



Customisation

Version 2.0

Introduction

Customising Hero Workshop is done via XML files. In version 2.0 of Hero Workshop it is possible to customise the following aspects:

<i>Aspect</i>	<i>XML File</i>
Equipment (mundane and magical)	Equipment.xml
Deities	Deities.xml
Spells	Spells35.xml
Races	Races.xml
Magic arms and armour magic abilities	ItemAbilities.xml
Classes	Classes.xml
Companions	Monsters.xml
Feats	Feats.xml

This document explains how to customise spells, equipment, races, classes and feats. If you understand how to edit these files then you should find it relatively painless to customise deities, companions and item abilities.

Create a Custom XML File

When customising Hero Workshop it is important to resist the temptation to directly edit the xml files shipped with Hero Workshop (and that are installed alongside the Hero Workshop executable file). This will work but if you ever upgrade Hero Workshop these files will be over-written. You must therefore use your own custom XML file.

Hero Workshop will help you here by creating a sample custom XML file for you. From Hero Workshop go to File->Settings to open the Settings dialog. In the section called Customisation (see Illustration 1) enter or browse for a new file. Click OK. If this file does not exist then Hero Workshop will create this file for you and fill it with basic structure for entering data.

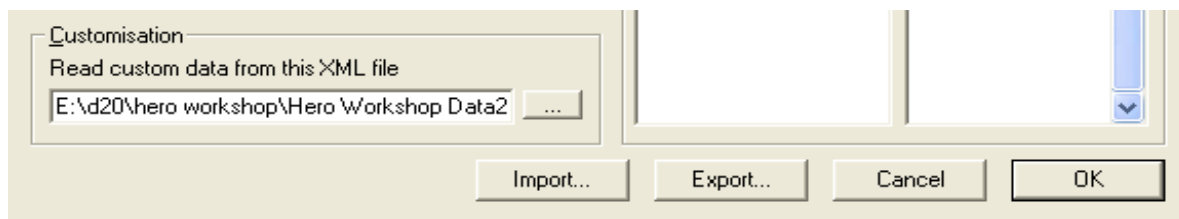


Illustration 1: Customisation data: choose the location of your customisation data

Now each time you start Hero Workshop it will read any data in this file and include it in its database. If you use data elements with the same name as an already existing one it will replace that element (for example if you create a spell called *Haste* it will replace the standard *Haste* spell which is in *Spells35.xml*)

Now that you have a customisation file you can start entering XML data.

Adding a Custom Spell

Let's start by adding a custom spell. Spells are one of the easiest elements to customise. The best way to customise elements is to copy an existing one. To do this use your favourite text editor to open the *spells35.xml* file in your Hero Workshop folder (by default this will have been something like "c:\Program Files\Hero Workshop"). The first element in this file should be Acid Arrow. Select the text as in Illustration 2. Copy and paste it into your custom file in the section where it says *<!--insert custom spells in here. See Spells35.xml for samples-->*. Remember that whenever you are doing customisation you should make all your changes to the custom XML file not in *Spells35.xml* or any of the other files shipped with Hero Workshop.

```
<Spell>
  <Name>Acid Arrow</Name>
  <School>Conjuration</School>
  <SubSchool>Creation</SubSchool>
  <Descriptor>Acid</Descriptor>
  <Level>Sor/Wiz 2</Level>
  <Components>V, S, M, F</Components>
  <CastingTime>1 standard action</CastingTime>
  <Range>Long (400 ft. + 40 ft./level)</Range>
  <EffectType>Effect</EffectType>
  <Effect>One arrow of acid</Effect>
  <Duration>1 round + 1 round per three levels</Duration>
  <SavingThrow>None</SavingThrow>
  <Resistance>No</Resistance>
  <ShortDescription>Ranged touch attack; 2d4 damage for
1 round +1 round/three levels.</ShortDescription>
  <LongDescription>A magical arrow of acid...
Focus: A dart.</LongDescription>
</Spell>
```

Illustration 2: Copying a n item from *spells35.xml*

Now you can edit details of the spell. Let's make a higher level version of Acid Arrow called Acidic Sphere. First change the name field so that it says *<name>Acidic Sphere</name>*. Remember that this should be a unique name. If it isn't then it will replace the spell with that name. Next we'll make it a 3rd level spell so change the Level field to *<Level>Sor/Wiz 3</Level>*. This is an important field



Hero Workshop custom fields are case sensitive so be careful to get the right case when entering all XML data. If you type *<level>* rather than *<Level>* your entry will be ignored!

Adding Custom Equipment

Just like with creating a custom spell, the best way to create a new item of equipment is to edit a similar existing item. First open the XML file which contains the items of equipment which is in the hero workshop folder and is called equipment.xml.

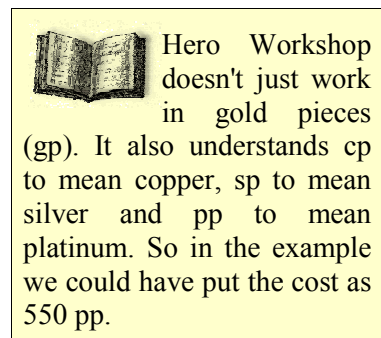
Let's create a custom wondrous item called "Boots of sure-footedness" which will be worn in the boots slot and will give a +5 competence bonus to balance and climb checks. This is a bit similar to Boots of elvenkind so we'll start there. Search for Boots of elvenkind in the equipment.xml file and copy the entry into your custom XML file in the section that begins `<equipment>` and ends `</equipment>` where it should say `<!--insert custom equipment in here. See equipment.xml for samples-->`.

The category is already "Wondrous Items", which is what we want so leave that as it is. It will determine which "bucket" the item will be listed under on the equipment page as well as requiring that anyone manufacturing the item has the "Craft Wondrous Items" feat. Now edit the name field so it reads

```
<name>Boots of sure-footedness</name>.
```

This item modifies two skills now rather than one so let's increase the cost by putting `<cost>5500 gp</cost>`. We can leave weight the same, but we should change shortdescription to something like:

```
<shortdescription>grants a +5 competence bonus  
on Balance and Climb checks</shortdescription>.
```



The bonus mechanism

Okay, so far that was easy, but now it gets more complicated. The field ShortDescription is for the user's benefit. This will be displayed in description fields in Hero Workshop but other than that it doesn't actually do anything. But we want our item to add onto the balance modifier for any characters wielding it. So now we need to make sure that Hero Workshop knows what this item actually does. This is all handled in the bonus field.

The bonus field can have 3 attributes:

Bonus attribute: type

All bonuses in 3rd edition have a type. Bonuses of the same type do not stack unless they are unnamed bonuses. Hero Workshop expects one of the following types: enhancement, insight, morale, competence, resistance, luck, armor, shield, deflection, inherent. If you leave this field blank (`type=""`) or leave it out altogether then Hero Workshop takes it to be an unnamed bonus (which will always stack). For our example with those boots, we want to have a competence bonus.

Bonus attribute: modify

You have to put this field in, if you want your item to do anything that is. It tells Hero Workshop what to modify with this bonus. We want to modify a skill so we leave this attribute as it is.

Bonus attribute: subtype

Not all bonuses take a subtype. But in our example where we are modifying a skill we need to specify further which skill. We need to set this to modify the balance skill thus: `subtype="Balance"`

The contents of the bonus field is the modifier that the bonus gives which in this case is 5. So now we have a bonus which looks like this:

```
<bonus type="competence" modify="Skill" subtype="Balance">5</bonus>
```

This will give a +5 competence bonus to Balance.

But hang on a minute what about the climb modifier? An item of equipment can have as many bonus fields as you want, so we just have to add another bonus field like this:

```
<bonus type="competence" modify="Skill" subtype="Climb">5</bonus>
```

Item Creation Prerequisites

The next field to deal with controls the prerequisites for creating the item. Hero Workshop will automatically require “Craft Wondrous Item” feat because the item is in the “Wondrous Items” category. The field <CL> determines the caster level required to make the item. We'll leave that at 5. The field <race>Elf</race> specifies that the creator must be an elf but this isn't right for our new item. Replace that instead with a spell prerequisite thus:

```
<spell>Spider Climb</spell>
```

Which will require the creator to know the spell “Spider Climb”. Now you should have a completed entry in your custom XML file which should look like the XML shown in Illustration 5.

Now when you restart Hero Workshop you should see the new item in the Wondrous Items category.

```
<equipment>
  <!--insert custom equipment in here. See
equipment.xml for samples-->
<item>
  <category>Wondrous Items</category>
  <name>Boots of sure-footedness</name>
  <cost>5500 gp</cost>
  <weight>1</weight>
  <shortdescription>grants a +5 competence
bonus on Balance checks</shortdescription>
  <slot>Boots</slot>
  <bonus type="competence" modify="Skill"
subtype="Balance">5</bonus>
  <bonus type="competence" modify="Skill"
subtype="Climb">5</bonus>
  <creation>
    <CL>5</CL>
    <spell>Spider Climb</spell>
  </creation>
</item>
</equipment>
```

Illustration 5: New equipment item in custom XML file

Adding Custom Races

To start creating a custom race open the file race.xml which is in the Hero Workshop folder. Copy an entry from this file into the custom XML file, putting it in the section labelled <races>. For an example we will create a Jungle Dwarf so we'll use the Deep Dwarf entry from race.xml.

First change the name by editing the name field so that it becomes:

```
<name>Jungle Dwarf</name>
```

The category field determines which category the race is put in when applying the race filter (see illustration 6). You can add it to an existing filter or create a new one. Let's put it in a new category called “Custom” to indicate it's one we've customised. So the category field now becomes:

```
<category>Custom</category>
```

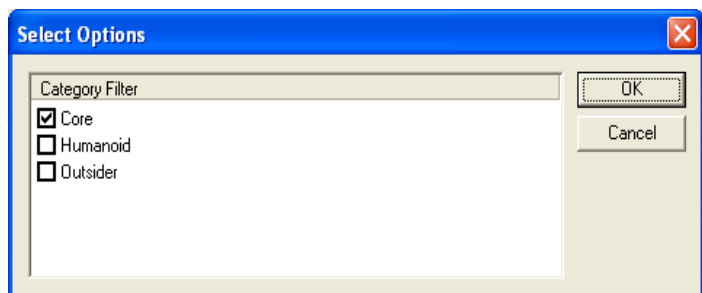


Illustration 6: Race filter options

The description field is a plain text field so this can be changed to whatever you want. It sets what will appear in the race description box in Hero Workshop. The next fields determine the random generation of the height (in inches) and weight (in lbs) of the character but these should be the same for the Jungle dwarf as for the Deep Dwarf so we'll leave these the same. Both free languages (those that you get automatically) and bonus languages (the languages options offered on the skills page in Hero Workshop) can be left as they are.

The next field we are going to change is <favoured_class>. The Jungle dwarf has ranger as a favoured class so we'll change that to:

```
<favoured_class>Ranger</favoured_class>
```

The remaining fields are all <bonus> fields which behave just as they did for equipment

customisation. You might notice that all these bonuses are unnamed, meaning that they always stack. Also most of them have the attribute `modify="Feat"`. The first thing to mention here is that in Hero Workshop both class features and regular feats are treated in the same way and are called a "Feat". Secondly, you can only reference feats that Hero Workshop knows about. For a full list of feats see

Jungle dwarves have low-light vision not darkvision so replace the darkvision bonus with this:

```
<bonus modify="Feat">Low Light Vision</bonus>
```

They also get a +2 bonus on Heal, Knowledge, Survival and spot checks so we add the following lines:

```
<bonus modify="Skill" subtype="Heal">2</bonus>
<bonus modify="Skill" subtype="Knowledge">2</bonus>
<bonus modify="Skill" subtype="Survival">2</bonus>
<bonus modify="Skill" subtype="Spot">2</bonus>
```

Jungle Dwarves live above ground so we delete the bonus entries for Stonecunning and the Instinctive Craft feat.

So now our custom races block is finished and should look something like that shown in Illustration 7.

```
<racess>
<!--insert custom races in here. See races.xml for samples-->
  <race>
    <name>Jungle Dwarf</name>
    <category>Custom</category>
    <lifespan>Dwarf</lifespan>
    <base-speed>20</base-speed>
    <description>Because of their height, dwarves can duck under vegetation that impedes humans yet they are stockier than gnomes or halflings, and able to bull through what they can't avoid. Hardy to a fault, jungle dwarves are explorers, pathfinders, and traveling merchants.</description>
    <height>
      <female>43</female> <male>45</male> <dice>2d4</dice>
    </height>
    <weight>
      <female>100</female> <male>130</male> <dice>2d6</dice>
    </weight>
    <free_language>Goblin</free_language> <free_language>Common</free_language>
    <free_language>Dwarven</free_language>
    <bonus_language>Giant</bonus_language> <bonus_language>Gnome</bonus_language>
    <bonus_language>Goblin</bonus_language> <bonus_language>Terran</bonus_language>
    <bonus_language>Orc</bonus_language> <bonus_language>Undercommon</bonus_language>
    <bonus_language>Draconic</bonus_language>
    <favoured_class>Ranger</favoured_class>
    <bonus modify="Constitution">2</bonus>
    <bonus modify="Charisma">-2</bonus>
    <bonus modify="Feat">Low Light Vision</bonus>
    <bonus modify="Feat">Sure-footed</bonus>
    <bonus modify="Feat">Instinctive Appraisal(stone/metal)</bonus>
    <bonus modify="Feat">Light Sensitivity</bonus>
    <bonus modify="Feat">Dodge Giants</bonus>
    <bonus modify="Feat">Steady Paced</bonus>
    <bonus modify="Feat">Resist(+3/poison)</bonus>
    <bonus modify="Feat">Resist(+3/spells)</bonus>
    <bonus modify="Feat">Weapon Familiarity(Waraxe, dwarven)</bonus>
    <bonus modify="Feat">Weapon Familiarity(Urgrosh, dwarven)</bonus>
    <bonus modify="Feat">Attack Bonus(orcs)</bonus>
    <bonus modify="Feat">Attack Bonus(goblinoids)</bonus>
    <bonus modify="Skill" subtype="Heal">2</bonus>
    <bonus modify="Skill" subtype="Knowledge">2</bonus>
    <bonus modify="Skill" subtype="Survival">2</bonus>
    <bonus modify="Skill" subtype="Spot">2</bonus>
  </race>
</racess>
```

Illustration 7: New race in custom XML file

Adding Custom Feats

Most of the predefined feats in Hero Workshop are built in and do not appear in XML. The names and descriptions of these feats are listed in appendix i. The rest are in feats.xml which you might want to use as a basis for your custom feats.

Simple Feat : Fierce Grappler

Let's do a simple example and create a new feat called "Fierce Grappler" which gives bonuses to grappling to barbarians while raging. Copy and paste the first feat in feats.xml which should be "Sure-footed". The first thing to notice is the first line of the feat:

```
<Feat type="feature">
```

This means that the "Feat" key has an attribute called type which has a value "feature". This means that we can refer to this feat when designing character classes or when creating items, but it won't appear as a selectable feat on Hero Workshop's Feats page. If we want that to happen then we set the type to be "standard" (or just miss out the attribute altogether as this is the default value).

Now we rename the feat thus:

```
<name>Fierce Grappler</name>
```

We create a new description for the feat using the description tag:

```
<description>Gain +4 bonus on grapple checks when raging</description>
```

Now your custom feat block should look like this:

```
<Feats>
<Feat type="feature">
  <name>Fierce Grappler</name>
  <description>Gain +4 bonus on grapple checks when raging</description>
</Feat>
</Feats>
```

Illustration 8: New feat in custom XML file

Of course this feat really doesn't do much. It will can appear as a class feature if a class uses this feat (see next section) but that's it. Let's create a more complicated feat.

Stacking Feat : Ranged Precision

In this example we will create a feat that gives a bonus to ranged shots which increases each time this feat is acquired. We need to tell Hero Workshop that this feat stacks up and that it needs to keep a count of how many times it has been acquired. This is done with the key "stacks", thus:

```
<stacks>yes</stacks>
```

Hero Workshop will count up how many times such a feat is selected and this value is accessible in the description by using a special tag, "\$STACKVALUE". When the description is displayed this tag will be replaced by the number of times the feat is selected. The finished custom feat is shown in Illustration 9.

```
<Feat type="feature">
  <name>Ranged Precision</name>
  <stacks>yes</stacks>
  <description>As a standard action make a single
precisely aimed attack with a ranged weapon,
dealing an extra $STACKVALUE8 points of
damage if it hits. The target must be with
30'.</description>
</Feat>
```

Illustration 9: New stacking feat in custom XML file

Bonus-granting Feat : Focused Mind

Remember the bonus fields from the equipment customisation section? These can be applied to feats as well. We will create a new feat which grants a +2 bonus to Concentration checks and a +1 bonus to will saving throws. Let's make this a "standard" feat which will mean that it will be selectable on the feats page. So the first line of the feat will be:

```
<Feat type="standard">
```

Note that in v2.0 of Hero Workshop is is not possible to specify prerequisites for custom feats.

The active part of the feat is done with a couple of bonus keys thus:

```
<bonus modify="Skill" subtype="Concentration">2</bonus>  
<bonus modify="Will">1</bonus>
```

After giving the feat appropriate name and description keys the feat should look like this:

```
<Feat type="standard">  
  <name>Focused Mind</name>  
  <description>+2 bonus to Concentration checks and a +1 bonus to Will saving throws.</description>  
  <bonus modify="Skill" subtype="Concentration">2</bonus>  
  <bonus modify="Will">1</bonus>  
</Feat>
```

Illustration 10: New bonus-granting feat in custom XML file



You can base a feat on an existing feat just like you can with a spell by using the "BasedOn" key like this:

```
<BasedOn>Featname</BasedOn>
```

Adding Custom Classes

Now that you know how to add custom feats it is possible to add a custom class. First we'll create a new class called a Bear Totem Barbarian which is based on the Barbarian class. As a starting point copy and paste the barbarian class from the classes.xml file. First change the class name:

```
<name>Bear Totem Barbarian</name>
```

Next we'll set the class token. This is used for identifying classes in the Level key in spell.xml. This so it isn't of any importance to this class because he doesn't cast spells but for completeness let's set it anyway. It can have any unused value so let's set it thus:

```
<class_token>Btb</class_token>
```

The category field works much like the category field we used when customising races. We'll put the new class in a category called "custom", to separate it off from the core rules.

```
<category>custom</category>
```

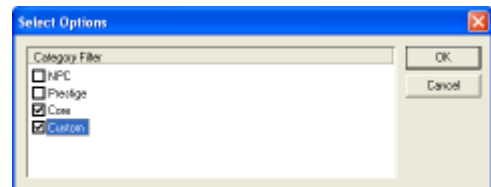


Illustration 11: Class category filter

When this custom class is read by Hero Workshop, the custom category will appear in the class filter dialog. You will need to make sure that the category is ticked to see your new class.

The next key to look at is "prerequisites". We aren't going to change this but it's worth a look anyway as this key is very useful for creating prestige classes. It can have any number of entries specifying what conditions must be met before a character can gain a level in this class. In our case it should only have one entry which should read:

```
<alignment logic="false">Lawful</alignment>
```

A barbarian must be an non-lawful alignment so this key specifies an alignment condition of Lawful but inverts the logic with the logic="false" attribute. There's more on prerequisites on page 13.

The Keys "Fortitude", "Will", and "Reflex" control how the saving throws will increase when gaining levels in this class. They should have a value of either 1 or 0 to indicate respectively good or bad saving throw progression.

The Class Skills key lists all the skills which are class skills and we leave these as they were for the plain vanilla barbarian. Notice that it is possible to end a skill name with an * which acts as a wild card, so "Craft*" means that any skill beginning with "Craft" is a class skill.

The final section to consider is the "feats" block. This lists what class features the class gives and at what level. First we remove the fast movement, uncanny dodge, trap sense, and improved uncanny dodge feats. Instead the Bear Totem Barbarian has, first of all, the Toughness feat which he gets at level 1:

```
<feat level="1">Toughness</feat>
```

At level 2 he gets the Improved Grapple feat and Great Fortitude at level 3:

```
<feat level="2">Improved Grapple</feat>
```

And then at level 5 he gains a +4 bonus on grapple checks. This is where we make use of the Fierce Grappler custom feat we made in the last section:

```
<feat level="5">Fierce Grappler</feat>
```

Another thing worth noting is the use of repeating feats. The barbarian's Damage Reduction feat is done using a repeating feat. He gains the feat first at level 7 then every 3 levels after that. This is accomplished in the XML as:

```
<feat level="7" repeat_step="3">Damage Reduction(1/-)</feat>
```


So now our new class is finished and look like this:

```
<character_class>
  <name>Bear Totem Barbarian</name>
  <class_token>Btb</class_token>
  <category>Custom</category>
  <description>A ferocious warrior who uses fury and instinct to bring down foes.</description>
  <prerequisites>
    <alignment logic="false">Lawful</alignment>
  </prerequisites>
  <HitDice>12</HitDice>
  <SkillPoints>4</SkillPoints>
  <BABperLevel>1</BABperLevel>
  <Fortitude>1</Fortitude>
  <Reflex>0</Reflex>
  <Will>0</Will>
  <class_skills>
    <name>Climb</name>
    <name>Craft*</name>
    <name>Handle Animal</name>
    <name>Intimidate</name>
    <name>Jump</name>
    <name>Listen</name>
    <name>Ride</name>
    <name>Survival</name>
    <name>Swim</name>
  </class_skills>
  <feats>
    <feat level="1">Simple Weapon Proficiency, All</feat>
    <feat level="1">Martial Weapon Proficiency, All</feat>
    <feat level="1">Armour Proficiency, Light</feat>
    <feat level="1">Armour Proficiency, Medium</feat>
    <feat level="1">Shield Proficiency</feat>
    <feat level="1">Rage</feat>
    <feat level="1">Toughness</feat>
    <feat level="2">Improved Grapple</feat>
    <feat level="3">Great Fortitude</feat>
    <feat level="4" repeat_step="4">Rage</feat>
    <feat level="5">Fierce Grappler</feat>
    <feat level="7" repeat_step="3">Damage Reduction(1/-)</feat>
    <feat level="11">Greater Rage</feat>
    <feat level="17">Tireless Rage</feat>
    <feat level="20">Mighty Rage</feat>
    <feat level="14">Indomitable Will</feat>
  </feats>
</character_class>
```

Illustration 12: New class in custom XML file

Feat Options

Some classes have the option of choosing between different class features at some levels. For example the rogue can choose a Special Ability at level 10. This is handled in the XML by using option keys:

```
<feat level="10" repeat_step="3">
  <option>Crippling Strike</option>
  <option>Defensive Roll</option>
  <option>Improved Evasion</option>
  <option>Opportunist</option>
  <option>Skill Mastery</option>
  <option>Slippery Mind</option>
  <option>Bonus Feat</option>
</feat>
```

This results in Hero Workshop displaying a list of options when a a 10th level of rogue is added. Each option must be the name of a feat.

Spell Casters

With a spell casting class you need to use the following keys:

Key: `caster_type` Default Value: None

Possible Values: Divine | Arcane | None | All

Sets whether spells are divine or arcane.

Key: `first_caster_level` Default Value: 0

Possible Values: Any positive integer

Used to determine caster level

Key: `caster_level_rate` Default Value: 1

Possible Values: Any positive integer

Number of class levels needed in increase caster level by 1.

Key: `caster_ability` Default Value: None

Possible Values: Strength | Dexterity | Constitution | Intelligence | Wisdom | Charisma

Ability that spell casting is keyed to. Used to determine max spell level castable and spell DCs.

Key: `prepares_spells` Default Value: no

Possible Values: yes | no

If this has the value “yes” then spells are prepared like a wizard otherwise they are cast spontaneously like a sorcerer.

Don't forget that for spell casters the “`class_token`” key is very important as it will determine the class's spell list. Note that it is possible to set the class token to be the same as an existing class. For example giving a new class the token “Wiz” will mean that it will have the same spell list as a Wizard.

In addition you need to create spell tables which will specify how many spells per day can be cast and how many spells are known.

A spells per day table might look something like this:

```
<spells_per_day>
  <table_entry row="1">-0xff,0</table_entry>
  <table_entry row="2">-0xff,1,0</table_entry>
</spells_per_day>
```

Each row represents a class level. Obviously you'll want your table much longer than this (in fact you'll need one row for every level that the class can have. Each row contains a list of numbers,

each one corresponding to a successive spell level. The first in the list is number of level 0 spells castable per day, the second is the number of level 1 spells castable, and so on. The “-0xff” is a special value meaning that no spells are castable for that level. Note that an entry of 0 may mean that some spells can be cast depending on the number of bonus spells that character gets.

So in the above example, at level 2, no level 0 spells can be cast per day, 1 level 1 spell and 0 level 2 spells, assuming he gets no bonus spells.

The spells known table has a similar format but here you won't need to use the special value of -0xff

Prestige Casters

Many prestige classes don't have spell tables of their own but instead get spells progression from an existing spell casting class as the character goes up a level. In the XML this is accomplished by using the “prestige-spellcaster” key. For example:

```
<prestige-spellcaster start="2">Arcane</prestige-spellcaster>
```

The value specifies what type of spell caster the prestige class can modify. Possible values are Arcane, Divine or All. If the character has more than one existing class that satisfies the criteria then Hero Workshop will prompt to allow you to choose which one to use. The optional attribute “start” specifies which level of the prestige class the spell progression starts at.

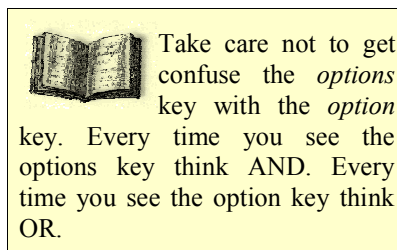
Prerequisites

We've already covered prerequisites very briefly but there is a lot more to it. The prerequisites list consists of a series of items which can be in either of two forms. The first form uses the options key:

```
<options>
  <option>VALUE</option>
</options>
```

Each options key represents a condition which must be satisfied and can contain any number of option entries of which, by default only one needs to be satisfied. Optionally a count attribute may be supplied so that more than one option must be satisfied. For example, the Loremaster must have any 3 Item Creation or Metamagic feats. This is accomplished in XML as:

```
<options count="3">
  <option type="feat" subtype="category">Metamagic</option>
  <option type="feat" subtype="category">Item Creation</option>
</options>
```



The option key can have the following attributes:

Attribute: type

Default Value: None

Possible Values: spell | feat | race | alignment | skill | class | character_level | BAB | spell-level

Type of condition which must be satisfied

Attribute: subtype

Default Value: None

Possible Values: Dependent on type

<i>type</i>	<i>Possible values</i>
feat	category
spell	school
skill	Any skill name (simple wildcarded ending possible using *)
spell-level	All Arcane Divine

With most types, the subtype attribute can be omitted. If type="skill" then the subtype attribute is necessary for the prerequisite to function.

Attribute: logic

Default Value: true

Possible Values: true | false

Setting this attribute to false inverts the logic for satisfying the condition.

Attribute: style

Default Value: All

Possible Values: All | spontaneous

When type="spell-level" this can select only spell-levels from spontaneous spell casting classes. Otherwise this attribute is ignored.

Example To specify that the character must have the ability to cast arcane spells without preparation:

```
<spell-level subtype="Arcane" style="spontaneous">1</spell-level>
```

Attribute: school

Default Value: None

Possible Values: Any spell school (see spells.xml)

When type="spell-level" this can select only spells from the selected school. If left blank or omitted this attribute is ignored.

Attribute: count

Default Value: 1

Possible Values: Any positive integer

Number of items of type which must match the subtype criteria. Can be used with the spell type or with a wildcarded skill type.

Example 1 To specify that 7 spells of the divination school must be known:

```
<spell subtype="school" count="7">Divination</spell>
```

Example 2 To specify that 2 knowledge skills have at least 10 ranks each:

```
<skill subtype="Knowledge*" count="2">10</skill>
```

The second, alternative way of specifying a prerequisite can be used when there is only one option. It is then possible to use the type attribute as a key name. For example, the prerequisite element:

```
<options>  
  <option type="feat">Weapon Focus (Longbow)</option>  
</options>
```

can be rewritten as:

```
<feat>Weapon Focus (Longbow)</feat>
```

Appendix i: Hero Workshop *Feats*

This is a list of the feats usable in Hero Workshop. Note that Hero Workshop treats class and racial features as being feats. Some feats take parameters.

In the description a variable is indicated by (x) or (n). Specify the parameters after the feat name as either (x) or (x/n).

For

example:

"Resist Energy(Fire/5)"

<i>Feat name</i>	<i>Description</i>
Armour Proficiency, Heavy	You are proficient with heavy armour.
Armour Proficiency, Light	You are proficient with light armour.
Armour Proficiency, Medium	You are proficient with medium armour.
Augment Summoning	Each creature you conjure with any summon spell gains a +4 enhancement bonus to Strength and Constitution for the duration of the spell that summoned it.
Brew Potion	You can create a potion or oil of any spell of 3rd level or lower that you know and that targets a creature or creatures.
Cleave	If you deal a creature enough damage to make it drop, you get an immediate, extra melee attack against another creature within reach.
Combat Casting	+4 bonus to Concentration checks made to cast a spell while on the defensive.
Combat Expertise	In melee, optionally 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.
Combat Reflexes	Additional possible attacks of opportunity equal to your Dexterity modifier
Craft Magic Arms and Armor	You can create any magic weapon, armor, or shield whose prerequisites you meet.
Craft Rod	You can create any rod whose prerequisites you meet.
Craft Staff	You can create any staff whose prerequisites you meet.
Craft Wand	You can create any wand whose prerequisites you meet.
Craft Wondrous Item	You can create any miscellaneous magic item whose prerequisites you meet.
Deflect Arrows	You can deflect incoming arrows, as well as crossbow bolts, spears, and other shot or thrown weapons.
Die Hard	May still act when between -1 and -9 hit points
Dodge	+1 dodge bonus to Armor Class against attacks from one opponent.
Empower Spell	All variable, numeric effects of an empowered spell are increased by one-half but occupies spell slot 2 levels higher.
Endurance	+4 to endurance related checks.
Enlarge Spell	Increase the range of a spell but it occupies spell slot 1 level higher.
Eschew Materials	Cast spells that use spell components costing 1gp or less without

	needing the component.
Exotic Weapon Proficiency	Use an exotic weapon without the usual penalty.
Extend Spell	Spell lasts twice as long as normal but it occupies spell slot 1 level higher.
Extra Turning	Each time you take this feat, you can use your ability to turn or rebuke creatures four more times per day than normal.
Far Shot	Fire projectile weapons at 150% normal range, thrown weapons at 200% normal range.
Forge Ring	You can create any ring whose prerequisites you meet.
Great Cleave	Every time you deal a creature enough damage to make it drop, you get an immediate, extra melee attack against another creature within reach.
Great Fortitude	+2 bonus on all Fortitude saving throws.
Greater Spell Focus	+1 DC to all spells from the school of magic.
Greater Spell Penetration	+2 on caster level checks when overcoming spell-resistance
Greater Two-Weapon Fighting	Get a third attack with your off-hand weapon at -10 to hit.
Greater Weapon Focus	Get +1 bonus on attack rolls with selected weapon.
Greater Weapon Specialization	+2 bonus on all damage rolls you make using the selected weapon.
Heighten Spell	Increases the effective level of the spell that it modifies.
Improved Bull Rush	Perform a bull rush without provoking an attack of opportunity from the defender. +4 bonus to the Strength check to push back the defender.
Improved Counter Spell	Counterspell with a spell of the same school that is one or more spell levels higher than the target spell.
Improved Critical	Treat range is doubled for the selected weapon
Improved Disarm	Attempt a disarm without provoking an attack of opportunity from the defender. +4 bonus to the opposed attack roll
Improved Familiar	Acquire a new familiar from a nonstandard list
Improved Feint	Make a Bluff check to feint in combat as a move action.
Improved Grapple	Grapple without provoking an attack of opportunity when you make a touch attack to start a grapple. You also gain a +4 bonus on all grapple checks.
Improved Initiative	+4 bonus on initiative checks.
Improved Overrun	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.
Improved Precise Shot	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.
Improved Shield Bash	When you perform a shield bash, you may still apply the shield's shield bonus to your AC
Improved Sunder	Do not provoke an attack of opportunity when striking at an object held or carried by an opponent. +4 bonus on any attack roll made to attack an object held or carried by another character.
Improved Trip	Do not provoke an attack of opportunity when tripping an opponent.

	+4 bonus the check to trip an 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.
Improved Turning	Turn or rebuke creatures as if you were one level higher than you are in the class that grants you the ability.
Improved Two-Weapon Fighting	Get a second attack with your off-hand weapon at -5 to hit.
Improved Unarmed Strike	Do not provoke attacks or opportunity from armed opponents when you attack them while unarmed. Optionally deal lethal or nonlethal damage with unarmed strike.
Iron Will	+2 bonus on all Will saving throws.
Leadership	Attract loyal companions and devoted followers.
Lightning Reflexes	+2 bonus on all Reflex saving throws.
Manyshot	As a standard action, you may fire two arrows at a single opponent within 30 feet.
Martial Weapon Proficiency	Use a martial weapon without the usual penalty.
Maximise Spell	All variable, numeric effects of a spell modified by this feat are maximized but it occupies spell slot 3 levels higher.
Mobility	Get a +4 dodge bonus to Armor Class against attacks of opportunity caused when you move out of or within a threatened area.
Mounted Archery	The penalty you take when using a ranged weapon while mounted is halved.
Mounted Combat	Once per round when your mount is hit in combat, you may attempt a Ride check (as a reaction) to negate the hit.
Natural Spell	Complete the verbal and somatic components of spells while in a wild shape.
Point Blank Shot	Get a +1 bonus on attack and damage rolls with ranged weapons at ranges of up to 30 feet.
Power Attack	Subtract a number (up to your BAB) from all melee attack rolls and add the same number to all melee damage rolls.
Precise Shot	Shoot or throw ranged weapons at an opponent engaged in melee without taking the standard -4 penalty on your attack roll.
Quick Draw	Draw a weapon as a free action instead of as a move action.
Quicken Spell	Casting a quickened spell is a free action but uses up a spell slot four levels higher than the spell's actual level.
Rapid Reload	Reload your chosen type of crossbow as a free action (for a hand or light crossbow) or a move action (for a heavy crossbow).
Rapid Shot	You can get one extra attack per round with a ranged weapon but all attacks take a -2 penalty.
Ride-By Attack	Move attack and move again when charging while mounted.
Run	x5 normal speed (light load) or x4 normal speed (medium or heavy load). +4 on running jumps. Retain Dex bonus while running.
Scribe Scroll	You can create a scroll of any spell that you know.
Shield Proficiency	Take only the standard penalties while using a shield.
Shot on the Run	Move shoot and move again.
Silent Spell	Cast a spell with no verbal components but occupies spell slot 1 level

	higher.
Simple Weapon Proficiency	Use a simple weapon without the usual penalty.
Simple Weapon Proficiency, All	Make attack rolls with simple weapons normally.
Skill Focus	Get +3 in the chosen skill.
Snatch Arrows	When using the Deflect Arrows feat you may catch the weapon instead of just deflecting it.
Spell Focus	+1 DC to all spells from the school of magic.
Spell Mastery	Choose a number of spells equal to Int bonus. You can prepare these spells without referring to a spellbook.
Spell Penetration	+2 bonus on checks to overcome spell resistance.
Spirited Charge	When mounted and charging, deal x2 damage with a melee weapon (x3 with a lance).
Spring Attack	Be able to move both before and after attacking.
Still Spell	Cast a spell with no somatic components but occupies spell slot 1 level higher.
Stunning Fist	Once per day hit with a stunning fist. Damaged foe must make a fortitude save (DC 10 + level/2 + Wis Modifier) or be stunned
Toughness	+3 hit points
Tower Shield Proficiency	Take only the standard penalties while using a tower shield.
Track	Find and follow any tracks with a successful Survival check.
Trample	When you attempt to overrun an opponent while mounted, your target may not choose to avoid you.
Two-Weapon Defense	When wielding 2 weapons or a double weapon, gain +1 AC (+2 AC if fighting defensively).
Two-Weapon Fighting	Reduced penalties for fighting with two weapons
Weapon Finesse	Optionally use Dexterity modifier instead of Strength for attack rolls with a light weapon, rapier, whip or spiked chain
Weapon Focus	Get +1 bonus on attack rolls with selected weapon.
Weapon Specialization	Get +2 on damage rolls with selected weapon.
Whirlwind Attack	When you use the full attack action, you can give up your regular attacks and instead make one melee attack at your full base attack bonus against each opponent within reach.
Widen Spell	Increase area of a burst, emanation, line or spread spell but occupies spell slot 3 levels higher.
Ability Boost	+1 to None
Abundant Step	Slip magically between spaces, as if using the spell dimension door, once per day. Caster level .
Acrobatic Charge	Ability to charge over difficult terrain that normally slows movement.
Animal Companion	Gain an animal companion that is a loyal companion that accompanies you on adventures as appropriate for its kind.
Aquatic Gift	Up to 0 rounds/day, breathe water. This effect occurs automatically as soon as it applies, lasts until it runs out or is no longer needed, and can operate multiple times per day
Armoured Spellcasting,	You can wear light armour without hampering your spellcasting

Light	ability.
Arrow of Death	Create an arrow of death that forces the target, if damaged by the arrow's attack, to make a DC 20 Fortitude save or be slain immediately.
Aura of Chaos	Chaos aura with a power level of 1
Aura of Courage	Immune to fear (magical or otherwise). Each ally within 10 feet gains a +4 morale bonus on saving throws against fear effects.
Aura of Despair	radiate malign aura that causes enemies within 10 feet to take a -2 penalty on all saving throws.
Aura of Evil	Evil aura with a power level of 1
Aura of Good	Good aura with a power level of 1
Aura of Law	Law aura with a power level of 1
Bard Weapon Proficiency	Use bard weapons without the usual penalty.
Bardic Knowledge	Make a special bardic knowledge check at +0 to see whether you know some relevant information about local notable people, legendary items, or noteworthy places.
Bardic Music	(x) times per day use song or poetics to produce magical effects on those around you (usually including yourself, if desired).
Bite Attack	You may do lethal unarmed damage with your claws.
Blank Feat	
Blast Infidel	Any spell with a description that involves inflicting or channeling negative energy cast on a creature of the opposite alignment works as if under the effect of a Maximize Spell feat (without using a higher-level spell slot).
Blindsense	Using non-visual senses you notice things you cannot see. Usually does not need to make Spot or Listen checks to notice and pinpoint the location of creatures within range of this ability, provided that you have line of effect to that creature.
Bonus feat	Choose a bonus feat.
Bonus spell	Gain a bonus spell, as if from having a high ability score.
Breath Weapon	Deals (x) points of damage.
Canny Defense	When not wearing armor or using a shield, adds 1 point of Intelligence bonus (if any) to Dex bonus to AC while wielding a melee weapon.
Class Skill	(x) is a class skill.
Claw Attack	You may do lethal unarmed damage with your claws.
Contingent Conjuration	Prepare a summoning or calling spell ahead of time to be triggered by some other event.
Crippling Strike	Sneak attacks deal an additional 2 points of Strength damage.
Damage Reduction	Reduce damage by (x) points if hit by any weapon or creature.
Dark Blessing	Add charisma bonus (if any) to all saving throws.
Darkvision	You can see in the dark. Darkvision is black and white only, but it is otherwise like normal sight, and you can function just fine with no light at all.
Death Attack	Study an opponent for 3 rounds then sneak attack for possible paralyzing or killing effect.
Death Touch	Once per day on a successful touch attack, roll 1d6 per your cleric

	level. If the total at least equals the touched creature's current hit points, it dies.
Defensive Roll	1/day optionally make reflex throw (DC=damage) to take half damage from a potentially lethal blow.
Defensive Stance (1/day)	You can adopt a defensive stance, gaining phenomenal strength and durability, but you cannot move from the spot you are defending. Gains +2 to Strength, +4 to Constitution, a +2 resistance bonus on all saves, and a +4 dodge bonus to AC.
Detect Evil	At will, use detect evil as a spell-like ability.
Detect Good	At will, use detect good as a spell-like ability.
Detect Thoughts	Detect thoughts once/day as a spell-like ability, affecting one target and lasting 0 minutes. Activating this power is a free action.
Diamond Soul	Spell resistance (x).
Divine Freedom	For a total of 1 round per your cleric level per day, you can act normally regardless of magical effects that impede movement (similar to the effect of the spell freedom of movement). This effect occurs automatically as soon as it applies, lasts until it runs out or is no longer needed, and can operate multiple times per day (up to the total daily limit of rounds).
Divine Grace	Add charisma bonus (if any) to all saving throws.
Divine Health	Immunity to all diseases, including supernatural and magical diseases.
Divine Reach (30 feet)	Use touch spells on targets up to 30 feet away. If the spell requires a melee touch attack, you must make a ranged touch attack instead.
Divine Strength	Once/day perform a feat of strength, gaining an enhancement bonus to Strength equal to your cleric level and lasting 1 round.
Dodge Giants	+4 dodge bonus to Armor Class against giants.
Dodge Trick	+1 dodge bonus to AC
Domain Focus	Cast spells at +1 caster level
Chosen Dragon	Special powers tied to this variety of dragon
Druid Weapon Proficiency	Use druid weapons without the usual penalty.
Elaborate Parry	gains an additional +1 dodge bonus to AC when fighting defensively or using total defense in melee combat.
Elven Blood	For all effects related to race, you are considered an elf.
Enhance Arrow	Every nonmagical arrow you nock and let fly becomes magical, gaining a+1 enhancement bonus.
Enhanced Mobility	When wearing no armor and not using a shield, gain an additional +4 bonus to AC against attacks of opportunity caused when moving out of a threatened square.
Evasion	Make a successful Reflex saving throw against an attack that normally deals half damage on a successful save, and instead takes no damage.
Expert Thrower	+1 bonus on attack rolls with thrown weapons and slings
Extended Summoning	All spells from the summoning subschool that you cast have their durations doubled.
Faith Healing	Use healing spells to their maximum effect on creatures of the same alignment as you (including the yourself). Any spell with the healing descriptor cast on such creatures works as if under the effects of a

	Maximize Spell feat (without using a higher-level spell slot).
Fascinate	Cause creatures to become fascinated. The distraction of a nearby combat or other dangers prevents the ability from working. makes a Perform check. The check result is the DC for each affected creature's Will save against the effect.
Fast Monk Movement	Your base movement rate is feet/round faster than normal.
Fast Movement	Your base movement rate is feet/round faster than normal.
Favoured Class	When determining a multiclass experience point penalty, class does not count.
Favoured Enemy	bonus on Bluff, Listen, Sense Motive, Spot, and Survival checks when using these skills against enemies of type . bonus on weapon damage rolls against such creatures.
Gift of Charm	You can boost your Charisma by 4 points once per day. Activating this power is a free action. The increase lasts 1 minute.
Gift of Renewal	Once per day, if below 0 hit points, regain 1d8 +0 Hit Points.
Gift of the Divine	Transfer one or more uses of your turn or rebuke undead ability to a willing creature. The transfer lasts anywhere from 24 hours to one week (chosen at the time of transfer), and while the transfer is in effect, the number of turning attempts per day allowed to the you is reduced by the number transferred. The recipient turns undead as a cleric of your cleric level but uses her own Charisma modifier.
Good Fortune	Once per day optionally reroll one dice roll.
Grace	+2 competence bonus on all Reflex saving throws when wearing no armor and not using a shield.
Greater Rage	Rage bonuses to Strength and Constitution are +6, and morale bonus on Will saves is +3.
Greater Turning	Once/day, perform a greater turning against undead in place of a regular turning (or rebuking) attempt : Creatures that would be turned (or rebuked or commanded) are destroyed instead.
Hail of Arrows	As a standard action, 1/day fire an arrow at each and every target within range.
Halfling Feet	Once/day, add your Charisma modifier to your climb, jump, move silently and hide checks. This extraordinary ability is a free action that lasts for 10 minutes.
Heroic Attack	Once/day, you can add 0 to your attack roll.
Hide in Plain Sight	Use the Hide skill even while being observed, as long as within 10 feet of some sort of shadow.
Imbue Arrow	Place an area spell upon an arrow. When the arrow is fired, the spell's area is centered on where the arrow lands, even if the spell could normally be centered only on the caster.
Immunity	Completely immune to (x).
Impromptu Sneak Attack (1/day)	declare one melee or ranged attack he makes to be a sneak attack
Improved Ally	When casting Planar Ally spell, use a diplomacy check to adjust the creature's attitude to helpful and reduce the fee by 50%.
Improved Evasion	Make a successful Reflex saving throw against an attack that normally deals half damage on a successful save, and instead takes no damage. Take only half damage on a failed save.

Improved Reaction	+1 bonus on initiative checks.
Indomitable Will	While in a rage, you gain a +4 bonus on Will saves to resist enchantment spells.
Inspire Competence	Allies gain a competence bonus on skill checks with a particular skill.
Inspire Courage	Allies gain a morale bonus on saving throws, attack and weapon damage rolls 1/day. The effect lasts 0 rounds.
Inspire Greatness	with 12 or more ranks in a Perform skill, use music or poetics to inspire greatness in up to willing allies within 30 feet, granting +2HD (d10), +2 on attack rolls and +1 fortitude.
Inspire Heroics	with 18 or more ranks in a Perform skill, use music or poetics to inspire tremendous heroism in up to willing allies within 30 feet, granting +4 morale bonus on saving throws and +4 dodge bonus to AC.
Instant Mastery	4 ranks of a skill in which you have no ranks
Ki Strike	Unarmed attacks treated as weapons for purposes of dealing damage to creatures with damage reduction.
Lay on Hands	heal wounds (own or those of others) by touch. Each day heal up to 0 points of damage.
Lethal Unarmed Strike	Unarmed strikes optionally deal lethal damage
Light Blindness	Abrupt exposure to bright light (such as sunlight or a daylight spell) results in blindness for 1 round. On subsequent rounds, you are dazzled as long as you remain in the affected area.
Light Sensitivity	Dazzled in bright sunlight or within the radius of a Daylight spell.
Low Light Vision	See twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. You retain the ability to distinguish color and detail under these conditions.
Madness	You gain an Insanity score equal to half your class level. For spellcasting (determining bonus spells and DCs), you use your Wisdom score plus you Insanity score in place of Wisdom alone. For all other purposes, such as skills and saves, use Wisdom minus Insanity in place of Wisdom. Once per day, you can see and act with the clarity of true madness. Use the your Insanity score as a positive rather than a negative modifier on a single roll involving Wisdom. Choose to use this power before the roll is made.
Mark of Vengeance	If you have been harmed by someone in combat, you may make a strike of vengeance with a melee or missile weapon against that person on your next action. If this attack hits, you deal maximum damage. You may use this ability once per day.
Martial Weapon Proficiency, All	Make attack rolls with martial weapons normally.
Mastery of Energy	+4 bonus to turning checks and turning damage rolls. This ability only affects undead, even if you can turn other creatures.
Mighty Rage	Rage bonuses to Strength and Constitution are +8, and morale bonus on Will saves is +4.
Monk Weapon Proficiency	Use monk weapons without the usual penalty.
Natural Armor	+1 Natural Armor.
Opportunist	Once per round, optionally make an attack of opportunity against an opponent who has just been struck for damage in melee by another

	character.
Orc Blood	For all effects related to race, you are considered an Orc.
Pain Touch	Once/day make a melee touch attack against a living creature to inflict a -2 penalty to Strength and Dexterity for 1 minute (Does not affect creatures immune to critical hits)
Phase Arrow	As a standard action, launch an arrow 1/day at a known target within range, and the arrow travels to the target in a straight path, passing through any nonmagical barrier or wall in its way, negating cover, concealment, and even armor modifiers.
Planar Cohort	Use any of the planar ally spells to call a creature to act as your cohort. It takes an offering of 1000 gp x the creature's HD to convince it to serve.
Planar Terrain Mastery	Gives bonuses on skills useful in a particular terrain and +1 insight bonus on attack and damage rolls against creatures with that terrain mentioned in the Environment entry of their descriptions.
Poison Use	Trained in the use of poison and never risk accidentally poisoning yourself when applying poison to a blade.
Portal Sense	You can detect an active or inactive portal as if it were a normal secret door (DC20).
Power of Nature	Temporarily transfer one or more of your druid Class Features to a willing creature. The transfer lasts anywhere from 24 hours to one week (chosen at the time of transfer), and while the transfer is in effect, you cannot use the transferred power.
Precise Strike	Strike precisely with a light or one-handed piercing weapon, gaining +1d6 to the damage roll.
Protective Ward	Generate a protective ward, granting someone you touch a resistance bonus on their next saving throw equal to your level. Activating this power is a standard action. The protective ward is an abjuration effect with a duration of 1 hour that is usable once per day.
Purity of Body	Immunity to all diseases, including supernatural and magical diseases.
Quivering Palm	Will a struck creature to die within days if it fails a DC 10 fortitude saving throw.
Rage (1/day)	Fly into a rage and temporarily gain a +4 bonus to Strength, a +4 bonus to Constitution, and a +2 morale bonus on Will saves, but he take a -2 penalty to Armor Class.
Ranged Legerdemain (1/day)	Use Disable Device, Open Lock or Sleight of Hand at a range of up to 30 feet.
Rebuke	Rebuke or command 3 times/day.
Remove Disease (1/week)	Produce a remove disease effect, as the spell
Resist (+2)	+2 bonus on saving throws against (x)
Resist Energy	Reduce (x) damage by (n)
Rogue Weapon Proficiency	Use rogue weapons without the usual penalty.
Secret Door Sense	If you merely pass within 5 feet of a secret or concealed door you are entitled to a Search check to notice it as if actively looking for it.
Seeker Arrow	As a standard action, launch an arrow once per day at a target known to her within range, and the arrow travels to the target, even around corners, negating cover and concealment modifiers.
Shadow Illusion	1/day create visual illusions. This ability's effect is identical to that of

	the arcane spell silent image.
Shadow Jump (1 feet)	Ability to travel up to 1 feet between shadows as if by means of a dimension door spell.
Skill Mastery	Select a number of skills equal to 3 + Intelligence modifier. When making a skill check with one of these skills, you may take 10 even if stress and distractions would normally prevent you from doing so.
Slippery Mind	After being affected by an enchantment spell or effect and failing the saving throw, attempt it again 1 round later at the same DC.
Slow Fall	Slow your descent if within arm's reach of a wall. When doing this, take no falling damage.
Smite	Once per day gain +4 attack bonus and a damage bonus equal to your cleric level to a single melee attack.
Smite Evil(1/day)	Attempt to smite evil 1/day with one normal melee attack gaining +1 to damage.
Smite Good	Attempt to smite good 1/day with one normal melee attack gaining +1 to damage.
Sneak Attack(+1d6)	Deal extra damage any time an attacked target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when flanking the target.
Song of Freedom	with 15 or more ranks in a Perform skill, use music or poetics to create an effect equivalent to the break enchantment spell (caster level)
Special Mount(+2 HD)	1/day, as a full-round action, you may magically call your mount from the celestial realms in which it resides.
Spell Power	Effective caster level is increased by 1 for purposes of determining level-dependent spell variables and for caster level checks.
Spell Resistance	Spell resistance of 1
Spell-Like Ability	Use one of your spell slots to permanently prepare one of your spells as a spell-like ability that can be used twice per day. You do not use any components when casting the spell.
Steady Paced	Movement rated unaffected by medium or heavy armour or loads.
Still Mind	+2 bonus on saving throws against enchantment spells and effects.
Stonecunning	+2 bonus on checks to notice unusual stonework.
Suggestion	with 9 or more ranks in a Perform skill, make a suggestion (as the spell) to a creature that he has already fascinated at DC 10.
Summon Familiar	Obtain a familiar. Doing so takes 24 hours and uses up magical materials that cost 100 gp.
Summon Fiendish Servant	Call a fiendish servant to serve you.
Summon Shadow(+2 HD)	Summon a shadow to serve as a companion. The shadow has 1 HD.
Terrain Mastery	Gives bonuses on skills useful in a particular terrain and +1 insight bonus on attack and damage rolls against creatures with that terrain mentioned in the Environment entry of their descriptions.
Timeless Body	Take no further penalties to ability scores due to aging. Cannot be magically aged.
Tireless Rage	No longer become fatigued at the end of rage.
Trap Finding	Use the Search skill to locate traps when the task has a Difficulty Class higher than 20. Use the Disable Device skill to disarm magic

	traps.
Turn	Turn or destroy 3 times/day.
Uncanny Dodge	React to danger before your senses would normally allow you to do so. Retain Dexterity bonus to AC (if any) even if caught flat-footed or struck by an invisible attacker.
Unity Ward	Once/day, as a free action protect 0 creatures with a +4 dodge bonus to their AC lasting 0 rounds as long as they stay within 10' of you.
Use Arcane Items	Use scrolls, wands and other devices with spell completion or spell trigger activation as a wizard of level 1
Weapon Familiarity	Treat the (x) as a martial weapon rather than an exotic weapon.
Weapon Proficiency	Use a weapon without the usual penalty.
Weapon Trick	+1 bonus on attack rolls
Wholeness of Body	Self-heal up to (x) HP/day
Wild Empathy	Improve the attitude of an animal with a Charisma check.
Wild Shape	Turn into any Small or Medium animal and back again
Wings	fly at a speed equal to his normal land speed, with average maneuverability.
Wizard Weapon Proficiency	Use wizard weapons without the usual penalty.
Woodland Stride	Move through any sort of non-magical undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at his normal speed and without taking damage or suffering any other impairment.