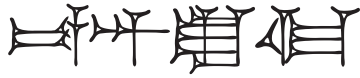
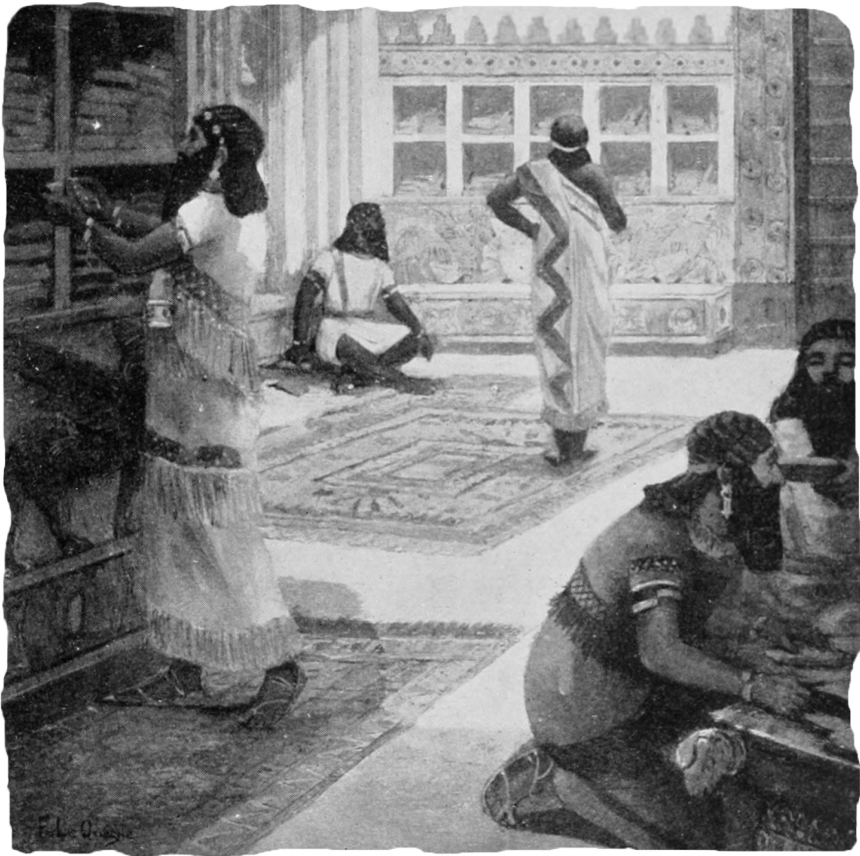


FEATS for
BABYLON



**ON WHICH FAME AND JUBILATION ARE
BESTOWED**



G. P. Davis

FEATS for BABYLON



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Designed by G. P. Davis



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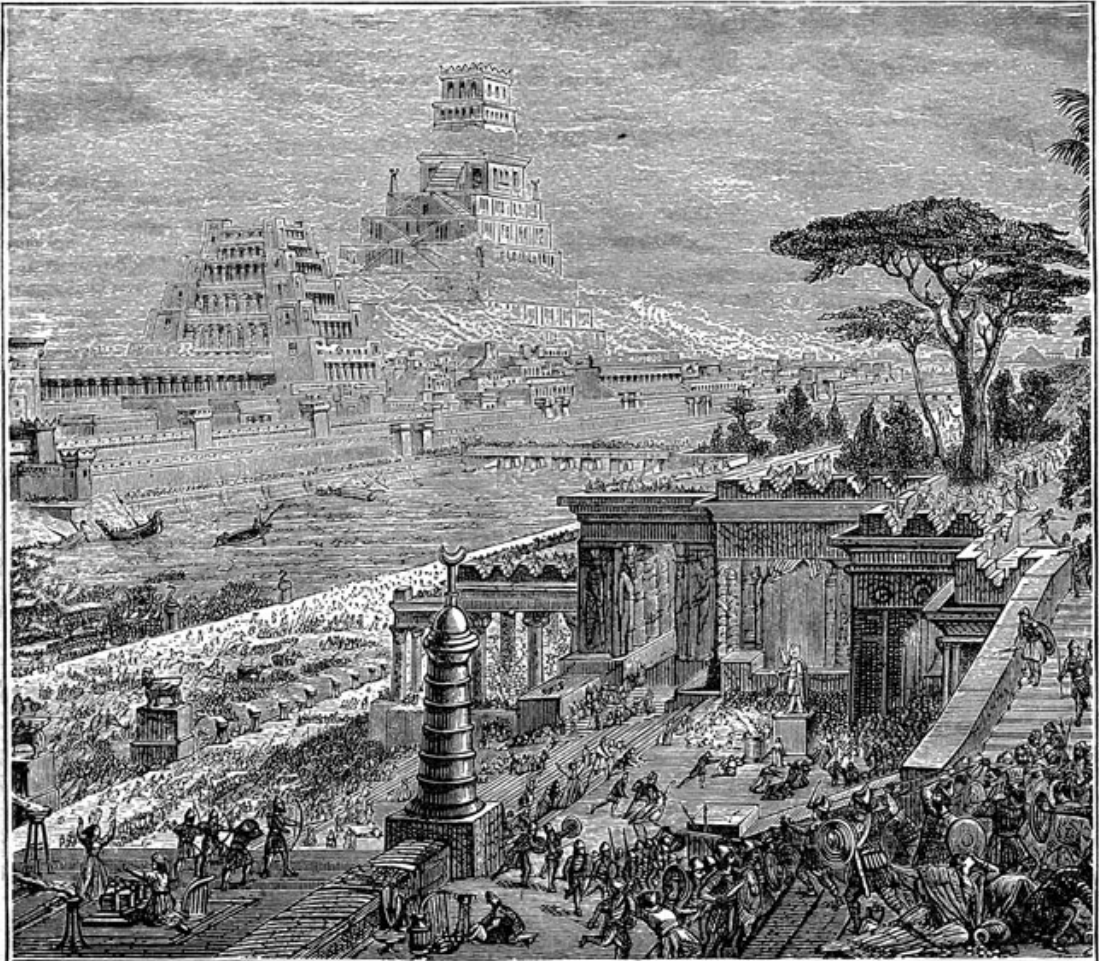
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0.0 Introduction

The standard version of *Babylon On Which Fame and Jubilation Are Bestowed* omits the use of Feats, a traditional feature in the majority of those systems derived from the 3.5 System Reference Document. This choice was deliberate on the part of the author, who felt that his initial drafts of the Feats chapter failed to add anything to the game, and only served to increase the page count of the core rulebook.

Many experienced groups, however, may wish to include the use of Feats in their games. This document, therefore, is offered by Šukāmu Press to these players free-of-charge. Gamemasters should feel free to create their own feats, or to restrict the use of the ones offered here. Playability, above all, should be the guiding principle behind any game mechanic.

Players, moreover, might find particular utility in the multi-attack feat, which allows characters with higher fighting skill bonuses to make more than one attack per round. This feature was dropped from the retail release of *BFJB* for balance reasons. Under normal circumstances in *BFJB*, a 1st level character with a Strength score of 18 and maximum allowable ranks in a fighting skill could begin play with a +8 to their attack bonus, whereas a similarly-statisticted fighter in a traditional OGL game would only begin with a +5. Gamemasters should

therefore take care if they choose to allow this feat.

Of course, as an alternative, a gamemaster could rule that all combatants can take advantage of the mechanics of this feat without using a feat slot, regardless of whether or not their game involves the use of any other feats.

1.0 Feats

A feat represents a special ability peculiar to your character, one which is developed independent of their other skills and statistics. Often, these feats are the result of a character's natural talent or latent predisposition, but they can also represent special training or experience that cannot accurately be described by their skills.

1.1 Acquiring Feats

Feats are not bought with skill points. Instead, a player can choose a feat at 1st, 3rd, 6th, 9th, 12th, 15th, and 18th level, provided his or her character meets the prerequisites.

In Fantasy *BFJB* games, gamemasters can allow human characters to choose a bonus extra feat at first level. This reflects their versatility and cultural dominance in the world of *BFJB*.

1.2 Prerequisites

Some feats have prerequisites. Your character must have the indicated ability score, culture, feat,

skill, or other quality designated in order to select or use that feat. A character can gain a feat at the same level at which he or she gains the prerequisite.

A character can't use a feat if he or she has lost a prerequisite.

2.0 Feat Descriptions

Here is the format for feat descriptions.

FEAT NAME [TYPE OF FEAT]

Prerequisite: A minimum ability score, another feat or feats, a minimum number of ranks in one or more skills, or a class level that a character must have in order to acquire this feat. This entry is absent if a feat has no prerequisite. A feat may have more than one prerequisite.

Benefit: What the feat enables the character ("you" in the feat description) to do. If a character has the same feat more than once, its benefits do not stack unless indicated otherwise in the description. In general, having a feat twice is the same as having it once.

Normal: What a character who does not have this feat is limited to or restricted from doing. If not having the feat causes no particular drawback, this entry is absent.

Special: Additional facts about the feat that may be helpful when you decide whether to acquire the feat.

2.1 General Feats

AGILE [GENERAL]

Benefit: You get a +2 bonus on all Gymnastics checks.

ANIMAL AFFINITY [GENERAL]

Benefit: You get a +2 bonus on all Handle Animal checks.

ARTISTE [GENERAL]

Benefit: You get a +2 bonus on all Perform checks.

ATHLETIC [GENERAL]

Benefit: You get a +2 bonus on all Athletics checks.

BLIND-FIGHT [GENERAL]

Benefit: In melee, every time you miss because of concealment, you can reroll your miss chance percentile roll one time to see if you actually hit.

An invisible attacker gets no advantages related to hitting you in melee. That is, you don't lose your Dexterity bonus to Armor Class, and the attacker doesn't get the usual +2 bonus for being invisible. The invisible attacker's bonuses do still apply for ranged attacks, however.

You take only half the usual penalty to speed for being unable to see. Darkness and poor visibility in general reduces your speed to three-quarters normal, instead of one-half.

Normal: Regular attack roll modifiers for invisible attackers trying to hit you apply, and you lose your Dexterity bonus to AC. The

speed reduction for darkness and poor visibility also applies.

Special: The Blind-Fight feat is of no use against a character who is the subject of a blink sorcery.

CLEAVE [GENERAL]

Prerequisites: Str 13, Power Attack.

Benefit: If you deal a creature enough damage to make it drop (typically by dropping it to below 0 hit points or killing it), you get an immediate, extra melee attack against another creature within reach. You cannot take a 5-foot step before making this extra attack. The extra attack is with the same weapon and at the same bonus as the attack that dropped the previous creature. You can use this ability once per round.

COMBAT EXPERTISE [GENERAL]

Prerequisite: Int 13.

Benefit: When you use the attack action in melee, you can take a penalty of as much as -5 on your attack roll and add the same number (+5 or less) as a dodge bonus to your Armor Class. This number may not exceed your base attack bonus. The changes to attack rolls and Armor Class last until your next action.

Normal: A character without the Combat Expertise feat can fight defensively while using the attack or full attack action to take a -4 penalty on attack rolls and gain a +2 dodge

bonus to Armor Class.

COMBAT REFLEXES [GENERAL]

Benefit: You may make a number of additional attacks of opportunity equal to your Dexterity bonus.

With this feat, you may also make attacks of opportunity while flat-footed.

Normal: A character without this feat can make only one attack of opportunity per round and can't make attacks of opportunity while flat-footed.

DECEITFUL [GENERAL]

Benefit: You get a +2 bonus on all Disguise checks.

DEFLECT ARROWS [GENERAL]

Prerequisites: Dex 13, Improved Unarmed Strike.

Benefit: You must have at least one hand free (holding nothing) to use this feat. Once per round when you would normally be hit with a ranged weapon, you may deflect it so that you take no damage from it. You must be aware of the attack and not flatfooted. Attempting to deflect a ranged weapon doesn't count as an action. Unusually massive ranged weapons and ranged attacks generated by sorcery effects can't be deflected.

DEFT HANDS [GENERAL]

Benefit: You get a +2 bonus on all Sleight of Hand checks.

DIEHARD [GENERAL]

Prerequisite: Endurance.

Benefit: When reduced to between -1 and -9 hit points, you automatically become stable. You don't have to roll d% to see if you lose 1 hit point each round.

When reduced to negative hit points, you may choose to act as if you were disabled, rather than dying. You must make this decision as soon as you are reduced to negative hit points (even if it isn't your turn). If you do not choose to act as if you were disabled, you immediately fall unconscious.

When using this feat, you can take either a single move or standard action each turn, but not both, and you cannot take a full round action. You can take a move action without further injuring yourself, but if you perform any standard action (or any other action deemed as strenuous, including some free actions, such as casting a quickened sorcery) you take 1 point of damage after completing the act. If you reach -10 hit points, you immediately die.

Normal: A character without this feat who is reduced to between -1 and -9 hit points is unconscious and dying.

DILIGENT [GENERAL]

Benefit: You get a +2 bonus on all Appraise checks and a Craft or

Profession skill of your choice.

DODGE [GENERAL]

Prerequisite: Dex 13.

Benefit: During your action, you designate an opponent and receive a +1 dodge bonus to Armor Class against attacks from that opponent. You can select a new opponent on any action.

A condition that makes you lose your Dexterity bonus to Armor Class (if any) also makes you lose dodge bonuses. Also, dodge bonuses stack with each other, unlike most other types of bonuses.

ENDURANCE [GENERAL]

Benefit: You gain a +4 bonus on the following checks and saves: Athletics · Swim checks made to resist nonlethal damage, Constitution checks made to continue running, Constitution checks made to avoid nonlethal damage from a forced march, Constitution checks made to hold your breath, Constitution checks made to avoid nonlethal damage from starvation or thirst, Fortitude saves made to avoid nonlethal damage from hot or cold environments, and Fortitude saves made to resist damage from suffocation. Also, you may sleep in light or medium armor without becoming fatigued.

Normal: A character without this feat who sleeps in medium or heavier armor is automatically

fatigued the next day.

FAR SHOT [GENERAL]

Prerequisite: Point Blank Shot.

Benefit: When you use a projectile weapon, such as a bow, its range increment increases by one-half (multiply by 1-1/2). When you use a thrown weapon, its range increment is doubled.

FIGHTING FINESSE [GENERAL]

Prerequisite: Fighting skill bonus +4.

Benefit: With a light weapon made for a creature of your size category, you may use your Dexterity modifier instead of your Strength modifier on attack rolls. If you carry a shield, its armor check penalty applies to your attack rolls.

Natural weapons are always considered light weapons.

FIGHTING FOCUS [GENERAL]

Choose one type of the fighting skill.

Prerequisites: Fighting skill bonus +4.

Benefit: You gain a +1 bonus on all attack rolls you make using the selected fighting type.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new type of fighting skill.

FIGHTING SPECIALIZATION [GENERAL]

Choose one type of fighting skill for which you have already selected the Fighting Focus feat. You deal extra damage when using this fighting style.

Prerequisites: Fighting Focus with selected skill, 4th level.

Benefit: You gain a +2 bonus on all damage rolls you make using the selected fighting skill.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new type of fighting skill.

GREAT CLEAVE [GENERAL]

Prerequisites: Str 13, Cleave, Power Attack, +8 bonus in any fighting skill.

Benefit: This feat works like Cleave, except that there is no limit to the number of times you can use it per round.

GREATER FIGHTING FOCUS [GENERAL]

Choose one type of fighting skill for which you have already selected Fighting Focus.

Prerequisites: Fighting Focus with selected fighting skill, 8th level.

Benefit: You gain a +1 bonus on all attack rolls you make using the selected fighting style. This bonus stacks with other bonuses on attack rolls, including the one from

Fighting Focus (see below).

Special: You can gain Greater Fighting Focus multiple times. Its effects do not stack. Each time you take the feat, it applies to a new type of fighting skill.

GREATER FIGHTING SPECIALIZATION [GENERAL]

Choose one type of fighting skill for which you have already selected Fighting Specialization.

Prerequisites: Greater Fighting Focus with selected fighting skill, Fighting Focus with selected fighting skill, Fighting Specialization with selected fighting skill, 12th level.

Benefit: You gain a +2 bonus on all damage rolls you make using the selected fighting skill. This bonus stacks with other bonuses on damage rolls, including the one from Fighting Specialization (see below).

Special: You can gain Greater Fighting Specialization multiple times. Its effects do not stack. Each time you take the feat, it applies to a new type of fighting skill.

GREAT FORTITUDE [GENERAL]

Benefit: You get a +2 bonus on all Fortitude saving throws.

GREATER TWO-WEAPON FIGHTING [GENERAL]

Prerequisites: Dex 19, Improved Two-Weapon Fighting,

Two-Weapon Fighting, base attack bonus +17.

Benefit: You get a third attack with your off-hand weapon, albeit at a –10 penalty.

IMPROVED BULL RUSH [GENERAL]

Prerequisites: Str 13, Power Attack.

Benefit: When you perform a bull rush you do not provoke an attack of opportunity from the defender. You also gain a +4 bonus on the opposed Strength check you make to push back the defender.

IMPROVED CRITICAL [GENERAL]

Choose one type of fighting style.

Prerequisite: Fighting skill bonus of the chosen type +16.

Benefit: When using the weapon you selected, your threat range is doubled.

Special: You can gain Improved Critical multiple times. The effects do not stack. Each time you take the feat, it applies to a new type of fighting.

This effect doesn't stack with any other effect that expands the threat range of a weapon.

IMPROVED DISARM [GENERAL]

Prerequisites: Int 13, Combat Expertise.

Benefit: You do not provoke

an attack of opportunity when you attempt to disarm an opponent, nor does the opponent have a chance to disarm you. You also gain a +4 bonus on the opposed attack roll you make to disarm your opponent.

Normal: See the normal disarm rules.

IMPROVED FEINT [GENERAL]

Prerequisites: Int 13, Combat Expertise.

Benefit: You can make a Bluff check to feint in combat as a move action.

Normal: Feinting in combat is a standard action.

IMPROVED GRAPPLE [GENERAL]

Prerequisites: Dex 13, Improved Unarmed Strike.

Benefit: You do not provoke an attack of opportunity when you make a touch attack to start a grapple. You also gain a +4 bonus on all grapple checks, regardless of whether you started the grapple.

Normal: Without this feat, you provoke an attack of opportunity when you make a touch attack to start a grapple.

IMPROVED INITIATIVE [GENERAL]

Benefit: You get a +4 bonus on initiative checks.

IMPROVED MULTIATTACK [GENERAL]

Prerequisites: Multiattack, fighting skill bonus +19

Benefit: When a character chooses this feat, they gain an additional attack per round at a lower skill bonus with the selected fighting skill. The bonus for this third attack is equal to the character's normal fighting skill bonus -12.

Special: You can gain this feat multiple times. Each time you take the feat, it applies to a new type of fighting.

IMPROVED OVERRUN [GENERAL]

Prerequisites: Str 13, Power Attack.

Benefit: When you attempt to overrun an opponent, the target may not choose to avoid you. You also gain a +4 bonus on your Strength check to knock down your opponent.

Normal: Without this feat, the target of an overrun can choose to avoid you or to block you.

IMPROVED PRECISE SHOT [GENERAL]

Prerequisites: Dex 19, Point Blank Shot, Precise Shot, fighting bows +19.

Benefit: Your ranged attacks ignore the AC bonus granted to targets by anything less than total cover, and the miss chance granted to targets by anything less than total

concealment. Total cover and total concealment provide their normal benefits against your ranged attacks. In addition, when you shoot or throw ranged weapons at a grappling opponent, you automatically strike at the opponent you have chosen.

Normal: See the normal rules on the effects of cover and concealment. Without this feat, a character who shoots or throws a ranged weapon at a target involved in a grapple must roll randomly to see which grappling combatant the attack strikes.

IMPROVED SUNDER [GENERAL]

Prerequisites: Str 13, Power Attack.

Benefit: When you strike at an object held or carried by an opponent (such as a weapon or shield), you do not provoke an attack of opportunity (see Sunder, page 158).

You also gain a +4 bonus on any attack roll made to attack an object held or carried by another character.

Normal: Without this feat, you provoke an attack of opportunity when you strike at an object held or carried by another character.

IMPROVED TRIP [GENERAL]

Prerequisites: Int 13, Combat Expertise.

Benefit: You do not provoke an attack of opportunity when you

attempt to trip an opponent while you are unarmed. You also gain a +4 bonus on your Strength check to trip your opponent.

If you trip an opponent in melee combat, you immediately get a melee attack against that opponent as if you hadn't used your attack for the trip attempt.

Normal: Without this feat, you provoke an attack of opportunity when you attempt to trip an opponent while you are unarmed.

IMPROVED TWO-WEAPON FIGHTING [GENERAL]

Prerequisites: Dex 17, Two-Weapon Fighting, fighting skill bonus +12.

Benefit: In addition to the standard single extra attack you get with an off-hand weapon, you get a second attack with it, albeit at a –5 penalty.

Normal: Without this feat, you can only get a single extra attack with an off-hand weapon.

IMPROVED UNARMED STRIKE [GENERAL]

Benefit: You are considered to be armed even when unarmed — that is, you do not provoke attacks of opportunity from armed opponents when you attack them while unarmed. However, you still get an attack of opportunity against any opponent who makes an unarmed attack on you.

In addition, your unarmed

strikes can deal lethal or nonlethal damage, at your option.

Normal: Without this feat, you are considered unarmed when attacking with an unarmed attack, and you can deal only nonlethal damage with such an attack.

IRON WILL [GENERAL]

Benefit: You get a +2 bonus on all Will saving throws.

JACK-OF-ALL [GENERAL]

Benefit: You gain 6 extra skill points. These skill points cannot be used to buy ranks in a skill or skills in which you have already bought ranks.

You cannot take this feat more than once.

LEADERSHIP [GENERAL]

Prerequisite: Character level 6th.

Benefits: Having this feat enables the character to attract loyal companions and devoted followers, subordinates who assist her. See the table below for what sort of cohort and how many followers the character can recruit.

Leadership Modifiers: Several factors can affect a character's Leadership score, causing it to vary from the base score (character level + Cha modifier). A character's reputation (from the point of view of the cohort or follower he is trying to attract) raises or lowers his Leadership score:

Leader's Reputation	Modifier
Great renown	+2
Fairness and generosity	+1
Special power	+1
Failure	-1
Aloofness	-1
Cruelty	-2

Additionally, if a character has caused the death of a cohort, when she attempts to attract a subsequent cohort, she takes a cumulative -2 per cohort killed.

Followers have different priorities from cohorts. When the character tries to attract a new follower, use any of the following modifiers that apply.

The Leader...	Modifier
Has a stronghold, base of operations, etc.	+2
Moves around a lot	-1
Causes the death of other followers	-1

Leadership Score: A character's base Leadership score equals his level plus any Charisma modifier. In order to take into account negative Charisma modifiers, this table allows for very low Leadership scores, but the character must still be 6th level or higher in order to gain the Leadership feat. Outside factors can affect a character's Leadership score, as detailed above.

Cohort Level: The character can attract a cohort of up to this level. Regardless of a character's Leadership score, he can only recruit a cohort who is two or more levels lower than himself. The cohort should be equipped with gear appropriate for

Leadership Score	Cohort Level	Number of Followers by Level					
		1 st	2 nd	3 rd	4 th	5 th	6 th
1 of lower	—	—	—	—	—	—	—
2	1 st	—	—	—	—	—	—
3	2 nd	—	—	—	—	—	—
4	3 rd	—	—	—	—	—	—
5	3 rd	—	—	—	—	—	—
6	4 th	—	—	—	—	—	—
7	5 th	—	—	—	—	—	—
8	5 th	—	—	—	—	—	—
9	6 th	—	—	—	—	—	—
10	7 th	5	—	—	—	—	—
11	7 th	6	—	—	—	—	—
12	8 th	8	—	—	—	—	—
13	9 th	10	1	—	—	—	—
14	10 th	15	1	—	—	—	—
15	10 th	20	2	1	—	—	—
16	11 th	25	2	1	—	—	—
17	12 th	30	3	1	—	—	—
18	12 th	35	3	1	1	—	—
19	13 th	40	4	2	1	1	—
20	14 th	50	5	3	2	1	—
21	15 th	60	6	3	2	1	1
22	15 th	75	7	4	2	2	1
23	16 th	90	9	5	3	2	1
24	17 th	110	11	6	3	2	1
25 or higher	17 th	135	13	7	4	2	2

its level. A character can try to attract a cohort of a particular race, ethnicity, or city-state. While a character may recruit a character from an opposed city-state, the leader takes a Leadership penalty if the cohort's interests are not aligned with his.

Cohorts earn XP as follows:

The cohort does not count as a party member when determining the party's XP.

Divide the cohort's level by the level of the PC with whom he or she is associated (the character with the Leadership feat who attracted

the cohort).

Multiply this result by the total XP awarded to the PC and add that number of experience points to the cohort's total.

If a cohort gains enough XP to bring it to a level one lower than the associated PC's character level, the cohort does not gain the new level—its new XP total is 1 less than the amount needed attain the next level.

Number of Followers by Level: The character can lead up to the indicated number of characters

of each level. Followers are similar to cohorts, except they're generally low-level NPCs. Because they're generally five or more levels behind the character they follow, they're rarely effective in combat.

Followers don't earn experience and thus don't gain levels. However, when a character with Leadership attains a new level, the player consults the table above to determine if she has acquired more followers, some of which may be higher level than the existing followers. (You don't consult the table to see if your cohort gains levels, however, because cohorts earn experience on their own.)

LIGHTNING REFLEXES [GENERAL]

Benefit: You get a +2 bonus on all Reflex saving throws.

MANYSHOT [GENERAL]

Prerequisites: Dex 17, Point Blank Shot, Rapid Shot, fighting bows skill bonus +13.

Benefit: As a standard action, you may fire two arrows at a single opponent within 30 feet. Both arrows use the same attack roll (with a -4 penalty) to determine success and deal damage normally (but see Special).

For every six points of fighting bows skill bonus you have above +12, you may add one additional arrow to this attack, to a maximum of four arrows at a base attack

bonus of +24. However, each arrow after the second adds a cumulative -2 penalty on the attack roll (for a total penalty of -6 for three arrows and -8 for four).

Damage reduction and other resistances apply separately against each arrow fired.

Special: Regardless of the number of arrows you fire, you apply precision-based damage only once. If you score a critical hit, only the first arrow fired deals critical damage; all others deal regular damage.

MULTIATTACK [GENERAL]

Prerequisites: Melee fighting skill bonus +13.

Benefit: When a character chooses this feat, they gain an additional attack per round at a lower skill bonus with the selected fighting skill. The bonus for this second attack is equal to the character's normal fighting skill bonus -6.

Special: You can gain this feat multiple times. Each time you take the feat, it applies to a new type of fighting.

MOBILITY [GENERAL]

Prerequisites: Dex 13, Dodge.

Benefit: You get a +4 dodge bonus to Armor Class against attacks of opportunity caused when you move out of or within a threatened area. A condition that makes you lose your Dexterity bonus to

Armor Class (if any) also makes you lose dodge bonuses.

Dodge bonuses stack with each other, unlike most types of bonuses.

MOUNTED ARCHERY

[GENERAL]

Prerequisites: Handle Animal bonus +4, Mounted Combat.

Benefit: The penalty you take when using a ranged weapon while mounted is halved: -2 instead of -4 if your mount is taking a double move, and -4 instead of -8 if your mount is running.

MOUNTED COMBAT

[GENERAL]

Prerequisite: Handle Animal bonus +2.

Benefit: Once per round when your mount is hit in combat, you may attempt a Handle Animal check (as a reaction) to negate the hit. The hit is negated if your Handle Animal check result is greater than the opponent's attack roll. (Essentially, the Handle Animal check result becomes the mount's Armor Class if it's higher than the mount's regular AC.)

NIMBLE FINGERS

[GENERAL]

Benefit: You get a +2 bonus on all Disable Device checks.

PERCEPTIVE [GENERAL]

Benefit: You get a +2 bonus

on all Perceive checks.

PERSUASIVE [GENERAL]

Benefit: You get a +2 bonus on all Bluff checks, Diplomacy checks and Intimidate checks.

POINT BLANK SHOT

[GENERAL]

Benefit: You get a +1 bonus on attack and damage rolls with ranged weapons at ranges of up to 30 feet.

POLYGLOT [GENERAL]

Prerequisite: Int 16.

Benefit: When a character chooses this feat, and at every fourth level thereafter, the character may gain a Speak Language or Literacy skill in any language to which they have been exposed without expending skill points.

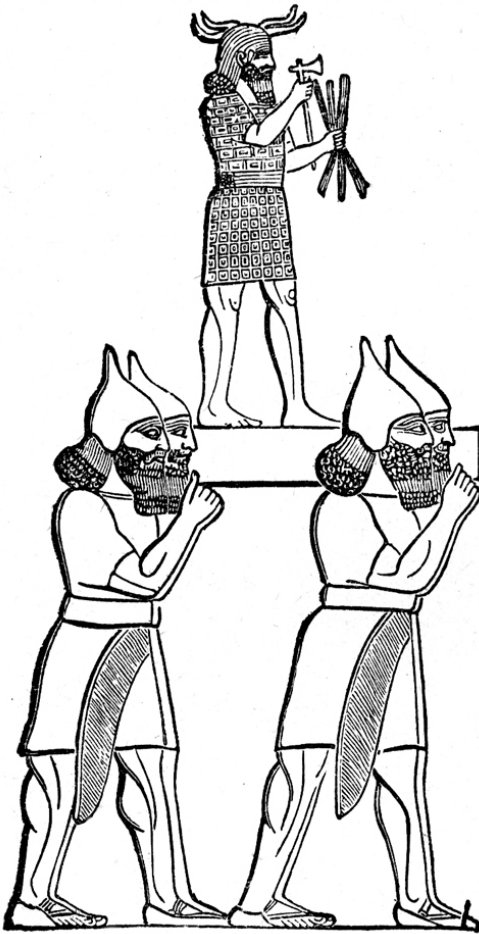
POWER ATTACK

[GENERAL]

Prerequisite: Str 13.

Benefit: On your action, before making attack rolls for a round, you may choose to subtract a number from all melee attack rolls and add the same number to all melee damage rolls. This number may not exceed your fighting skill bonus for that attack. The penalty on attacks and bonus on damage apply until your next turn.

Special: If you attack with a two-handed weapon, or with a one-handed weapon wielded in two



hands, instead add twice the number subtracted from your attack rolls. You can't add the bonus from Power Attack to the damage dealt with a light weapon (except with unarmed strikes or natural weapon attacks), even though the penalty on attack rolls still applies. (Normally, you treat a double weapon as a one-handed weapon and a light weapon. If you choose to use a double weapon like a two-handed weapon, attacking with only one end of it in a round, you treat it as a two-handed weapon.)

PRECISE SHOT [GENERAL]

Prerequisite: Point Blank Shot.

Benefit: You can shoot or throw ranged weapons at an opponent engaged in melee without taking the standard -4 penalty on your attack roll.

QUICK DRAW [GENERAL]

Prerequisite: Fighting skill bonus $+3$.

Benefit: You can draw a weapon as a free action instead of as a move action. You can draw a hidden weapon (see the Sleight of Hand skill) as a move action.

A character who has selected this feat may throw weapons at his full normal rate of attacks (much like a character with a bow).

Normal: Without this feat, you may draw a weapon as a move action, or (if your fighting skill bonus is $+1$ or higher) as a free action as part of movement. Without this feat, you can draw a hidden weapon as a standard action.

RAPID SHOT [GENERAL]

Prerequisites: Dex 13, Point Blank Shot.

Benefit: You can get one extra attack per round with a ranged weapon. The attack is at your highest fighting · bows skill bonus, but each attack you make in that round (the extra one and the normal ones) takes a -2 penalty.

RIDE-BY ATTACK

[GENERAL]

Prerequisites: Handle Animal bonus +3, Mounted Combat.

Benefit: When you are mounted and use the charge action, you may move and attack as if with a standard charge and then move again (continuing the straight line of the charge). Your total movement for the round can't exceed double your mounted speed. You and your mount do not provoke an attack of opportunity from the opponent that you attack.

RUN [GENERAL]

Benefit: When running, you move five times your normal speed (if wearing medium, light, or no armor and carrying no more than a medium load) or four times your speed (if wearing heavy armor or carrying a heavy load). If you make a jump after a running start (see the Gymnastics skill description), you gain a +4 bonus on your Gymnastics check. While running, you retain your Dexterity bonus to AC.

Normal: You move four times your speed while running (if wearing medium, light, or no armor and carrying no more than a medium load) or three times your speed (if wearing heavy armor or carrying a heavy load), and you lose your Dexterity bonus to AC.

SELF-SUFFICIENT

[GENERAL]

Benefit: You get a +2 bonus on all Heal checks and Survival checks.

SHOT ON THE RUN

[GENERAL]

Prerequisites: Dex 13, Dodge, Mobility, Point Blank Shot, fighting · bows skill bonus +10.

Benefit: When using the attack action with a ranged weapon, you can move both before and after the attack, provided that your total distance moved is not greater than your speed.

SKILL FOCUS [GENERAL]

Choose a skill other than Sorcery or a Fighting skill.

Benefit: You get a +2 bonus on all checks involving that skill.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new skill.

SNATCH ARROWS

[GENERAL]

Prerequisites: Dex 15, Deflect Arrows, Improved Unarmed Strike.

Benefit: When using the Deflect Arrows feat you may catch the weapon instead of just deflecting it. Thrown weapons can immediately be thrown back at the original attacker (even though it isn't your turn) or kept for later use.

You must have at least one hand free (holding nothing) to use

this feat.

SPIRITED CHARGE

[GENERAL]

Prerequisites: Handle Animal +4 skill bonus, Mounted Combat, Ride-By Attack.

Benefit: When mounted and using the charge action, you deal double damage with a melee weapon (or triple damage with a lance).

SPRING ATTACK [GENERAL]

Prerequisites: Dex 13, Dodge, Mobility, fighting skill bonus +10.

Benefit: When using the attack action with a melee weapon, you can move both before and after the attack, provided that your total distance moved is not greater than your speed. Moving in this way does not provoke an attack of opportunity from the defender you attack, though it might provoke attacks of opportunity from other creatures, if appropriate. You can't use this feat if you are wearing heavy armor. You must move at least 5 feet both before and after you make your attack in order to utilize the benefits of Spring Attack.

STEALTHY [GENERAL]

Benefit: You get a +2 bonus on all Sneaking checks.

STUNNING FIST [GENERAL]

Prerequisites: Dex 13, Wis 13, Improved Unarmed Strike,

Fighting · Unarmed skill bonus +14.

Benefit: You must declare that you are using this feat before you make your attack roll (thus, a failed attack roll ruins the attempt). Stunning Fist forces a foe damaged by your unarmed attack to make a Fortitude saving throw (DC 10 + 1/2 your character level + your Wis modifier), in addition to dealing damage normally. A defender who fails this saving throw is stunned for 1 round (until just before your next action). A stunned character can't act, loses any Dexterity bonus to AC, and takes a -2 penalty to AC. You may attempt a stunning attack once per day for every four levels you have attained, and no more than once per round. Constructs, oozes, plants, undead, incorporeal creatures, and creatures immune to critical hits cannot be stunned.

TOUGHNESS [GENERAL]

Benefit: You gain +3 hit points.

Special: A character may gain this feat multiple times. Its effects stack.

TRACKER [GENERAL]

Benefit: You gain a +6 skill bonus to Survival checks made to find or follow tracks. You must make another Survival check every time the tracks become difficult to follow.

TRAMPLE [GENERAL]

Prerequisites: Handle Animal skill bonus +3, Mounted Combat.

Benefit: When you attempt to overrun an opponent while mounted, your target may not choose to avoid you. Your mount may make one hoof attack against any target you knock down, gaining the standard +4 bonus on attack rolls against prone targets.

TWO-WEAPON DEFENSE

[GENERAL]

Prerequisites: Dex 15, Two-Weapon Fighting.

Benefit: When wielding a double weapon or two weapons (not including natural weapons or unarmed strikes), you gain a +1 shield bonus to your AC.

When you are fighting defensively or using the total defense action, this shield bonus increases to +2.

TWO-WEAPON FIGHTING

[GENERAL]

You can fight with a weapon in each hand. You can make one extra attack each round with the second weapon.

Prerequisite: Dex 15.

Benefit: Your penalties on attack rolls for fighting with two weapons are reduced. The penalty for your primary hand lessens by 2 and the one for your off hand lessens by 6.

Normal: If you wield a

second weapon in your off hand, you can get one extra attack per round with that weapon. When fighting in this way you suffer a –6 penalty with your regular attack or attacks with your primary hand and a –10 penalty to the attack with your off hand. If your off-hand weapon is light the penalties are reduced by 2 each. (An unarmed strike is always considered light.)

WHIRLWIND ATTACK

[GENERAL]

Prerequisites: Dex 13, Int 13, Combat Expertise, Dodge, Mobility, Spring Attack, fighting skill bonus +10.

Benefit: When you use the full attack action, you can give up your regular attacks and instead make one melee attack at your full fighting skill bonus against each opponent within reach.

When you use the Whirlwind Attack feat, you also forfeit any bonus or extra attacks granted by other feats, sorceries, or abilities.

2.2 Racial and Regional Feats

The following feats are those that have either a racial prerequisite, or (for humans) require a character to be a native of a specific city-state.

In keeping with the core rulebook's focus on the cities of the kingdom of Babylon, the regional feats included here are specific to the Babylonian city-state. Regional feats for the other cities and regions of

Mesopotamia will be added as subsequent releases detail those areas.

Finally, as in core *BFJB*, the mechanics in this section provide no bonuses to human characters based on their ethnicity. The reasons for this should be obvious to most players, and in any event, *BFJB* officially discourages any character options which aim to do so.

A DWINDLING PEOPLE
[RACIAL]

Prerequisite: Dwarf.

Benefit: You gain +2 to all Charisma-based skill checks.

BABYLON WHOSE RITES
ARE PRECIOUS [REGIONAL]

Prerequisite: Human, native of the city of Babylon.

Benefit: You gain a +4 bonus to your Profession • Bureaucrat or Profession • Judge skill checks.

BARBAROUS PROGENITY
[RACIAL]

Prerequisite: Half-giant.

Benefit: Once per day per four levels, for the balance of an encounter, you temporarily gain +5 to your Strength and Constitution, and take a -5 penalties to your Armor Class, and all Intelligence-based and Charisma-based skill checks. Any hit points temporarily gained as a result are lost at the end of the encounter. See *BFJB*, page 134.

BATTLE IS A FEAST
TO HER [REGIONAL]

Prerequisite: Human, native of the city of Kiš or Ҳурсағ-kalamma.

Benefit: You gain a +4 bonus to your Profession • Soldier skill checks.

CONTENT AT HEART
[RACIAL]

Prerequisite: Halfling.

Benefit: You gain a +4 bonus to your Will-based saving throws.

DWELLER OF THE
VENERABLE CITY
[REGIONAL]

Prerequisite: Human, native of the city of Kiš or Ҳурсағ-kalamma.

Benefit: You gain a +4 bonus to your Knowledge • History skill checks.

THE ENEMY IS
ABHORRENT TO HER
[REGIONAL]

Prerequisite: Human, native of Dilbat.

Benefit: You gain a +2 natural armor bonus to your armor class.

EXPERT BOWMAN [RACIAL]

Prerequisite: Elf, half-elf.

Benefit: Once per day, you can ignore an opponent's armor for the purposes of a ranged attack.

GATHERER OF THE
SEVEN ME [REGIONAL]

Prerequisite: Human, native of Borsippa.

Benefit: You gain +2 to all Knowledge skills in which you have ranks.

HE WHO ILLUMINES ALL
[REGIONAL]

Prerequisite: Human, native of one of the cities of Sippar.

Benefit: You gain a +4 bonus to your Profession • Diviner skill checks, and all spells from the Path of Šamaš cost you one less sorcery point.

MARDUK IS THE SHEPHERD
OF HIS LAND [REGIONAL]

Prerequisite: Human, native of the city of Babylon.

Benefit: You gain a +4 bonus to attack rolls against demons and *eṭemmu*.

MARINER [RACIAL]

Prerequisite: Halfling.

Benefit: You gain +8 to your Profession • Sailor skill checks.

MAY HE HAVE NO
ADVERSARY [REGIONAL]

Prerequisite: Human, native of one of the cities of Sippar.

Benefit: When making an opposed skill check, you opponent takes a -2 penalty to their roll.

OTHERWORLDLY [RACIAL]

Prerequisite: God-touched.

Benefit: You gain a +4 bonus to Charisma-based skill checks involving demons.

PLANTER OF THE
EARTH'S ABUNDANCE
[REGIONAL]

Prerequisite: Human, native of Dilbat.

Benefit: You gain a +4 bonus to Profession • Farmer skill checks. Additionally, the market value of any agricultural yield from a field-plot you own is doubled.

RUGGED [RACIAL]

Prerequisite: Half-giant.

Benefit: You gain a +2 natural armor bonus to your Armor Class.

SCION OF SUMER [RACIAL]

Prerequisite: Dwarf, 1 Rank in the Sorcery skill.

Benefit: You automatically gain knowledge of one sorcerous path of your choice. Sorceries on this path cost you one less sorcery point to cast.

SCRIBE OF THE GODS
[REGIONAL]

Prerequisite: Human, native of Borsippa.

Benefit: You gain a +4 bonus to Profession • Scribe skill checks. Additionally, you automatically gain Literacy for every written language you speak.

TOUCH OF DIVINITY

[RACIAL]

Prerequisite: God-touched.

Benefit: You gain +4 to your Knowledge • Religion and Profession • Priest skill checks.

WILD-BORN [RACIAL]

Prerequisite: Elf, half-elf.

Benefit: You gain a +4 bonus to your Survival skill checks.

2.3 Sorcerous Feats

The following are feats useful to those characters with ranks in the Sorcery skill.

AUGMENT SUMMONING

[SORCEROUS]

Prerequisite: Sorcery Focus (Path of Marduk).

Benefit: Each creature you conjure with any summon sorcery gains a +4 enhancement bonus to Strength and Constitution for the duration of the sorcery that summoned it.

COMBAT CASTING

[SORCEROUS]

Benefit: You get a +4 bonus on Sorcery checks made to cast a sorcery or use a sorcery-like ability while on the defensive or while you are grappling or pinned.

EMPOWER SORCERY

[SORCEROUS]

Benefit: All variable, numeric effects of an empowered sorcery

are increased by one-half. Saving throws and opposed rolls are not affected, nor are sorceries without random variables. An empowered sorcery costs two more sorcery points than the sorcery normally would.

ENLARGE SORCERY

[SORCEROUS]

Benefit: You can alter a sorcery with a range of close, medium, or long to increase its range by 100%. An enlarged sorcery with a range of close now has a range of 50 ft. + 5 ft./level, while medium-range sorceries have a range of 200 ft. + 20 ft./level and long-range sorceries have a range of 800 ft. + 80 ft./level. An enlarged sorcery costs an extra sorcery point, in addition to its normal cost.

Sorceries whose ranges are not defined by distance, as well as sorceries whose ranges are not close, medium, or long, do not have increased ranges.

EXTEND SORCERY

[SORCEROUS]

Benefit: An extended sorcery lasts twice as long as normal. A sorcery with a duration of concentration, instantaneous, or permanent is not affected by this feat. An extended sorcery costs an extra sorcery point, in addition to its normal cost.

GREATER SORCERY

FOCUS [SORCEROUS]

Choose a Sorcerous Path to



which you already have applied the Sorcery Focus feat.

Benefit: Add +1 to the Difficulty Class for all saving throws against sorceries from the sorcerous path you select. This bonus stacks with the bonus from Sorcery Focus.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new sorcerous path to which you already have applied the Sorcery Focus feat.

GREATER SORCEROUS PENETRATION [SORCEROUS]

Prerequisite: Sorcerous Penetration.

Benefit: You get a +2 bonus on caster level checks (1d20 + caster level) made to overcome a creature's sorcery resistance. This bonus stacks with the one from Sorcery Penetration.

HEIGHTEN SORCERY [SORCEROUS]

Benefit: A heightened sorcery has a higher sorcery level than normal (up to a maximum of 10th level). Unlike other Sorcerous feats,

Heighten Sorcery actually increases the effective level of the sorcery that it modifies. All effects dependent on sorcery level (such as saving throw DCs and ability to penetrate a lesser globe of invulnerability) are calculated according to the heightened level. The heightened sorcery is as difficult to prepare and cast as a sorcery of its effective level, and uses as many sorcery points.

IMPROVED COUNTERSORCERY [SORCEROUS]

Benefit: When countering sorcery, you gain a +2 bonus to your Sorcery skill.

MAGICAL APTITUDE [SORCEROUS]

Benefit: You get a +2 bonus on all Sorcery checks. This feat also grants characters two additional sorcery points.

MAXIMIZE SORCERY [SORCEROUS]

Benefit: All variable, numeric effects of a sorcery modified by this feat are maximized. Saving

throws and opposed rolls are not affected, nor are sorceries without random variables. A maximized sorcery costs three extra sorcery points, in addition to its normal cost.

An empowered, maximized sorcery gains the separate benefits of each feat: the maximum result plus one-half the normally rolled result.

QUICKEN SORCERY

[SORCEROUS]

Benefit: Casting a quickened sorcery is a free action. You can perform another action, even casting another sorcery, in the same round as you cast a quickened sorcery. You may cast only one quickened sorcery per round. A sorcery whose casting time is more than 1 full round action cannot be quickened. A quickened sorcery costs four extra sorcery points, in addition to its normal cost. Casting a quickened sorcery doesn't provoke an attack of opportunity.

SILENT SORCERY

[SORCEROUS]

Benefit: A silent sorcery can be cast with no verbal components. Sorceries without verbal components are not affected. A silent sorcery costs one extra sorcery point, in addition to its normal cost.

SORCERY FOCUS

[SORCEROUS]

Choose a Sorcerous Path.

Benefit: Add +1 to the Difficulty Class for all saving throws

against sorceries from the path you select.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new sorcerous path.

SORCEROUS PENETRATION

[SORCEROUS]

Benefit: You get a +2 bonus on caster level checks (1d20 + caster level) made to overcome a creature's sorcery resistance.

STILL SORCERY

[SORCEROUS]

Benefit: A stilled sorcery can be cast with no somatic components. Sorceries without somatic components are not affected. A stilled sorcery costs one extra sorcery point, in addition to its normal cost.

WIDEN SORCERY

[SORCEROUS]

Benefit: You can alter a burst, emanation, line, or spread shaped sorcery to increase its area. Any numeric measurements of the sorcery's area increase by 100%. A widened sorcery costs three extra sorcery points, in addition to its normal cost.

Sorceries that do not have an area of one of these four sorts are not affected by this feat.

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