

Extra Smite

A d20 Fantasy Feat by Phil Smith and Patric L. Rogers

Extra Smite [General]

Prerequisites: Base Will save +3, supernatural ability to smite.

Benefits: With this feat, a paladin able to *smite evil*, cleric with the Destruction domain, celestial or fiendish creature, or some other creature with the smite power may make 2 extra smite attacks per day.

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