

FEATS

Here are feats useful to binders, particularly those who specialize in sealing pacts with anima spirits.

ALTERNATE WARBAND

You can summon more kinds of creatures for your warband.

Prerequisites: Summon warband class ability, Knowledge (arcana) 8 ranks, Knowledge (the planes) 8 ranks.

Benefit: Whenever you use the warband ability, you may select a creature available under the *summon monster* spell. The highest level of *summon monster* you can access equals one-half your binder level (round down). Your effective caster level equals your binder level.

ARCHIVIST

You can do research quickly and easily.

Prerequisites: Knowledge (any three) 2 ranks each.

Benefit: You can use a library, annex or similar area with records to quickly gain information. To do research, pick a specific topic and a related Knowledge skill such as arcana, nature or the planes. You gain general understanding of that topic after 1d4 hours research and a successful DC 10 Knowledge check. The higher the check result, the more you learn.

There are four grades of libraries. Each grade grants a bonus on your check.

Grade of Library	Skill Check Bonus
General purpose	+1
Library on knowledge skill area	+2
Special collection on topic	+4
Master collection (very rare)	+6

The DC 10 check assumes a simple filing system. A complex system results in a DC of 15, 20, or even 30 in the case of magical means to thwart those not versed in its use. Similarly, increase the time by +1 hour for each +5 increase in the DC.

A researcher can take 10, but the time remains the same.

AVATAR OF THE OUTER DARKNESS

You can bind a fragment of an epic spirit.

Prerequisites: Able to bind 7th level spirits, Binder Prodigy, Focal Constellation (any), Knowledge (arcana) 7 ranks, Knowledge (the planes) 13 ranks.

Benefit: Once per day, you may select one spirit of 7th level or higher that is a member of the constellation you choose for the Focal Constellation feat. In lieu of this spirit, you gain one or more abilities of an epic spirit of the same constellation. If the spirit is 7th level, you gain any one ability of your choice of the epic spirit. If the spirit is 8th or 9th level you gain two or three abilities, respectively. You must also attempt a DC 33 binding check. If you succeed, you gain one pact augmentation of your choice. If you succeed by 10 or more, you gain two pact augmentations. If you fail by 10 or more, you suffer one of the side effects listed for the epic spirit. Unlike a normal ceremony, Avatar of the Outer Darkness requires 1 hour of intense monastic ritual and 1000 gp worth of special materials per ability gained. You are limited to one epic spirit at a time.

Special: This feat works normally with group pact magic.

BELOVED ANIMA

You and one anima are tightly bound as one.

Prerequisites: Bind favored spirit class ability, or Favored Anima and binder level 5th.

Benefit: You enjoy a +6 bonus on the binding check when sealing a pact with the anima you selected for the Favored Anima feat. Moreover, the anima cannot be expelled by exorcism.

BONUS FOCAL SPIRIT

You can bind an extra low-level spirit of a constellation you have focused on.

Prerequisite: Focal Constellation (any).

Benefit: Select one constellation in which you have specialized using Focal Constellation. You can bind one additional spirit of that constellation with a level at least 4 levels lower than the level that is indicated as maximum for your class. You suffer a -4 penalty to your binding check for this spirit.

Special: You can take this feat multiple times. Each time, you select a different a different constellation of spirits for which you have Focal Constellation.

BOOST BONUS SPIRIT [EPIC]

You gain a more powerful bonus spirit.

Prerequisite: Bonus Spirit.

Benefit: Increase by +1 the highest level of spirit gained through the Bonus Spirit feat. Thus, the bonus spirit's level is no more than 3 lower than the maximum level indicated for your class. Spirits gained through this feat cannot be used to bind epic level spirits. However, you are free as usual to bind multiple lower-level spirits in lieu of a single higher level one.

Special: You can take this feat up to four times. Each time, increase the highest level of bonus spirit by +1 to a maximum spirit level equal to the maximum indicated for your class.

EIDETIC PACT

You quickly but briefly bind spirits of your focal constellation.

Requirements: Focal Constellation (any).

Benefit: Once daily, you may quickly and briefly bind a spirit you know, in addition to any other spirits you have bound. The spirit must belong to a constellation you have the Focal Constellation Feat for, and may not be of a higher level than you would usually be able to bind. You don't need to conduct the spirit's ceremony, but you must meet its requirements and attempt a binding check as usual. Binding this way is a full-round action that provokes attacks of opportunity. The pact lasts 2 minutes and then dissipates.

Special: You may take this feat multiple times, each time gaining an additional daily use.

ESCHEW BINDING MATERIALS

You do not need to expend materials to bind spirits.

Prerequisites: Charisma 17, Knowledge (arcana) 4 ranks.

Benefit: When binding a spirit, you do not need to pay material component costs that are less than or equal to 5 gp x the spirit's level. You must pay any costs greater than this amount.

Normal: Sealing pacts with unique spirits may require materials, and binding anima spirits requires material components equal to 5 gp per spirit level.

EXTEND SPIRIT AURA

Your spirit aura lasts longer and may boost morale.

Prerequisites: Spirit aura, Charisma 13.

Benefit: Increase the duration of our spirit aura to 3 minutes +1 minute per point of Charisma bonus (minimum 1). Moreover, affected allies that succeed on their binding check enjoy a +2 morale bonus to resist mind-affecting effects while under the aura's influence.

Normal: The aura lasts 3 rounds + 1 round per point of Charisma bonus (minimum 1).

Special: When using this feat with the Warbinder General feat, apply the effects of this feat to allies normally affected by your spirit aura and apply the effects of the Warbinder General feat to creatures specified by that feat.

EXTRA BINDING [EPIC]

You can bind one more spirit.

Prerequisites: Able to bind spirits, character level 21st.

Benefit: You may bind one additional level of spirits each day, limited to your normal maximum level of spirit that you can bind. In practice, you can bind a 1st-level spirit when you take this ability once, or you can bind multiple spirits as you normally would, with one spirit having 1 higher level than normal. For example, if you can normally bind one 9th-level spirit, then you could bind two 5th-level spirits rather than one 5th-level spirit and one 4th-level spirit.

You may not bind epic spirits using this feat.

Special: You can take this feat multiple times. Each time, you can bind one additional level of spirits each day.

FAVORED ANIMA

You are skilled binding one particular anima.

Prerequisites: Able to anima type spirits.

Benefit: Select one anima spirit that you are normally able to bind. At any time when you would normally bind the selected anima, or when the anima is expelled against your will for any reason, you can bind it as a full round action without conducting its ceremony or expending material components. While binding this way, you are subject to attacks of opportunity. This feat does not ever grant a bonus bindable spirit.

Normal: Binding anima requires a ceremony and material components.

FOCAL VATIC SPELLBINDER

You gain access to cleric spells.

Prerequisites: Focal Constellation (any), Knowledge (arcana) 4 ranks, Spellcraft 4 ranks, Charisma 11+.

Benefit: Your bound spirit guides you to use spells. Whenever you are bound to a spirit that is a member of a constellation for which you have the Focal Constellation feat, you may select one corresponding cleric domain from the list below. You can use each spell from the selected domain once per day as a spell-like ability. You can only access spells of a level equal to or lower than the spirit's level, and the spell's level must be equal to or less than your Charisma - 10. Your effective caster level equals the sum of all your binder levels. The spells are Charisma-based. You can access to only one domain and use each spell only once regardless of how many spirits you have bound.

The listed domains are found in the D20 SRD or defined below. You do not gain the granted power associated with a domains.

Special: You can take this feat multiple times. Each time, you may select another domain for which you qualify.

Focal Constellation	Cleric Domain Options
Portal	Liberation, Planes, Travel
Spider	Chaos, Madness, Trickery
Tree	Animals, Plants, Weather
Angel	Glory, Good, Healing
Knight	Protection, Strength, War
Crown	Community, Law, Nobility
Thief	Charm, Luck, Music
Dragon	Dragon, Knowledge, Rune
Fiend	Darkness, Destruction, Evil
Ghoul	Death, Necromancy, Repose
Genie	Air, Earth, Fire, Water
Magi	Artifice, Creation, Magic
Shadow	Darkness, Shadow, Sun

Dragon Domain Spells: *magic fang, resist energy, greater magic fang, polymorph (dragon form only), true seeing, stonewalk, limited wish, mass suggestion, dominate monster.*

Music Domain Spells: *ventriloquism, sound burst, sculpt sound, zone of silence, shout, song of discord, irresistible dance, greater shout, wail of the banshee.*

Necromancy Domain Spells: *ray of enfeeblement, command undead, vampiric touch, enervation, waves of fatigue, eyebite, control undead, horrid wilting, energy drain.*

Planes Domain Spells: *summon monster I, resist energy, dimensional anchor, dismissal, plane shift, planar ally, ethereal jaunt, dimension lock, astral projection.*

Shadow Domain Spells: *entropic shield, darkness, deeper darkness, shadow conjuration, shadow evocation, shadow walk, greater shadow conjuration, greater shadow evocation, shades.*

FOE HUNTER'S INSIGHT

You identify your spirit's favored foe with ease.

Prerequisite: Spirit Driven class feature.

Benefit: Up to once daily per binder level, you can target one creature within 30 feet as a standard action. You immediately learn whether the target qualifies as one of your bound spirit's favored foes. You must have bound a spirit to use this ability.

GYRE AGAINST EXORCISM

You and allies defend against exorcism.

Prerequisites: Spirit aura, Knowledge (religion) 4 ranks, Charisma 13.

Benefit: While using your spirit aura, you and affected allies enjoy a morale bonus to resist attempts at exorcism. The bonus equals the spirit's level + your Charisma bonus (minimum 1). Moreover, while so protected, each time an opponent fails to exorcise a spirit of yours or of a protected ally, the opponent suffers untyped supernatural damage equal to 1d8 x spirit's level.

HEALING SPIRIT AURA

Allies affected by your spirit aura enjoy healing effects.

Prerequisites: Spirit aura, able to bind 3rd level spirits, Constitution 17.

Benefit: When you use your spirit aura, targeted allies who

pass the binding check are cured 1d8 points per spirit level instead of the usual amount. Allies that fail the binding check heal half that amount. Moreover, allies who pass the binding check and who bear disease, poison or other ongoing afflictions gained from a failed Fortitude save may immediately attempt a second save to end the effect of one affliction. Affiliations that did not allow a save or are not ongoing do not allow a new save.

MYSTIC SPIRIT AURA

Allies affected by your spirit aura resist enchantments.

Prerequisites: Spirit aura, able to bind 3rd level spirits, Charisma 17.

Benefit: When you use your spirit aura, targeted allies who pass the binding check immediately recover 1d4+1 points of damage to one mental attribute (Intelligence, Wisdom, or Charisma) of your choice and enjoy a second save against all ongoing mind-affecting effects. Mind-affecting effects that did not allow a save or are not ongoing do not allow one now. Allies that fail the binding check heal 1 point of damage to one mental attribute of your choice.

OCCULT RUNESCRIBE [ITEM CREATION]

You can draw runes that synergize with your bound spirit.

Prerequisites: Binder level 1st.

Benefit: You can create a scroll of any pact magic related feat that you know. Unlike a normal scroll, a rune scroll can be used more than once. Scribing a rune scroll takes one day for each 1,000 gp in its base price. The base price of a rune scroll is 150 gp x the number of uses, with a maximum number of uses equal to your binder level. To scribe a rune scroll, you must spend 1/25 of this base price in XP and use up raw materials costing one-half of this base price.

Any character bound with a spirit can activate a rune scroll as a standard action and enjoy the benefits of the feat for 2 minutes provided he meets the feat's prerequisites. A character who does not meet the feat's prerequisites activates the rune scroll and expends a use but gains no benefit. A successful DC 12 Knowledge (arcana) check reveals the rune scroll's benefit without activating it. A character is limited to benefiting from one rune scroll at a time. Reading a second rune scroll causes the effects of the first scroll to immediately end.

Any rune scroll that stores a feat with a costly material component or an XP cost also carries a commensurate cost. In addition to the costs derived from the base price, you must expend the material component or pay the XP when scribing the rune scroll.

PACTMASTER OCCULT PRIEST

You can select the Pact Magic cleric domain.

Prerequisites: Bonus domain class ability.

Benefit: The next time you select a cleric domain using the bonus domain class ability, you can select the Pact Magic domain, even though that domain normally "takes up" two domains. You can apply this feat to a bonus domain that you have just gained as part of leveling up.

Normal: The bonus domain class ability allows access to only a normal cleric domain.

PARAGON BINDER

You can seal pacts with spirits more powerful than normal.

Prerequisites: Binder Prodigy.

Benefit: This improves the Binder Prodigy feat, such that you binder level increases by +2 but only for the purpose of determining what level of spirits you can bind. The spirit's level cannot exceed one-half your binder level (round down) and you are limited to binding 9th-level spirits. For example, a 6th level pact warrior is normally limited to 2nd-level spirits but can bind 3rd-level spirits using this feat.

Beginning at 20th level, a character can bind spirits of one higher level than normal to a maximum of 9th-level spirits.

Special: Due to the feat's restrictions, it offers no benefit to members of the spirit binder class.

POWER BOOST

Your granted abilities are briefly super-charged.

Prerequisites: Able to bind spirits.

Benefit: Once per day as a swift action you can increase your effective binder level and ability DCs by +1 for one spirit that you have bound. The effect lasts 2 minutes. When the boost ends, you must succeed on a DC 12 Fortitude save or be fatigued (or exhausted if already fatigued, or unconscious if already exhausted). The effect goes away as normal.

RAVAGEMENT REDEEMED

You can suppress the effects of one flaw.

Prerequisites: One or more flaws, character level 5th.

Benefit: Whenever you would be subject to a flaw's effects, you may choose to ignore those effects except when you are unconscious, stunned, or below 0 hit points. In those special cases, you may still ignore those effects on a binder level check (d20 + binder level + Charisma modifier) against DC 15. If you fail the check, you suffer the flaw's effects until the start of the next day or until you seal a pact with a spirit.

SUPERNATURAL DABBLER

You forfeit spell-like abilities to gain brief access to a spirit's supernatural abilities.

Prerequisites: Possess a spell-like ability, Charisma 11.

Benefit: At the start of each day, you specify one (or more) spell-like abilities that you immediately forfeit in order to gain access to one (or more) spirit granted abilities instead. For each forfeit spell-like ability, you specify one granted ability. You gain access to that granted ability as a swift action any time later that day for a duration of 2 minutes.

The granted ability must be from a spirit with a level equal to or lower than the level of the spell-like ability. For example, a vrock demon might forfeit its once-daily use of *heroism* to gain one granted ability of a 3rd-level spirit.

If you have unlimited uses of a spell-like ability, then you exchange all those uses and gain one granted ability that you have access to for 24 hours (rather than 2 minutes). When you gain multiple granted abilities, they may be from the same spirit or from different spirits.

You bind spirits as normal using your caster level as your effective binder level. Use your Charisma score to modify your binding check. Use your Constitution to modify the ability DCs. You must meet the spirits requirements, perform its ceremony, and so forth as usual for binding spirits. You can select a spirit's capstone ability only if you succeed on the spirit's binding check by 10 or more.

When a spirit is expelled before you can use its granted ability, you regain access to your spell-like ability. Taking this feat

counts as being able to bind spirits for the purpose of qualifying for other feats.

If your race grants you daily use of psionic powers, you may substitute those powers as if they were spell-like abilities.

SWIFT SPIRIT AURA

You can extend your spirit aura as a swift action.

Prerequisites: Spirit aura.

Benefit: You can activate a spirit aura as a swift action.

Normal: Activating a spirit aura is a standard action.

THEURGIC BINDER

You can summon extraplanar creatures to aid you.

Prerequisites: Focal Constellation (portal, angel, fiend or genie), Knowledge (arcana) 4 ranks, Knowledge (religion) 4 ranks, Knowledge (the planes) 8 ranks.

Benefit: You are adept at summoning extraplanar creatures in addition to binding spirits. Whenever you bind a spirit of the constellation for which you have Focal Constellation, you gain access to the Theurgic cleric spell domain (below). You are limited to spells equal to or less than the highest level spirit you can bind, and you can only summon creatures relevant to the spirit's constellation, such as evil outsiders for the fiend constellations, good outsiders for the angel constellation, elementals for the genie constellation, or any outsider for the portal constellation.

Theurgy Domain Spells: *protection from evil**, *eagle's splendor*, *magic circle against evil**, *lesser planar ally*, *dismissal*, *planar ally*, *banishment*, *greater planar ally*, *gate*.

* May substitute any alignment axis except those opposite your own.

UNDEAD BINDER [MONSTROUS]

Despite having no soul of your own, you maintain the ability to bind spirits through force of will alone.

Prerequisites: Charisma 15, Undead type.

Benefits: You use your Charisma score to determine the saving throw DCs to resist your granted abilities. Also, you can qualify for any pact magic feat with a Constitution prerequisite, as long as your Charisma score is equal to or greater than the required level of Constitution.

VATIC BINDER

You seal pacts with unique spirits in addition to anima spirits.

Prerequisites: Able to bind at least one 1st-level anima and unable to bind unique spirits.

Benefit: When you would normally bind an anima spirit, you may instead bind a unique spirit of the same level. Unique spirits are those with a unique name, legend, allies and foes, and so forth.

VATIC SHOT

Your ranged weapon causes extra damage.

Prerequisites: Able to bind spirits, Dexterity 13, Point Blank Shot.

Benefit: While bound with a spirit, up to once per round your ranged weapon delivers an extra 2d6 hit point damage. You decide whether or not to use this feat prior to attacking. If you miss, you still expend the use of this feat. Once you use this feat you must wait 5 rounds before using it again, or you may spend a standard action to regain its use.

VATIC SHOT, GREATER

Your weapon or unarmed attacks cause extra damage.

Prerequisites: Able to bind spirits, Vatic Shot, base attack bonus +5.

Benefit: You can draw upon truly dark and terrible energy to enhance your ranged weapon attacks. When using Vatic Shot, your attack deals an extra 4d6 points of damage (instead of an extra 2d6 damage).

VATIC WEAPONSMITH [ITEM CREATION]

You can craft magic weapons, armor, and shields.

Prerequisites: Binder level 5th, able to bind spirits of the knight constellation, Craft (armorsmithing, bowmaking, or weaponsmithing) 5 ranks.

Benefit: When bound with a spirit of the knight constellation you can create any magic weapon, armor, or shield whose prerequisites you meet excluding caster level (substitute binder level instead). Enhancing a weapon, suit of armor, or shield takes one day for each 1,000 gp in the price of its magical features. To enhance a weapon, suit of armor, or shield, you must spend 1/25 of its features' total price in XP and use up raw materials costing one-half of this total price.

The cost for armor and shields equals 1,000 gp x the desired enhancement bonus x the desired enhancement bonus. The cost of a weapon equals twice that amount. Moreover, your binder level must be at least 3x the enhancement bonus. In addition to enhancement, you can add a granted ability to an item. The item's user can activate or otherwise benefit from the granted ability while equipped with the item for at least 24 hours. Each granted ability adds +1 per spirit level to the item's effective enhancement bonus. For example, a +2 suit of armor with Vandrae's shadow blend ability has an effective enhancement of +5 (since Vandrae is a 3rd-level spirit).

The weapon, armor, or shield to be enhanced must be a masterwork item that you provide. Its cost is not included in the above cost.

You can also mend a broken magic weapon, suit of armor, or shield if it is one that you could make. Doing so costs half the XP, half the raw materials, and half the time it would take to craft that item in the first place.

WARBINDER LIEUTENANT

You can extend granted abilities to your cohort and followers.

Prerequisites: Spirit aura, Leadership.

Benefit: When you use your spirit aura, the benefits extend to your cohort and all of your followers within 10 ft per binder level, plus up to 1 Hit Die per binder level of additional allies within range, all of whom must be at least 2 levels lower (or have 2 fewer Hit Dice) than you. These additional creatures follow the usual spirit aura rules.

WARBINDER GENERAL

You can extend granted abilities to your army for long periods.

Prerequisites: Warbinder Lieutenant

Benefit: This works like Warbinder Lieutenant, except you affected up to 10 Hit Dice of additional allies per binder level and the aura's duration extends to 30 minutes + 10 minutes per point of Charisma bonus (minimum 1) for all creatures with 2 or fewer Hit Dice than you.