**A Slow Succumbing**

Your opponents are slowly eaten up by the ether.

Prerequisites: Baptized in Rage

Benefit: Twice per [Encounter], as a move action, you may create a wedge originating from you with a length equal to your [Close] range. All creatures inside the wedge when you create it must make a Fortitude save (DC 10 + ½ your level + your KOM) or become [Slowed]. Creatures [Slowed] by this ability may remove the condition with a move action, though doing so provokes an attack of opportunity. After three [Rounds] of being [Slowed] by this ability, creatures lose the condition and instead become [Paralyzed] for the [Encounter]. This is a supernatural ability.

**To the Bone**

Your malice strangles their very nerves.

Prerequisites: A Slow Succumbing

Benefit: Once per [Encounter], as a standard action, you may force an opponent within [Close] range to become [Petrified] for the rest of the [Encounter]. A successful Fortitude save (DC 10 + ½ your level+ your KOM) negates the condition. This is a supernatural ability.

**Tyrant [Iconic]**

The masses wither beneath your feet; oppressed under your grip of terror.

Benefit: [Fear] effects originating from you can now cause opponents with [Immunity] to [Fear] to be [Shaken], although they retain [Immunity] to all other [Fear] effects. Additionally, whenever an opponent within [Long] range of you fails a saving throw against a [Fear] effect, they take magic damage equal to you KOM that surpasses all forms of [Resistance].

**Fast Talk [Iconic]**

Some are born with a silver tongue. Yours is forked.

Benefit: Whenever you make a check for the in-combat use of an interaction skill, make another roll and compare the result using the modifier for a different interaction skill instead. If that roll is higher than the DC of the interaction skill check you were making, you may apply the effects of the in-combat use of the interaction skill whose modifier you used.

In addition, you may substitute your Charisma modifier for your Wisdom modifier when making a Perception check.

**Antediluvian [Iconic]**

Your aura is so repulsive it becomes difficult to even look at you directly.

Prerequisite: 9th level

Benefit: Each [Round] the beginning of its turn, each opponent within your [Close] range may choose to take -2 penalty to d20 rolls and AC against attacks, abilities, and effects originating from you for one [Round]. If an opponent does not choose to take this penalty they become [Nauseated] for 1 [Round]. A successful Will save (DC 10 + ½ your level + your KOM) negates the [Nauseated] condition and grants the opponent [Immunity] to this ability for the rest of the [Encounter].

**Kneel Before Zod**

Prerequisite: Antediluvian

Benefit: Once per [Encounter], as a standard action, you may force an opponent within [Close] range to become [Cowering] for the rest of the [Encounter]. A successful Will save (DC 10 + ½ your level+ your KOM) negates the condition but causes the opponent to become [Prone]. An opponent rendered [Cowering] by this ability may make a Will save each [Round] at the beginning of its turn to negate it. This is a supernatural ability.

**Hollow Voice**

Benefit: You gain a +2 feat bonus to the DCs of all abilities from \_\_\_\_\_. In addition, whenever you use an ability, you may choose to grant one weapon you are wielding [Arcane] for the purpose of determining effects of that ability.

**Cluster Bomb**

Prerequisite:6th leveld

Once per [Round], whenever you create a spread that deals damage, you may create up to two other spreads that have a 5 ft. radius. These spreads have the same effect and duration as the original spread, and must be placed within [Melee] range of the nearest grid intersection from the edge of the original spread. None of the spreads created by this feat may overlap with each other or the original spread. If the original spread moves then these spreads move in the same direction and at the same speed as the original spread. At 12th level, you may place up to four spreads.