

## What Is E8?

In an E8 campaign, a character's level is capped at 8th. This imposes a limit to class features, BAB, base saves, et cetera. In general, these parts of a character's abilities cannot exceed those of an 8th-level character, although E8 feats can get around some of these limitations.

The hard limits are related to BAB, base saves, and maximum spell level usable. Even E8 feats cannot exceed these limits. An E8 character's BAB, for example, will never exceed 8th level. Likewise, the E8 character's maximum level usable under normal rules never exceeds that of an 8th-level PC.

What certain E8 feats can do, however, is tweak these limits within certain parameters. For example, while BAB may not increase, the Combat Master feat lets an E8 character qualify for combat feats that he doesn't have the BAB for. Similarly, feats such as Caster's Prowess and Magic Mastery grant an E8 character greater ability with spells, but not to the point where he gains access to higher level spells than those that would be normally available to an 8th-level PC.

E8 character gain a new feat every 5,000 XP earned after reach 8th-level. These feats may be chosen from any feats for which the character meets the prerequisites.

## E8 Feats

All E8 feats require that a character be 8th level.

### Ability Advancement

*One of your ability scores improves.*

**Benefit:** Choose one ability score, and improve it by +1.

**Special:** You can select this feat more than once. Its effects stack. No ability can be improved by more than +5 via this feat.

### Ability Training

*You spend time honing one of your abilities.*

**Benefit:** Choose one ability score. Treat that ability score as having a +2 competence bonus whenever you are making an ability check. This bonus does not count when making a skill check or for any other use of that ability.

**Special:** You can gain this feat multiple times. Its effects do not stack. Each time you take this feat it applies to another ability.

### Animal Champion

*Your animal companion becomes more formidable.*

**Prerequisite:** Animal companion class feature, effective druid level 8th.

**Benefit:** If your animal companion's abilities are already determined as if you were effectively an 8th-level druid, increase your effective druid level by +1 level. If you have more than one animal companion, choose which one this feat applies to.

**Special:** You can select this feat more than once. Each time, it applies to a new animal companion.

## Armor Training

*Your ability to move in armor improves.*

**Prerequisite:** Armor training class feature.

**Benefit:** You gain an improvement in your armor training class feature as if you had gained sufficient levels in fighter to earn such an improvement.

**Special:** You can select this feat up to three times. The third time confers the benefits of the armor mastery class feature. You cannot select this feat two times in a row.

## Bypass Ward

*You are adept at bypassing magical wards.*

**Prerequisites:** Appraise 1 rank, Disable Device 1 rank, ability to cast 3rd-level spells.

**Benefit:** You can pick the lock of even a magically locked door (such as one sealed by *arcane lock* or *hold portal*). The Disable Device DC for the door is considered 10 higher than normal due to the effect of the warding spell. You also gain a +2 competence bonus to Disable Device checks. As a full-round action, you can make a Disable Device check to disable a magical trap (such as a *glyph of warding*) for 1 minute.

## Canny Defense

*You can intelligently defend yourself against attacks.*

**Prerequisites:** Int 13+, BAB +6, Acrobatics 2 ranks, Dodge, Mobility, Weapon Finesse.

**Benefits:** When wearing light or no armor and not using a shield, you add 1 point of Intelligence bonus to your Dexterity bonus to modify Armor Class while wielding a melee weapon. If you are caught flat-footed or otherwise denied your Dexterity bonus, you also lose this bonus.

**Special:** You may select this feat more than once. Its effects stack, up to your full Intelligence bonus.

## Caster's Prowess

*The strength of your spells increases.*

**Prerequisite:** Ability to cast spells.

**Benefit:** Your caster level increases by +1 for purposes related to everything except how many spells you know and can cast.

**Special:** You can select this feat more than once. Its effects stack. Your effective caster level can never be higher than 20th.

## Combat Master

*Your skill in combat increases.*

**Prerequisite:** BAB +8.

**Benefit:** Your Base Attack Bonus increases by +2 for purposes of meeting the prerequisites for combat feats only. If you have fighter levels, treat your fighter levels as being two levels higher for the purposes of meeting feat prerequisites.

**Special:** You may select this feat more than once. Its effects stack. Your effective BAB can never be higher than +20. Your effective fighter level can never be higher than 20th. You cannot select this feat two times in a row.

## Defy Game Balance

*You overcome part of game balance.*

**Prerequisite:** Level adjustment +1 or higher.

**Benefit:** Reduce your level adjustment by -1 (to minimum +0 level adjustment).

**Special:** You may choose this feat more than once to eventually reduce your game-balancing level adjustment to +0.

## Deep Pockets

*You collect items as well as lore, picking up small amount of this or that throughout your travels.*

**Prerequisites:** Linguistics 3 ranks, Perform (oratory) 5 ranks, Profession (scribe) 5 ranks.

**Benefit:** You carry unspecified equipment worth up to 100 gp. This can be any kind of gear that can reasonably fit into a backpack, including potions and scrolls (but not any other sort of magic item). As a full-round action, you may dig through your pockets to retrieve an item you specify at that time, deducting its value from the allocated amount of cost. This item cannot weigh more than 10 pounds. When the total remaining cost reaches 0, you can retrieve no more items until you refill your deep pockets by spending a few hours and an amount of gold to bring you total up to 100 gp.

In addition, if you take 1 hour to pack you gear each day, you gain a +4 bonus to Strength to determine your light encumbrance. This does not affect your maximum carrying capacity. The efficient distribution of weight simply encumbers you less than the same amount of weight normally should. Finally, you gain a +4 bonus on Sleight of Hand checks made to conceal small objects on your person.

## Defensive Stance

*You can enter a defensive stance, a position of readiness and trance-like determination.*

**Prerequisites:** BAB +7, Dodge, Endurance, Toughness, proficiency with light and medium armor.

**Benefit:** You can maintain your defensive stance for a number of rounds per day equal to 4 + your Constitution modifier. Temporary increases to Constitution, such as those gained from the defensive stance and spells like *bear's endurance*, do not increase the total number of rounds that

you can maintain a defensive stance per day. You can enter a defensive stance as a free action. The total number of rounds of defensive stance per day is renewed after resting for 8 hours, although these hours do not need to be consecutive. While in a defensive stance, you gain a +2 dodge bonus to AC, a +4 morale bonus to Strength and Constitution, and a +2 morale bonus on Will saves. The increase to Constitution grants 2 hit points per Hit Die, but these hit points disappear when the defensive stance ends and are not lost first like temporary hit points. While in a defensive stance, you cannot willingly move from his current position through any means (including normal movement, riding a mount, teleportation, or willingly allowing allies to carry you). If you enter a defensive stance while on a moving vehicle you do not control (such as a wagon or ship), you can maintain the stance even if the vehicle moves. If you move under your own power as a result of an enemy's successful use of the Bluff skill or an enchantment spell, your stance ends.

You can end his defensive stance as a free action; after ending the stance, you are fatigued for a number of rounds equal to 2 times the number of rounds spent in the stance. You cannot enter a new defensive stance while fatigued or exhausted but can otherwise enter a stance multiple times during a single encounter or combat. If you fall unconscious, your defensive stance immediately ends, placing you in peril of death. A defensive stance requires a level of emotional calm, and it may not be maintained by a character in a rage (such as from the rage class feature or the *rage* spell).

## Domain Mastery

*You gain greater power with a domain.*

**Prerequisite:** Domain class feature.

**Benefit:** Choose one domain. Your effective class level with that domain's granted powers increases by +2.

**Special:** You can select this feat more than once. Each time you select it, either choose a new domain to which the feat applies or else increase your effective class level with a domain by another +2. You cannot select this feat two times in a row.

## Enemy of Slavers

*You are an enemy of slavers. It's almost like this feat has been included due to current story arcs and what not.*

**Prerequisites:** Iron Will, Diplomacy 5 ranks, Knowledge (history) 2 ranks or Knowledge (local) 2 ranks, Sense Motive 5 ranks.

**Benefits:** You gain a +2 bonus on Bluff, Knowledge, Perception, Sense Motive, and Survival checks against slavers and slave-owners. Likewise, you get a +2 bonus on weapon attack and damage rolls against them. This is treated as a favored enemy bonus. If you have a favored enemy bonus from another class and his target is a slaver as well as a favored enemy of another type, the bonuses do not stack, and you simply use whichever bonus is higher.

## Enhanced Missiles

*You can imbue your missile weapons with magical power.*

**Prerequisite:** Ability to cast 1st-level spells, BAB +6, Point Blank Shot, Precise Shot, Weapon Focus (affected missile weapon)

**Benefit:** Every nonmagical missile you let fly becomes magical, gaining a +1 enhancement bonus. Your magic missiles only function for you.

**Special:** You can select this feat a second time. Doing so imbues every non-magical missile fired by you with one of the following elemental-themed weapon qualities: flaming, frost, or shock. You must choose which elemental-themed weapon quality you will use for the day when you prepare or recover spells.

## Favored Enemy

*You become more adept at killing certain creatures.*

**Prerequisite:** Favored enemy class feature.

**Benefit:** Gain another favored enemy as per the normal rules for a ranger.

**Special:** You can select this feat more than once. You can never have more than five favored enemies. You cannot select this feat two times in a row.

## Favored Terrain

*You become more at home in certain terrains.*

**Prerequisite:** Favored terrain class feature.

**Benefit:** You gain another favored terrain.

**Special:** You can select this feat more than once. You can never have more than four favored terrains. You cannot select this feat two times in a row.

## Hide in Plain Sight

*You excel at hiding.*

**Prerequisites:** Combat Reflexes, Dodge, Mobility, Stealth 5 ranks.

**Benefit:** You can use the Stealth skill even while being observed. As long as you are within 10 feet of an area of dim light, a shadowdancer can hide yourself from view in the open without anything to actually hide behind. You cannot, however, hide in your own shadow.

## Hybrid Form

*You can wild shape into an animal-humanoid hybrid.*

**Prerequisite:** Wild shape class feature.

**Benefit:** When you wild shape, you have the option of becoming a hybrid of animal and humanoid. While in hybrid form, you take on some physical characteristics of the animal, but otherwise do not change size, type, or subtype. You can use all of your possessions, can speak, cast spells, et cetera.

While in hybrid form you gain a +2 natural AC bonus, low-light vision, the scent extraordinary ability, and a natural attack form. This natural attack form can either be two claws (1d4 damage) or a bite (1d6 damage). Damages assume Medium size. You also gain any two of these modifications (chosen each time you assume hybrid form): +2 STR, +2 DEX, +2 CON, or an additional +2 natural AC bonus.

### Improved Channel Energy

*Your channel more energy than before.*

**Prerequisite:** Channel energy class feature

**Benefit:** Add +1d6 to the amount of dice you can channel. For every +1d6 you add, increase the save DC to resist your channeling by +1.

**Special:** You can select this feat more than once, but can never increase your channeling past 10d6. You cannot select this feat two times in a row.

### Iterative Attacker

*Your skill with full attacks improves.*

**Prerequisite:** BAB 6+.

**Benefit:** The penalty suffered on your iterative attack when making a full attack decreases by -1. For example, an 8th-level druid with this feat would have BAB +6/+2 instead of +6/+1.

**Special:** You can select this feat more than once. Its effects stack. Your iterative attack bonus for the second attack can never be greater than your BAB.

### Know Your Enemy

*By taking the time to study your foes, you gain insight into their weaknesses.*

**Prerequisites:** BAB +5, Combat Expertise, Dodge, Skill Focus (any one Knowledge skill), Knowledge (any two) 4 ranks in each, must be proficient with two martial weapons.

**Benefit:** As a move action, you may study a foe you can see and make a Knowledge check appropriate to the creature's type (DC 10 + the target's HD). Success grants you a +1 insight bonus against your enemy. This insight bonus may be applied to one of the following stances, chosen when the check is made:

- *Martial Stance:* Attack and damage rolls against the target.
- *Defensive Stance:* Armor Class and saving throws against the target's attacks.
- *Tactical Stance:* CMB and CMD when initiating or defending against bull rush, disarm, grapple, overrun, and trip combat maneuvers.

You may change your stance as a move action. The bonus lasts for 1 minute or until you use this ability on another target.

## Lore

*You learn secret knowledge.*

**Prerequisites:** Knowledge (any two) 7 ranks in each, any three metamagic or item creation feats, Skill Focus (Knowledge [any individual Knowledge skill]), able to cast seven different divination spells, one of which must be 3rd level or higher.

**Benefit:** You learn one of the following secrets. Your level plus Intelligence modifier determines which secrets you can choose.

**Special:** You can select this feat more than once. You cannot select any specific secret more than once. You cannot select this feat two times in a row.

**Table: Loremaster Secrets**

Level + Int Modifier	Secret	Effect
1	Instant mastery	4 ranks of a skill in which the character has no ranks
2	Secret health	<a href="#">Toughness</a> bonus feat
3	Secrets of inner strength	+2 bonus on <a href="#">Will</a> saves
4	The lore of true stamina	+2 bonus on <a href="#">Fortitude</a> saves
5	Secret knowledge of avoidance	+2 bonus on <a href="#">Reflex</a> saves
6	Weapon trick	+1 bonus on <a href="#">attack rolls</a>
7	Dodge trick	+1 <a href="#">dodge bonus</a> to AC
8	Applicable knowledge	Any one feat
9	Newfound arcana	1 bonus 1st-level spell*
10	More newfound arcana	1 bonus 2nd-level spell*

\* As if gained through having a high ability score.

## Magic Mastery

*Your ability to cast spells improves.*

**Prerequisite:** Ability to cast spells.

**Benefit:** Your spells known and spells per day increase as if you had gained a level. This does not permit you to cast spells of a higher level than one-half your actual (rather than effective) caster level.

## Master Scribe

*You excel with the written word.*

**Prerequisites:** Linguistics 3 ranks, Perform (oratory) 5 ranks, Profession (scribe) 5 ranks.

**Benefit:** You gain a +1 competence bonus on all Linguistics and Profession (scribe) checks, as well as Use Magic Device checks involving scrolls or other written magical items. You can make

Linguistics checks to decipher text as a full-round action and can always take 10 on Linguistics and Profession (scribe) checks, even if distracted or endangered.

## Ranged Legerdemain

*You can use thieflly skills at range.*

**Prerequisites:** Disable Device 4 ranks, Knowledge (arcana) 4 ranks, Sleight of Hand 4 ranks, ability to cast *mage hand* and at least one arcane spell of 2nd level or higher, sneak attack +2d6.

**Benefit:** You can use Disable Device and Sleight of Hand at a range of 30 feet. Working at a distance increases the normal skill check DC by 5, and you cannot take 10 on this check. Any object to be manipulated must weigh 5 pounds or less.

## Recklessness

*Sometimes hasty action proves more useful than even the best laid plans.*

**Prerequisites:** BAB +6, Diplomacy 1 rank, Knowledge (local) 1 rank.

**Benefit:** You gain a +1 morale bonus on attack and damage rolls on the round you enter a battle. You only gain this bonus against an opponent (or group of opponents) once per day. Thus, you cannot leave a battle and reengage moments later to gain the benefits of this ability more than once in the same battle.

## Ritual Spell

*You learn an ancient magical ritual.*

**Prerequisite:** Ability to cast spells.

**Benefit:** Choose one spell from your class's spell list that is no more than one level higher than the highest level spell you can cast (including ritual spells). You can cast that spell as a ritual.

**Special:** You may select this feat more than once. Each time, choose a new spell. You cannot select this feat two times in a row.

## Skill Mastery

*You can transcend normal limits with your skills.*

**Benefit:** Choose four skills. The number of ranks you can have in these skills is no longer limited by your character level.<sup>1</sup>

**Special:** You can select this feat more than once. Each time, select four new skills to which the feat applies.

## Terrain Mastery

*You excel at survival in a favored terrain.*

**Prerequisites:** Favored terrain class feature, Knowledge (geography) 8 ranks, Endurance.

**Benefit:** Select a favored terrain to master. When within this terrain, you may, as a move action,

---

<sup>1</sup> If you're wondering about how you can get more skill points, check out the [Open Minded](#) feat.



grant a +2 bonus on Climb, Stealth, Perception and Survival checks made by all allies within 30 feet who can see and hear you. This bonus lasts for a number of rounds equal to your Wisdom modifier (minimum 1). Mastery of a terrain has additional benefits, outlined below; these benefits apply to you at all times whether or not you are in the relevant terrain.

- *Astral Plane*: Your fly speed increases by +30 feet on planes with no gravity or subjective gravity.
- *Cold*: You gain cold resistance 10.
- *Desert*: You gain immunity to exhaustion; anything that would cause you to become exhausted makes you fatigued instead.
- *Ethereal Plane*: You ignore the 20% concealment miss chance from fog and mist, and treats total concealment from these sources as concealment.
- *Forest*: You gain a +4 competence bonus on Stealth checks.
- *Jungle*: You gain a +4 competence bonus on Escape Artist checks and increase your CMD against grapple maneuvers by +4.
- *Mountain*: You gain a +4 competence bonus on Climb checks and do not lose your Dexterity modifier to AC while climbing.
- *Plains*: Your movement is not reduced by wearing medium armor or carrying a medium load.
- *Plane of Air*: You gain a +4 competence bonus on Fly checks and +1 competence bonus on all attack and damage rolls against flying creatures.
- *Plane of Earth*: You gain DR 1/adamantine.
- *Plane of Fire*: You gain fire resistance 10.
- *Plane of Water*: You gain a +4 competence bonus on Swim checks and a +1 competence bonus on all attack and damage rolls against swimming creatures. You gain the ability to breathe water if you cannot already do so.
- *Plane, Aligned*: If you select a plane with an alignment trait, you can choose to detect as that alignment (fooling all forms of magic divination) as an immediate action; this benefit lasts until you dismisses it (a free action).
- *Swamp*: You gain a +4 competence bonus on Perception checks.
- *Underground*: 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 do not need to make Acrobatics skill checks to move at full speed while blinded.
- *Urban*: You gain a +4 competence bonus on Diplomacy checks.
- *Water*: You gain a +4 competence bonus on Swim checks and +1 competence bonus on all attack and damage rolls against swimming creatures.

## Venom Immunity

*You become immune to all poisons.*

**Prerequisite:** Druid 8th level.

**Benefit:** You gain the venom immunity class feature.

## Vindicator's Shield

*You can channel energy into your shield for greater protection.*

**Prerequisites:** BAB +5, channel energy class feature, Knowledge (religion) 5 ranks, Alignment Channel or Elemental Channel.

**Benefit:** You can channel energy into your shield as a standard action; when worn, the shield gives you a sacred bonus (if positive energy) or profane bonus (if negative energy) to your Armor Class equal to the number of dice of the your channel energy. This bonus lasts for 24 hours or until the you are struck in combat, whichever comes first. The shield does not provide this bonus to any other wielder, but you do not need to be holding the shield for it to retain this power.

## Weapon Training

*Your skill with weapons increases.*

**Prerequisite:** Weapon training class feature.

**Benefit:** You gain an improvement in your weapon training class feature as if you had gained sufficient levels in fighter to earn such an improvement.

**Special:** You can select this feat up to four times. The fourth time confers the benefits of the weapon mastery class feature. You cannot select this feat two times in a row.

## Wild Shaper

*The power of your wild shape class feature increases.*

**Prerequisite:** Wild shape class feature.

**Benefit:** You can wild shape as if your druid level were two levels higher than it actually is.

**Special:** You can select this feat more than once. When selected for the sixth time, you gain the ability to wild shape at will. You cannot select this feat two times in a row.

## Woodsy Evasion

*You become adept at avoiding certain attacks.*

**Prerequisite:** Ranger 8th level.

**Benefit:** You gain the evasion class feature.

## RITUAL SPELLS

Ritual spells are a way for characters who are horribly trapped at 8th-level to gain access to spells that they'd otherwise always have to suffer without. A ritual spell works just like the spell of the same name, but with these important changes.

**CASTING TIME**

Ritual spells take longer to cast. That's the ritual part. The table below lists casting times for ritual spell. Use table times except for instances where the spell's normal casting time is longer.

**Table: Ritual Spell Casting Times**

Class	Spell Level						
	3rd	4th	5th	6th	7th	8th	9th
Alchemist, Bard, Inquisitor, Magus, and Summoner	NA	5 r.	1 min.	5 min.	NA	NA	NA
Paladin and Ranger	5 r.	1 min.	NA	NA	NA	NA	NA
All Others	NA	NA	5 r.	1 min.	5 min.	1 hr.	5 hr.

**COMPONENTS**

Ritual spells also require special components in addition to the spell's normal components. These components are comprised of two parts: the ritual spell kit and the ritual spell expendables. A ritual spell kit costs 1,000 gp plus another 500 gp per spell level above 5th the ritual kit can handle. Kits are reusable, and a kit weighs 15 pounds all together. Ritual spell expendables cost 100 gp plus 50 gp per spell level above 5th, and these components weigh 1 pound per 100 gp of value. Ritual spell expendables are used up after casting a single ritual spell.

**SKILL CHECK**

At the completion of a ritual spell, the caster must make a Knowledge skill check (arcana for arcane spells or religion for divine spells) and a Spellcraft skill check. The Knowledge skill check is made after the first full round of the ritual spell's casting time. This represents setting up the various ritual components. The Spellcraft check occurs at the end of the casting time. The DC for both checks equals 20 + ritual spell level.

Ritual spells take a long time to cast, but they aren't as delicate and exacting as traditional spells. Casting a ritual does not provoke an attack of opportunity, and a caster can even pause the ritual for a short time in order to fight, cast a spell, or take some other action. For each round the ritual spell is interrupted, the DC of all subsequent skill checks to complete the casting increases by 1. Time spent during the interruption of a ritual spell does not count toward the spell's casting time.

**KNOWLEDGE FAILURE**

If the Knowledge skill check fails, the caster has merely made a mistake in the complicated preparations and maintenance of the ongoing ritual. One half of the ritual spell expendables are ruined and must be replaced.

**SPELLCRAFT FAILURE**

If the Spellcraft check fails, the caster has flubbed the actual casting procedures. The caster is fatigued by magical backlash. A fatigued character can neither run nor charge and takes a -2

penalty to Strength and Dexterity. Doing anything that would normally cause fatigue causes the fatigued character to become exhausted. After 8 hours of complete rest, fatigued characters are no longer fatigued.

### **SPELL EFFECTS**

A ritual spell takes effect as if cast by a caster of the lowest level necessary to cast the spell under normal conditions.

### **AN EXAMPLE**

Ebe has learned the *commune with nature* ritual spell. This ritual takes 10 minutes to cast since *commune with nature* has a longer casting time than indicated on the table above. Ebe sets up his ritual materials and makes a Knowledge (religion) check versus DC 25. He succeeds and doesn't waste any of the 100 gp of special ritual expendable components. After 10 minutes, he makes a Spellcraft check versus DC 25. If he succeeds, he has successfully cast *commune with nature* as if he were a 9th-level druid.