

SKILL LIST

The following changes will be made to the skill lists in most of the games I run.

- Acrobatics (Tumble, Balance, Use Rope – grappling hook/swinging) - Dex
- Athletics (Climb, Jump) - Str
- Bluff - Cha
- Composure (Composure, Autohypnosis, Control Shape) - Wis
- Concentration (Concentration, Lucid Dreaming) - Con
- Craft (see description) – Int
 - (alchemy)
 - (arms and armor)
 - (goods and clothing)
 - (literature)
 - (art)
 - (buildings and tools)
 - (traps and locks)
 - (vehicles and siege weaponry)
- Diplomacy - Cha
- Disable Device (Disable Device, Open Lock) – Int
- Disguise - Cha
- Endurance (new [see 4e], Autohypnosis [poison, death]) - Con
- Escape Artist (Escape Artist, Use Rope – bindings) - Dex
- Gather Information - Cha
- Handle Animal (Handle Animal, Ride) - Cha, Dex
- Heal - Wis
- Iajutsu Focus - Cha
- Intimidate - Cha
- Investigate (Search, Appraise) - Int
- Knowledge - Int
 - (arcana)
 - (engineering) [renamed 'architecture and engineering']
 - (dungeoneering) (dungeoneering, geography [underground])
 - (history) (history, nobility and royalty [ancient])
 - (local) (local, nobility and royalty [current], geography [cities])
 - (nature) (nature, geography [aboveground])
 - (religion)
 - (planes) (the planes, geography [planar])
- Linguistics (Decipher Script, Speak Language) – Int
- Lore - Int
 - (magical) [spellcraft, psicraft]
 - (martial) [martial lore]
 - (natural)
 - (technical)
- Mobility (Swim, Run, Fly) - Str
- Perception (Listen, Spot) - Wis
- Perform - Cha
 - (act)
 - (comedy)
 - (dance)
 - (keyboard instruments)
 - (oratory)
 - (percussion instruments)
 - (string instruments)
 - (wind instruments)
 - (sing)
- Profession - Wis
- Sense Motive - Wis
- Sleight of Hand - Dex
- Stealth (Hide, Move Silently) - Dex
- Survival - Wis
- Truespeak - Int
- Use Device (Use Magic Device, Use Psionic Device) - Cha

Skill synergies for these skills are as follows:

- Acrobatics: Athletics
- Athletics: Acrobatics
- Bluff: Diplomacy, Disguise (in character), Intimidate, Sleight of Hand
- Composure: Bluff, Concentration (casting defensively)
- Craft: Search (related appraise)
- Handle Animal: wild empathy
- Knowledge

- (arcana): Lore (spellcraft)
- (engineering): Search (secret doors), Disable Device
- (dungeoneering): Survival (underground)
- (history): bardic knowledge, Lore (martial)
- (local): Gather Information
- (nature): Survival (above ground)
- (religion): turn or rebuke undead
- (planes): Survival (other planes)
- Linguistics: Use Device (scrolls)
- Lore: Use Device (scrolls)
- Mobility: Endurance
- Investigate: Survival (tracking)
- Sense Motive: Diplomacy
- Survival: Knowledge (nature)
- Use Device: Lore (magical) (scrolls)

Each synergy bonus grants a +2 bonus to using the related skill. For those skills that listed a qualifier in parenthesis, the synergy bonus applies only in certain circumstances.

SKILLS

The section below outlines new skills and new uses for existing skills in the D&D game. These new uses are available to any character possessing the skill.

COMPOSURE (WIS; TRAINED ONLY)

You are particularly good at maintaining inner calm and have gained mastery over your mind's deepest capabilities.

Check: You can maintain calm in the face of fear, stress, or trying emotional circumstances. With a successful check, you gain a +2 bonus on Bluff, Diplomacy, and Intimidate checks made under heated social circumstances for the next 10 minutes.

Remaining comfortable in extreme temperatures gives a +5 bonus on Concentration checks made for distractions due to weather. It does not protect

against the elements, though—conditions that might damage your character (extreme heat or freezing cold) are just as dangerous.

In combat situations, a successful check against a DC equal to an opponent's AC gives a +1 insight bonus on attack rolls for 5 rounds.

Action	Composure DC
Maintain calm in heated social circumstance	15
Memorize	15
Ignore caltrop wound	18
Fall asleep quickly	20
Willpower	20
Remain comfortable in extreme temperatures	25
Focus upon opponent	Opponent's AC
Control lycanthropy	See MM
Resist fear	Fear effect DC

Composure allows a character who has contracted lycanthropy to assume or keep himself from assuming his animal shape. See the Monster Manual, page 303, for details on the DCs.

See the Autohypnosis skill, Expanded Psionics Handbook page 36, for details on memorization, ignoring caltrop wounds, and willpower.

Action: Maintaining calm, falling asleep, and remaining comfortable are full round actions. Actively trying to control your lycanthropy, memorizing, and focusing upon an opponent are standard actions. All other actions or reactive uses are free actions.

Retry: Normally, you can't retry a Composure check.

CRAFT (INT)

The craft skills defined below replace those listed in the Player's Handbook, consolidating many of those skills into broader applied skill sets:

- alchemy (alchemy, poison; creation of dangerous and unusual substances, may require spellcraft and/or use poison)
- arms and armor (armorsmithing, bowmaking, weaponsmithing; creation of weaponry and armor)
- goods and clothing (basketweaving, cobbling, leatherworking, weaving; creation of most small goods with a few exceptions done in metal)
- literature (bookbinding, calligraphy, literature; written arts)
- art (painting, sculpting, gemcutting; visual arts)
- buildings and tools (blacksmithing, carpentry, stonemasonry; heavy work that requires muscle and planning)
- traps and locks (locksmithing, trapmaking; security and safety specialists)
- vehicles and siege weaponry (shipmaking, siege weaponry; large, mobile objects with a variety of uses)

Additionally, crafters can make exceptional tools for nearly any job, easing the use for anyone who uses them.

Add Circumstance Bonus: Smiths and other craftsmen can add circumstance bonuses to almost all skills. Some skills will require specific items or tools, determined on a case by case basis. Competence bonuses are magical in nature, while circumstance bonuses are a result of the equipment itself and thus non-magical. Items that give a +2 bonus are considered masterwork and have a DC of 20 to craft. Items that give circumstance bonuses of +3 and above are considered masterpieces and have DCs of 30 for a +3 item, plus 5 for each additional point of modifier and follow the guidelines in the DMG for price.

Applied: Alchemy, painting

Held: Alchemy, basketweaving, bookbinding, blacksmithing, calligraphy, carpentry, gemcutting, literature, locksmithing, painting, pottery, sculpting
Stationary: Carpentry, shipmaking, stonemasonry,

trapmaking

Worn/Wielded: Armorsmithing, bowmaking, cobbling, leatherworking, weaponsmithing, weaving

Skill	Craft Skill	Wear slot
Appraise	gemcutting	eyes
Balance	leatherworking, cobbling	feet, shoulders
Bluff	weaving, blacksmithing, carpentry	eyes
Climb	leatherworking, blacksmithing	hands, feet
Concentration	painting, sculpting, calligraphy	held
Craft	literature, blacksmithing	held
Decipher Script	literature	held
Diplomacy	weaving, armorsmithing	torso, body
Disable Device	locksmithing	held
Disguise	painting	applied
Escape Artist	leatherworking, blacksmithing	arms, hands, feet
Forgery	calligraphy	applied
Gather Information	weaving, armorsmithing	torso, body
Handle Animal	weaponsmithing, leatherworking	held
Heal	alchemy	applied
Hide	weaving, armorsmithing	shoulders
Intimidate	weaving, armorsmithing	torso, body
Jump	cobbling	feet
Knowledge	bookbinding	held
Listen	leatherworking	head
Move Silently	cobbling	feet
Open Lock	locksmithing	held
Perform	blacksmithing, carpentry	held
Profession	varies by task	varies by task
Ride	cobbling, leatherworking	feet, body (horse)
Search	gemcutting	eyes
Sense Motive	gemcutting	eyes
Sleight of Hand	leatherworking, weaving	hands
Spellcraft	alchemy	applied
Spot	gemcutting	eyes

ENDURANCE (CON; TRAINED ONLY*)

Endurance allows you to stave off ill effects and push yourself beyond normal physical limits.

Check: You can hold your breath for long periods of time, forestall the debilitating effects of hunger and thirst, and swim or tread water for extended periods.

Some environmental hazards—including extreme temperatures, violent weather, and diseases—require you to make an Endurance check to resist and delay debilitating effects.

Action	Endurance DC	Trained
Endure extreme weather	15	No
Ignore hunger (after 3 weeks)	20 + 5 per day	No
Ignore thirst (after 3 days)	20 + 5 per day	No
Hold breath (each round after 3 minutes)	20 + 5 per round	No
Hold breath (maintain in a round you take damage)	20	No
Constant use of Mobility skill (after 1 hour swimming, 1 round flying)	15 + 2 per hour/round	No
Resist dying	20	Yes
Tolerate poison	Poison's DC	Yes
Resist disease	Disease's DC	Yes

Elements that are noted above as trained require at least one rank in the Endurance skill to accomplish. Other uses of the skill can be used with no previous training.

Action: None. Making an Endurance check doesn't require an action; it is either a free action (when attempted reactively) or part of another action (when attempted actively.)

Try Again: You can't try again until circumstances change or a certain amount of time has elapsed.

Synergy: If you have 5 or more ranks in Mobility, you get a +2 bonus on Endurance checks.

INTIMIDATE (CHA)

You can use Intimidate to create longer lasting affects upon a creature's behavior. These affects are generally the result of numerous torture sessions solely designed to break a creature's spirit and force them to perform specific tasks or actions rather than extract information.

Special: You may voluntarily add +10 to the target's modified level check to extend how long your target remains intimidated. For each +10 you add to the check, the effect of your intimidation lasts for an additional 1d6x10 minutes.

If you have the Break the Mind feat, the length that your intimidation check remains in affect after the creature leaves your presence is 1d6 hours rather than 1d6x10 minutes. If you have the Break the Soul feat, the effect remains for 1d6 days for each 1d6x10 minutes.

Action: Adding to the length of the intimidation effect requires ten minutes of torture or continuous verbal abuse and believable threats. For each +10 you add to the check, another session on a separate day is required.

INVESTIGATE (INT)

You can use your knowledge of valuable items to identify the use to which particular items are put.

Assess Mastercraft: Appraise can be used to identify and evaluate masterpiece crafted items, identifying the skill to which a circumstance bonus applies and its value. A DC 20 appraise check will identify the skill that a circumstance bonus modifies and a DC 30 appraise check will provide the exact bonus that the item provides.

HEAL (WIS)

Through counseling and long term care, you can reverse the long-term effects of torture and

intimidation upon an individual.

Heal the Mind: You may make an opposed Heal check versus an Intimidate check that has left a character under the influence of another through torture or fear. You may also attempt to treat diseases of the mind, which typically have DCs of 30 or higher. This check is made at a -10 penalty unless you have the Mind Healer feat.

Disable Opponent: When you disable someone by putting them under 0 hp, you may make a heal check as an immediate action that uses your standard action for the next round. In order to stabilize that person, a healer must make an opposed heal check rather than the usual DC 15. Additionally, for every point your heal check exceeds 25, it reduces the chance of self-stabilization by 1% to a minimum of 1.

Action: Providing counseling to any character requires 30 minutes and may only be performed three times in one day for a given individual. Disabling an opponent is a move action.

KNOWLEDGE (INT)

See the Player's Handbook for additional information on the knowledge skill. Note that as with all knowledge checks, without at least one rank in the appropriate knowledge skill, the results described below are limited to information accessible with a DC 10 or below.

Knowledge (geography) and Knowledge (nobility and royalty) are no longer Knowledge skills and are typically replaced by Knowledge (nature), Knowledge (dungeoneering), Knowledge (local), and Knowledge (history) as appropriate.

Creature Knowledge

Specific knowledge skills can be used to remember or discover information about a specific type of creature according to the knowledge skill used as shown on the table below:

Knowledge Skill	Creature Type
Arcana	constructs, dragons, magical beasts
Dungeoneering	aberrations, oozes
Local	humanoids
Nature	animals, fey, giants, monstrous humanoids, plants, vermin
Religion	undead, deathless
Planes	elementals, outsiders

The DC for specific types of knowledge regarding creatures varies and a single check allows the player to learn all the information for that DC and any lower, as given on the tables below:

Knowledge Type	Knowledge DC	Knowledge Type	Knowledge DC
Name / Type	10	Environment	18
Description	12	Special Abilities	20
Combat	15	Weaknesses	25

Name: When you are looking at a creature, a DC 10 check will let you recall the creature's name and type, though it does not provide additional information.

Description: If you have only a name or partial description, you can recall a description of the creature's appearance. This may provide some basic information about the creature's abilities—for instance, knowing that a creature has wings generally indicates that it can fly, and large claws generally indicate a claw attack.

Combat: Information on common tactics that the creature uses in battle as well as a general idea of how dangerous the creature is. This may include very basic information on the special abilities of a creature if they are central to their combat tactics.

Environment: Environments in which the creature can commonly be found, this includes common behavioral traits outside of combat and how they interact with their environment, including how aggressive or territorial the creature is.

Special Abilities: Detailed information about the creature's special abilities, including special attacks and special qualities. This also includes information on any subtypes that the creature may have and how that subtype affects the creature. This may provide some basic information on the creature's weaknesses for some subtypes.

Weaknesses: Detailed information on proven methods of defeating the creature, including known weaknesses and effective tactics.

Note that for specific information that falls outside of these categories, such as the societal patterns of a specific human culture, the DM should assign a DC to the knowledge based on the guidelines in the Player's Handbook, generally 20 to 30.

Modifiers

There are a number of factors that may influence how easy it is to access information about a particular creature ranging from whether you have encountered the creature to how well known it is.

Several modifiers may apply to the Knowledge check, as given on the table below.

Condition	Knowledge DC Modifier
Part of a family of similar creatures	-2
Rarity of the creature:	
Unique	+8
Rare	+4
Uncommon	+2
Common	+0
Familiar	-2
Widespread	-4
Familiarity with the area:	
Less than a month in area	+2
Lived in the area for a month	+0
Grew up in the area	-4
Number of traits observed	-1 per trait
Extraplanar ¹	+2
Trait modifiers ²	

Hidden trait	+6
Well-known trait	-4
Identifying trait	-8
Racial or favored enemy	Reduce by bonus
1 5 ranks in knowledge (the planes) removes this penalty.	
2 On checks related to the ability or trait.	

Part of a family: This modifier refers to groups of similar creatures such as true dragons, demons, or mephits that share traits.

Rarity: Unique refers to creatures like the tarrasque and others of which there are less than a dozen in the world, while widespread creatures are those that can be found nearly anywhere. This primarily refers to a variety of animals, vermin, and humanoids. If the DM does not wish to assign rarity to a creature, the shorthand for assigning a DC to a creature found in the Player's Handbook, +1 DC per hit die, may be used in place of rarity.

Familiarity: If you have a rank in knowledge (local) dedicated to a specific area, you are assumed to have lived or adventured in that area for more than a month. For checks made in that region, you face no penalty on your knowledge check. Note that the penalty or bonus for extraplanar is cumulative with that for being unfamiliar with a creature's environment.

Trait: This modifier reduces the DC to learn about a specific trait for a creature. Hidden traits are usually those that are deliberately obscured by the species, well-known traits are information that is commonly available about a creature (a red dragon's cold vulnerability, a beholder's eye rays), identifying traits are those that nearly define a creature (a medusa's gaze, a red dragon's fire breath, a beholder's antimagic cone).

For instance, if Miale was faced with an old red dragon and rolled a knowledge (arcana) check to see what she knew about dragons, she would gain detailed information about the dragon's fire breath with a DC 12 check, though she would

not be familiar with other special abilities. If she had instead rolled a DC 21 check, she would also know about the dragon's cold vulnerability, though she would not normally receive information on weaknesses unless she rolled a 25 (not taking into account other modifiers).

Knowledge (local)

One of the functions of the knowledge (local) skill is to provide information on the inhabitants of an area. This overlaps slightly with the function for identifying a monster when it is used on a creature regularly found in the local area.

When confronted with a creature native to the locality in which you have knowledge (local), a knowledge check will give you the correct knowledge skill that you need to consult for more information with a DC 15, a native inhabitant's name at DC 20 (common) or DC 25 (uncommon), and will let you give someone else a +2 bonus on their own knowledge (check) with a DC 30.

When you are working purely off of memory, trying to remember lists of inhabitants for instance, the DCs will be higher by anywhere from +5 to +15. If using the knowledge (local) skill without requiring a specific area of knowledge, increase the DCs by 10.

When you take Knowledge (local), choose a region, checks made outside of that region take a -2 penalty. For every five ranks you can select a new region.

Try Again: If you fail a Knowledge check related to a creature, you can retry after gaining a rank in the appropriate knowledge skill, studying for a period of no less than a day at a library with books on the subject, or observing the creature for a period of an hour in combat or its natural environment.

LORE (INT)

Lore involves detailed knowledge of the processes, rituals, and applicable knowledge of various

forms of the "Craft" or "Art" depending upon the practitioner—whether it is spellcasting, martial maneuvers, psionics, or the use of inherent racial abilities. Much like Craft, Knowledge, Perform, and Profession this skill is broken up into multiple categories that are selected individually.

- Magical (identify spells, spell-like abilities, and supernatural class abilities in use, also covers psionics, binding, incarnum, and other variant magical systems)
- Martial (identify feats, maneuvers, and extraordinary class abilities in use)
- Natural (identify extraordinary and supernatural racial traits in use; every 5 ranks picks up an additional favored class)
- Technical (identify skills, skill tricks, and skill challenges in use, including the use of crafted items both mechanical and alchemical in nature; every rank picks up a skill trick; no classes have this as a class skill and feats and other abilities can't turn it into a class skill.)

While most sub-skills are denoted by a parenthetical, Lore is frequently denoted by adding "Lore" to the end of the category instead: Magical Lore, Martial Lore, Natural Lore, and Technical Lore. Either form is appropriate though.

Special: Lore (natural) also allows a player to acquire one additional favored class through careful study of the traditions of other races. Lore (technical) tracks the number of skill points that have been dedicated to learning skill tricks.

Lore (technical) cannot be made into a class skill or the cost of acquiring a cross-class rank be reduced through feats, racial, or class abilities. It is only a class skill if it is on a class skill list.

MOBILITY (STR; ARMOR CHECK PEN-ALTY)

Mobility can be used to move in situations where

you don't have a speed (i.e. swimming without a swim speed or moving on land without a land speed) so long as it is physically possible. Typically, this rules out flight though creatures with vestigial wings and no fly speed might make this possible.

Swim, Run, and Fly

Environment	Mobility DC
Calm water, level land, or light breeze	10
Rough water, hills, or strong wind	15
Stormy water, mountains, or storm	20 ¹
1 You can't take 10 on a Mobility check in a bad environment, even if you aren't otherwise being threatened or distracted. Mountains may require an Athletics check if the ground is steep enough to merit climbing.	

Special Movement

Additionally, the mobility skill allows for bursts of speed in some situations, covering both running and diving in combat. The DCs are below:

Action	Base Mobility DC
Run	10
Stop running	5
Dive	15
Charge	10

Action: A successful Mobility check allows you to move one-quarter of your best speed as a move action or one-half your speed as a full-round action in environments where you don't have a movement speed.

As a full round action, you can run, charge, dive, or stop running. Because you can take 10, these actions do not normally require checks unless you are subject to an armor check penalty. Failure to stop running typically means you fall prone one third of your movement speed further and take 1d6 nonlethal damage.

Special: Mobility checks are subject to double

the normal armor check penalty and encumbrance penalty (see pages 123 and 162 of the PHB). For instance, full plate incurs a -12 penalty on Mobility checks instead of -6.

PROFESSION (WIS)

Profession skills are varied, diverse, and largely overlapping as far as the actions they allow an individual to perform are concerned. The categories below demonstrate professions with common skill sets that might be used interchangeably for different activities. It is by no means complete or definitive and it might be argued that a given profession falls into two or three other categories as well.

In addition to allowing you to perform general activities not covered by other skills such as driving a wagon, sailing a ship, gathering herbs, or digging a hole, a Profession might be argued to provide a circumstance bonus to skills used frequently by the profession in some situations or vice versa. The skills noted below are examples, but not exclusive.

- thinking (teacher, barrister, scribe): Knowledge
- transportation [land] (teamster, porter, guide): Mobility
- transportation [sea] (sailor, boater): Acrobatics
- operation (siege engineer, miller, woodcutter): Craft
- mercantile (innkeeper, bookkeeper, storekeep, apothecary, beggar): Search
- animal tending (herder, rancher, driver, stablehand): Handle Animal
- gathering [animal] (hunter, fisher): Survival
- gathering/tending [plant] (herbalist, farmer, lumberjack): Survival
- gathering [mineral] (miner): Endurance
- preparing (butcher, cook, brewer, tanner): Craft
- governing (noble, royal, mayor, warden): Diplomacy

Other Profession skills may be appropriate as determined by the campaign setting. With your DM's approval you may invent other profession skills. In many cases, a primary skill such as Craft or Knowledge is supported by a profession for ancillary tasks that allow you to turn it into a living.

SURVIVAL (WIS)

See the Player's Handbook for additional information on the survival skill. This entry is merely a compilation of diverse mechanics for the survival skill.

Tracking Compilation: To find tracks or to follow them for 1 mile requires a successful Survival check. You must make another Survival check every time the tracks become difficult to follow.

Trace Tracking

You move at half your normal speed (or at your normal speed with a -5 penalty on the check, or at up to twice your normal speed with a -20 penalty on the check). The DC depends on the surface and the prevailing conditions, as given on the tables below:

Surface	Survival DC	Surface	Survival DC
Very soft ground	5	Firm ground	15
Soft ground	10	Hard ground	20

Very Soft Ground: Any surface (fresh snow, thick dust, wet mud) that holds deep, clear impressions of footprints.

Soft Ground: Any surface soft enough to yield to pressure, but firmer than wet mud or fresh snow, in which a creature leaves frequent but shallow footprints.

Firm Ground: Most normal outdoor surfaces (such as lawns, fields, woods, and the like) or exceptionally soft or dirty indoor surfaces (thick rugs and very dirty or dusty floors). The creature might leave some traces (broken branches or tufts

of hair), but it leaves only occasional or partial footprints.

Hard Ground: Any surface that doesn't hold footprints at all, such as bare rock or an indoor floor. Most streambeds fall into this category, since any footprints left behind are obscured or washed away. The creature leaves only traces (scuff marks or displaced pebbles).

Scent Tracking

A creature with the Track feat and the scent ability can follow tracks by smell, making a Wisdom (or Survival) check to find or follow a track. The typical DC for a fresh trail is 10 (no matter what kind of surface holds the scent). This DC increases or decreases depending on how strong the quarry's odor is, the number of creatures, and the age of the trail. For each hour that the trail is cold, the DC increases by 2. The ability otherwise follows the rules for the Track feat. Creatures tracking by scent ignore the effects of surface conditions and poor visibility.

You move at half your normal speed (or at your normal speed with a -5 penalty on the check, or at up to twice your normal speed with a -20 penalty on the check). The DC depends on the strength of the quarry's odor, the age of the trail, and the prevailing conditions as given on the table below:

Condition	Survival DC	Condition	Survival DC
Fresh trail	10	Strong odor	-2
Every hour cold	+2	Very strong odor	-4

Strong Odor: Any creature that has not bathed for a significant length of time or was otherwise exposed to a strong odor for a prolonged length of time (such as a tannery or bakery).

Very Strong Odor: Any creature that has the stench ability, such as a troglodyte or ghastr, or was exposed to an extremely strong odor, usually directly applied, such as a skunk's spray.

Several modifiers may apply to the Survival check, as given on the table below.

Condition	Survival DC Modifier
Every three creatures in the group being tracked	-1
Size of creature or creatures being tracked: ¹	
Fine	+8
Diminutive	+4
Tiny	+2
Small	+1
Medium	+0
Large	-1
Huge	-2
Gargantuan	-4
Colossal	-8
Every 24 hours since the trail was made	+1
Every hour of rain since the trail was made	+1
Fresh snow cover since the trail was made	+10
Poor visibility: ²	
Overcast or moonless night	+6
Moonlight	+3
Fog or precipitation	+3
Tracked party hides trail (and moves at half speed)	+5
¹ For a group of mixed sizes, apply only the modifier for the largest size category.	
² Apply only the largest modifier from this category.	

If you fail a Survival check, you can retry after 1 hour (outdoors) or 10 minutes (indoors) of searching.

You can use the Survival skill to find tracks without the Track feat, but you can follow them only if the DC for the task is 10 or lower. Alternatively, you can use the Search skill to find a footprint or similar sign of a creature's passage using the DCs given above, but you can't use Search to follow tracks, even if someone else has already found them.

You can not find or follow the tracks made by a subject of a pass without trace spell.

SKILL CHALLENGES

Skill challenges are standard combinations of skills by one or more characters to accomplish specific tasks. As with a normal skill check, the DCs to accomplish the act can vary. "Improvised" skill challenges can be performed by players by using the aid another function on a standard skill check with secondary or tertiary skills (such as diplomacy on a gather information check.)

Players may choose to invest two skill points in "mastering" a given skill challenge. This grants the character a +2 bonus on all skill checks used during that skill challenge. Other skill challenges may only be used if they are mastered. These are marked out as "Trained Only".

Success in a skill challenge is determined by taking the average of all the checks and comparing it to the DC unless otherwise specified.

FORGERY (LINGUISTICS, BLUFF, KNOWLEDGE)

Forgery is a skill challenge that requires the Linguistics, Bluff, and Knowledge skills. The linguistics skill is required for the ability to duplicate the mechanical components of the forgery and the bluff and knowledge skills (which one varies depending on the task) to make it believable. The DC for forging documents is set by the opposed skill challenge of the reader.

Try Again, Action: See the Forgery skill.

Multiple Participants: Yes.

READ LIPS (LINGUISTICS, PERCEPTION)

To understand what someone is saying by reading lips, you must typically be within 30 feet of the speaker, be able to see him or her speak, and understand the speaker's language. The base

DC is 15 for the Perception check and 15 for the Linguistics check. The Perception check DC increases by 5 for every 10 feet between the speaker and the viewer. The Linguistics check DC varies based upon complexity of the speech or how inarticulate the speaker.

Try Again, Action: See the Spot skill.

Multiple Participants: No.

SWIFT SILENT MOVEMENT (STEALTH, MOBILITY; TRAINED ONLY)

Swift Silent Movement is a skill challenge that allows you to move at a higher speed while hiding or moving between hiding locations. Because this is a challenging activity, the DC for this skill challenge starts at 25 for the Stealth check and 20 for the Mobility Check. This allows you to move at full speed for a single move action.

Try Again, Action: Yes, each additional movement in the round adds an additional 5 to the DCs for both skills though. Swift Silent Movement requires a Swift action in addition to the Move action for moving.

Multiple Participants: No.

IGNORE TERRAIN (ACROBATICS, ATHLETICS, MOBILITY; TRAINED ONLY)

Ignore Terrain allows you to move at half your speed across difficult terrain while charging or running.

Try Again, Action: No, Ignore Terrain is part of another standard, move, or full round action.

Multiple Participants: No.

CONCEAL SPELLCASTING (SPELLCRAFT, SLEIGHT OF HAND, BLUFF)

Conceal spellcasting allows a spellcaster to conceal the fact that they are casting a spell by hiding verbal and somatic gestures.

Try Again, Action: No. Part of an existing

standard, swift, or free action to cast a spell.

Multiple Participants: No.

CARTOGRAPHY (KNOWLEDGE, CRAFT)

Craft maps using an appropriate knowledge skill and Craft (art). Nature, dungeoneering, local, planes, or engineering may all be appropriate depending on the scale and location.

Try Again, Action: Yes. Full round action or longer.

Multiple Participants: Yes.

GAMBLE (SENSE MOTIVE, BLUFF, PERCEPTION)

Use this skill to earn money through games of chance, including poker, roulette, and betting on horse races. Gamble does not include games in which luck is the only factor.

Try Again, Action: See the Gamble skill (d20 Modern, pg 61).

Multiple Participants: Yes. However, using multiple people while gambling may be considered cheating in some games.

RESEARCH (KNOWLEDGE, INVESTIGATE, CONCENTRATION)

Use this skill to find information from standard sources that do not include people. This can include an arcane repository of knowledge (which might also require Use Device) or a simple library. It always requires an external source for the information though.

Try Again, Action: See the Research skill (d20 Modern, pg 71).

Multiple Participants: Yes.

The following feats supplement those found in the Player's Handbook.

ASCETIC MARTIAL ADEPT

Your temple has strong connections to the Sublime Way and has a stronger martial tradition than most. As a result, you have an instinctive understanding of the Nine Disciplines.

Prerequisites: Stunning Fist, Still Mind, ability to initiate 2nd-level maneuvers.

Benefit: If you have levels in swordsage, warblade, or crusader, those levels are considered to be monk levels for the purpose of determining the number of stunning attack attempts per day you may use. For example, a human 3rd-level monk/3rd-level warblade would have 6 stunning attacks per day as if she were a 6th-level monk. Additionally, at 6th, 12th, and 19th level of monk, you may select the Martial Study feat in place of the new class ability or bonus feat you would normally acquire.

When you are calculating your initiator level for the purpose of learning new maneuvers, determine your initiator level by adding together your level in martial adept classes + $3/4$ your levels in monk + $1/2$ your levels in all other classes.

In addition, you can multiclass freely between your highest level martial adept class and the monk class. You must still remain lawful in order to continue advancing as a monk. You still face the normal XP penalties for having multiple classes more than one level apart.

AVARIEL LEGACY [REGIONAL]

The avariel blood in your veins runs true and grants you the wings of your avariel ancestor.

Prerequisites: Elf (Snow Eagle Eyrie) or half-elf (Snow Eagle Eyrie) with avariel ancestry.

Benefit: You have wings like your avariel ancestor, granting you a limited ability to fly. You gain the following special abilities (reprinted from Races of the Wild.)

- **Gliding (Ex):** An elf or half-elf with avariel ancestry

can use her wings to glide, negating damage from a fall of any height and allowing 20 feet of forward travel for every 5 feet of descent. They glide at a speed of 40 feet (average maneuverability). Even if their maneuverability improves, they can't hover while gliding. An elf or half-elf with avariel ancestry can't glide while carrying a medium or heavy load. If an elf or half-elf with avariel ancestry becomes unconscious or helpless while in midair, her wings naturally unfurl and powerful ligaments stiffen the wings. They descends in a tight corkscrew and take only 1d6 points of falling damage, no matter what the actual distance of the fall.

- **Flight (Ex):** When an elf or half-elf with avariel ancestry reaches 5 Hit Dice, they become able to fly at a speed of 40 feet (average maneuverability). They can't fly while carrying a medium or heavy load or while fatigued or exhausted.

An elf or half-elf with avariel ancestry can safely fly for a number of rounds equal to their Constitution modifier (minimum 1 round). They can exert themselves to fly for up to twice as long, but then they're fatigued at the end of the flight.

They are likewise fatigued after spending a total of more than 10 minutes per day flying. Because they can glide before, after, and between rounds of actual flight, they can remain aloft for extended periods (even if they can only use flight for 1 round at a time without becoming fatigued).

When they reach 10 Hit Dice, elves or half-elves with avariel ancestry have enough stamina and prowess to fly for longer periods. They can fly at a speed of 40 feet (average maneuverability), and flying requires no more exertion than walking or running.

An elf or half-elf with flight can make a dive attack. A dive attack works like a charge, but the elf or half-elf with avariel ancestry must move a minimum of 30 feet and descend at least 10 feet. They can make a dive attack only when wielding a piercing weapon; if the attack hits, it deals double damage.

An elf or half-elf with flight can use the run action while flying, provided she flies in a straight line.

Elves with the avariel ancestry feat typically suffer

from claustrophobia, taking a -2 penalty to attacks and skill checks when in a tight, enclosed space.

Normal: A half-elf or elf with avariel ancestry normally receives the standard racial traits for their race.

Special: You may select this feat only as a 1st-level character. You may have only one regional feat. When an elf or half-elf with avariel ancestry is enclosed in close confines for more than an hour, they must make a Will saving throw (DC 13) or be shaken until they are brought out into the open air.

BLADE DISCIPLE

Student of any and all fighting disciplines, you have chosen to concentrate a large portion of your study upon the methods of the martial adepts, attaining a greater measure of their skills for yourself.

Prerequisites: Martial Lore 4 ranks, Blade Meditation

Benefit: For the purpose of calculating your initiator level fighter is considered to be a martial adept class. You may also add your full fighter level to your crusader, swordmage, or warblade initiator level, rather than the half normally allowed.

Special: Characters with this feat may choose the Adaptive Style feat even if they don't meet the other prerequisites for Adaptive Style. Blade Disciple may be taken as a fighter bonus feat.

BREAK THE MIND [VILE]

By bringing a helpless foe to the brink of despair and beyond, you can have a lasting effect upon his actions and ensure that your commands are obeyed for hours after he has left your direct influence.

Prerequisites: Cha 13, Intimidate 5 ranks, Skill Focus (Intimidate)

Benefit: When using the Intimidate skill to change a helpless foe's behavior, you may treat the target as friendly for as long as she remains in your presence, and for 1d6 hours afterward for every 1d6x10 minutes they would otherwise be

intimidated. After this time, the target's default attitude toward you shifts to unfriendly.

BREAK THE SOUL [VILE]

By bringing a helpless foe to the brink of despair and beyond, you can have a lasting effect upon her actions and ensure that your commands are obeyed far beyond the time when she is no longer under your direct influence.

Prerequisites: Cha 15, Intimidate 10 ranks, Skill Focus (Intimidate), Break the Mind

Benefit: When using the Intimidate skill to change a helpless foe's behavior, you may treat the target as friendly for as long as she remains in your presence, and for 1d6 days afterward for every 1d6x10 minutes they would otherwise be intimidated. After this time, the target's default attitude toward you shifts to unfriendly. However, if the target encounters you in the future, they are considered shaken until they make a successful attack against you.

A character that is kept intimidated for three months or longer is permanently under the effect of the intimidation until the affect is broken by an external influence. (A healer with the Mind Healer feat, for instance.)

DEFORMITY (DEADLY WINGS) [VILE]

Because of intentional self-mutilation involving repeated breaking and healing, the character has heavier wings knotted with bony protrusions and no longer as fragile as usual.

Prerequisites: Willing Deformity, natural fly speed

Benefit: The character has the ability to deal 1d6 points of damage as a wing attack. The character is considered armed even when unarmed.

Special: The character does not draw attacks of opportunity when attacking unarmed, and he threatens areas even when unarmed. The character takes a -10 foot deformity penalty to their fly speed.

ENHANCED CHANGE SHAPE [RACIAL]

A changeling with this feat has come closer to their doppelganger heritage, enhancing the range of their ability to change shape.

Prerequisite: Minor change shape ability, 5 ranks of disguise, 5 ranks of knowledge (local)

Benefit: The changeling selects one of the following properties to enhance her minor change shape, bringing it closer to the ability possessed by doppelgangers.

- **Form:** The changeling can assume the shape of any small or medium humanoid.

- **Special Attacks:** The changeling can use the Extraordinary special attacks of the forms that she assumes with her minor change shape ability.

- **Natural Attacks:** The changeling can use the natural weapons of the forms that she assumes with her minor change shape ability.

- **Movement:** The changeling can use the movement modes of the forms she assumes with her minor change shape ability.

All abilities gained through this feat still follow the rules defined in the Monster Manual for the Change Shape ability.

Special: A character can gain this feat multiple times. Each time the character selects a new ability to enhance their minor change shape ability the ranks required in Disguise and Knowledge (local) goes up by 3.

EPHEMERAL STRANDS [RACIAL]

The strands of shadow that you weave are now composed of pure shadow from the plane of shadow rather than the partially material objects that are created by most shaedling. You have an inherent ability to manipulate other spells of shadow by weaving your own shadow gossamer into an existing spell as well.

Prerequisites: Knowledge (the planes) 5 ranks, able to cast a spell with the (Shadow) descriptor, Shaedling

Benefit: You have the ability to make a craft check

in order to manipulate an existing shadow spell to your own benefit. You may alter one aspect of the spell-- the target (to any creature within your reach), the effect (changing the appearance of an illusion or the type of monster summoned in a shadow conjuration, for instance), the duration (reducing or increasing the duration by up to 20%), or the reality of the spell (increasing or decreasing it by 10%). Using this ability requires a swift action to release shadow gossamer that you then weave into the fabric of the spell with a standard action. The DC of this check is equal to the caster level of the caster plus 15. If the spell is being actively maintained (requires concentration) you instead make an opposed check versus the caster, who receives a +5 bonus on the check.

This spell may only be used on spells without a duration by readying an action to counterspell the effect and may only be used if the user is within the area of effect of the spell.

Special: Your Shadow Gossamer ability is now supernatural rather than extraordinary. This causes it to fail in an anti-magic field and otherwise act as described on page 289 of the Dungeon Master's Guide.

JACK OF ALL TRADES

You have picked up a smattering of even the most obscure skills.

Prerequisite: Int 13.

Benefit: You can use any skill as if you had 1/2 rank in that skill. This benefit allows you to attempt checks with skills that normally don't allow untrained skill checks (such as Decipher Script and Knowledge). If a skill doesn't allow skill checks (such as Speak Language), this feat has no effect. Additionally, you can now place skill points into a "Jack of All Trades" skill. This skill is always considered a cross class skill, regardless of your skill list. As such, you may only have ranks equal to half your character level at most and each rank costs 2 skill points. Your rank in "Jack of All Trades" replaces your ranks in any skill in which you have 0

ranks.

Normal: Without this feat, you can't attempt some skill checks (Decipher Script, Disable Device, Handle Animal, Knowledge, Open Lock, Profession, Sleight of Hand, Speak Language, Spellcraft, Tumble, and Use Magic Device) unless you have ranks in the skill.

INITIATE OF LOLTH [INITIATE]

You have been initiated into the greatest secrets of Lolth's church.

Prerequisites: Cleric level 5th, patron deity Lolth

Benefit: You can rebuke or command spiders or spiderkind as an evil cleric rebukes or commands undead. You can use this ability a number of times per day equal to 3 + your Charisma modifier. If you have the Spider Domain, you are treated as two levels higher for the purposes of rebuking attempts.

In addition, you may add the following spells to your cleric spell list.

3rd Spiderskin^{UND}: Subject gains increasing bonus to natural armor bonus, saves against poison, and Hide checks.

4th Venomous Web*: As web, but webbing deals 1d6 Str damage, repeats in 1 min.

5th Living Scourge*: A scourge or whip is transformed into a scourge of fangs.

7th Stone Spiders^{FOR}: Transforms 1d3 pebbles into stone constructs that resemble spiders.

* new spell, described in Magic and Spells chapter

MIND HEALER

You have been trained to heal a ravaged mind and soothe the wounds that cannot be seen by the naked eye.

Prerequisites: Wis 13, Heal 5 ranks

Benefit: You do not incur a -10 penalty when attempting to heal afflictions of the mind.

Furthermore, you can make additional attempts at removing the influence of torture and intimidation over the course of multiple counseling sessions (maximum of one per day). Each additional session that you attempt with a given character provides a cumulative +2 bonus on your heal check. With a full round action and a DC 20 Heal check, you can give a character currently under a [Compulsion] or [Charm] affect a second saving throw at a +2 bonus.

PLANAR COSMOPOLITAN

Your knowledge of cities extends to planar metropolises like Sigil, the City of Brass, and others populated primarily by extra planar races and are cosmopolitan enough to grant citizenship even to the undead.

Prerequisites: Urban savvy

Benefit: You can use urban savvy and urban empathy on outsiders, elementals, and undead. You use Knowledge (the Planes) for urban savvy and urban empathy checks regarding outsiders and elementals and Knowledge (religion) for undead.

Benefit: Without this feat, a character with urban savvy and urban empathy can only use that class feature on aberrations, animals, humanoids, monstrous humanoids, oozes, and vermin.

SCENT READING [MONSTROUS]

You are able to use your sense of smell to identify strong emotions in those around you.

Prerequisites: Wis 15, Sense Motive 5 ranks, Scent

Benefit: With a DC 15 Sense Motive check you are able to detect emotions such as fear, pleasure, lust, and jealousy in living creatures around you. In non-sentient creatures, this is generally limited to fear or aggression. In sentient creatures, emotions generally act as motive for action and will frequently also serve as an indicator of a creature lying, providing a +4 bonus on Sense Motive checks opposing a Bluff check. For particularly strong

emotions, such as a man with a fear of dogs faced with a wolf, you get a +4 bonus on your Sense Motive check.

Normal: Scent only allows you to detect a creature's presence and Sense Motive provides several specific abilities.

SEALING THE REMNANT

You are able sacrifice a portion of the power you gain from your current pacts to make a tertiary binding.

Prerequisites: Cha 15, ability to bind 2 vestiges at once, ability to make 2 pact augmentations, Expel Vestige

Benefit: When you would normally gain the benefits of a pact augmentation, you may instead summon a vestige you do not currently have bound. By sacrificing 2 uses of your pact augmentation, you can choose a single special ability from that vestige. The vestige that is summoned through the use of this feat must be at least one level lower than the highest level vestige you can summon.

Normal: Pact augmentations only allow you to choose from a limited list of set bonuses.

TRAIN INTELLIGENT CREATURE [VILE]

You are able to train young intelligent creatures to act on specific cues and to obey your commands.

Prerequisites: Cha 15, Handle Animal 10 ranks, Intimidate 5 ranks

Benefit: With a DC 30 Handle Animal check you can train an intelligent creature that has not yet reached adulthood with any of the tricks that are available when training animals. Once a creature has been trained with one trick using this feat, they may be handled with a DC 20 Handle Animal or Intimidate check. They may also be taught other tricks, to a maximum of 1 for every five ranks of Intimidate you possess.

Normal: Training an intelligent creature merely gives them the skills required for a task; it does not allow you to handle the creature with Handle

Animal.

VENGEFUL CURSE [RESERVE]

Your connection to the forces of vengeance and retribution allows you to strike out at your attackers when they hurt you.

Prerequisites: Access to the Retribution domain.

Benefit: As long as you have a 4th level or higher Retribution domain spell available to cast, you have a tangible aura of malice around you. As a swift action, you can deal an amount of damage equal to the highest-level Retribution spell you have available to cast to any opponent who has damaged you in the past minute. The opponent must be within 10 foot per level of the spell and a given opponent may only be affected once unless he or she attacks again.

As a secondary benefit, you gain a +1 competence bonus to your caster level when casting abjuration spells.

VERSATILE CRAFTER

You are skilled at many types of crafting.

Prerequisites: Craft (any) 5 ranks

Benefit: Pick a number of Craft categories equal to your Wisdom bonus (minimum 1). For the purpose of making Craft checks, you are treated as having a number of ranks in those skills equal to the highest number of ranks you have in any Craft category. You cannot change these categories once you have picked them, but your score in them automatically increases if you later add additional ranks in your highest ranked Craft category. You gain new categories of your choice if your Wisdom bonus permanently increases.

In addition, you gain a +2 bonus on a combined Craft check when using two or more forms of crafting at the same time, such as building a tower to hold a siege weapon, and reduce the crafting time by 10%. In such cases, add the bonus to the higher of your two Craft skill modifiers.

VERSATILE WORKER

You are skilled at many types of professions.

Prerequisites: Profession (any) 5 ranks

Benefit: Pick a number of Profession categories equal to your Charisma bonus (minimum 1). For the purpose of making Profession checks, you are treated as having a number of ranks in those skills equal to the highest number of ranks you have in any Profession category. You cannot change these categories once you have picked them, but your score in them automatically increases if you later add additional ranks in your highest ranked Profession category. You gain new categories of your choice if your Charisma bonus permanently increases.

In addition, you gain a +2 bonus on a combined Profession check when using two or more forms of profession at the same time, such as a sailor cooking for his crew. In such cases, add the bonus to the higher of your two Profession skill modifiers

UNDEATH DEVOTION [DOMAIN]

You enhance your own abilities with the characteristics of the undead.

Benefit: Once per day as a swift action, you can give yourself the power of a specific undead. Select one of the following abilities each time you activate the feat. Each effect lasts for 1 minute.

Ghost's Resilience: If you die while under the effect of ghost's resilience, you may attempt a level check ($1d20 + \text{character level}$) against DC 16. If this check succeeds, your body's wounds repair themselves $2d4$ hours after death, leaving you at 0 hit points. If your body is destroyed, you instead have a 50% chance of coming back as a ghost to achieve vengeance upon your killers. Your body is slightly incorporeal while ghost's resilience is active, allowing light to pass through you and reducing your natural armor bonus by 1 point.

Skeleton's Wasting: Gain damage reduction that can be overcome only by bludgeoning weapons. The

numeric value of this damage reduction is $1 + 1/\text{five character levels you passess (maximum } 5/\text{bludgeoning at } 20^{\text{th}} \text{ level)}$. In addition, you gain two primary claw attacks with a base damage of $1d4$. Your body is skeletally thin while under the effect of skeleton's wasting, giving you a gaunt, wasted look and reducing your Constitution by 2 points.

Zombie's Rigor: Gain damage reduction that can be overcome only by slashing weapons. The numeric value of this damage reduction is $1 + 1/\text{five character levels you passess (maximum } 5/\text{slashing at } 20^{\text{th}} \text{ level)}$. In addition, you gain one bonus hit die as if under the effect of a bard's inspire greatness (granting $1d10$ temporary hit points plus Con and a +1 competence bonus on attack rolls). Your skin grows slack and gray and your muscles sluggish while under the effect of zombie's rigor, giving you the appearance of a rotting corpse and reducing your Dexterity by 2 points.

Vampire's Embrace: You gain a natural bite attack that deals $1d4$ points of Constitution damage but may only be used while grappling. A successful Fortitude save ($\text{DC } 10 + 1/2 \text{ your character level} + \text{your Cha modifier}$) negates the Constitution damage. Your upper canine teeth grow into fangs when you activate vampire's embrace and remain in that form as long as the effect is active and your skin grows pale and bloodless, causing you to take $1d6$ damage each round you are in direct sunlight.

Special: You can select this feat multiple times, gaining one additional daily use each time you take it.

Special: If you have the ability to turn or rebuke undead, you gain one additional daily use of this feat for each three daily turn or rebuke uses you expend.

Special: You can have multiple abilities active simultaneously. However, you can still only activate one ability per round.

URBAN ARCANA

Your knowledge of cities extends to cities run by spell casters crawling with arcane creatures and constructs.

Prerequisites: Urban savvy

Benefit: You can use urban savvy and urban empathy on dragons, magical beasts, and constructs. You use Knowledge (arcana) for urban savvy and urban empathy checks regarding these creature types.

Benefit: Without this feat, a character with urban savvy and urban empathy can only use that class feature on aberrations, animals, humanoids, monstrous humanoids, oozes, and vermin.

HOARD FEATS

A hoard feat capitalizes upon the possessiveness of dragons to turn what can be a weakness into a strength. Rather than simply representing wealth, ripe for the taking, some dragons (or those descended from them) can draw upon their bond with their hoard to strengthen themselves and better protect or expand it.

Most hoard feats are dependent upon the value of a hoard, essentially allowing dragons to capture some of their inherent value to generate effects they might have purchased or created as equipment to be worn. As such, they have tiers of abilities that are dependent upon the size of the hoard. If a character has multiple hoard feats, they will allocate the amount of their hoard that is dedicated to each feat. This allocation can only take place while the dragon is in physical contact with their hoard and requires a full round action to complete.

As an example, a young dragon with a hoard valued at 15,000 gold and the Avenging the Hoard and Defender of the Hoard feats could either get the first tier of both feats, assigning 7,000 to Avenging the Hoard and 4,000 to Defending the Hoard or they could get the second tier of one or the other feats (assigning 12,000 to Avenging or 10,000 to Defending). If they acquired gems worth an additional 2,000 gold, they could have the first tier of Avenging and the second tier of Defending active after depositing them in their hoard.

Hoard feat effects remain active so long as you visit your hoard regularly (typically at least once a

week unless you are restrained or unable to break away due to your obligations) and are considered supernatural abilities. They may be dispelled as if they were a spell effect with a level equal to your character level but can be renewed simply by visiting your hoard and spending a standard action to appraise your hoard's value. Each bonus is considered a separate magical effect. (For instance, the enhancement bonus to natural weapons and ability scores would be checked independently if you had the Avenging the Hoard feat.)

DRAGON'S HOARD [HOARD]

Hoarding wealth is in your blood and that blood has awakened as you acquire gold, gems, and other items of intrinsic value. Succumbing to that instinct and long hours spent pouring over your own valuables has provided you with an inherent understanding of objects of value.

Prerequisites: Dragonblood subtype or the Draconic Heritage feat; must own at least 5,000 gold or items worth that much.

Benefit: Appraise is a class skill for you. If you have at least 5 ranks of Appraise and your hoard is at least 1500 gold, you unlock additional abilities. If you have detected an item's magical aura via *detect magic* or some other method, you can spend 1 additional minute studying the item. If you do, you can identify the abilities of that item as if you had cast *identify* upon it.

If you have at least 15 ranks of Appraise and your hoard is at least 15,000 gold, you become even more adept at assessing valuables. While using *detect magic* or other spells that allow the detection of magical auras you may spend 1 minute studying nearby objects and attempt a DC 25 Appraise check to generate an effect much like *analyze dweomer*, though it only reveals the properties of objects, not creatures. Your caster level for each of these effects is equal to your character level.

Special: A hoard, for the purpose of this feat, is

any valuables that are not inherently useful for other purposes and are thus intrinsically or culturally valuable in and of themselves. This includes coins (gold, silver, copper, etc...), art, and gems. Trade goods, magic items, tools, and mundane weapons and armor, while valuable, are typically valued for their use, rather than being intrinsically valuable and thus do not contribute to a hoard's total value. This feat serves as the prerequisite for several other feats, including the Defender of the Hoard, Avenging the Hoard, and Plunderer. True Dragons receive the Dragon's Hoard feat automatically upon reaching 5 hit dice, so long as they have a hoard.

AVENGING THE HOARD [HOARD]

Your draconic instincts sharpen your claws and give you the might necessary to destroy those who have tampered with or might tamper with your hoard... or for that matter seize treasures that should rightfully be yours. The magic that surges through your blood capitalizes upon this and strengthens your form in a bond with your hoard enhanced by the natural draconic desire to acquire treasure and power.

Prerequisites: Dragon's Hoard, hoard worth at least 8,000 gold

Benefit: So long as your hoard constitutes at least 50% of your total wealth, you can draw upon it to bolster your own weapons and abilities. Refer to the table below for the effects. Bonuses are cumulative, but you only receive the highest bonus listed of a given type. Ability score bonuses are listed in full each time for clarity.

Attack Bonuses	Hoard Value
+1 enhancement bonus to natural weapons	7,000 gp
+2 bonus to one ability score	12,000 gp
+2 bonus to two ability scores	17,000 gp
+2 enhancement bonus to natural weapons	36,000 gp
+4 bonus to an ability score, +2 to another	48,000 gp
+4 bonus to two ability scores, +2 to another	65,000 gp
+3 enhancement bonus to natural weapons	96,000 gp

+6 bonus to an ability score, +4 bonus to a second, and +2 bonus to another two	121,000 gp
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While in your hoard's presence, assuming it is not carried upon your person and has not moved for at least a month, each enhancement bonus is increased by 1 and one ability score bonus increases by 2 (up to a maximum of +6).

Special: Magical and mundane weapons can contribute to the value of your hoard, so long as they are not on your person.

DEFENDER OF THE HOARD [HOARD]

Your draconic instincts inherently draw you to the defense of your hoard against those who might plunder or pillage it. The magic that surges through your blood reacts instinctively to this desire and bolsters your own abilities to ensure that you will not fall before your hoard.

Prerequisites: Dragon's Hoard, hoard worth at least 4,000 gold

Benefit: So long as your hoard constitutes at least 50% of your total wealth, you can draw upon it to bolster your own defenses and help to ensure you are able to defend it. Refer to the table below for the effects. Bonuses are cumulative, but you only receive the highest bonus listed of a given type.

Defense Bonuses	Hoard Value
+1 armor bonus, +1 enhancement bonus to natural armor	4,000 gp
+2 armor bonus, +1 deflection bonus	10,000 gp
+3 armor bonus, +1 resistance bonus	17,000 gp
+4 armor bonus, +2 enhancement bonus to natural armor	31,000 gp
+5 armor bonus, +2 deflection bonus	47,000 gp
+6 armor bonus, +3 resistance bonus	65,000 gp
+7 armor bonus, +3 enhancement bonus to natural armor	89,000 gp
+8 armor bonus, +3 deflection bonus	115,000 gp

While in your hoard's presence, assuming it is not carried upon your person and has not moved for at least a month, each bonus is increased by 1.

Special: Magical and mundane armor can

contribute to the value of your hoard, so long as it is not on your person.

HOARDER OF KNOWLEDGE [HOARD]

Most dragons take their mastery of the arcane for granted, the inherent understanding of the flows of magic sufficient for their purposes. In your case, you go a step beyond, gathering spellbooks that you largely cannot use, pouring over arcane tomes and ensuring they are kept safe. And in doing this, you expand upon and extend your own puissance to some extent.

Prerequisites: Dragon's Hoard plus 1 additional Hoard feat, Spellcraft 8 ranks, Knowledge (arcana) 8 ranks, and a hoard worth at least 7,000 gold

Benefit: So long as your hoard constitutes at least 50% of your total wealth, you can draw upon it to bolster your own spellcasting and knowledge. Refer to the table below for the effects. Bonuses are cumulative, but you only receive the highest bonus listed of a given type.

Spellcasting Bonuses	Hoard Value
1 st level spell (3), Metamagic I (3/day, 3 rd level or lower, [Extend])	7,000 gold
2 nd level spell (2), Metamagic I ([Silent])	16,000 gold
3 rd level spell (1), Metamagic I ([Enlarge])	27,000 gold
3 rd level spell (2), Metamagic II (3/day, 6 th level or lower, [Extend])	48,000 gold
4 th level spell (1), Metamagic II ([Enlarge])	66,000 gold
5 th level spell (1), Metamagic II ([Silent])	92,000 gold
+1 caster level	112,000 gold
6 th level spell (1)	149,000 gold

Bonus spells granted by the Hoarder of Knowledge feat may be cast as either a spell known by the character or a spell contained in a spellbook, wand, rod, or stave in the hoard. Selecting these spells must be done in the presence of the hoard and requires a Spellcraft check of 15 + spell level. Failure prevents the use of that spell for a day.

While in your hoard's presence, assuming it is not

carried upon your person and has not moved for at least a month, your spells known increases by 2 spells at each level. Those spells must be contained in spellbooks, wands, rods, or staves in your hoard though.

Special: Spellbooks, scrolls, wands, rods, staves, and Wondrous Items dealing with knowledge or the written word (such as a Tome of Understanding) can contribute to the value of your hoard, so long as it is not on your person.

Using a consumable item you have previously placed in your hoard will remove the benefits of this feat for a week as if it were dispelled. Restoring the benefits of the feat requires visiting your hoard and contributing another item, though it doesn't need to match the value of the item that was consumed.

SPINNER OF WEALTH [HOARD]

You have overcome your draconic instincts to at least some extent, allowing you to invest at least some measure of your hoard rather than hiding it away while still considering it yours. Additionally, you have developed a number of abilities that can be leveraged in the pursuit of running a business of your own to generate more wealth.

Prerequisites: Dragon's Hoard, hoard worth at least 5,000 gold

Benefit: So long as your hoard constitutes at least 50% of your total wealth, you can draw upon it to generate effects that mimic those that some merchant houses developed. The "Dragonmark" that is chosen may be changed each time you renew this ability, but it applies to all tiers that you receive.

Spell-like Abilities	Hoard Value
As Least Dragonmark	1,000 gp
As Lesser Dragonmark	7,000 gp
As Greater Dragonmark	25,000 gp
As Siberys Dragonmark	73,000 gp

While in your hoard's presence, assuming it is not carried upon your person and has not moved for at

least a month, you receive both spell-like abilities from Least and Lesser Dragonmarks and your number of uses of Greater and Siberys Dragonmarks doubles.

Special: If in Eberron, the dragon can generate a tattoo that mimics the appropriate Dragonmark with a disguise check as part of renewing this effect. Trade goods can contribute to the value of your hoard, so long as they are not on your person. Additionally, you may invest up to 20% of your hoard in a business or other investment outside of your hoard and still count that towards your hoard value for the purposes of Hoard feats and other effects.

PARANOID DEFENDER [HOARD]

Your draconic instincts inherently draw you to the defense of your hoard against those who might plunder or pillage it. The magic that surges through your blood alerts you if any touch your hoard and lets you return to its defense.

Prerequisites: Dragon's Hoard, Defender of the Hoard

Benefit: So long as your hoard constitutes at least 50% of your total wealth, you can detect if it has been tampered with in any way—if any creature other than yourself touches your horde, you are instantly alerted, subject to the same limitations as *sending*. When this occurs, you know the number of creatures in the vicinity of your hoard (anyone within 100 feet) and their type.

Additionally, you may use *word of recall* one time per day to return to your hoard from anywhere in the world. If you were alerted to intruders touching your hoard, you may use this ability without consuming the daily use.

HIDDEN DAGGER [HOARD]

You are able to manipulate the magics of your hoard to imbue items you wear with some of the puissant energies that you harness for your own defenses.

Prerequisites: Dragon's Hoard, Defender of the Hoard or Avenging the Hoard, Half-Dragon Form

Benefit: So long as your hoard constitutes at least 50% of your total wealth, your enhancement bonuses

to attack or armor bonus from Hoard feats apply to armor and weapons worn or held for at least an hour, up to a maximum bonus of +5. For instance, if you had a +2 armor bonus and were wearing full plate while in an alternate form, the full plate would act as +2 full plate, even if it was non-magical.

LAIR MASTER [HOARD]

Your lair has received such lavish care that it is considered a part of your hoard in and of itself and you have developed an innate connection to it that mere distance cannot negate.

Prerequisites: At least three Hoard feats, a physical lair that has had at least 5,000 gold invested in it

Benefit: You are able to reallocate how much value is attributed to each Hoard feat that you possess without being in physical contact with your hoard once per encounter. Each time this is done outside of the presence of your hoard, you may shift up to 50% of your Hoard value between feats. (For instance, if you are in danger and your hoard was worth 60,000 gold, you could shift up to 30,000 gold from Avenging the Hoard to Defender of the Hoard. Additionally, once per day, you may act as if you were in the presence of your hoard for one round per hit die for a single Hoard feat.

Special: The cost of your lair contributes to your hoard value, minus the cost of any active defenses such as traps or wandering monsters.

UNIVERSAL HOARD [HOARD]

Your draconic instincts inherently draw you to the defense of your hoard against those who might plunder or pillage it. The magic that surges through your blood alerts you if any touch your hoard and lets you return to its defense.

Prerequisites: At least three other Hoard feats

Benefit: So long as your hoard constitutes at least 50% of your total wealth, 10% of your wealth applies to all Hoard feats at once, rather than needing to be assigned as usual.

ITEM CREATION

The following feats replace feats found in the Player's Handbook and other books that allow for the creation of new types of magic items. When the feats below are used to create magic or psionic items, the creator must meet the original prerequisites required to gain the feat associated with a given item type.

As an example, a character with the Craft Consumable Item feat and a caster level of 1 could scribe scrolls, but they could not brew potions. If a particular item requires an item creation feat, substitute the new feat associated with that item type for the feat requirement in the prerequisites.

CRAFT CONSUMABLE ITEMS [ITEM CREATION]

You can create consumable items, those magic or psionic items that are destroyed in the process of being used.

Prerequisites: Caster level 1st or manifester level 1st

Benefit: This feat can be used to craft the following types of items, so long as the prerequisites as listed in the original feat description and in the description of the magic or psionic item are met:

Item Type	Prerequisites
Scrolls	Caster level 1st
Talismans	Caster level 1st, ranks in appropriate craft skill
Potions	Caster level 3rd
Infusions	Caster level 3rd
Runes	Caster level 3rd, able to cast divine spells, ranks in appropriate craft skill, Int 13
Skull Talismans	Caster level 6th
Power Stones	Manifester level 1st

Additionally, any wondrous item that is consumed after a single use, such as the various Quill's Feather

Tokens or elixirs are created utilizing the Craft Consumable Item feat.

CRAFT CHARGED ITEMS [ITEM CREATION]

You can create charged items, those magic or psionic items that have charges (typically of spells or powers) that are expended with each use, whether they are replenished or not.

Prerequisites: Caster level 3rd or manifester level 3rd

Benefit: This feat can be used to craft the following types of items, so long as the prerequisites as listed in the original feat description and in the description of the magic or psionic item are met:

Item Type	Prerequisites
Wands	Caster level 5th
Sceptres	Caster level 9th
Minor Schema	Caster level 10th
Staffs	Caster level 12th
Cognizance Crystals	Manifester level 3rd
Dorje	Manifester level 5th
Psicrowns	Manifester level 12th

Additionally, any wondrous items which utilize charges for dictating the effects of the item will require the Craft Charged Item feat.

CRAFT ARMS AND ARMOR [ITEM CREATION]

You can create magical and psionic arms and armor, typically anything that can be worn as armor or utilized as a weapon.

Prerequisites: Caster level 5th or manifester level 5th

Benefit: This feat can be used to craft the following types of items, so long as the prerequisites as listed in the original feat description and in the description of the magic or psionic item are met:

Item Type	Prerequisites
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Armor	Caster level 5th
Weapons	Caster level 5th
Rods	Caster level 9th
Psionic Weapons	Manifester level 5th
Psionic Armor	Manifester level 5th

Rods that are not capable of being used as weapons are typically wondrous items. Those rods that have powers beyond the typical scope of the Craft Arms and Armor feat may also require another feat to craft.

CRAFT WONDROUS ITEMS [ITEM CREATION]

You can create wondrous items, magic or psionic items having a wide variety of extraordinary abilities typically not used directly as weapons or armor.

Prerequisites: Caster level 3rd or manifestor level 3rd

Benefit: This feat can be used to craft the following types of items, so long as the prerequisites as listed in the original feat description and in the description of the magic or psionic item are met:

Item Type	Prerequisites
Wondrous Items	Caster level 3rd
Rings	Caster level 12th
Universal Items	Manifester level 3rd
Psionic Seal	Caster or manifestor level 7th, Int 15, psionic ability (psi-like or psionic powers)

Any wondrous item that is consumed after a single use, such as the various Quall's Feather Tokens or elixirs are created utilizing the Craft Consumable Item feat. Wondrous items that utilize charges for abilities or spell uses typically require the Craft Charged Items feat.

CRAFT CREATURES [ITEM CREATION]

You can create or modify living creatures and items.

Prerequisites: Craft Wondrous Items

Benefit: This feat can be used to craft the

following types of items, creatures, and magical effects, so long as the prerequisites as listed in the original feat description and in the description of the magic or psionic item, creature, or magical effect are met:

Item Type	Prerequisites
Tattoos	Caster level 3rd, ranks in appropriate craft skill, Craft Consumable Items
Constructs	Craft Wondrous Items, Craft Arms and Armor
Grafts	Heal 10
Contingent Spells	Caster level 11th
Psionic Tattoos	Manifester level 3rd, Craft Consumable Items
Psionic Constructs	Craft Wondrous Items, Craft Arms and Armor

Special: This feat is also required in order to purposefully craft an item with intelligence. All other normal prerequisites for crafting the item, including other item creation feats, still apply.

CRAFT STRUCTURES [ITEM CREATION]

You can create permanent anchored magical or psionic effects.

Prerequisites: Caster level 5th or manifestor level 5th

Benefit: This feat can be used to craft the following types of items, creatures, and magical effects, so long as the prerequisites as listed in the original feat description and in the description of the magic or psionic item, creature, or magical effect are met:

Item Type	Prerequisites
Rune Circles	Caster level 5th
Portals	Craft Wondrous Items
Aboleth Glyphs	Caster level 5th, Aboleth
Wondrous Architecture	