

💡 The Genius Guide to: FEATS OF MULTICLASSING



PATHFINDER
ROLEPLAYING GAME COMPATIBLE

The classes available in the *Pathfinder Roleplaying Game Core Rulebook* (and those added by later rulebooks) are designed to match the most common tropes of fantasy fiction and mythology. It's easy to see the Knights of the Round Table in the cavalier, the Peers of Charlemagne in the paladin, and spell-slingers of numerous fantasy books in the cleric, druid, sorcerer, witch, and wizard. Later classes are often less directly linked to specific common tropes, but certainly there are fair analogues for the mutagen-swilling alchemist and foe-hunting inquisitor.

However, these tropes are intentionally fairly tightly focused. Especially in the core rulebook, an emphasis on each class being good at one narrowly defined area of endeavor is designed to ensure players both have to depend on teamwork, and can count on a few moments in each adventure when their characters will shine. This is useful from a game-design standpoint, but often leaves players wishing to emulate less iconic character backgrounds with a need to expand beyond the abilities and options of a single character class. Fantasy fiction is rife with characters that can call on a hodgepodge of minor techniques, from rogues who apprenticed as wizards in their youth to priests who were once warriors, often fantasy characters break out of the narrow restrictions of a single class. If a player wishes to create similarly flexible characters they often have little choice but to multiclass, often only "level dipping" to pick up just enough of a class's iconic abilities to justify a complex background.

Level dipping is often a contentious practice among game groups. At its worst it is considered an abuse of the necessity for a class to deliver as much of its core concept as possible by first level. Even among those who have no conceptual objection, it is often seen as a way to water down a character's effectiveness in their

primary area of expertise, while simultaneously making other characters less likely to be unique. While some multiclass combinations work well (and are often good routes into desirous prestige classes), in other cases the mechanic of taking entire levels of more than one class seems to be fraught with disadvantages.

Ultimate Combat and *Ultimate Magic* introduced feats that created alternatives to level dipping: Amateur Gunslinger and the Eldritch Heritage line of feats. These feats give characters enough of the features of another base class to allow players to create characters with concepts that are “multiclassed” without level dipping, or wrestling with any of the complex questions that come up when taking levels in multiple classes. Inspired by these feats (which have been reproduced here for purposes of including all multiclass feat options in one place), *The Genius Guide to Feats of Multiclassing* applies this same idea to other base classes, allowing players to build characters that touch on the abilities of the alchemist, barbarian, bard, cavalier, cleric, druid, fighter, inquisitor, magus, monk, oracle, paladin, ranger, rogue, sorcerer, summoner, witch, and wizard without taking on levels from multiple classes.

This means, of course, that this product is not for anyone who dislikes blurring distinctions between classes.

That said, the multiclass feats can actually be excellent ways to help sharpen the distinctions between *characters*, by giving players one more set of options to customize their character choices. Three fighters are going to make a lot of the same choices, but if one has focused on his fiendish heritage (with the eldritch heritage line

of feats), one on his duty to a knightly order (with Squire and Champion of the Order) and one on his training as a warrior of the Clan of the Bear (with Berserker, Wodewose and Skin Walker), the characters are going to feel very different even as they take on the same basic tasks of dealing damage to foes. The lines between classes may be blurry, but the characters have grown in distinctiveness as a result.

What’s more, there’s not nearly as much need to keep a single character from having abilities drawn from multiple classes (to ensure each character feels unique) as there was earlier in the game’s development. Consider that there are now 19 base and core classes available in just official game books (not counting third-party publishers such as Super Genius Games, class archetypes, or alternate classes such as the antipaladin, ninja, and samurai). That means that in even a very large party of 6 or 7 adventurers, every character can draw on abilities from 2 different classes (and some can draw on three classes) without any two characters pulling from the same class! Indeed, in most campaigns, it’s not possible to hit all of the interesting *types* of class abilities (including arcane magic, divine magic, bardic performances, hexes, judgments, deeds, sneak attack, talents, class bonds, familiars, summoning, and rage to name just some) without allowing characters to draw on multiple classes.

For many characters, however, level dipping is too high a price for such powers, giving more than the character needs to

fulfill an interesting concept or help cover a party niche while simultaneously having too high a price to pay in terms of abilities lost in the character’s primary class. It’s great to suggest that a barbarian actually began his career as a rogue, but if the character is primarily taking the role of a front-line heavy damage dealer in an adventuring party, too many rogue levels can actually make him less effective in a fight while granting him numerous abilities he neither needs nor wants. If the same character takes Deceitful and Stealthy, representative of his misspent youth, he can later pick up a single talent with Talent for Mischief, representing honing one aspect of his old life, without giving up any of the core abilities of his barbaric calling.

In the end, the use of Multiclass Feats should be seen in much the same way as any character creation choice – if the players and GM work together, it should be possible to make characters with no more overlap than the group wants. Having a barbarian take Ambusher to help him focus on his highwayman/saboteur character concept is a bad idea if there’s already a rogue trying to fill that role for the group – but no more so than having the barbarian take a level of rogue or having a new player introduce a sabotage-specialized alchemist to the group. These Multiclass feats *can* be used to step on other characters’ specialties, but players have always had such options. As long as the feats themselves are balanced and well-defined, there’s no reason they would make such overlap more likely.

TABLE 1: FEATS

Feat	Prerequisites	Benefit
Amateur Gunslinger (Multiclass Gunslinger, Combat)	You have no levels in a class that has the grit class feature.	Although you are not a gunslinger, you have and can use grit.
Amateur Yogi (Multiclass, Combat)	Improved Unarmed Strike, Knowledge (local or religion) 4 ranks, no levels in a class that has the ki class feature, Wis 13.	Although you are not a monk, you have learned to harness and use ki.
Ambusher (Multiclass Rogue)	Deceitful, Stealthy, base attack bonus +1, no sneak attack dice, Dex 13.	You can take advantage of a helpless foe.
Apprentice Spellcaster Training (Multiclass)	Magical Aptitude, Novice Spellcaster Training*, no levels in the class you select, spellcasting ability score 13.	You've learned enough about the spellcasting techniques of one class to pass yourself off as a formal apprentice.
Arbiter (Multiclass Inquisitor)	Juror*, Knowledge (local) 8 ranks, base attack bonus +8, no levels in inquisitor, Wis 15.	You have learned to control your divine power to pass judgment.
Arcane Scholar (Multiclass Wizard)	Arcane Student* (twice), Elemental Focus or Spell Focus, Knowledge (arcana) 10 ranks, Int 13.	You have mastered many of the secrets of one school of magic.
Arcane Student (Multiclass Wizard)	Elemental Focus or Spell Focus (see below), Knowledge (arcana) 3 ranks, Int 13.	You have studied the laws of one type of magic in the same way a wizard does.
Ajuoga (Multiclass Summoner, Witch, Wizard)	Improved Familiar, levels in summoner and either witch or wizard.	You have bonded an eidolon to yourself as a familiar.
Berserker (Multiclass Barbarian, Combat)	Intimidating Prowess, no levels in a class that grants rage, base attack bonus +3, Con 13.	You go into bouts of bloodlust and frenzy in combat.
Bruxa (Multiclass Witch)	Deceitful, Knowledge (planes) 3 ranks, no levels in witch, Int 13.	Though you are not a witch, you've developed a knack for throwing hexes.
Champion of the Order (Multiclass Cavalier, Combat)	Squire*, no levels in cavalier, base attack bonus +3.	You are closely allied with a cavalier order, and are inspired to strike down their enemies.
Deacon (Multiclass Cleric)	Knowledge (religion) 4 ranks, able to cast 1st level paladin spells, Wis 13.	You are a junior priest of your god, in addition to being a martial champion.
Devoted Scout (Multiclass Ranger)	Athletic, Survival 3 ranks, Wis 13.	You have toughened yourself through exposure to one particular environment, making you familiar with that terrain's dangers.
Domain Acolyte (Multiclass Cleric)	Skill Focus [Knowledge (religion)], Knowledge (religion) 3 ranks, worship a deity, alignment within one step of your deity's, Wis 13.	You are a trusted and loyal agent of your god.
Domain Devotee (Multiclass Cleric)	Domain Acolyte*, Skill Focus [Knowledge (religion)], Knowledge (religion) 8 ranks, worship a deity, alignment within one step of your deity's, Wis 15.	You are a well-known and experienced agent of your god.
Eclectic Spellcaster (Multiclass)	Levels in 2 spellcasting character classes, 13 in 2 of the following abilities: Int, Wis, Cha.	You've learned to use your experience casting one type of spell to augment your skill with other types of spells.
Écuyer (Multiclass Fighter, Combat)	Proficiency with light, medium, and heavy armor, no armor training class ability, base attack bonus +4, Con 13.	You have been trained as a professional armor-bearer.
Eldritch Heritage (Multiclass Sorcerer)	Cha 13, Skill Focus with the class skill of bloodline selected for this feat (see below), character level 3rd.	You are descended from a long line of sorcerers, and some portion of their power flows in your veins.
Extra Mystic Talent (Multiclass)	Magical Aptitude, Minor Mystic Talent*, Spellcasting ability score 13 (see below), no levels in the class you select, character level 6.	Your ability to cast spells has broadened.
Extra Spellcasting Training (Multiclass)	Apprentice Spellcaster Training*, Magical Aptitude, no levels in the class that you gain spells from, spellcasting ability score 13 (see below), character level 6.	Your ability to cast spells has broadened.
Greater Eldritch Heritage (Multiclass Sorcerer)	Cha 17, Eldritch Heritage*, Improved Eldritch Heritage*, character level 17th.	Your discovered bloodline power reaches its zenith.
Holy Warrior (Multiclass Paladin)	Knowledge (religion) 4 ranks, no levels in paladin, Wis 13, Cha 13, Lawful Good.	You have been granted the holy power to smite your foes.
Improved Eldritch Heritage (Multiclass Sorcerer)	Cha 15, Eldritch Heritage*, character level 11th.	The power of your discovered bloodline continues to grow.

Feat	Prerequisites	Benefit
Jongleur (Multiclass Bard)	Skill Focus (Perform), no levels of bard, Cha 13.	Although you are not a bard, you have learned to give moving performances.
Journeyman Gunslinger (Multiclass Gunslinger, Combat)	Amateur Gunslinger*, base attack bonus +4, Wis 13, no levels in a class that has the grit class feature.	Although you are not a gunslinger, you have expanded your ability to use grit.
Journeyman Yogi (Multiclass, Combat)	Amateur Yogi*, Improved Unarmed Strike, Knowledge (local or religion) 8 ranks, no levels in a class that has the ki pool class feature, Wis 15.	Although you are not a monk or ninja, you have expanded your ability to harness and use ki.
Journeyman Spellcaster Training (Multiclass)	Apprentice Spellcaster Training*, Magical Aptitude*, Novice Spellcaster Training*, no levels in the class you select, spellcasting ability score 15 (see below), character level 9.	You've expanded your study of one class's spellcasting to beyond that of most apprentices.
Juror (Multiclass Inquisitor)	Knowledge (local) 4 ranks, base attack bonus +4, no levels in inquisitor, Wis 13.	Some divine force fuels you with the power to pass judgment.
Mage-At-Arms (Multiclass Magus, Combat)	Any Multiclass magus feat, caster level 6, no levels in magus, Int 15.	You've learned the magus talent of the spellstrike.
Major Mystic Talent (Multiclass)	Magical Aptitude, Minor Mystic Talent*, no levels in the class that you gain spells from, spellcasting ability score 13	You've developed a little more of the spellcasting ability of one character class.
Man-At-Arms (Multiclass Fighter, Combat)	Weapon Focus (see below), base attack bonus +6, Str 13.	You have been trained as a professional gladiator, guard, or soldier.
Metamorph (Multiclass Alchemist)	Master Alchemist, Craft (alchemy) 5 ranks, no levels in alchemist, Int 13.	You have learned to brew a simple form of an alchemist's mutagenic.
Minor Mystic Talent (Multiclass)	Magical Aptitude, spellcasting ability score 13 (see below), no levels in the class that you gain spells from.	You've improved your minor spellcasting ability of one character class.
Nagual (Multiclass Druid)	Animal Affinity, Skin Walker*, Wodewose*, any one other Multiclass druid feat, Knowledge (nature) 15 ranks, no levels in druid, Wis 17.	You have learned powerful secrets of shapeshifting.
Novice Spellcaster Training (Multiclass)	Magical Aptitude, no levels in the class you select, spellcasting ability score 13.	You may have never formally studied magic, but you've learned enough (through casual exposure or a very short term of intense study) to harness a measure of power yourself.
Powerful Mystic Talent (Multiclass)	Magical Aptitude, Major Mystic Talent*, Minor Mystic Talent*, spellcasting ability score 15 (see below), no levels in the class that you gain spells from, character level 9.	You've developed noteworthy spellcasting ability from one character class.
Skin Walker (Multiclass Druid)	Animal Affinity, Wodewose*, Knowledge (nature) 8 ranks, no levels in druid, Wis 15.	Your knowledge of animals is so great, you can become one.
Squire (Multiclass Cavalier)	Base attack bonus +1.	You have all the skills required to serve as a squire.
Talent for Mischief (Multiclass Rogue)	Deft Hands, no levels in rogue, Dex 15.	You have a rogue-like knack for getting in and out of trouble.
Templar (Multiclass Cavalier, Paladin)	Cavalier 1, paladin 1, Wis 13, Cha 13	You are a trained knight, and a holy warrior for good.
Touch of Fate (Multiclass Oracle)	Cha 13, Skill Focus with the class skill of mystery selected for this feat (see below), character level 3rd.	The forces of the universe have touched you with a tiny fraction of the power normally granted to oracles.
Wodewose (Multiclass Druid)	Animal Affinity, Knowledge (nature) 3 ranks, no levels in druid, Wis 13+.	You understand the ways of animals.
BONUS: GENIUS MULTICLASS FEATS		
Amateur Temporal Adept (Multiclass Time Thief/Time Warden)	Knowledge (planes) 4 ranks, no levels in a class that has the mote class feature, Cha 13.	Although you are not a time warden, you have learned to harness and use motes.
Bastion of Defense (Multiclass Armiger)	Armor Proficiency (light, medium, and heavy), Toughness, no levels in armiger, Con 15.	You are a master of wearing and using armor to your advantage.
Battlement (Multiclass armiger)	Armor Proficiency (light, medium, and heavy), Shield Focus, Shield Proficiency, no levels in armiger, Con 13.	You can protect your allies with your shield.
Student of the Dead (Multiclass Death Mage)	Skill Focus [Knowledge (religion)], Knowledge (religion) 3 ranks, Cha 13.	The whispers of the spirits of the dead have taught you a few things.
Scholar of the Dead (Multiclass Death Mage)	Skill Focus [Knowledge (religion)], Student of the Dead*, Knowledge (religion) 10 ranks, Cha 15.	You are a well-known and experienced agent of your god.
* New feat found in this product.		

MULTICLASS FEATS

Any feat designated as a multiclass feat is also assigned a class type. (In some cases the class type is determined by decisions made when the class is taken, as explained in a Special entry for the feat.) A character can have any number of multiclass feats of the same class type without consequences. However, if a character picks up a multiclass feat for a second class type, he does not gain a favored class bonus for the level that feat is gained even if he gained a level in his favored class.

For example, Sir Mark is a lawful good cavalier of the Order of the Sword, and cavalier is his favored class. As he gains levels he takes a Multiclass Paladin feat, representing his divine link to his god of justice in addition to his order. After spending some time with demon-hunters in his church's employ, he decides to take Devoted Hunter, a Multiclass Ranger feat. Even though he is gaining a level in cavalier when he takes this feat, he does not gain the favored class benefit of +1 skill point or +1 hit point.

The exception to this rule is a character with the multitalented racial feat (such as a half-elf), who may select Multiclass feats of any number of class types without penalty.

In many cases a character is prohibited from selecting a Multiclass feat of a class type in which he has levels. If a character with such Multiclass feats later gains levels in the prohibited class, the character is normally allowed to immediately swap out the multiclass feat for one of a limited number of replacement feats listed in a Special entry. If for some reason none of listed feats

are available to the character, the GM should allow the character to swap out one Multiclass feat each level for another feat the character qualifies for.

FAVORED MULTICLASS (OPTIONAL RULE)

Some campaigns may wish to actively encourage the use of multiclass feats, rather than restrict them. For example if a campaign is centered around the Arcane Empire, where magic was invented and even commoners are likely to know a spell or two, the use of Multiclass Sorcerer and Multiclass Wizard feats may be commonplace for characters of any other class. Similarly certain regions may be given enhanced access to specific Multiclass feats – perhaps characters from the seedy harbor of Daggerport are allowed to easily acquire Multiclass Rogue feats, while those hailing from the savage Jotun Peaks are expected to pick up a few Barbarian Multiclass and Druid Multiclass feats.

If a GM does wish to encourage the use of Multiclass feats, he can employ the Favored Multiclass rule. This allows each player to select a single class type of Multiclass feat (or two such for half-elves) they have easy access to. For Multiclass feats of this type, they may ignore any non-Multiclass feat prerequisite. This allows characters to pick up Multiclass feats earlier, without risking 1st level characters gaining access to abilities not normally available until higher level. A GM may also wish to remove skill

rank or base attack bonus prerequisites, but this should be done on a case-by-case basis (removing these prerequisites could potentially allow a character with a Multiclass feat to gain access to a limited version of class ability a few levels before a character taking that class would, and thus should only be done in campaigns where such a result is desirable).

DESIGNING MULTICLASS FEATS

Although *The Genius Guide to Feats of Multiclassing* covers all the official base and core classes as of this printing, it does not cover every alternate class, archetype, and prestige class, or class options from third party publishers. Super Genius Games alone has introduced over a dozen new base classes, and numerous other classes are available from other publishers. Presented here are some guidelines if you would like to create Multiclass feats for a class not present in this product.

Determine which class features define the class. A good rule of thumb is to look at any archetypes that exist for the class and see which class features are never swapped out. For example, a barbarian may get fast movement, rage, rage powers, uncanny dodge, and trap sense by 3rd level, but only rage and rage powers truly define the class. Be sure to select only powers gained at low levels (no higher than 4th or 5th), as higher-level abilities should be out of reach of

easy multiclassing (though you may make them available with feat chains, such as the Eldritch Heritage feats).

Note how the ability scales as the class gains levels, and how often the class can use their ability. A multiclass feat should rarely give access to an ability that is exactly as useful as it would be if levels were taken in the class. Options include restricting the number of times the ability can be used (such as with Amateur Gunslinger), restricting the number of ways it can be used (also as in Amateur Gunslinger), or reducing its effective class level (such as in Eldritch Heritage). When designing Multiclass feats for new classes, you can generally use the feats in *The Genius Guide to Feats of Multiclassing* as a model.

NEW FEATS IN YOUR CAMPAIGN

Introducing new feats is generally fairly easy. Once a GM has decided to allow feats into his campaign, it's a simple matter to give players a list of the new feats that they may select from at future levels. If a large number of new feats are introduced, the GM may allow players an opportunity to re-write their characters to incorporate feats they would have wanted earlier, but did not know existed. This is especially true of multiclass feats – a player with a priest of a god of magic who is playing a cleric 5/wizard 1 may well be happier playing a cleric 6 with various multiclass wizard feats.

However, sometimes limiting availability somewhat can actually make new feats significantly more interesting to players. New feats can be used to distinguish various organizations within a campaign by making membership in those groups an additional prerequisite, or stating that they can only be learned from specific instructors. Perhaps the tome that reveals the secrets of multiclass spellcasting feats can only be found in the Tomb World of Alak Ammur, or learning the Amateur Yogi feat requires meditating in dream-training with the Lake Folk of Tarse. If a GM enjoys building campaign-specific prestige classes, new feats may not be generally available at all, instead becoming powers for specific prestige classes. Players aren't likely to complain if Juror and Arbiter are actually bonus feats granted by the Lawgivers of Urharut, since the players had no expectation of being able to take the feat anyway.

Another great way to introduce new feats is to make them rewards for players befriending some powerful force or group. If a long plotline had the player characters seeking out and copying the Planar Map in the Bridge City of Suerbak Kak Dalbaz, when they gain their next level the GM can inform them that each has picked up a new trick from exposure to its mystic cartography, and offer each Devoted Scout as a bonus feat. When making such rewards the GM may well need to waive the feats' normal prerequisites (justifying such lenience as the consequence

of gaining the feat through exposure to “the school of hard knocks”). This allows a GM to reward characters with abilities that can't be stolen by some thief in a crowded bazaar, but doesn't overpower characters to the point of game imbalance. It's also a nice way to get some treasure value to a party (a single bonus feat is worth between 2,500 and 10,000 gp—with most worth 5,000 gp each—depending on its prerequisites and how useful it is to a specific character) without describing yet another pile of silver pieces, random potions, and a +1 *mighty cleaving dagger* no character wants.



MULTICLASS FEATS

AMATEUR GUNSLINGER*

(MULTICLASS GUNSLINGER, COMBAT)

Although you are not a gunslinger, you have and can use grit.

Prerequisite: You have no levels in a class that has the grit class feature.

Benefit: You gain a small amount of grit and the ability to perform a single 1st-level deed from the gunslinger deed class feature. At the start of the day, you gain 1 grit point, though throughout the day you can gain grit points up to a maximum of your Wisdom modifier (minimum 1). You can regain grit using the rules for the gunslinger's grit class feature (see *Ultimate Combat* for more information on grit). You can spend this grit to perform the 1st-level deed you chose upon taking this feat, and any other deed you have gained through feats or magic items.

Special: If you gain levels in a class that grants the grit class feature, you can immediately trade this feat for the Extra Grit** feat.

*This feat originally appeared in a slightly different form in *Ultimate Combat*.

**Indicates a feat found in *Ultimate Combat*.

AMATEUR YOGI

(MULTICLASS, COMBAT)

Although you are not a monk, you have learned to harness and use *ki*.

Prerequisite: Improved Unarmed Strike, Knowledge (local or religion) 4 ranks, no levels in a class that has the *ki* class feature, Wis 13.

Benefit: You gain a small *ki* pool and the ability to perform a single *ki* power. Your *ki* pool

has 1 *ki* point in it. You gain 1 power from the list of things a monk can spend 1 *ki* to do at 4th level or that a ninja can spend 1 *ki* to do at 2nd level. Also, as long as you maintain at least 1 *ki* in your *ki* pool, either your unarmed attacks are treated as magic weapons for the purpose of overcoming damage reduction (considered a monk power), or you treat any Acrobatics skill check made to jump as if you had a running start (considered a ninja power). You must choose which bonus you gain when you select this feat.

Special: If you select monk powers, this is a Multiclass Monk feat. If you select ninja powers this is considered a Multiclass Ninja feat. The feat can be both types of feat, in which case you are treated as having selected Multiclass feats for 2 classes.

Special: If you gain levels in a class that grants the *ki* pool class feature, you can immediately trade this feat for the Extra Ki feat.

AMBUSER

(MULTICLASS ROGUE)

You can take advantage of a helpless foe.

Prerequisites: Deceitful, Stealthy, base attack bonus +1, no sneak attack dice, Dex 13.

Benefit: Once per round, you may add 1d6 of sneak attack damage to an attack made against a flat-footed or helpless foe (but *not* a foe that is merely flanked). This otherwise acts as the sneak attack class ability.

Special: If you gain sneak attack dice from another source, you can immediately trade this feat for the Sap Adept** or Shadow Strike* feat.

*Indicates a feat in the *Advanced Player's Guide*.

**Indicates a feat in *Ultimate Combat*.

APPRENTICE SPELLCASTER TRAINING

(MULTICLASS)

You've learned enough about the spellcasting techniques of one class to pass yourself off as a formal apprentice.

Prerequisite: Magical Aptitude, Novice Spellcaster Training, no levels in the class you select, spellcasting ability score 13 (see below).

Benefit: Select one spellcasting character class that prepares spells in which you have no levels, and for which you have taken the Novice Spellcaster Training feat. You must have a 13 or greater in the ability score that class uses to determine what level spell they can cast. You gain the ability once per day to cast one of two specific 1st-level spells from that class's spell list as a spell-like ability. You select the spells at the time this feat is taken, and that choice cannot be changed. The caster level for this ability is equal to your level. The save DC for this spell is 11 + your modifier for the ability score that class uses to determine what level spell they can cast.

Special: You can take this feat more than once (if you have taken Novice Spellcaster Training more than once). Its effects do not stack. Each time you select this feat, it applies to a different spellcasting class.

Special: This feat is a Multiclass feat for whatever spellcasting class you select.

Special: If you gain levels in the selected class, you can immediately trade this feat for Spell Focus or any metamagic feat for which you meet the prerequisites.

ARBITER

(MULTICLASS INQUISITOR)

You have learned to control your divine power to pass judgment.

Prerequisites: Juror, Knowledge (local) 8 ranks, base attack bonus +8, no levels in inquisitor, Wis 15.

Benefit: When determining the effectiveness of judgments you have gained access to through the Juror feat, your effective inquisitor level is equal to half your character level.

Special: If you gain levels in the inquisitor class, you can immediately trade this feat for Favored Judgment**, Righteous Healing*, or any teamwork feat for which you meet the prerequisites.

*Indicates a feat from *Ultimate Combat*.

**Indicates a feat found in *Ultimate Magic*.

ARCANE SCHOLAR

(MULTICLASS WIZARD)

You have mastered many of the secrets of one school of magic.

Prerequisites: Arcane Student (twice), Elemental Focus or Spell Focus, Knowledge (arcana) 10 ranks, Int 13.

Benefit: You gain the third ability granted by the arcane school you selected with the

Arcane Student feat. When determining the effectiveness of this ability, your effective wizard level is equal to your character level -2.

ARCANE STUDENT (MULTICLASS WIZARD)

You have studied the laws of one type of magic in the same way a wizard does.

Prerequisites: Elemental Focus* or Spell Focus (see below), Knowledge (arcana) 3 ranks, Int 13.

Benefit: Select one wizard specialization. This may be an arcane school or the universal school. (If focused schools or elemental arcane schools are allowed in the campaign, you may select one of these.) The selected school must not be a school you have as a specialized school or opposition school, and must be a school or element you have taken Elemental focus or Spell Focus for. You gain one of the two abilities gained at 1st level by a wizard with this specialization. This decision must be made when the school is selected, and cannot be changed. When determining the effectiveness of this ability, your effective wizard level is equal to your character level -2.

You must also select an opposition school appropriate to your selected school (an arcane school if you have selected an arcane school, focused school, or even universal school to specialize in, or an elemental arcane school if you have selected an elemental arcane school to specialize in.) You take a -2 penalty to Knowledge (arcana) and Spellcraft checks regarding spells and magic items of your opposition school.



Special: You may take this feat twice. Each time it gives you a different ability gained at 1st level by a wizard with your selected specialization.

*Indicates a feat in the *Advanced Player's Guide*.

AJUOGA

(MULTICLASS SUMMONER, WITCH, WIZARD)

You have bonded an eidolon to yourself as a familiar.

Prerequisites: Improved Familiar, levels in summoner and either witch or wizard.

Benefits: You give up your familiar. Add your summoner levels and half your witch and/or wizard class levels together to determine your eidolon's HD and abilities. Add to this eidolon the abilities granted to a familiar of a witch or wizard of your combined summoner/witch/wizard level. Your eidolon acts as your familiar, and you can target it with any ability or spell that targets either an eidolon or a familiar.

BERSERKER

(MULTICLASS BARBARIAN, COMBAT)

You go into bouts of bloodlust and frenzy in combat.

Prerequisites: Intimidating Prowess, no levels in a class that grants rage, base attack bonus +3, Con 13.

Benefit: You can enter a frenzy similar to a barbarian's rage class ability, allowing you to use a rage power. Select one rage power a 2nd level barbarian may select. For purposes of determining its effectiveness, your effective barbarian level is equal to your base attack bonus -2. While in a frenzy, you can use this rage power as if you were raging.

Entering a frenzy is a swift action. While in a frenzy you do not gain any of the normal benefits of rage (no morale bonuses to Strength, Constitution, or Will saves). You do suffer a -2 penalty to Armor Class. You can end your frenzy as a free action and are fatigued after a frenzy for a number of rounds equal to double the number of rounds spent in the frenzy. You cannot enter a new frenzy while fatigued or exhausted but can otherwise enter a frenzy multiple times during a single encounter or combat. If you fall unconscious your frenzy immediately ends. While in a frenzy, you cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except Acrobatics, Fly, Intimidate, and Ride) or any ability that requires patience or concentration. You can be in a frenzy for a number of rounds per day equal to 4 + your base attack bonus.

Special: You can take this feat additional times, but no more often than once per five levels. Each time you take it, the maximum number of rounds you may be in a frenzy each day increases by +2, and you may gain an additional rage power you can use while in a frenzy.

Special: If you gain levels in a class that has the rage class feature, you can immediately trade this feat for Extra Rage or Extra Rage Power*.

*Indicates a feat found in the *Advanced Player's Guide*.

BRUXA

(MULTICLASS WITCH)

Though you are not a witch, you've developed a knack for throwing hexes.

Prerequisites: Deceitful, Knowledge (planes) 3 ranks, no levels in witch, Int 13.

Benefit: Select one hex (not major hex or grand hex). You can use this hex a number of times per day equal to your Intelligence modifier (minimum 1/day). Your effective witch level for this hex is equal to your character level -2.

You are vulnerable to the plans and machinations of your patron, the identity of which may not even be known to you. Select one of the following creature types: aberration, dragons, fey, humanoids, magical beasts, monstrous humanoids, outsiders, or undead. Your patron has plans regarding you that involve this creature type. All creatures of this type gain a +2 bonus to Bluff and Sense Motive checks made against you.

Special: You may take this feat more than once, but not more often than once per 5 levels. Each time you take it, you may select one additional hex you may use, but each use counts as a use/day of the Bruxa feat. Each additional time you take this, creatures of the type you select gain an additional +1 to Bluff and Sense Motive checks made against you.

Special: If you gain levels in witch, you can immediately trade this feat for Extra Hex*.

*Indicates a feat in the *Advanced Player's Guide*.

CHAMPION OF THE ORDER

(MULTICLASS CAVALIER, COMBAT)

You are closely allied with a cavalier order, and are inspired to strike down their enemies.

Prerequisites: Squire, no levels in cavalier, base attack bonus +3.

Benefit: Once per day you can challenge a foe, as if using the cavalier challenge ability. You do not gain the bonus damage to attacks gained by all cavaliers when they use the challenge ability. You do, however, gain the benefits granted to cavaliers of the order you selected with the Squire feat when they challenge. Treat your cavalier level as your level -2 for purposes of this challenge. If you violate one of the edicts of that order, you lose the benefits of this feat for 24 hours.

For example, Sir Mark is an 8th level paladin who has taken Squire (Order of the Sword) and Champion of the Order. He can issue a challenge once per day. He does not gain a bonus to damage equal to his effective cavalier level (as a normal cavalier does), but does gain a morale bonus on attack rolls against the target of his challenge so long as he is astride his mount (as the special ability of the order of the sword). As his effective cavalier level is 6 (8th level -2), his morale bonus is +2.

Special: If you gain levels in cavalier, you may immediately trade this feat for any teamwork feat for which you meet the prerequisites.

DEACON

(MULTICLASS CLERIC)

You are a junior priest of your god, in addition to being a martial champion.

Prerequisites: Knowledge (religion) 4 ranks, able to cast 1st level paladin spells, Wis 13.

Benefit: You can prepare 1st level cleric spells using your paladin spells slots.

Special: This feat can be taken up to 4 times total. Each time, it allows you to prepare cleric spells 1 level higher using paladin spell slots of the same spell level.

Devoted Hunter (Multiclass Ranger, Combat)

You have honed your senses to better hunt and kill one particular group of creatures.

Prerequisites: Alertness, Wis 13.

Benefit: You gain one favored enemy of your choice from the ranger class's favored enemy list. This must be a group you do not have as a favored enemy from any other source. You gain a +1 bonus to appropriate checks and rolls with your favored enemy, as the ranger class ability. This increases to +2 at 8th level, and +3 at 16th level.

Special: If you gain the enemy you selected with this feat as a favored enemy through some other source, you may immediately change what favored enemy is gained through this feat.



DEVOTED SCOUT

(MULTICLASS RANGER)

You have toughened yourself through exposure to one particular environment, making you familiar with that terrain's dangers.

Prerequisites: Athletic, Survival 3 ranks, Wis 13.

Benefit: You gain one favored terrain of your choice from the ranger class's favored terrain class list. This must be a terrain you do not have as a favored terrain from any other source. You gain a +1 bonus to appropriate checks and rolls

within your favored terrain, as the ranger class ability. This increases to +2 at 8th level, and +3 at 16th level.

Special: If you gain the terrain you selected with this feat as a favored terrain through some other source, you may immediately change what favored terrain is gained through this feat.

DOMAIN ACOLYTE*

(MULTICLASS CLERIC)

You are a trusted and loyal agent of your god.

Prerequisites: Skill Focus [Knowledge (religion)], Knowledge (religion) 3 ranks, worship a deity, alignment within one step of your deity's, Wis 13.

Benefit: Select one domain or subdomain your god can grant to which you do not already have access. You gain the first domain power of that domain. Your effective cleric level for determining the effectiveness of this power is equal to your character level -2. You also gain the aura class feature of the cleric.

Special: You may take this feat a second time. It grants you access to the first power of a second domain or subdomain your god can grant to which you do not already have access.

Special: If inquisitions are in use, this feat can instead grant you access to the first power of an inquisition your god can grant to which you do not already have access. In this case it is a Multiclass Inquisitor feat rather than a Multiclass Cleric feat. See *Ultimate Magic* for more information on inquisitions.

*This feat originally appeared in a slightly different form in *The Genius Guide to Feats of Divine Might*.

DOMAIN DEVOTEES*

(MULTICLASS CLERIC)

You are a well-known and experienced agent of your god.

Prerequisites: Domain Acolyte, Skill Focus [Knowledge (religion)], Knowledge (religion) 8 ranks, worship a deity, alignment within one step of your deity's, Wis 15.

Benefit: You gain the second power of the domain or subdomain you selected with the Domain Acolyte feat. Your effective cleric level for determining the effectiveness of this power is equal to your character level -2.

Special: You may take this feat a second time if you have taken domain acolyte twice. It grants you access to the second power of your second domain gained with Domain Acolyte.

Special: If you gained access to the first power of an inquisition with Domain Acolyte, you may gain its second power with Domain Devotee. In this case it is a Multiclass Inquisitor feat rather than a Multiclass Cleric feat.

*This feat originally appeared in a slightly different form in *The Genius Guide to Feats of Divine Might*.

ECLECTIC SPELLCASTER

(MULTICLASS)

You've learned to use your experience casting one type of spell to augment your skill with other types of spells.

Prerequisites: Levels in 2 spellcasting character classes, 13 in 2 of the following abilities: Int, Wis, Cha.

Benefit: Your caster level for all your spellcasting classes is equal to your caster level for each class, to a maximum of your character level -2. This does not affect your spells known or spells/day for any class. For example, a cleric 3/fighter 1/wizard 3 would have a caster level of 5 (caster level cleric 3 + caster level wizard 3 = 6, to a maximum of class level -2 = 5).

Special: This feat is a Multiclass feat for all spellcasting classes you have levels in.

ÉCUYER

(MULTICLASS FIGHTER, COMBAT)

You have been trained as a professional armor-bearer.

Prerequisites: Proficiency with light, medium, and heavy armor, no armor training class ability, base attack bonus +4, Con 13.

Benefit: Select one category of armor (light, medium, or heavy). Whenever you are wearing armor of that category, you reduce the armor check penalty by 1 (to a minimum of 0) and increase the maximum Dexterity bonus allowed by this armor by 1.

Special: If you gain the armor training class ability, you may immediately trade this feat for any Combat feat for which you meet the prerequisites.

ELDRITCH HERITAGE

(MULTICLASS SORCERER)*

You are descended from a long line of sorcerers, and some portion of their power flows in your veins.

Prerequisites: Cha 13, Skill Focus with the class skill of bloodline selected for this feat (see below), character level 3rd.

Benefit: Select one sorcerer bloodline. You must have Skill Focus in the class skill that bloodline grants to a sorcerer at 1st level (for example, Heal for the celestial bloodline). This bloodline cannot be a bloodline you already have. You gain the first-level bloodline power for the selected bloodline. For purposes of using that power, treat your sorcerer level as equal to your character level – 2, even if you have levels in sorcerer. You do not gain any of the other bloodline abilities.

*This feat originally appeared in a slightly different form in the *Advanced Player's Guide*.

EXTRA MYSTIC TALENT (MULTICLASS)

Your ability to cast spells has broadened.

Prerequisite: Magical Aptitude, Minor Mystic Talent, Spellcasting ability score 13 (see below), no levels in the class you select, character level 6.

Benefit: Select one spellcasting class from which you have gained spells using the Mystic Talent feats (Major Mystic Talent, Minor Mystic Talent, Powerful Mystic Talent), and in which you have no levels. You can cast each of the spells gained from those feats one more time per day.

Special: You can take this feat more than once, but not more often than once per 5 levels. Each time you take it, it increases the number of times per day you may cast spells of each level gained from a single class spell list through the Mystic Talent feats by +1.

Special: This feat is a Multiclass feat for whatever spellcasting class you select.

Special: If you gain levels in the selected class, you can immediately trade this feat for the Expanded Arcana* feat.

*Indicates a feat found in *Advanced Player's Guide*.

EXTRA SPELLCASTING TRAINING (MULTICLASS)

Your ability to cast spells has broadened.

Prerequisite: Apprentice Spellcaster Training, Magical Aptitude, no levels in the class that you gain spells from, spellcasting ability score 13 (see below), character level 6.

Benefit: Select one spellcasting class from which you have gained spells using the Spellcaster Training feats (Novice Spellcaster Training, Apprentice Spellcaster Training, Journeyman Spellcaster Training), and in which you have no levels. You may select one additional spell to select from when using the spell-like abilities gained by each of these feats.

Special: You can take this feat more than once, but not more often than once per 5 levels. Each time you take it, it increases the number of spells you may select from for the one use of a spell-like ability gained by each of these feats by +1.

Special: This feat is a Multiclass feat for whatever spellcasting class you select.

Special: If you gain levels in the selected class, you can immediately trade this feat for Spell Focus or any metamagic feat for which you meet the prerequisites.



GREATER ELDRITCH HERITAGE

(MULTICLASS SORCERER)*

Your discovered bloodline power reaches its zenith.

Prerequisites: Cha 17, Eldritch Heritage, Improved Eldritch Heritage, character level 17th.

Benefit: You gain an additional power from the bloodline you selected with the Eldritch Heritage feat. You gain a 15th-level (or lower) sorcerer bloodline power that you do not already have. For purposes of using that power, treat your character level as your sorcerer level for all your sorcerer bloodline powers granted by this feat, Eldritch Heritage, and Improved Eldritch Heritage.

*This feat originally appeared in a slightly different form in the *Advanced Player's Guide*.

HOLY WARRIOR

(MULTICLASS PALADIN)

You have been granted the holy power to smite your foes.

Prerequisites: Knowledge (religion) 4 ranks, no levels in paladin, Wis 13, Cha 13, Lawful Good.

Benefit: You can smite evil, as the paladin class ability, once per day. All your bonuses from smiting evil (to attack, damage, and AC) are only +1.

Special: If you gain levels in the paladin class, you can immediately trade this feat for any combat feat for which you meet the prerequisites.

IMPROVED ELDRITCH HERITAGE

(MULTICLASS SORCERER)*

The power of your discovered bloodline continues to grow.

Prerequisites: Cha 15, Eldritch Heritage, character level 11th.

Benefit: You gain either the 3rd-level or the 9th-level power (your choice) of the bloodline you selected with the Eldritch Heritage feat. For purposes of using that power, treat your sorcerer level as equal to your character level – 2, even if you have levels in sorcerer. You do not gain any of the other bloodline abilities.

Special: You may select this feat multiple times. Its effects do not stack. Each time you select the feat, it applies to a different bloodline power for that bloodline available at sorcerer level 3 or 9.

*This feat originally appeared in a slightly different form in the *Advanced Player's Guide*.

JONGLEUR

(MULTICLASS BARD)

Although you are not a bard, you have learned to give moving performances.

Prerequisites: Skill Focus (Perform), no levels of bard, Cha 13.

Benefit: Select one form of the Perform skill for which you have taken Skill Focus. You can use that Perform skill to give a bardic performance that acts as inspire courage, but requires a move action to maintain each round. To determine the effectiveness of this bardic performance, your effective bard level is equal to half your character level (minimum 1). You can use this bardic

performance a total number of rounds per day equal to 4 + your Charisma modifier, to a maximum number of rounds equal to your character level.

Special: If you gain levels in bard, you can immediately trade this feat for the Extra Performance feat.

JOURNEYMAN GUNSLINGER

(MULTICLASS GUNSLINGER, COMBAT)

Although you are not a gunslinger, you have expanded your ability to use grit.

Prerequisite: Amateur Gunslinger, base attack bonus +4, Wis 13, no levels in a class that has the grit class feature.

Benefit: The amount of grit you gain at the start of the day is equal to your Wisdom modifier (to a maximum of 2). You also gain the ability to perform a second 1st-level deed from the gunslinger deed class feature.

Special: You can take this feat additional times, but no more often than once per three levels. Each time you take it, the maximum number of grit you gain at the start of each day increases by one (though it remains limited by your Wisdom modifier), and you gain one additional 1st-level deed from the gunslinger deed class feature. If you have selected all the 1st-level gunslinger deeds, you may select a higher-level deed, as long as the level of the deed is no higher than 1/3 your character level, and you have selected all the deeds available at lower levels.

Special: If you gain levels in a class that grants the grit class feature, you can immediately trade this feat for the Extra Grit feat. If using additional deeds from

Ultimate Options: Grit and Gunslingers, if you gain levels in a class that grants the grit class feature, you can instead immediately trade this feat for the Guts feat.

JOURNEYMAN YOGI (MULTICLASS, COMBAT)

Although you are not a monk or ninja, you have expanded your ability to harness and use *ki*.

Prerequisite: Amateur Yogi, Improved Unarmed Strike, Knowledge (local or religion) 8 ranks, no levels in a class that has the *ki* pool class feature, Wis 15.

Benefit: Your number of *ki* points in your *ki* pool increases to be equal to your Wisdom bonus (to a maximum of half your character level). You also gain a second power from the list of things a monk can spend 1 *ki* to do at 4th level or that a ninja can spend 1 *ki* to do at 2nd level.

Special: If you select monk powers, this is a Multiclass Monk feat. If you select ninja powers this is considered a Multiclass Ninja feat. The feat can be both types of feat, in which case you are treated as having selected Multiclass feats for 2 classes.

Special: You can take this feat multiple times, but no more often than once per five levels. Each time you take it, the number of *ki* points in your *ki* pool increases by one (though it remains limited to a maximum of half your character level), and you gain one additional power from the list of things a monk can spend 1 *ki* to do at 4th level or that a ninja can spend 1 *ki* to do at 2nd level.

Special: If you gain levels in a class that grants the *ki* pool class feature, you can immediately trade this feat for the Extra *Ki* feat.

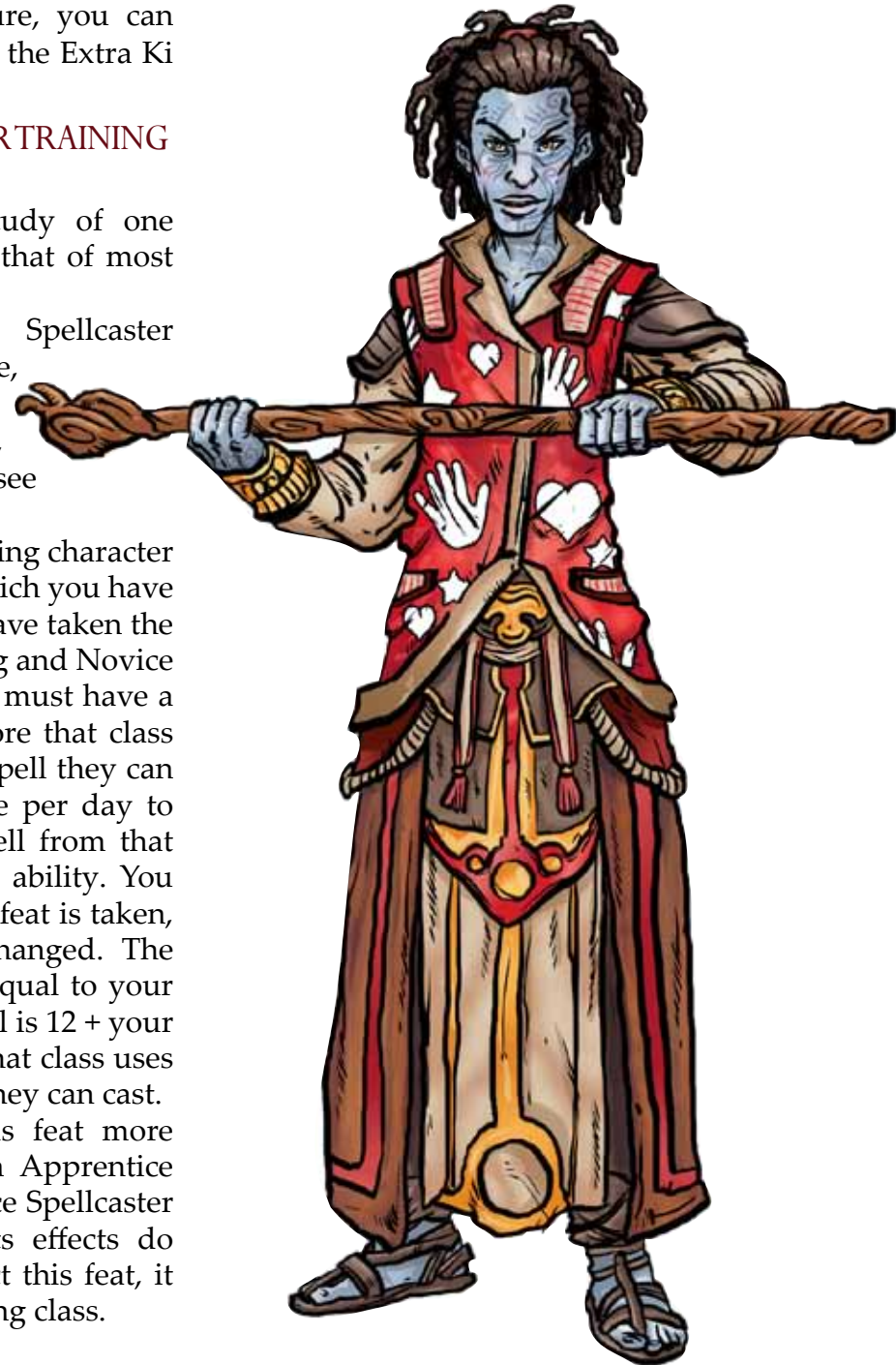
JOURNEYMAN SPELLCASTER TRAINING (MULTICLASS)

You've expanded your study of one class's spellcasting to beyond that of most apprentices.

Prerequisite: Apprentice Spellcaster Training, Magical Aptitude, Novice Spellcaster Training, no levels in the class you select, spellcasting ability score 15 (see below), character level 9.

Benefit: Select one spellcasting character class that prepares spells in which you have no levels, and for which you have taken the Apprentice Spellcaster Training and Novice Spellcaster Training feats. You must have a 15 or greater in the ability score that class uses to determine what level spell they can cast. You gain the ability once per day to cast one specific 2nd-level spell from that class's spell list as a spell-like ability. You select the spell at the time this feat is taken, and that choice cannot be changed. The caster level for this ability is equal to your level. The save DC for this spell is 12 + your modifier for the ability score that class uses to determine what level spell they can cast.

Special: You can take this feat more than once (if you have taken Apprentice Spellcaster Training and Novice Spellcaster Training more than once). Its effects do not stack. Each time you select this feat, it applies to a different spellcasting class.



Special: This feat is a Multiclass feat for whatever spellcasting class you select.

Special: If you gain levels in the selected class, you can immediately trade this feat for Spell Focus or any metamagic feat for which you meet the prerequisites.

JUROR

(MULTICLASS INQUISITOR)

Some divine force fuels you with the power to pass judgment.

Prerequisites: Knowledge (local) 4 ranks, base attack bonus +4, no levels in inquisitor, Wis 13.

Benefit: Select one inquisitor judgment (destruction, healing, justice, piercing, protection, purity, resilience, resistance, or smiting). Once a day, you may call upon this judgment. Your effective inquisitor level is 1 for purpose of this judgment.

Special: You may select this feat more than once, but not more than once per 3 levels. Each time you select it, you add one judgment to the list you may use, but you may still only use any judgment once per day.

Special: If you gain levels in the inquisitor class, you can immediately trade this feat for Favored Judgment**, Righteous Healing*, or any teamwork feat for which you meet the prerequisites.

*Indicates a feat from *Ultimate Combat*.

**Indicates a feat found in *Ultimate Magic*.

MAGE-AT-ARMS

(MULTICLASS MAGUS, COMBAT)

You've learned the magus talent of the spellstrike.

Prerequisites: Any Multiclass magus feat, caster level 6, no levels in magus, Int 15.

Benefit: Select one spellcasting class you have levels in. You can use spellstrike (as the magus class ability) with spells of this selected class. You can only use spellstrike with spells of a level no greater than 1/3 your caster level. You may do this a number of times per day equal to 3 + your Int modifier.

MAJOR MYSTIC TALENT

(MULTICLASS)

You've developed a little more of the spellcasting ability of one character class.

Prerequisite: Magical Aptitude, Minor Mystic Talent, no levels in the class that you gain spells from, spellcasting ability score 13 (see below).

Benefit: Select one spontaneous spellcasting character class for which you have taken the Minor Mystic Talent feat, and in which you have no levels. You must have a 13 or greater in the ability score that class uses to determine what level spell they can cast. You gain the ability to cast a single specific 1st-level spell from that class's spell list. You select the spell at the time this feat is taken, and that choice cannot be changed. This spell can be cast two times a day as a spell-like ability. The caster level for this ability is equal to your level. The save DC for this spell is 11 + your modifier for the ability score that class uses to determine what level spell they can cast.

Special: You can take this feat more than once (if you have taken Minor Mystic Talent more than once). Its effects do not stack. Each time you select this feat, it applies to a different spellcasting class.

Special: This feat is a Multiclass feat for whatever spellcasting class you select.

Special: If you gain levels in the selected class, you can immediately trade this feat for the Expanded Arcana* feat.

*Indicates a feat found in *Advanced Player's Guide*.

MAN-AT-ARMS

(MULTICLASS FIGHTER, COMBAT)

You have been trained as a professional gladiator, guard, or soldier.

Prerequisites: Weapon Focus (see below), base attack bonus +6, Str 13.

Benefit: Select one category of weapons, from the weapon training class ability of the fighter. It must be a category that includes a weapon you have selected with the Weapons Focus feat and that you do not have as a category for weapon training. You gain a +1 bonus to damage dealt with weapons in this category. This counts as a damage bonus from weapon training for purposes of stacking with other bonuses. This bonus increases to +2 at 12th level.

Special: If you gain the weapon category you selected with this feat as a weapon training category through some other source, you may immediately change what category of weapon training is gained through this feat.

METAMORPH

(MULTICLASS ALCHEMIST)

You have learned to brew a simple form of an alchemist's mutagenic.

Prerequisites: Master Alchemist, Craft (alchemy) 5 ranks, no levels in alchemist, Int 13.

Benefit: You can brew a weak mutagen. This acts as the mutagen of a 1st-level alchemist, but the weak mutagen grants no natural armor bonus, and only a +2 alchemical bonus to the selected physical ability score. If you drink a mutagen created by a full alchemist, you still gain only the benefits of a weak mutagen. You can only benefit from any mutagen once per day – if you attempt to benefit from a mutagen or weak mutagen more than once per day, you are treated as a non-alchemist when drinking your 2nd and subsequent mutagens.

Special: If you gain levels in alchemist, you can immediately trade this feat for the Extra Discovery* feat.

*Indicates a feat found in the *Advanced Player's Guide*.

MINOR MYSTIC TALENT

(MULTICLASS)

You've improved your minor spellcasting ability of one character class.

Prerequisite: Magical Aptitude, spellcasting ability score 13 (see below), no levels in the class that you gain spells from.

Benefit: Select one spontaneous spellcasting character class that gains access to 0-level spells (such as the bard, inquisitor, oracle, sorcerer, and summoner), and in

which you have no levels. You must have a 13 or greater in the ability score that class uses to determine what level spell they can cast. You gain the ability to cast a single specific 0-level spell from that class's spell list. You select the spell at the time this feat is taken, and that choice cannot be changed. This spell can be cast three times a day as a spell-like ability. The caster level for this ability is equal to your level. The save DC for this spell is 10 + your modifier for the ability score that class uses to determine what level spell they can cast.

Special: You can take this feat more than once. Its effects do not stack. Each time you select this feat, it applies to a different spellcasting class.

Special: This feat is a Multiclass feat for whatever spellcasting class you select.

Special: If you gain levels in the selected class, you can immediately trade this feat for the Expanded Arcana* feat.

*Indicates a feat found in *Advanced Player's Guide*.

NAGUAL

(MULTICLASS DRUID)

You have learned powerful secrets of shapeshifting.

Prerequisites: Animal Affinity, Skin Walker, Wodewose, any one other Multiclass druid feat, Knowledge (nature) 15 ranks, no levels in druid, Wis 17.

Benefit: When you use the Skinwalker feat to change into an animal, you can now become a Large animal. Your wild shape now functions as *beast shape II*.



Special: If you gain levels in druid, you can immediately trade this feat for one of the following feats for which you meet the prerequisites: Augment Summoning, Combat Casting, Natural Spell, Self-Sufficient.

NOVICE SPELLCASTER TRAINING (MULTICLASS)

You may have never formally studied magic, but you've learned enough (through casual exposure or a very short term of intense study) to harness a measure of power yourself.

Prerequisite: Magical Aptitude, no levels in the class you select, spellcasting ability score 13 (see below).

Benefit: Select one spellcasting character class that prepares spells (such as cleric, druid, magus, witch, and wizard) in which you have no levels. You must have a 13 or greater in the ability score that class uses to determine what level spell they can cast. You gain the ability once per day to cast one of three specific 0-level spells from that class's spell list as a spell-like ability. You select the spells at the time this feat is taken, and that choice cannot be changed. The caster level for this ability is equal to your level. The save DC for this spell is 10 + your modifier for the ability score that class uses to determine what level spell they can cast.

Special: You can take this feat more than once. Its effects do not stack. Each time you select this feat, it applies to a different spellcasting class.

Special: This feat is a Multiclass feat for whatever spellcasting class you select.

Special: If you gain levels in the selected class, you can immediately trade this feat for Spell Focus or any metamagic feat for which you meet the prerequisites.

POWERFUL MYSTIC TALENT (MULTICLASS)

You've developed noteworthy spellcasting ability from one character class.

Prerequisite: Magical Aptitude, Major Mystic Talent, Minor Mystic Talent, spellcasting ability score 15 (see below), no levels in the class that you gain spells from, character level 9.

Benefit: Select one spontaneous spellcasting character class for which you have taken the Major Spellcasting Talent and Minor Spellcasting Talent feats, and in which you have no levels. You must have a 15 or greater in the ability score that class uses to determine what level spell they can cast. You gain the ability to cast a single specific 2nd-level spell from that class's spell list. You select the spell at the time this feat is taken, and that choice cannot be changed. This spell can be cast once per day as a spell-like ability. The caster level for this ability is equal to your level. The save DC for this spell is 12 + your modifier for the ability score that class uses to determine what level spell they can cast.

Special: You can take this feat more than once (if you have taken Major Mystic Talent and Minor Mystic Talent feats more than once). Its effects do not stack. Each time you select this feat, it applies to a different spellcasting class.

Special: This feat is a Multiclass feat for whatever spellcasting class you select.

Special: If you gain levels in the selected class, you can immediately trade this feat for the Expanded Arcana* feat.

*Indicates a feat found in *Advanced Player's Guide*.

SKIN WALKER (MULTICLASS DRUID)

Your knowledge of animals is so great, you can become one.

Prerequisites: Animal Affinity, Wodewose, Knowledge (nature) 8 ranks, no levels in druid, Wis 15.

Benefit: You can wild shape into a Small or Medium animal once per day, as the druid class ability. The duration of your wild shape is only 10 minutes per effective druid level, or until ended. Your effective druid level for this ability is equal to your caster level -2 or half your base attack bonus, whichever is greater.

Special: You may take this feat multiple times, but no more than once per five levels. Each time, it increases the number of times you can wild shape by +1.

Special: If you gain levels in druid, you can immediately trade this feat for one of the following feats for which you meet the prerequisites: Augment Summoning, Combat Casting, Natural Spell, Self-Sufficient.

SQUIRE*

(MULTICLASS CAVALIER)

You have all the skills required to serve as a squire.

Prerequisite: Base attack bonus +1.

Benefit: Select a cavalier order. You gain the bonuses listed in the skills section of that order, including additional class skills. If you violate one of the edicts of that order, you lose the benefits of this feat for 24 hours. If this means a skill stops being a class skill for you, for 24 hours you lose the +3 bonus characters receive to class skills.

*This feat originally appeared in a slightly different form in *Advanced Options: More Cavalier Orders*.



TALENT FOR MISCHIEF

(MULTICLASS ROGUE)

You have a rogue-like knack for getting in and out of trouble.

Prerequisites: Deft Hands, no levels in rogue, Dex 15.

Benefits: Select one of the following rogue talents: camouflage*, deft palm**, expert leaper*, fast fingers*, fast picks*, fast stealth, ledge walker, nimble climber, peerless maneuver*, quick disable, rogue crawl, rope master**, snap shot, stand up, strong stroke, swift poison, trap spotter, wall scramble**. When wearing light armor or no armor, you are considered to have this talent.

Special: You may take this feat more than once, but not more than once per 5 levels.

Special: If you gain levels in rogue, you can immediately trade this feat for the Extra Rogue Talent* feat.

*Indicates a feat or talent found in *Advanced Player's Guide*. **Indicates a talent found in *Ultimate Combat*.

TEMPLAR

(MULTICLASS CAVALIER, PALADIN)

You are a trained knight, and a holy warrior for good.

Prerequisites: cavalier 1, paladin 1, Wis 13, Cha 13

Benefit: You lose access to the cavalier challenge class ability. Add your cavalier levels to your paladin levels to determine the effectiveness and uses/day of your smite evil ability. When you smite evil, you also gain the challenge bonus of your cavalier order. Additionally, you may choose as your paladin divine bond to add your paladin levels to your cavalier levels to determine the level and abilities of your cavalier mount.

TOUCH OF FATE

(MULTICLASS ORACLE)

The forces of the universe have touched you with a tiny fraction of the power normally granted to oracles.

Prerequisites: Cha 13, Skill Focus with the class skill of mystery selected for this feat (see below), character level 3rd.

Benefit: Select one oracle mystery. You must have Skill Focus in the class skill that mystery grants to an oracle at 1st level (for example, Intimidate for the Battle mystery). This mystery cannot be a mystery to which you already have access. You gain a single revelation the mystery can grant a 1st-level oracle. For purposes of using that power, treat your oracle level as equal to your character level - 2, even if you have levels in oracle. You do not gain any of the other mystery abilities.

Special: You may take this feat multiple times, but no more than once per five levels. Each time, you gain a single revelation the mystery can grant a 1st-level oracle.

WODEWOSE

(MULTICLASS DRUID)

You understand the ways of animals.

Prerequisites: Animal Affinity, Knowledge (nature) 3 ranks, no levels in druid, Wis 13+.

Benefit: You gain wild empathy, as the druid class skill. Your effective druid level for this ability is equal to your character level -2.

Special: If you gain levels in druid, you can immediately trade this feat for one of the following feats for which you meet the prerequisites: Augment Summoning, Combat Casting, Natural Spell, Self-Sufficient.

BONUS SECTION: GENIUS MULTICLASS FEATS

While it's outside the scope of this product to give multiclass feats for every character class that has been published by Super Genius Games (it would double the size of the product without coming close to doubling its utility, as not everyone uses all these classes), and the general advice in *Designing Multiclass Feats* (above) is applicable to all these classes, it still seemed advisable to provide a few examples of what such multiclass feats might look like. Readers of this book who don't use any of the classes mentioned below can simply ignore these bonus feats, and rest assured that they are bonus content provided as an extra for our patrons who do use any of our numerous base class products.

RESOURCE/POINT MULTICLASS FEATS

It's fairly common for new classes to have some resource or pool of points to power their special abilities, such as the motes of time used by the time thief and time warden classes (from *The Genius Guide to the Time Thief*, or *The Genius Guide to the Time Warden*, respectively). As long as such powers are gained at 1st-4th level and can be used multiple times per day, a multiclass feat giving limited access to these abilities can be built using Amateur Gunslinger or Amateur Yogi as a framework. Below is an example, giving access to temporal powers.

AMATEUR TEMPORAL ADEPT (MULTICLASS TIME THIEF/TIME WARDEN)

Although you are not a time warden, you have learned to harness and use motes.

Prerequisite: Knowledge (planes) 4 ranks, no levels in a class that has the mote class feature, Cha 13.

Benefit: You gain a single mote, as the class ability of the time thief or time warden. You gain 1 power from the list of things a time thief or time warden can spend 1 mote to do at 1st level. You must choose which power you gain when you select this feat. For purposes of the effectiveness of this power, your time thief or time warden level is equal to half your character level

Special: If you select time thief powers, this is a Multiclass Time Thief feat. If you select time warden powers this is considered a Multiclass Time Warden feat.

Special: If you gain levels in a class that grants the mote class feature, you can immediately trade this feat for the Extra Motes of Time* feat.

*Indicates a feat found in *101 Renegade Class Feats* by Rite Publishing, referenced with permission.

SPECIALIST PATH MULTICLASS FEATS

Some classes (especially spellcasting classes) add a distinctive customizing element by allowing a character to select a specific path of powers, similar to a cleric's domains, sorcerer's bloodline, or wizard's specialty school. For example, the death mage (from *The Genius Guide to the Death Mage*) chooses one pale road to represent the focus of their

deathly studies. A multiclass feat based on the Eldritch Heritage line of feats can give other characters access to the powers of these pale road options. A character wishing for yet more Multiclass Death mage options can use the Spellcaster training line of feats to access the death mage's spell list in a limited way.

STUDENT OF THE DEAD (MULTICLASS DEATH MAGE)

The whispers of the spirits of the dead have taught you a few things.

Prerequisites: Skill Focus [Knowledge (religion)], Knowledge (religion) 3 ranks, Cha 13.

Benefit: Select one pale road to which you do not already have access. You gain one of the powers that pale road grants at 1st level. Your effective death mage level for determining the effectiveness of this power is equal to your character level -2.

Special: You may take this feat a second time. It grants you access to the other power (if any) your pale road grants at 1st level.

SCHOLAR OF THE DEAD (MULTICLASS DEATH MAGE)

You are a well-known and experienced agent of your god.

Prerequisites: Skill Focus [Knowledge (religion)], Student of the Dead, Knowledge (religion) 10 ranks, Cha 15.

Benefit: You gain one power granted at 2nd level or higher by the pale road you selected with the Student of the dead feat. Your effective death mage level for determining the effectiveness of this power is equal to your character level -2.

UNIQUE ABILITY MULTICLASS FEATS

Rather than depend on abilities with limited resources to use them or specialist paths, some classes (such as fighter and rogue) hand out unique class abilities that can be used whenever the proper circumstances arise. An example of such a class is the armiger (from *The Genius Guide to the Armiger*). Multiclass feats for this type of class generally give out a more limited form of one of the unique class abilities, designed to be on par with what is granted by other feats, and not as good as what an actual member of the original class would get. Examples of such feats include Ambusher, Devoted Hunter, Devoted Scout, Écuyer, Man-At-Arms, and Talent for Mischief.

BASTION OF DEFENSE (MULTICLASS ARMIGER)

You are a master of wearing and using armor to your advantage.

Prerequisites: Armor Proficiency (light, medium, and heavy), Toughness, no levels in armiger, Con 15.

Benefits: Select one of the following armiger talents: armor training, crossbow brace, resist, shelter of steel, slam, spear brace, uncanny block. When wearing heavy armor, you are considered to have this talent. Your effective armiger level to determine the effectiveness of this talent is equal to half your character level (minimum 1).

Special: You may take this feat more than once, but not more than once per 5 levels.

Special: If you gain levels in armiger, you can immediately trade this feat for the Extra Armiger Talent* feat.

*Indicates a feat found in *101 Renegade Class Feats* by Rite Publishing, referenced with permission.



BATTLEMENT (MULTICLASS ARMIGER)

You can protect your allies with your shield.

Prerequisites: Armor Proficiency (light, medium, and heavy), Shield Focus, Shield Proficiency, no levels in armiger, Con 13.

Benefit: When you are equipped with a shield and not helpless you may, as a swift action, select one adjacent ally. You provide this ally soft cover until the beginning of your next turn (or until the ally is no longer adjacent). However, the soft cover you provide grants only a +2 bonus to AC (rather than the +4 bonus of normal soft cover). This ability otherwise works as the armiger's bulwark class ability.

Special: If you gain levels in armiger, you can immediately trade this feat for any feat with "Armor" or "Shield" in the name for which you meet the prerequisites.

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WE ERR ON THE SIDE OF AWESOME!

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