

similar to a bastard sword. An enhancement bonus on a shield does not improve the effectiveness of a shield bash made with it, but the shield can be made into a magic weapon in its own right. A tower shield used in this manner deals 1d6 damage, or 1d8 if spiked, and has a x2 modifier on a natural 20. All attacks made in a round with a tower shield bash (including the shield bash itself) suffer a -2 penalty as per normal in combat with a tower shield. Compared to a regular tower shield, a spiked tower shield is 20 gil more and is 10 lb. heavier.

Normal: You cannot shield bash with a tower shield.

Trap Wrecker [Galka]

You can smash traps instead of disarming them.

Prerequisites: Power Attack, Disable Device 1 rank, galka.

Benefit: You can attempt to disarm a trap by striking it with a melee weapon instead of making a Disable Device check. As a full-round action, make a melee attack against an Armor Class equal to the trap's Disable Device DC. If you miss, the trap activates. If you hit, roll damage. If this damage is at least half the trap's Disable Device DC, you disable the trap. If this damage is less than half the trap's Disable Device DC, the trap activates. You can only attempt this on non-magical traps. You must be able to reach some part of the trap with your attack in order to use this feat. At the GM's discretion, some traps may not be susceptible to this feat.

Trick Spell [Metamagic]

Your vengeful nature flows through your magic, turning your enemies against themselves.

Benefit: Only enfeebling spells that affect a single target and can be negated with a successful Will save can be trick spells. If the target fails its Will save against a trick spell, in addition to the spell's normal effects, the target also clumsily hinders itself. Immediately attempt a special combat maneuver check (1d20 + your caster level + your Charisma bonus) to perform a dirty trick combat maneuver against the target. Any feats you have that apply to dirty trick maneuvers (such as Greater Dirty Trick) also apply to this check.

MP Increase: +1 (a trick spell costs 1 additional MP more than the actual MP cost of the spell.)

Tripping Bite [Combat, Varg]

You have tapped into your wolf heritage and learned how to trip a foe that you successfully bite.

Prerequisite: Varg.

Benefit: You gain the trip special attack, which allows you to trip an opponent as a free action, without provoking an attack of opportunity, when you hit with your bite attack. Your opponent may not attempt to trip you in return. You also gain a +2 bonus to CMB roll when making a trip attempt after biting your foe.

Normal: You can only attempt a trip attempt in place of a melee attack, and it provokes an attack of opportunity from your target.

Tumultuous Spell [Metamagic]

You can pour the churning chaos of the Maelstrom into your magic, causing foes to scatter unpredictably, pushed apart in random directions as the unknowable whims of chaos itself, bringing with it strange and unexpected sounds and flashes of unnatural color.

Benefit: You can enhance any spell that targets a single creature to become a tumultuous spell. A creature hit by a tumultuous spell (if the spell requires an attack roll) or that fails its saving throw against a tumultuous spell immediately moves 1d4×5 feet in a random direction. This movement does not provoke attacks of opportunity. If this movement would force a creature into a solid object or another creature, the movement ends harmlessly just before impact.

MP Increase: +1 (a tumultuous spell costs 1 additional MP more than the actual MP cost of the spell.)

Turkish Knack [Combat, Style]

Magic and materia are tools to be used by the Turks. However, they gather knowledge on how to disable and counter them when the situation calls for it.

Prerequisites: Turkish Tactician Style, 7 ranks in Sense Motive, 3 ranks in Spellcraft or 3 ranks in Use Magic Device.

Benefit: While in Turkish Tactician Style and in melee range of a spell caster, you are treated as if you have the Disruptive feat. If you perform a successful Assessment against a creature that can cast spells, you can apply your insight bonus to all saves against that creature's spells and spell-like abilities. In addition, you gain a +4 bonus on Disable Device or Disarm attempts against small magic items (such as wands and materia) and Use Magic Device checks for small magic items and materia.

Turkish Tactician Style [Combat, Style]

The Turks are consummate professionals that adapt to their assignment. Those who have worked with the Turks (be they adventurers, mercenaries, or the representatives of other corporations and countries) do their utmost to learn the ins and outs of this clandestine group. Those who knew a Turk long enough picked up a few tricks on how to study a target.

Prerequisites: 5 ranks in Sense Motive, Wis 15.

Benefit: When entering this style as a swift action, you can perform an Assessment. As a standard action, you can perform a Sense Motive check against a creature within 30 feet (DC 10 + their Hit Dice + their Wisdom modifier). On a successful Sense Motive check, you gain the following: The creature's preferred method of Attack (such as using natural weapons, manufactured weapons, unarmed strikes, supernatural abilities, spells or spell-like abilities) and a +2 insight bonus to either AC, Reflex Saves, or to Wisdom or Intelligence checks against the creature (your choice). You retain these benefits for a number of rounds equal to your Wisdom modifier, at which point, you may make a swift action to perform a new Assessment.

Turkish Teamwork [Combat, Style]

The Turks have been known to rely on teamwork as they often have partners.

Prerequisites: Turkish Tactician Style, 7 ranks in Sense Motive and 3 ranks in Bluff.

Benefit: While in Turkish Tactician Style and you have performed an Assessment, You can perform a Bluff check to convey a message to an ally within 30 feet that can see or hear you (this is a free action that can be performed once per round). The message must be no more than 10 words long and must be spoken in a language you and your ally understand or a signal you both know (such as a hand sign or a whistle). This message must reveal or hint at the details of your Assessment and you can add your Wisdom modifier as a competence bonus to the Bluff check. On a successful Bluff check, your ally receives the benefits of Assessment as if they used it themselves but can apply the insight bonus to attack rolls against the creature you assessed. This benefit lasts for a number of rounds equal to your Wisdom modifier and you can only have one creature Assessed at a time. If you Assess another creature before the previous assessment ends, the previous Assessment expires and the new one begins.

Turkish Two-Step [Combat, Style]

With unmistakable precision and awareness, you and your allies can perform devastating team attacks.

Prerequisites: Turkish Tactician Style, Turkish Teamwork or Turkish Knack, 11 ranks in Sense Motive and a Base Attack Bonus +7.

Benefit: When in Turkish Tactician Style and as long as you are benefiting from Assessment, you can perform one of the following:

- If your ally is benefiting from Turkish Teamwork, the first time each round you hit with a melee or ranged attack, Your ally can spend an attack of opportunity to attack the same creature so long as they are within range (within the first range increment for ranged attacks).
- If you have forced an enemy to fail a concentration check to cast a spell (such as with damage or by using Turkish Knack), you can spend an immediate action to cast a single spell you know that has an action cost no higher than a standard action that you know, use a magic device, spell trigger, or spell completion item without provoking an attack of opportunity.
- If you are flanking an opponent with an ally benefiting from Turkish Teamwork, you can sacrifice your Flanking bonus to make a single combat maneuver check without provoking an attack of opportunity. Should you succeed, your ally can spend an attack of opportunity to attack the targeted creature: dealing an additional 1d6 precision on a successful hit.

Twin Cast [Teamwork]

You and another caster combine your aether to conjure magic beyond your own power.

Prerequisite: Able to cast 1st level spells.

Benefit: Whenever you and another caster with the feat are within 30 feet of each other, you both can each expend MP to cast a spell you know, but don't have access to yet due to MP cost. This can only be used to cast spells a single spell level higher than you can normally cast. Only two casters can use this feat together, and when doing so, spend the most MP they can to cast the spell. The MP spent must at least equal out to the MP needed to cast the desired spell normally. For example, two casters with 2nd level casting can attempt to use this feat to cast a 3rd level spell. Both casters spend 2 MP to have one cast the 3rd level spell. Additionally, this can also be used to cast spells you have access to but don't have the MP for, borrowing the MP of another caster to make up the difference. When using this feat, both casters are treated as casting the spell and provoke attacks of opportunity as normal. The user using this feat must know the spell desired to cast, while the other one does not.

Ultimate Blessing

By using lay on hands, you can bring the dead back to life.

Prerequisites: Cha 19, Greater Blessing, lay on hands class feature, blessing class feature.

Benefit: You can expend 10 uses of lay on hands to bring a single dead creature you touch back to life as a *raise* spell with a caster level equal to your holy knight level. You must choose to accept 1 temporary negative level; this level automatically goes away after 24 hours, never becomes a permanent negative level, and cannot be overcome in any way except by waiting for the duration to expire.

Ultimate Defile

By using harm touch, you can bring the dead back to unlife.

Prerequisites: Cha 19, Greater Defile, harm touch class feature, defile class feature.

Benefit: You can expend 10 uses of harm touch to afflict dead creatures you touch back to unlife as an *animate dead* spell with a caster level equal to your dark knight level. You must choose to accept 1 temporary negative level; this level automatically goes away after 24 hours, never becomes a permanent negative level, and cannot be overcome in any way except by waiting for the duration to expire.

Ultimate Jecht Shot [Combat]

You can call this one the infinite Jecht Shot.

Prerequisites: Str 13, Jecht Shot Mark III, Deadly Aim, base attack bonus +4.

Benefit: As a standard action, you can make a single ranged attack at your full base attack bonus against a foe within 5 increments of your blitzball. If you hit, you deal damage normally and can make an additional attack (using your full base attack bonus) against a foe that is within 1 range increment of the first target as the blitzball bounces between them. If you hit, you can continue to make attacks against foes within 1 range increment of the previous foe. You cannot attack an individual opponent more than once during this attack action. When you use this feat, you take a -2 penalty to your Armor Class until your next turn.

Umbral Spell [Metamagic]

Targets of your darkness spells radiate darkness.

Benefit: An umbral spell gains the darkness descriptor. As long as the spell is in effect, the creature or object affected radiates darkness in a 10-foot radius, reducing illumination similar to the effects of the darkness spell. Nonmagical sources of light, such as torches or lanterns, do not increase the light level in this area. Magical light sources only increase the light level in an area affected by an umbral spell if they are of a higher level than the umbral spell's unmodified spell level. This effect does not stack with itself or with any other effect that creates darkness. You cannot use this feat on a spell with an instantaneous duration or a spell that does not target a creature or object.

MP Increase: +2 (an umbral spell costs 2 additional MP more than the actual MP cost of the spell.)

Uncanny Defense [Combat, Moogle]

Your instinct for self-preservation gives you many advantages.

Prerequisites: Cautious Fighter, base attack bonus +3, moogle.

Benefit: While fighting defensively or taking the total defense action, you gain a bonus on your Reflex saving throws and to your CMD equal to 1/2 of the dodge bonus to AC you gained from taking that action.

Vagrant of the World [Fayth]

You wander the world in search of exotic locals and interesting people. A vagrant's life requires fast feet for a long walk. Oschon's winds always favor those who wander and enrich the lives of others.

Prerequisite: Knowledge (Religion) 3 Ranks.

Benefit: As a swift action, you wrap airy energies around your body. You gain a +30 enhancement bonus to your base land speed. If you use a standard action instead of a swift to activate this feat, you can apply half of the enhancement to any other modes of above ground movement you have (such as a Climb speed and Fly speed but not a Burrow or Swim speed). This enhancement lasts for a number of rounds per day equal to your ranks in Knowledge (Religion). These rounds need not be consecutive. This feat does not function in regions or planes of existence that do not worship or have heard of Oschon.

Varg Exemplar [Varg]

Your lupine traits are more defined and prominent than those of other members of your race.

Prerequisite: Varg.

Benefit: Your wolflike nature manifests in one of the following ways. You choose the manifestation when you take this feat, and cannot change it later.

- *Fast Loper (Ex):* You gain a +10-foot racial bonus to your base speed, and an additional +10-foot racial bonus when using the charge, run, or withdraw actions. If you have the loper racial trait, your racial bonus to your base speed increases to +20-feet, and your additional racial bonus when using the charge, run, or withdraw actions increases to a +20-foot bonus.
- *Sharp Fangs (Ex):* If you do not have the bone-crushing jaws racial feat, you gain the bone-crushing jaws racial feat. If you have or when you gain the bone-crushing jaws racial feat, your bite damage increases to 1d8.

Special: You can take this feat multiple times. Its effects do not stack. Each time you select it, you must choose a different manifestation.

Vast Spell [Metamagic]

Your spells cover targets across a larger area.

Prerequisite: Caster level 3rd.

Benefit: You can alter a spell that targets a number of creatures no more than 30 feet apart. The maximum distance apart of those you target with the spell increases to 60 feet.

MP Increase: +1 (a vast spell costs 2 additional MP more than the actual MP cost of the spell.)

Vehicle Dodge [General]

You have lightning-like reflexes while operating a vehicle.

Prerequisite: Drive 3 ranks.

Benefit: When operating a vehicle, the character's vehicle and everyone aboard, receives a +2 dodge bonus to AC.

Vehicle Expert [General]

You know vehicles like the back of your hand.

Prerequisites: Drive 5 ranks, Dex 15.

Benefit: You can add your Dexterity modifier to all vehicle base stats including the vehicle's AC.

Vehicle Operation [General]

You know how to operate a vehicle.

Benefit: You gain Drive as a class skill when you obtained this feat. You do not suffer the restrictions on movement and penalties on skill checks for being unfamiliar with vehicle controls. You can move normally in a vehicle and generally perform any action as if you weren't inside a vehicle, subject to the obvious limitations of size.

Normal: Characters without this feat take a -4 penalty on Acrobatics, Climb, Drive, Escape Artist, and Stealth checks when operating a vehicle.

Vehicle Specialization [General]

You are an expert at one type of vehicle.

Prerequisite: Drive 1 rank.

Benefit: You gain a +3 bonus to Drive skill checks in one make/model of vehicle. If you have 10 or more ranks in Drive, the bonus increases to +6.

Vieran Accuracy [Combat, Viera]

Your sharp eyesight makes difficult shots easier.

Prerequisite: Viera.

Benefit: If you miss due to concealment when making a ranged attack with a great bow, longbow or shortbow (including composite bows), you can reroll your miss chance roll one time to see if you actually hit.

Waterbonded [Sahuagin]

The power of the water is bonded to your soul, enabling you emulate your ancestors.

Prerequisites: Character level 3, sahuagin

Benefit: You may use Water Gun as a spell-like ability up to three times per day. Your caster level is equal to your character level.

Weapon Shift [General]

Your melee weapons meld into your animal form.

Prerequisite: Beast shape class feature.

Benefit: When you use your beast shape ability, any melee weapons you are wielding and proficient with meld into your new form. Select one of these weapons; while in your new form, your natural attacks deal the same damage type as that weapon. Your natural attacks also gain all of the weapon's properties (such as disarm), other than the double weapon property and the fragile weapon property; moreover, when using this feat to grant the trip property to your natural attacks, you gain a +2 bonus on combat maneuver checks to trip an enemy, but you cannot drop your weapon to avoid being tripped due to a failed trip attempt. Weapon Shift does not apply a magic weapon's enhancement bonus to your natural attacks, nor does it grant your natural attacks any of a weapon's magical special abilities.

Weighted Strike [Combat, Style]

Your swings are propelled by the weight of your weapon.

Prerequisites: Operator Style, Str 13, Power Attack, Base Attack Bonus +3.

Benefit: When in Operator Style, you can make a Weighted Strike as an Attack action or as part of a charge. When doing so, you can add half of the base weight of your weapon as a circumstance bonus (maximum of +10) to your damage rolls but suffer a penalty to the attack roll equal to the bonus gained. Whether the attack misses or not, you suffer a -2 penalty to AC until the start of your next turn.

Widen Spell [Metamagic]

You can cast your spells so that they occupy a larger space.

Benefit: You can alter a burst, emanation, or spread-shaped spell to increase its area. Any numeric measurements of the spell's area increase by 100%.

MP Increase: +3 (a widened spell costs 3 additional MP more than the actual MP cost of the spell.)

Wield Moogle [Combat]

You may pick up and wield smaller enemies as a weapon.

Prerequisites: Str 15, base attack bonus +6.

Benefits: When you make a successful grapple check on an opponent at least one size smaller than yourself that you are already grappling, you may swing your opponent like a club. Make an attack roll at your full BAB, treating the opponent as a two-handed improvised weapon of the same size as the grappled opponent. On a hit, any damage you deal to the target is also dealt to the grappled opponent.

Wild Fury [General]

You can quickly take a bestial form when you rage.

Prerequisites: Beast Shape, rage class feature.

Benefit: The beastmaster may enter his beast shape as part of the same action when he enters a rage.

Wild Vigor [General]

The forces of nature bolster your vitality when you use beast shape.

Prerequisite: Beast shape class feature.

Benefit: A number of times per day equal to your Constitution bonus (minimum 1), when you use beast shape, you can gain a number of temporary hit points equal to your base attack bonus. These temporary hit points last for the duration of the beast shape or until they are lost.

Wily Strike Technique [Combat]

Your practice of quick and clever strikes is so refined that it's practically a blur.

Prerequisites: Base Attack Bonus of +5, Sneak Attack (4d6+), Sleight of Hand 5 ranks, Quick Draw.

Benefit: As a full-round action, you can make a special Sneak Attack roll. During the attack, you can make a Sleight of Hand check in place of a Bluff check to feint your opponent as a free action. Upon a success, the target is flat-footed again you until the start of their next turn. Afterwards, you suffer a -4 penalty to AC for 1 round. You can use this feat once per day, plus an additional time per day for every 6 character levels you have.

Wings of Air [Aegyl]

The winds lift you, carrying you where you want to go.

Prerequisites: Airy Step, character level 9, aegyl.

Benefit: Your bonus on saves against effects with the wind or lightning descriptors and effects that deal wind or lightning damage increases to +4. In addition, your fly speed increases to 120 feet (good maneuverability), as long as they do not carry more than a Medium load, are not wearing heavy armor, and are not fatigued or exhausted. If aegyls carry a heavy load or wear heavy armor, their flight speed drops to 60 feet with average maneuverability.

Winter's Blast [Reserve]

The frozen magic within you can burst forth in a hail of frost.

Prerequisites: Ability to cast 2nd-level spells, Elemental Focus (Ice).

Benefit: As long as you have an elemental (ice) spell of 2nd level or higher in your known spells and have at least 2 MP in your MP pool, you can create a 15-foot cone-shaped burst of ice. This cone deals 1d6 points of ice damage per level of the highest-level ice spell you have. A successful Reflex (DC 10 + half caster level + caster modifier) save halves the damage. As a secondary benefit, you gain a +1 competence bonus to your caster level when casting elemental (ice) spells.

Yai-Mimic Spell [Metamagic]

You have studied the magical nature of giant oni and can use your spells to imitate their esoteric features.

Prerequisites: Int 15, Still Spell.

Benefit: You can modify a ray spell to issue from the center of your forehead, where the third eye would be on a yai. This spell doesn't require somatic components. When the spell is cast, you gain regeneration 1 for a number of rounds equal to the original level of the spell. This regeneration can't regrow lost body parts or reattach severed limbs. Fire or acid damage suppresses this regeneration for 1 round, which counts against the total duration of the regeneration effect.

MP Increase: +3 (a yai-mimic spell costs 3 additional MP more than the actual MP cost of the spell.)

Yuke Heritage [Shindroid]

Your heritage is actually evolved from a Yuke, a formless soul inhabiting a suit of armor.

Prerequisites: Shindroid, Magitek Unit and Anomaly alternate racial traits.

Benefit: You are actually a Yuke, a formless soul inhabiting a suit of armor, rather than a mechanical being. You gain the Yuke subtype and, takes no penalty on mind-affecting effects, emotion effects, or fear effects. You may choose to lose your +2 bonus to Intelligence and gain a +2 bonus to Wisdom or Charisma. In addition, you gain 1 additional MP and, if you have no levels in a casting class, you gain a caster level of 1.

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

Zodiark's Confluence [Fayth]

With fervent prayer and meditation, you let the dark within take hold. Zodiark graces you with the smallest mote of his power.

Prerequisite: Knowledge (Religion) 3 Ranks.

Benefit: By meditating for 1 hour, you gain shadow resistance 5 for the next 8 hours. In addition, if you are in an area of non-magical darkness, you treat the first 30 feet around yourself as Dim Light. The shadow resistance increases by 5 for every 5 ranks in Knowledge (Religion) you possess. This feat does not function in a region or plane of existence that does not worship Zodiark.