

Special: You can gain Exotic Weapon Proficiency multiple times. Each time you take the feat, it applies to a new type of exotic weapon. Proficiency with the bastard sword or the dwarven waraxe has an additional prerequisite of Str 13.

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. An extended spell uses up a spell slot one level higher than the spell's actual level.

Extra Ki

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 Lay On Hands

You can use your lay on hands ability more times per day than most.

Prerequisite: Lay on hands class feature.

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

Special: You can gain Extra Lay On Hands multiple times. Its effects stack.

Extra Rage

You can use your rage ability more than normal.

Prerequisite: Rage class feature.

Benefit: You gain 6 additional rage points.

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

Extra Turning

You can channel positive or negative energy more times per day than most.

Prerequisite: Ability to channel energy.

Benefit: You can channel energy two additional times per day.

Far Shot (Combat)

You are more accurate at longer ranges.

Prerequisites: Point Blank Shot.

Benefit: You only suffer a -1 penalty per full range increment between you and your target when using a ranged weapon.

Normal: You suffer a -2 penalty per full range increment between you and your target.

Forge Ring (Item Creation)

You can create magic rings.

Prerequisite: Caster level 12th.

Benefit: You can create any ring whose prerequisites you meet. Crafting a ring takes 1 day for each 1,000 gp in its base price. To craft a ring, you must use up raw materials costing one-half of its base price.

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

Some magic rings incur extra costs in material components as noted in their descriptions. You must pay such a cost to forge such a ring or to mend a broken one.

Gorgon's Fist (Combat)

With one well-placed blow, you can leave your target reeling.

Prerequisites: Improved Unarmed Strike, Scorpion Style, base attack bonus +6.

Benefit: As a standard action, make a single unarmed melee attack. If the attack hits, you deal damage normally and the target is staggered until the end of your next turn unless it makes a Fortitude saving throw (DC 10 + $1/2$ your character level + your Wis modifier). This feat has no effect on targets that are staggered.

Great Cleave (Combat)

You can strike a number of adjacent foes with a single mighty swing.

Prerequisites: Str 13, Cleave, Power Attack, base attack bonus +4.

Benefit: As a full-round action, make a single melee attack against a foe within reach. If you hit, you deal damage normally and can make an additional attack (at the same bonus) against a foe that is adjacent to the previous foe and within reach. If you hit, you can continue to make attacks against foes adjacent to the previous foe, so long as they are within your reach. You cannot attack an individual foe more than once in a round with this feat.

Great Fortitude

You are more resistant to poisons, diseases, and other deadly maladies.

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

Greater Spell Focus

Choose a school of magic to which you already have applied the Spell Focus feat. Any spells you cast of this school are very hard to resist.

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

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

Greater Spell Penetration

Your spells break through spell resistance much more easily than most.

Prerequisite: Spell Penetration.

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

Greater Two-Weapon Fighting (Combat)

You are incredibly skilled at fighting with two weapons.

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

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

Greater Weapon Focus (Combat)

Choose one type of weapon for which you have already selected Weapon Focus. You can also choose unarmed strike or grapple as your weapon for purposes of this feat. You are a master at your chosen weapon.

Prerequisites: Proficiency with selected weapon, Weapon Focus with selected weapon, fighter level 8th.

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

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

Greater Weapon Specialization (Combat)

Choose one type of weapon for which you have already selected Weapon Specialization. You can also choose unarmed strike or grapple as your weapon for purposes of this feat.

Prerequisites: Proficiency with selected weapon, Greater Weapon Focus with selected weapon, Weapon Focus with selected weapon, Weapon Specialization with selected weapon, fighter level 12th.

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

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

Heighten Spell (Metamagic)

You can cast spells as if there were a higher level, increasing their potency.

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 and ability to

penetrate a *lesser globe of invulnerability*) are calculated according to the heightened level. The heightened spell is as difficult to prepare and cast as a spell of its effective level.

Improved Bull Rush (Combat)

You are skilled at pushing your foes around.

Prerequisite: Str 13, Power Attack.

Benefit: You do not provoke an attack of opportunity when performing a bull rush combat maneuver. In addition, you receive a +2 bonus on checks made to bull rush a foe. In addition, increase the DC of performing a bull rush combat maneuver against you by +2.

Normal: You provoke an attack of opportunity when performing a bull rush combat maneuver.

Improved Counterspell

You are skilled at countering the spells of others, using similar spells.

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

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

Improved Critical (Combat)

Choose one type of weapon. Attacks made with your chosen weapon are especially deadly.

Prerequisite: Proficient with weapon, base attack bonus +8.

Benefit: When using the weapon you selected, your threat range is doubled.

Special: You can gain Improved Critical multiple times. The effects do not stack. Each time you take the feat, it applies to a new type of weapon.

This effect doesn't stack with any other effect that expands the threat range of a weapon.

Improved Disarm (Combat)

You are skilled at knocking weapons from a foe's grasp.

Prerequisite: Int 13, Combat Expertise.

Benefit: You do not provoke an attack of opportunity when performing a disarm combat maneuver. In addition, you receive a +2 bonus on checks made to disarm a foe. In addition, increase the DC of performing a disarm combat maneuver against you by +2.

Normal: You provoke an attack of opportunity when performing a disarm combat maneuver.

Improved Familiar

This feat allows you to acquire a new familiar from a non-standard list, but only when you could normally acquire a new familiar.