

New Midnight Feats

Feat	Prerequisites	Benefits
Born of Duty	Dorn, lawful alignment, 1 st lvl	Fearsome cry that shakes undead and rallies Dorns
Born of the Grave	Dorn, non-good alignment, 1 st lvl	Benefit from a permanent deathwatch effect
Caste System	Sarcosan, good standing with Sussar	Social benefits when dealing with Sarcosans
Clear-eyed	Erenlander, 1 st lvl	Perception as a class skill, low-light vision on plains and aids sight distance
Clever Fighting*	Dex 13, Weapon Finesse, BAB + 2	Apply Dex bonus to damage with light weapon
Canny Strike*	Int 13, Cleaver Fighting, BAB + 8	+ 1d4 damage per point of Int bonus with light weapons
Well-aimed Strike*	Canny Strike, Clever Fighting, Weapon Finesse, BAB + 9	You apply the bonus damage from Canny Strike and Clever Fighting against all foes, even those immune to sneak attacks or critical hits
Defiant	Erenlander	Ignore failed Fortitude/Will save effects for one round of action
Stalwart	Erenlander, Defiant	Allows one round's worth of action after you reach -1 hit points
Devastating Mounted Assault*	Mounted Combat, Ride 7 ranks	Allows multiple attack when mount moves
Draw on Earth Power: Minor	Wis 13	Grants extra spell energy from Eredane's ancient monoliths
Draw on Earth Power: Lesser	Wis 15, Draw on Earth Power: Minor	Grants extra spell energy from Eredane's ancient monoliths
Draw on Earth Power: Greater	Wis 17, Draw on Earth Power: Lesser	Grants extra spell energy from Eredane's ancient monoliths
Drive It Deep*	BAB + 1	Subtract a number from all melee attacks to increase damage
Dwarvencraft	Craft (armor, weapon or blacksmithing) 1 rank	Grants the ability to learn dwarvencraft techniques
Extra Gift	Channeler 4 th lvl	Grants four additional uses of the channeler gift
Friendly Agent	Gnome or human, good aligned	+ 4 bonus to Sense Motive when dealing with agents of Izador
Giant-fighter*	Dodge, Weapon Focus	+ 4 AC vs. giants, doubles critical threat range vs. giants
Hardy	Con 13, Endurance	Only require half as much food, 4 hours of sleep
Huntsman	Survival 2 ranks	Discover information about tracked creature(s)
Improvised Weapon*	--	Negates -4 improvised weapon penalty, reduces non-proficient penalty
Innate Magic	Elf or Halfling	Grants innate magical abilities (spell-like)
Inconspicuous	--	+ 2 to Bluff, Diplomacy, Sense Motive and Stealth vs. Izador's servants
Knife Thrower*	Snow elf or Jungle elf	Grants ability to throw racial fighting knives with + 1 bonus, Quickdraw feat
Lucky	--	Luck bonuses provided by charms, supernatural effects, or spell effects are increased by 1
Magic-hardened	Dwarf, Dworg or Orc	Your racial bonus against spells and spell-like effects increases by + 2
Natural Healer	--	Increases aptitude with Heal skill
Pikeman*	Proficiency with a hafted reach weapon	Set to receive charge as a move action rather than a ready action
Plains Warfare*	Mounted Combat	+ 1 dodge to AC, + Reflex save, + 2 Perception when mounted and in plains
Quickened Donning*	--	Don armor hastily without suffering normal penalties
Orc-Slayer*	--	+ 1 dodge to AC, + 1 damage vs. orcs and dworgs; -4 to all Charisma-based skill checks
Powerful Throw*	Str 13, Power Attack, Weapon Focus	Increase range increment by 10 ft, may add Str bonus instead of Dex to attack rolls
Resigned to Death	Wis 13	+ 4 bonus vs fear effects, fear effects lessened by one step
Sarcosan Pureblood	Sarcosan	Gain Wild Empathy (Wildlander) with all horses, + 2 dodge to AC when mounted, + 2 bonus to all Charisma-based skill checks when dealing with horses or Sarcosans
Sense Power	Wis 15	Cast detect magic a number of times equal to your Wis modifier



Shield Mate*	Dex 13, Shield proficiency	Give adjacent allies +2 cover bonus to AC when fighting defensively
Slow Learner	Erenlander, 1 st lvl	Allows you to delay the purchase of one starting feat
Stealthy Rider	Ride 1 rank	Your mount may use your skill ranks for Stealth checks
Thick Skull	Con 13, Dwarf or Dworg	When reduced to fewer than 0 hit points, make a Fort save to stay at 1 hit point
Touched by Magic	Dwarf or Orc, 1 st lvl	Start with normal spell energy, lose +2 racial bonus vs. spell and spell-like effects
Trapsmith	--	+2 bonus on all Craft (trapmaking), Disable Devices and Perception to find traps
Tunnel Fighting*	--	No penalty to AC or attack rolls when squeezing
Urban Intrigue	Urban Sarcosan, 1 st lvl, Bluff 1 rank	Can use Diplomacy skill to counter attempts to gather information about you
Whispering Awareness	Non-elf, Wis 15	You are able to hear the Whisper as if you were an elf (Wisdom check, DC 12)
Whirlwind Charge	Str 15, Power Attack, BAB +6	Allows multiple attacks during a charge action against enemies within reach

Item Creation Feats	Prerequisites	Benefits
Aruun's Bounty	Brew Potion, one other metamagic feat	Create potion for lowered costs
Craft Charm	Craft (any) 1 rank	Gain the ability to craft charms
Craft Greater Spell Talisman	Magecraft, any 3 channeling feats, 12 th lvl	Gain the ability to craft greater spell talismans
Craft Spell Talisman	Magecraft, Spellcasting, 3 rd lvl	Gain the ability to craft spell talismans
Herbalist	Profession (herbalist) 1 rank	Grants ability to create herbal concoctions
Knack for Charms	Knowledge (arcana and nature) 1 rank	+4 bonus to Craft skill checks when making charms
Willow Schooled	Any two item creation feats	Create a magic item that emulates a legendary item from history

Channeling Feats	Prerequisites	Benefits
Magecraft	Literacy (Hermetic only)	Learn a magical tradition, 3 0-levels spells and 1 1st-level spell
Blood-Channeler	Con 15, Magecraft	Double spell energy for Con loss
Flexible Recovery	Con 13, Magecraft	Regain spell energy when you rest regardless of interruptions
Improved Flexible Recovery	Con 15, Flexible Recovery, Magecraft	Regain additional spell energy every hour
Living Talisman	Magecraft, Spellcasting, Knowledge (arcana) 3 ranks, 5 th lvl	Pay less spell energy for a specific spell you are attuned to
Power Reservoir	Magecraft	Store spell energy equal to spellcasting modifier
Ritual Magic	Magecraft, any one Spellcasting feat	Allows you to learn and lead rituals
Subtle Caster	Magecraft	Make free Bluff and Sleight of Hand checks with a +2 bonus to conceal spellcasting
Spellcasting	Magecraft	Learn one school of magic and one spell from that school
Greater Spellcasting	5 th lvl, Spellcasting	Grants access to greater schools of magic (Conjuration or Evocation)
Spell Knowledge	Spellcasting	Learn two new spells of any school and level you can already cast

Metamagic Feats	Prerequisites	Benefits
Scentless Magic (Metamagic)	Magecraft	Spells cast using this feat cannot be detected by an astirax
Sister Trained	Female spellcaster, 2 metamagic feats	Can use any metamagic feat for twice cost
Swamp Taught	Elfkin	Spend one spell energy to gain wisdom from the Whispering Wood
Witch Sight	Spell Focus (Divination)	Cast any divinatory magics in Erethor using running water as focus for half of the cost

* This is a combat feat and can be selected as a fighter bonus feat