

CHAPTER FOUR:

FEATS

Feats are one of the most popular aspects of third edition DUNGEONS & DRAGONS. This chapter presents a selection of new feats, including metamagic feats and a new type of feat called bloodline feats.

Bloodline Feats

Bloodline feats are designed with sorcerers in mind, although any character who meets the prerequisites can choose them. Each of the base feats in this category (the ones with the word “bloodline” in their names) grants a character the bloodline of a particular kind of magical creature, plus a specific set of extra arcane spells known. If more than one of her classes allows her to cast arcane spells without preparation, the character must decide to which list of spells known the spells granted by the base bloodline feat are added when the it is chosen. Choosing such a feat represents not only having a particular sort of ancestor but also coming to terms with that heritage sufficiently to benefit from it. A character may choose only one base bloodline feat.

The description of each base bloodline feat offers guidelines on how that ancestry might affect the character’s personality, appearance, and spell selection. The player is free to use or ignore any of these suggestions, as desired. While ancestry does influence who you are and what you do, it is not the only telling feature of your character—or even the primary one.

Each base bloodline feat is the foundation of a short feat tree—that is, other bloodline feats (those with the bloodline type but that do not have “bloodline” in their names) require it as a prerequisite. These additional feats represent a sorcerer’s continuing mastery of her heritage. In addition, some bloodline feats are general enough that any character who has taken a base bloodline feat (regardless of which one) can acquire them.

The base bloodline feats are most advantageous when taken in conjunction with the character’s first level of sorcerer (or another class that casts spells in the same manner), but they can also prove beneficial



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TABLE 4–1: FEAT SUMMARY

FEAT NAME	PREREQUISITES	BENEFITS
Air Bloodline	Ability to cast arcane spells without preparation	Sorcerous bloodline grants extra spells
Anarchic Bloodline	Ability to cast arcane spells without preparation	Sorcerous bloodline grants extra spells
Axiomatic Bloodline	Ability to cast arcane spells without preparation	Sorcerous bloodline grants extra spells
Celestial Bloodline	Ability to cast arcane spells without preparation	Sorcerous bloodline grants extra spells
Celestial Light	Celestial Bloodline, ability to cast 2nd-level arcane spells	Cast <i>light</i> five times per day
Draconic Bloodline	Ability to cast arcane spells without preparation	Sorcerous bloodline grants extra spells
Dragon Sight	Draconic Bloodline, ability to cast 2nd-level arcane spells	Cast <i>detect magic</i> three times per day
Earth Bloodline	Ability to cast arcane spells without preparation	Sorcerous bloodline grants extra spells
Fey Bloodline	Ability to cast arcane spells without preparation	Sorcerous bloodline grants extra spells
Fey’s Fate	Fey Bloodline, ability to cast 2nd-level arcane spells	+1 bonus on saves
Fiendish Bloodline	Ability to cast arcane spells without preparation	Sorcerous bloodline grants extra spells
Fire Bloodline	Ability to cast arcane spells without preparation	Sorcerous bloodline grants extra spells
Friend of the Earth	Earth Bloodline, ability to cast 2nd-level or higher arcane spells	+3 to Climb and Tumble on stone
Illithid Bloodline	Ability to cast arcane spells without preparation	Sorcerous bloodline grants extra spells
Kin Mastery	Any bloodline feat, ability to cast 3rd-level arcane spells	Turn/rebuke ancestors once per day
Lawful Discipline	Axiomatic Bloodline, ability to cast 2nd-level arcane spells	+2 save vs. mind-affecting
Mind Weapon	Illithid Bloodline, ability to cast 2nd-level arcane spells	Cast <i>daze</i> three times per day
Necromantic Bloodline	Ability to cast arcane spells without preparation	Sorcerous bloodline grants extra spells
Penumbra Bloodline	Ability to cast arcane spells without preparation	Sorcerous bloodline grants extra spells
Plant Bloodline	Ability to cast arcane spells without preparation	Sorcerous bloodline grants extra spells
Power in the Blood	Any bloodline feat, ability to cast 3rd-level arcane spells	Cast one extra bloodline spell per day
Serpent Bloodline	Ability to cast arcane spells without preparation	Sorcerous bloodline grants extra spells
Water Bloodline	Ability to cast arcane spells without preparation	Sorcerous bloodline grants extra spells
Ability Enhancer	Spell Focus (transmutation)	Increase ability score bonus from spells
Astral Tracking	Knowledge (the planes) 11 ranks, Spellcraft 8 ranks, Survival 10 ranks, Track	Track on Astral Plane
Braced for Charge ^F	Base attack +1	Set any polearm against charge
Charming	Cha 13, Negotiator	+3 on Charisma checks made to control charmed creatures
Circle Master ^F	Dodge, Circle Student, Concentration 4 ranks, base attack bonus +8	Circle Student bonus increases to +2
Circle Student ^F	Dodge, Concentration 2 ranks, base attack bonus +4	+1 attack and AC against focused opponent, AC penalty against others
Combat Charm	Wis 13	Deny save bonus on charm spells in combat
Commanding	Cha 14, Persuasive	+1 DC on compulsion spells
Cuthbert’s Smite	Patron deity St. Cuthbert, smite evil	Extra use of smite evil, smite chaotic targets
Cutpurse	Improved Unarmed Strike, Sleight of Hand 5 ranks	Disguise Sleight of Hand attempt as combat maneuvers
Dead Eye ^F	Dex 17, base attack bonus +14, Point Blank Shot, Weapon Focus (any ranged weapon).	Add Dexterity bonus to ranged damage