

New 3rd Edition Feats

BLADESONG I [General]

You are skilled with the unique sword fighting style bladesong. Bladesong can be done with any Small or Medium-sized sword. This style cannot be used while wearing a shield or using two weapons.

Prerequisites: Dex 14+, Weapon Focus (chosen sword for Bladesong), Base Attack Bonus +4 or higher

Benefit: In melee combat choose out of 2 options: +1 bonus to AC, +1 to all attack rolls. The character can use this fighting style with only the sword he or she has Weapon Focus with.

BLADESONG II [General]

You are skilled with the unique sword fighting style bladesong. Bladesong can be done with any Small or Medium-sized sword. This style cannot be used while wearing a shield or using two weapons.

Prerequisite: Bladesong I

Benefit: The options increase in power: +2 bonus to AC or +2 to all attack rolls. You also now have a third option, split the bonuses +1 to AC/+1 to attack rolls.

BLOODWARRIOR [General]

You are trained in combat against devils and demons and effectively know their weak spots and vulnerabilities.

Prerequisite: Base Attack Bonus +7 or higher

Benefit: In combat with demons and devils, you get a +2 bonus to all damage and attack rolls.

Special: A character with the prestige class of hellraiser automatically gains the benefit of this feat.

SCHOLAR [General]

You have gone through an intense amount of education and emerged with a vast amount of worldly knowledge.

Benefit: You get a +4 competence bonus on all Knowledge skill checks, Bardic Knowledge checks, and Craft/Profession checks.

ONE HUNDRED HAND PUNCH [General]

Over the years, you have learned to move your hands at amazing speed during combat.

Prerequisite: Improved Unarmed Strike

Benefit: During your turn, you can make up to two extra unarmed punches at your highest Base Attack Bonus with one hand. This is a full-round action. You may not use that arm next round.

ONE HUNDRED FOOT KICK [General]

Over the years, you have learned to kick rapidly during combat.

Prerequisite: Improved Unarmed Strike

Benefit: During your turn, you make up to two extra unarmed kicks at your highest Base Attack Bonus. This is a full-round action. You may not use that leg next round, except to stand on. A Balance check (DC 15) is needed if you wish to move that next round.

CAT'S SLEEP [General]

You have trained yourself in sleeping irregularly, taking short naps when you get the chance without any side effects. Moreover, you need less sleep than a normal person needs.

Benefit: You only need a minimum of 6 hours of sleep to function normally without fatigue or other side effects.

Special: Since elves do not sleep they gain no benefit from this feat.

DRAGON PUNCH [General]

You can transfer the flow of energy within your body towards your fist, and make a devastating uppercut.

Prerequisite: Improved Unarmed Strike

Benefit: You may sacrifice all of your other attacks and make one unarmed punch at your highest Base Attack Bonus with a +2 bonus on the attack roll and deals an extra 1d8 damage.

HURRICANE KICK [General]

You can jump forward into the air while spinning around with your leg extended, dealing extra damage to surprised opponents.

Prerequisites: Improved Unarmed Strike, Jump- 5 ranks

Benefit: You may sacrifice all of your other attacks and make one attack to all opponents within a 5-foot radius and in a straight 10-foot line, dealing 1d8 (plus Strength modifiers) damage to all of them.

Special: Small creatures deal 1d4 damage to opponent and their radius and range is half of the normal. Large creatures deal 2d8 damage and their radius and range is double the normal.

BEAR HUG [General]

You are skilled at squeezing opponents to harm them.

Prerequisite: Base Attack Bonus +3 or higher, Strength 14+

Benefit: When you successfully initiate a grapple, you may immediately make an opposing grapple check. If you win, your arms are wrapped around the opponent, leaving him immobile, and dealing them 1d6 subdual damage per round. Every round you must make a Strength

check against the opponent's Dexterity check. If the opponent wins, the hold is broken.

Special: The opponent must be of your size category or smaller to use this feat.

SUPLEX [General]

You are skilled at aggressive takedowns while in grapples.

Prerequisite: Bear Hug

Benefit: When you have successfully initiated a grapple, you may immediately make an opposing grapple check. If you win, then you have just picked up the opponent and slammed them on the floor, dealing 1d8 normal damage, plus any Strength modifiers.

Special: The opponent must be in the same size category or smaller than you to use this feat. The opponent may not weigh more than your maximum heavy load weight in order for you to use this feat.

INTENSE RESEARCH [Metamagic]

By studying for tedious hours, you have learned more spells than normal.

Prerequisite: Intelligence 14+

Benefit: You may choose 2 extra spells from the highest level of spells you can cast when you choose this feat. These spells must not exceed the maximum number of spells you are allowed to have in that spell level. If you fill up a certain spell level with this feat, then move to the next highest spell level.

CLOTHESLINE [General]

You have learned the art of knocking down your opponents while charging them with your arm extended.

Prerequisite: Improved Unarmed Strike

Benefit: You may charge an opponent unarmed (holding nothing), and make an unarmed attack against them (with the normal +2 charging modifier). If you score a hit, the opponent is lying face-up on the floor. Charging unarmed does not provoke attacks of opportunity.

CLOTHESLINE FROM HELL [General]

You have improved your clothesline techniques so that you deal damage to the opponent when they fall.

Prerequisite: Clothesline

Benefit: This is the same as Clothesline, except the opponent is dealt 1d8 damage plus your Strength modifier.