

http://www.wizards.com/dnd/files/dl_SpellExchange.doc

Jim Stenberg

Spell Exchange [Metamagic]

You have greater freedom to decide how many spells of each level to prepare. Spell exchange is available only to wizards.

Benefit: Two spells can be prepared using a single spell slot if their combined level is less than the capacity of that slot. For example, two 2nd level spells can be prepared in a 5th level spell slot. Conversely, a spell can occupy two or more spell slots as long as the combined capacity of the spell slots is greater than the level of the spell. For example, one 5th level spell can be prepared using three 2nd level spell slots. When using a spell enhanced by metamagic, you can use up any combination of spell slots that add up to the level of the enhanced spell. You must be capable of preparing the enhanced spell in the normal way to use this option. For example, you must be able to prepare a 6th level spell to maximize a fireball, but you could then use the Spell Exchange feat to use a 4th and a 2nd level spell slot instead of a 6th level spell slot. For the purpose of this feat, count 0-level spells as if they had a level equal to ½.

Dungeons and Dragons 3rd Edition

Feats by Tom "Gravitom" Gallagher

Volume I

http://www.wizards.com/dnd/files/dl_FeatsbyGravitom-1.txt

Tom Gallagher

Weapon Hurling [General]

You can throw weapons at your enemies.

Prerequisites: Str 13+, Dex 13+, Base attack bonus of +4 or higher.

Benefit: You can throw all melee weapons of your size category or smaller with no attack penalty. All weapons have a range increment of 20 ft. Anything outside this range is subject to normal range penalties.

Normal: See normal improvised thrown weapons rule in PHB page 97.

Great Weapon Hurling [General]

You can throw weapons at your enemies with great skill.

Prerequisites: Str 13+, Dex 13+, Base attack bonus of +4 or higher, Weapon Hurling.

Benefit: As Weapon Hurling, except can throw melee weapons of one step larger your size category with no attack penalty. You also get a +1 bonus to damage per 3 levels.

Normal: See normal improvised thrown weapons rule in PHB page 97.

Improved Healing [General]

You are exceptionally good at healing.

Benefit: You can add your wisdom modifier x spell level to healing rolls.

Shield Specialization [General]

You are especially good with shields.

Prerequisites: Shield Proficiency.

Benefit: You get a +1 AC bonus when using a shield. You also receive no attack penalties or lose your shield's AC bonus when using shield bash attacks.

Normal: See shield bash attacks in PHB page 106.

Armored Casting [General]

You are especially good casting in armor.

Prerequisites: Dex 13+, Armor Proficiency.

Benefit: Arcane failure chances from wearing armor are halved.

Foe Hunter was the brainchild of designer [Rob Heinsoo](#) and Inscribe Rune comes from [Skip Williams](#). <http://www.wizards.com/dnd/article.asp?x=fr/tx20001207b>

Foe Hunter [Fighter, General]

In lands threatened by evil nonhumans, many warriors learn ways to fight effectively against these creatures. You have served as a member of a militia or military unit devoted to protecting your home from the fierce raiders who trouble the area.

Regions: Chult, Cormyr, Damara, the Lake of Steam, the North, the Moonsea, Shield Dwarf, Tashalar, Tethyr, Vaasa, Wood Elf.

Benefit: Your homeland dictates the type of foe you have trained against. When fighting monsters of that race, you gain a +1 bonus to damage rolls with melee attacks and ranged weapons at ranges of up to 30 feet, and you act as if you had the Improved Critical feat for the weapon you are using. This does not stack with the Improved Critical feat, but does stack with the ranger's favored enemy bonus.

Special: In Cormyr, Damara, Tethyr, Vaasa, or as a Shield Dwarf, your traditional foes are goblinoids—goblins, hobgoblins, and bugbears. In Chult and Tashalar, this feat applies to lizard-folk and yuan-ti. Wood elves train against gnolls. In the Lake of Steam, the North, and the Moonsea, this feat applies to orcs and half-orcs.

You may take this feat multiple times; its effects do not stack. Each time you take the feat you must qualify for learning regional feats in a land that hunts a different creature than that specified by the regional feat you already have.

Inscribe Rune [Item Creation]

You can create magical runes that hold spells until triggered.

Prerequisite: Intelligence 13+, appropriate Craft skill, divine spellcaster level 3rd+.

Benefit: You can cast any divine spell you have prepared as a rune. A rune is a temporary magical writing similar to a scroll. A rune can be triggered once before it loses its magical power, but it lasts indefinitely until triggered. A rune written or painted on a surface fades away when expended, erased, or dispelled, but a rune carved into a surface remains behind as a bit of nonmagical writing even after its magic has been expended.

Special: Inscribing a rune takes 10 minutes plus the casting time of the spell to be included. When you create a rune, you set the caster level, which must be sufficient to cast the spell in question and no higher than your own level. When you create a rune, you make any choices that you would normally make when casting the spell.

Whoever touches the rune triggers the rune and becomes the target of the spell. (If the spell only affects objects, then an object must somehow trigger the rune.) You may touch the rune safely without triggering it. The rune itself must be touched in order to trigger it, so an object with a rune may be handled safely as long as care is taken to avoid contacting the rune. As with a *symbol* spell, a rune cannot be placed upon a weapon with the intent of having the rune triggered when the weapon strikes a foe.

The caster must have prepared the spell to be scribed and must provide any material components or focuses the spell requires. If casting the spell would reduce the caster's XP total, he pays the cost upon beginning the rune in addition to the XP cost for making the rune itself. Likewise, material components are consumed when he begins writing, but focuses are not. (A focus used in casting a rune can be reused.)

Inscribing a rune requires a Craft check with a DC of 20 + the level of the spell used. The Craft skill you use is anything appropriate to the task of creating a written symbol on a surface (metalworking, calligraphy, gemcutting, stonecarving, and so on). You paint, draw, or engrave the rune onto a surface (dwarves usually engrave their runes in stone or metal in order to take advantage of their racial affinity for these items) and make the check. If the check fails, the rune is imperfect and cannot hold the spell.

The act of writing triggers the prepared spell, whether or not the Craft check is successful, making the spell unavailable for casting until the character has rested and regained spells. (That is, that spell slot is expended from his currently prepared spells, just as if it had been cast.)

A single object of medium size or smaller can hold only one rune. Larger objects can hold one rune per 25 square feet (an area 5 feet square) of surface area. Runes cannot be placed on creatures. The rune has a base price of the spell level x caster level x 100 gp (a 0-level spell counts as 1/2 level). You must spend 1/25 of its base price in XP and use up raw materials costing half this base price. A rune's market value equals its base price.

A successful *erase* spell deactivates a rune, but the DC is 15+ your caster level. Touching the rune to *erase* it does not trigger the rune unless the *erase* spell fails to deactivate the rune. A *dispel magic* spell targeted on an untriggered rune can dispel its magic if successful (the DC is 11+ your caster level). Untriggered runes are not subject to area dispels. A *read magic* spell allows the caster to identify the spell held in a rune with a successful Spellcraft check (DC 15 + the spell's level). A rogue can use Disable Device to disable runes (the DC is 25 + the spell's level, like any magic trap).

http://www.wizards.com/forgottenrealms/FR_Survival.asp

Luck of Heroes [General]

Your people survive when no one expects them to come through.

Regions: Aglarond, Dalelands, Tethyr, the Vast.

Benefit: You get a +1 bonus to all Fortitude, Reflex, and Will saves.

Mercantile Background [General]

You come from a family that excels at a particular trade.

Regions: Gray Dwarf, Impiltur, Lake of Steam, Lantan, Sembia, Svirkneblin, Tashalar, Tethyr, Thesk, the Vast.

Benefit: Choose a Craft or Profession skill. You get a +3 bonus to all Craft or Profession checks for that skill and a +3 bonus to Appraise checks involving items relevant to that skill.

Thug [General]

Your people know how to get the jump on the competition and push other people around.

Regions: Calimshan, Dragon Coast, Moonsea, Pirate Isles, Unther, the Vast, Vilhon Reach, Waterdeep.

Benefit: You get a +2 bonus on Initiative checks, a +2 bonus on Intimidate checks, and a +1 bonus on Reflex saves.

<http://www.wizards.com/dnd/article.asp?x=fr/fx20010418c>

Persistent Spell [Metamagic]

You make one of your spells last all day.

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 (for example, *comprehend languages* or *detect magic*). 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* and *detect thoughts* to be aware of the mere presence or absence of the thing 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 four levels higher than the spell's actual level.

Spellcasting Prodigy [General]

You have an exceptional gift for magic.

Benefit: For the purpose of determining bonus spells and the saving throw DCs of spells you cast, treat your primary spellcasting ability score (Charisma for bards and sorcerers, Wisdom for divine spellcasters, Intelligence for wizards) as 2 points higher than its actual value. If you have more than one spellcasting class, the bonus applies to only one of those classes.

Special: You may only take this feat as a 1st-level character. If you take this feat more than once (for example, if you are a human or another type of creature that gets more than one feat at 1st level), it applies to a different spellcasting class each time. You can take this feat even if you don't have any spellcasting classes yet.

Twin Spell [Metamagic]

You can cast a spell simultaneously with another spell just like it.

Prerequisite: Any other metamagic feat.

Benefit: Casting a spell altered by this feat causes the spell to take effect twice on the target, as if you were simultaneously casting the same spell two times on the same location or target. Any variables in the spell (such as targets, shaping

an area, and so on) apply to both of the resulting spells. The target suffers all the effects of both spells individually and receives a saving throw for each.

In some cases, failure of both of the target's saving throws results in redundant effects, such as a twinned *charm person* (see Combining Magical Effects, page 153 of the *Player's Handbook*), although any ally of the target would have to succeed at two dispel attempts in order to free the target from the charm. As with other metamagic feats, twinning a spell does not affect its vulnerability to counterspelling (for example, using an untwinned form of the spell doesn't negate just half of the twinned spell).

A twinned spell uses up a spell slot four levels higher than the spell's actual level.