

Extra domain feat

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another deity of equal or higher rank. Suggested Portfolio Elements Death, life, undead. See Magic Prerequisites domain. This ability is similar to a constant greater arcane sight spell, except that it covers the whole area you can see, and the deity immediately knows the number of auras present along their locations and strengths. The deity needs to make a Spellcraft check to identify the school of each aura, but most deities with this ability can use Spellcraft as a free action. Suggested Portfolio Elements Magic. Shapechange This is an extraordinary ability. Prerequisites Divine rank 11, Alter Size salient divine ability, Alter Form salient divine ability. Benefit The deity can assume the form of an animal, dragon, fey, giant, humanoid, magical beast, monstrous humanoid, or plant. The assumed form must be both living and corporeal. The deity can remain in the assumed form indefinitely, but it resumes its own form if slain. Notes This ability works like the Shift Form salient divine ability, except that the deity is not limited to a set number of forms and as noted here. The deity can use its Alter Size ability simultaneously with this one to become as small as a grain of sand or as large as 1,600 feet in the assumed form's greatest dimension. The deity can use this ability to create disguises, gaining a bonus of +20 on its Disguise checks. Suggested Portfolio Elements Nature, secrets, thieves. Shift Form This is an extraordinary ability. Prerequisites Divine rank 6, Alter Size salient divine ability, Alter Form salient divine ability. Benefit The deity can assume the form of another creature. The forms a deity can assume are limited and vary with each deity. The forms allowed are listed in the deity's description. The deity can remain in the assumed form indefinitely, but it resumes its own form if slain. Notes The deity acquires the physical, natural, and extraordinary abilities of the form it has assumed (but not spell-like or supernatural abilities) while retaining its own mind. Physical abilities include natural size and Strength, Dexterity, and Constitution scores. Natural abilities include armor, natural weapons (such as claws, bite, swoop and rake, and constriction; but not petrification, breath weapons, energy drain, energy effect, and the like), and similar gross physical qualities (presence or absence of wings, number of extremities, and so on). A body with extra limbs does not allow the deity to make more attacks (or more advantageous two-weapon attacks) than normal. Natural abilities also include mundane movement capabilities, such as walking, swimming, and flight with wings. The deity's speed is that of the assumed form or the deity's normal speed, whichever is higher. In general, any part of the body or piece of equipment that is separated from the whole reverts to its original form. However, if the assumed form has an extraordinary ability that allows it to produce a substisnce or shed part of its body, then this ability also grants the ability. The deity retains its Intelligence, Wisdom, and Charisma scores, level and class, hit points (despite any change in its Constitution score), alignment, base attack bonus, and base saves. (New Strength, Dexterity, and Constitution scores may affect final attack and save bonuses.) The deity retains its outsider type, extraordinary abilities, spells, and spell-like abilities, but not its supernatural abilities. The deity also retains its divine Armor Class bonus and divine qualities and abilities, provided they are not supernatural. The deity can cast spells for which it has components. It needs a voice like that of a humanoid for verbal components and hands like those of a humanoid for somatic components. Likewise, the deity needs hands to use many of its powers, such as creating objects related to its portfolio. When the shape shift occurs, the deity's equipment, if any, transforms to match the new form. If the new form is a creature that does not use equipment (aberration, animal, construct, dragon, elemental, magical beast, ooze, some outsiders, plant, some undead creatures, some shapechangers, or vermin), the equipment melds into the new form and becomes nonfunctional. Material components and focuses melded in this way cannot be used to cast spells. If the new form uses equipment (fey, giant, humanoid, some outsiders, many shapechangers, many undead creatures), the deity's equipment changes to match the new form and retains its properties. This ability cannot confer class levels or class abilities. The deity can change physical qualities such as hair color, hair texture, skin color, and gender. The deity can use this ability to create disguises, gaining a bonus of +15 on its Disguise checks. The deity can use its Alter Size ability simultaneously with this one to become as small as a grain of sand or as large as 1,600 feet in the assumed form's greatest dimension. Suggested Portfolio Elements Nature. Speak With Creatures Benefit The deity has the supernatural ability to converse with the specified creature. This ability works like a permanent speak with animals or speak with plants spell, or like a tongues spell that only allows the deity to converse with the specified type of creature. Notes A deity can have this ability multiple times, choosing a different type of creature each time. Suggested Portfolio Elements Nature. Spontaneous Wizard Spells Prerequisites Divine rank 6, Wizard level 1st, Int 29, Spell Mastery, Arcane Mastery salient divine ability. Benefit This ability works like a cleric's ability to cast cure spells spontaneously, except that it applies to wizard spells. The deity must have a sufficient Intelligence score and wizard levels to cast the spell. Notes The deity still needs a spellbook for its wizard spells unless it also has the Divine Spellcasting ability. Suggested Portfolio Elements Knowledge, magic. Stride Prerequisites Travel domain. Benefit The deity's movement is doubled on the local or overland scales. Also, having this ability means that the deity's height does not limit the distance it can jump. In addition, the deity can impart extra overland speed to living creatures. The deity can affect up to one creature per divine rank at once, but no more than that number each day. All must be within the deity's line of sight when first affected. Creatures who receive this boon double their speeds on the local or overland scales. Suggested Portfolio Elements Travel. Sunder And Disjoin Benefit If any weapon or item is used against the deity in combat, the deity can destroy it with a touch. Treat a successful touch as a combination of a disintegrate spell and a mage's disjunction spell, both targeted exclusively at the touched item. The save DC for both effects is 19 + the deity's Charisma modifier. An item remains vulnerable to this ability for up to one day after being used against the deity. Suggested Portfolio Elements Victory, war. Supreme Initiative This is an extraordinary ability. Prerequisites Dex 29, Improved Initiative. Benefit The deity goes first in the initiative order, no matter what its initiative result is or what initiative result anyone else in an encounter or battle has. Notes Determine initiative normally among any beings who don't have this ability, placing them in order after the deity. The deity can choose to delay or ready an action, just any other being can, and doing so changes the deity's initiative as normal. The deity also can refocus, thereby resuming its position at the beginning of the initiative order. If two or more deities who have this ability are in the same battle, the deity with the highest divine rank gets the first position in the initiative order, the deity with the second highest rank gets the second position, and so on. Other beings then go in order after the last deity with the Supreme Initiative ability. If two deities with this ability and the same divine rank are in a battle, make an initiative check for each deity, and the deity with the higher result goes first. Suggested Portfolio Elements Agility, thieves, war. True Knowledge Prerequisites Divine rank 11, Int 40, bardic knowledge or lore class feature and 10th level in the class that grants the ability, Knowledge domain. Benefit The deity never fails a bardic knowledge or lore check, no matter how obscure the knowledge involved. The deity speaks and understands all languages. The deity can use legend lore and analyze dweomer as free actions at will. These actions count against the deity's maximum number of free actions per round. Suggested Portfolio Elements Knowledge. True Shapechange This is an extraordinary ability. Prerequisites Divine rank 16, Alter Size salient divine ability, Alter Form salient divine ability, Shapechange salient divine ability. Benefit The deity can assume the form of any object or creature. The deity can remain in the assumed form indefinitely, but it resumes its own form if slain. Notes This ability works like the Shift Form salient divine ability, except as noted below. The deity can take any form, living or unliving, corporal or incorporeal. The deity gains the supernatural abilities of the assumed form. The deity can use this ability to create disguises, gaining a bonus of +20 on its Disguise checks. The deity can use its Alter Size ability simultaneously with this one to become as small as a grain of sand or as large as 1,600 feet in the assumed form's greatest dimension. Suggested Portfolio Elements Nature, secrets, thieves. Undead Mastery Prerequisites Divine rank 14, Cleric level 17th. Benefit The deity can automatically command or destroy any undead creature, as desired, as a free action, though this counts against the normal limit of free actions per round. The deity can do this as often as desired, but it can command no more than one undead creature per divine rank (regardless of the creatures' Hit Dice) at any one time. Suggested Portfolio Elements Death, life, undead. Undead Qualities Benefit The deity gains the qualities of the undead type: No Constitution score. Darkvision out to 60 feet. Immunity to all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects). Immunity to poison, sleep effects, paralysis, stunning, disease, and death effects. Not subject to critical hits, nonlethal damage, ability drain, or energy drain. Immune to damage to its physical ability scores (Strength, Dexterity, and Constitution), as well as to fatigue and exhaustion effects. Cannot heal damage on its own if it has no Intelligence score, although it can be healed. Negative energy can heal undead creatures. The fast healing special quality works regardless of the creature's Intelligence score. Immunity to any effect that requires a Fortitude save (unless the effect also works on objects or is harmless). Uses its Charisma modifier for Concentration checks. Not at risk of death from massive damage, but when reduced to 0 hit points or less, it is immediately destroyed. Not affected by raise dead and reincarnate spells or abilities. Resurrection and true resurrection can affect undead creatures. These spells turn undead creatures back into the living creatures they were before becoming undead. Undead do not breathe, eat, or sleep. Suggested Portfolio Elements Death, undead. Wave Of Chaos Prerequisites Chaotic alignment. Benefit The deity can create a wave of mental force that extends from the deity in a spread with a radius of 10 feet per divine rank. Creatures within the spread must make Will saves (DC 10 + the deity's Charisma modifier + the deity's divine rank) or be forced to act unpredictably. This ability works like a confusion spell cast by a sorcerer of level 10 + the deity's divine rank. Suggested Portfolio Elements Chaos. Wound Enemy Prerequisites Base attack bonus +20. Benefit The affected weapon deals damage to a creature such that a wound it causes deals 1d6 points of damage per round thereafter in addition to the normal damage from the weapon. Multiple wounds from the weapon result in cumulative bleeding loss (two wounds for 2d6 points of damage per round, and so on). The bleeding can only be stopped by a successful Heal check (DC 15 + the deity's rank) or the application of any cure spell or other healing spell (heal, mass cure light wounds, and so on). Notes The ability functions only when the deity personally attacks with a physical weapon. The ability works with a ranged weapon, but not if someone else uses the weapon. The deity can apply to the ability to any weapon or natural weapon, but not to a spell, spell-like ability, supernatural ability, or divine ability. A deity can have this ability multiple times, and its effects stack. Suggested Portfolio Elements Death, pain, war. Feats Deities can obtain the feats described here, in addition to any standard feats. Blindsight, 5-Ft. Radius [General] Prerequisites Base attack bonus +4, Blind-Fight, Wisdom 19. Benefit Using senses such as acute hearing and sensitivity to vibrations, you can detect the location of opponents who are no more than 5 feet away from you. Invisibility and darkness are irrelevant, though you cannot discern incorporeal beings. (Except for the decreased range, this feat is identical to the blindsight special ability.) Disguise Spell [Metamagic] Prerequisites Bardic music, Perform 12 ranks. Benefit You have mastered the art of casting spells unobtrusively, mingling verbal and somatic components into its music and performances so that others rarely catch you in the act of casting a spell. Like a silent, stilled spell, a disguised spell can't be identified through Spellcraft. Your performance is obvious to everyone in the vicinity, but the fact that you are casting a spell isn't. Unless the spell visibly emanates from you or observers have some other means of determining its source, they don't know where the effect came from. A disguised spell uses up a spell slot one level higher than the spell's actual level. Divine Might [Divine] Prerequisites Str 13, turn or rebuke undead ability, Power Attack. Benefit As a free action, spend one of your turn or rebuke undead attempts to add your Charisma bonus to your weapon damage for 1 full round. Divine Vengeance [Divine] Prerequisites Ability to turn undead, Extra Turning. Benefit You can spend one of your turn undead attempts to add 2d6 points of sacred energy damage to all your successful melee attacks against undead until the end of your next action. This is a supernatural ability. Prerequisites Any other metamagic feat, Knowledge (arcana) 5 ranks. Benefit You choose one type of energy: acid, cold, electricity, fire, or sonic. When employing a spell with the acid, cold, electricity, fire, or sonic designator, you can modify the spell to use your chosen type of energy instead. The altered spell uses a spell slot of the spell's normal level. The altered spell works normally in all respects except the type of damage dealt. Special You can gain this feat multiple times. Each time the feat applies to a different type of energy. Prerequisite Bardic music. Benefit You can use your bardic music four extra times per day. Normal Bards without the Extra Music feat can use bardic music once per day per level. Special You can gain this feat multiple times, adding another four uses of bardic music each time. Prerequisites Base attack bonus +3, Wis 19. Benefit Attackers do not gain the usual +2 attack bonus when flanking you. This feat grants no effect whenever you are attacked without benefit of your Dexterity modifier to AC, such as when you are flat-footed or when you are the target of a rogue's sneak attack. Prerequisites Dex 15, Run. Benefit When running or charging, you can make a single direction change of 90 degrees or less. You can't use this feat while wearing medium or heavy armor, or when carrying a medium or heavy load. If you are charging, you must move in a straight line for 10 feet after the turn to maintain the charge. Normal Without this feat, you can run or charge only in a straight line. Hold The Line [General] Prerequisites Combat Reflexes, base attack bonus +2. Benefit You may make an attack of opportunity against a charging opponent who enters an area you threaten. Your attack of opportunity happens immediately before the charge attack is resolved. Normal You only get an attack of opportunity against a character that exits a square you threaten. Jack Of All Trades [General] Prerequisite You must be at least 6th level. Benefit You can use any skill untrained, even those that normally require training. Knock-Down [General] Prerequisites Base attack bonus +2, Improved Trip, Str 15. Benefit Whenever you deal 10 or more points of damage to your opponent in melee, you make a trip attack as a free action against the same target. Persistent Spell [Metamagic] Prerequisite Extend Spell. Benefit A persistent spell has a duration of 24 hours. The persistent spell must have a personal range or a fixed range. Spells of instantaneous duration cannot be affected by this feat, nor can spells whose effects are discharged. You need not concentrate on spells such as detect magic or detect thoughts to be aware of the mere presence of absence of the things detected, but you must still concentrate to gain additional information as normal. Concentration on such a spell is a standard action that does not provoke an attack of opportunity. A persistent spell uses up a spell slot six levels higher than the spell's actual level. Plant Control [General] Prerequisites Plant Defiance, ability to cast speak with plants. Benefit You can rebuke or command plant creatures as an evil cleric rebukes undead. To command a plant, you must be able to speak with it via a speak with plants effect, though it may do so mentally if desired. This ability is usable a total number of times per day equal to 3 + your Charisma modifier. You use your highest caster level to determine the level at which you rebuke plants. Plant Defiance [General] Prerequisite Ability to cast detect animals or plants. Benefit You can turn (but not destroy) plant creatures as a good cleric turns undead. When determining the result of a turning attempt, treat all destruction results as normal turning. Treat immobile plant creatures as creatures unable to flee. This ability is usable a total number of times per day equal to 3 + your Charisma modifier. You use your highest caster level to determine the level at which you turns plants. Power Critical [General] Prerequisites Weapon focus (chosen weapon), base attack bonus +4 Benefit When using the weapon you selected, you gain a +4 bonus on the roll to confirm a threat. Special A fighter may select Power Critical as one of his fighter bonus feats. You can gain Power Critical multiple times. Each time you take the feat, it may be with a different weapon or the same weapon. If you take it with the same weapon, the effects of the feats stack. Reach Spell [Metamagic] Benefit You may cast a spell that normally has a range of touch at any distance up to 30 feet. The spell effectively becomes a ray, so you must succeed at a ranged touch attack to bestow the spell upon the recipient. A reach spell uses up a spell slot two levels higher than the spell's actual level. Repeat Spell [Metamagic] Prerequisites Any other metamagic feat. Benefit A repeated spell is automatically cast again at the beginning of your next round of actions. No matter where you are, the secondary spell originates from the same location and affects the same area as the primary spell. If the repeated spell designates a target, the secondary spell retargets the same target if the target is within 30 feet of its original position; otherwise the secondary spell fails to go off. A repeated spell uses up a spell slot three levels higher than the spell's actual level. Repeat Spell cannot be used on spells with a range of touch. Sacred Spell [Metamagic] Benefit Half of the damage dealt by a sacred spell results directly from divine power and is therefore not subject to being reduced by protection from energy or similar magic. The other half of the damage dealt by the spell is as normal. A sacred spell uses up a spell slot two levels higher than the spell's actual level. Only divine spells can be cast as sacred spells. Sharp-Shooting [General] Prerequisites Point Blank Shot, Precise Shot, base attack bonus +3. Benefit Your targets only receive a +2 bonus to Armor class due to cover. This feat has no effect against foes with no cover or total cover. Normal Cover normally gives a +4 bonus to AC. Special A fighter may select Sharp-Shooting as one of his bonus feats. Prerequisites Any other metamagic feat, Knowledge (arcana) 5 ranks. Benefit When employing a spell with the acid, cold, electricity, fire, or sonic designator, you can modify the spell to deal nonlethal damage instead of the indicated type of energy damage. The altered spell uses a spell slot of the spell's normal level. The altered spell works normally in all respects except the type of damage dealt. Superior Expertise [General] Prerequisites Int 13, Combat Expertise, base attack bonus +6. Benefit When you use the Combat Expertise feat to improve your Armor Class, the number you subtract from your attack and add to your AC can be any number that does not exceed your base attack bonus. This feat eliminates the +5 maximum for the Combat Expertise feat.

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